
Subject: : Amiga Classic

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

Re: ALS, a new graphics system - RELEASED!

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URL:

v1.96 and v2.0 released

As announced recently, here is ALS v2, whose main difference with the previous versions is that it's for AGA only and, therefore, can benefit from faster and smaller code (the compiled binary is about 3.5 kB smaller). Besides the work done for the AGA-only transition, there are also a few more improvements, many of which made it also to a new v1 library (v1 is supposed to be end-of-line, but still I couldn't resist fixing/improving what surfaced along way). The changelogs below detail the changes.

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

v2.0 (6.7.2021)

- * Removed useless code from ALS_COPY_PALETTE_SEGMENT[].
- * Removed OCS/ECS code.
- * Removed OCS/ECS palettes support.
- * Removed ALS_CHIPSETID, ALS_MAXLAYERCOLORSNUMBER, ALS_MAXPLANESNUMBER, ALS_PALETTECOLORSNUMBER, ALS_ADDRESSABLECOLORSNUMBER.
- * Optimized code for AGA.
- * Optimized ALS_SET_DISPLAY_COLORS_FROM_PALETTE[], ALS_SET_DISPLAY_COLORS_RANGE_FROM_PALETTE[] and ALS_SET_DISPLAY_COLORS_RANGE_FROM_PALETTE_SEGMENT[] a lot.
- * Added ALS_BUILD_DISPLAY_COPPERLIST_HEAD[] and ALS_BUILD_DISPLAY_COPPERLIST_TAIL[].
- * Made various other improvements.
- * Revised/extended manual.

v1.96 (6.7.2021)

- * Removed useless code from ALS_COPY_PALETTE_SEGMENT[].
- * Optimized ALS_SET_DISPLAY_COLORS_FROM_PALETTE[] a little bit.
- * Added ALS_BUILD_DISPLAY_COPPERLIST_HEAD[] and ALS_BUILD_DISPLAY_COPPERLIST_TAIL[].
- * Made various other improvements.
- * Revised/extended manual.

I have tested both version extensively through their test/demo programs and by means of [ArtPazz](#) and [Follix](#). All tests have been done on a real Amiga 1200 (with and without accelerator board) and in UAE, and ran both from interpreter and as compiled programs. No issues were found, so it looks like the massive work didn't break anything.