

Subject: : Amiga Classic

Topic: : ALS, a new graphics system - RELEASED!

Re: ALS, a new graphics system - RELEASED!

Author: : saimo

Date: : 2021/7/4 21:52:19

URL:

@328gts

My pleasure :)

@all

Just released another update.

v1.95 (4.7.2021)

* Optimized ALS_SET_DISPLAY_COLORS_RANGE_FROM_PALETTE[] and
ALS_SET_DISPLAY_COLORS_RANGE_FROM_PALETTE_RANGE[] a little bit.

* Removed wrong comment from ALS_SET_DISPLAY_COLORS_RANGE_FROM_PALETTE[].

<https://www.retream.com/ALS>

This is the last version that supports also OCS and ECS. ALS v2 will be AGA-only. The reason is that supporting all the chipset requires lots of additional code and also slows down execution in many places, while functionality is still very limited on OCS and ECS due to the fact that they offer only 6 bitplanes and 32 color registers. ALS is much more useful on AGA, so it makes sense to have a leaner and faster version for that chipset.

Also, I decided to postpone the release of Follix to after ALS v2 is done, so that the game can benefit from it.