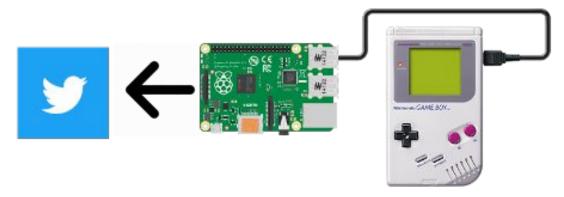
# **GB2Twitter**

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#### What is GB2Twitter?

GB2Twitter is a twitter client written for the Nintendo Game Boy (DMG-01)

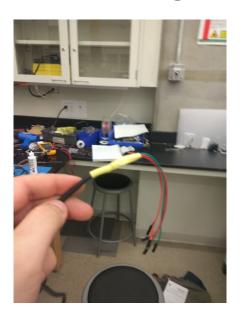


# **Original Scope**

- Send and receive tweets
- Communicate with raspberry pi/ESP32 GPIO over Game Boy link cable



# Investigation







#### 1. CONTROL REGISTER SUMMARY

Register	Address	D7	D6	05	D4	03	0.2	Dt	DO	Comment
P1 P01 P15- P10	FF00	/		P15	P14	P13	P12	PII	P10	R/W Control of transfer data by P14, P15
Seresi transfer register	FFD1									PVW Transfer data
SC Serial control	FF02	Transfer start 0. No start 1: Start	/					Clock speed c: stets 1:256 foto	Shift clock 0: External 1: Internal	P/W In double- speed mode slock speed also doubled

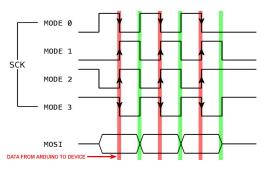
#### **GB Serial**



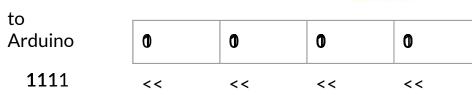


from

Arduino



Game Boy uses modified mode 3 SPI



https://www.insidegadgets.com/2018/12/09/making-the-gameboy-link-cable-wireless-packet-based/

# **Original Scope**

- -Hard to implement 2 way serial communication negotiation
- -Not a lot of space on screen or video memory to display tweets
- -Designing an interface for dealing with other people's tweets is complicated
- Send and receive tweets <
- Communicate with raspberry pi/ESP32 GPIO over Game Boy link cable



- -Different Logic voltages (3.3V vs 5V)
- -Dealing with both low level serial decoding and high level communication with twitter can be difficult

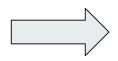


I have a limited amount of time to work on this!

# Final Scope

- Send tweets only
- Send string one direction over Link cable
- Decode Game Boy serial data with arduino microcontroller
- Communicate with Twitter API Using python

Game Boy ROM written in GBZ80 ASM



SPI Serial
Decoding done on
Arduino in C



Communication with Twitter done in Python with Twitter API wrapper on modern computer



GB Link Cable



USB Serial





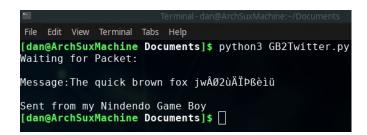
#### Demo





https://twitter.com/Pegmode2

## What I learned; Old vs New!



Assembly is REALLY fast

4Mhz CPU from 1976 running asm Vs 16Mhz MCU from 2010's running C code

Assembly is really tedious

```
.checkTransfer
 ld a, [rsc]
 and %10000000
 jp nz,.checkTransfer
 BREAKPOINT
 ld b, $FF ; load 255
.waitLoop ;6120 total cycles
 dec b; 4 cycles
 jp nz, .waitLoop; 16 or 12 cycles
 jp .l1
.exit
```

## Thanks!

Github: <a href="https://github.com/Pegmode/GB2Twitter">https://github.com/Pegmode/GB2Twitter</a>

Special Thanks to:

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