

ARC Legacy Edition - Engine Beta

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Thursday, 24 May 2012 19:23 -

The ARC Legacy Edition engine beta has been released!

It's been over a year since the project was started, but finally something more was released than the usual development builds. The engine beta is basically a replacement engine for RMXP's Game.exe. While there are still a few minor problems and some features missing or not fully implemented/tested, the engine is more or less stable and usable.

The download offers a clean project that runs on ARC (you only have to copy the RTP resources). If you want to try ARC out yourself, you just have to convert your own project using the RMXP Project Converter and copy over the proper files from the engine beta. More information can be found [here](#) .

The engine beta release also includes a download of the Blizz-ABS example game [Chronicles of Sir Lag-A-Lot](#) which runs fully on ARC. CoSLAL was used as a testing environment for ARC's engine and this made sure that ARC can handle highly custom scripts such as Win32 API, custom input and others without problems.

While the editor is still not done yet, it is estimated that it is finished around 80% right now. ARC Legacy Edition is coming closer and closer to a final release!