

NAME

`rgbasm` — Game Boy assembler

SYNOPSIS

```
rgbasm [-Ehvw] [-b chars] [-D name[=value]] [-g chars] [-i path] [-M dependfile]
        [-o outfile] [-p pad_value] file
```

DESCRIPTION

The **rgbasm** program creates an object file from an assembly source file. Its arguments are as follows:

- b *chars*
Change the two characters used for binary constants. The defaults are 01.
- D *name*[=*value*]
Add string symbol to the compiled source code. This is equivalent to `name EQU "value"` in code. If a value is not specified, a value of 1 is given.
- E Export all labels, including unreferenced and local labels.
- g *chars*
Change the four characters used for binary constants. The defaults are 0123.
- h By default, **rgbasm** inserts a ‘nop’ instruction immediately after any ‘halt’ instruction. The `-h` option disables this behavior.
- i *path*
Add an include path.
- M *dependfile*
Print `make(1)` dependencies to *dependfile*.
- o *outfile*
Write an object file to the given filename.
- p *pad_value*
When padding an image, pad with this value. The default is 0x00.
- v Be verbose.
- w Disable warning output.

EXAMPLES

Assembling a basic source file is simple:

```
$ rgbasm -o bar.o foo.asm
```

The resulting object file is not yet a usable ROM image — it must first be run through `rgblink(1)` and `rgbfix(1)`.

SEE ALSO

`rgbasm(5)`, `rgbfix(1)`, `rgblink(1)`, `rgbds(5)`, `rgbds(7)`, `gbz80(7)`

HISTORY

rgbasm was originally written by Carsten Sørensen as part of the ASMOTOR package, and was later packaged in RGBDS by Justin Lloyd. It is now maintained by a number of contributors at <https://github.com/rednex/rgbds>.