

Hollywood application: LSprite and LSliders librarys

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17.05.2017 New Hollywood Librarys [LSprites](#) and [LSlider](#) available

The LSprite library is a toolset that uses layers or double buffering techniques to bring the coder an easy-to-use sprite system, including a beautiful particle engine.

LSliders is an include file without dependencies that uses layers to implement horizontal and vertical sliders with custom graphics; it is especially useful for games that use the Hollywood layer engine.