

# XFLI

XFLI is based on [Hires FLI](#) and a low-priority multicolor sprite-layer, resulting in a 192×168 pixels screen of faked hires, (since the sprite-layer is still in multicolor). Further there is the possibility to add one sprite-color split every 2:nd line (correct if wrong) to gain more colorfulness. This gfx mode falls in somewhere between [UFLI](#) and MUFLI i would say. The introduction of sprite-color splits makes it no longer possible to purely divide the picture into graphics and code, since part of the picture is actually stored within the code.

Checkout XFLI here: [Digital Magic / Crest](#). Here are also more versions of XFLI, like full screen hight, interlace and avoiding FLI-bug.

From:  
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Last update: **2015-04-17 04:34**

