

## ⚠ Break.

- Duplicate palettes, or those that are reverse of others, are ignored.

## ⚠ New.

- New palettes added: `BurningGrass`, `GeoRainbow` and `PastelRainbow` (`luadraw` package creation process used).
- The `luadraw` palette product has a new “*dictionary-like*” variable `getPal` to access a palette using its name (as a string variable).

## ⟳ Update.

- Palette contributions: in the mandatory `extend.py` file, `build_code` must work with the dictionary of all the palettes, and manage a credit to `at-prism`.