### **NAME**

 ${\tt rgbasm-old} \ -- \ obsolete \ language \ documentation$ 

#### DESCRIPTION

This is the list of features that have been removed from the rgbasm(5) assembly language over its decades of evolution, along with their modern alternatives. Its goal is to be a reference for backwards incompatibility, when upgrading an old assembly codebase to work with the latest RGBDS release. It does *not* attempt to list syntax bugs that were fixed, nor new reserved keywords that may conflict with old identifiers.

#### **REMOVED**

These are features which have been completely removed, without any direct alternatives. Usually these features were limiting the addition of other features, or had awkward limits on their own intended effects.

#### Automatic LD to LDH conversion (rgbasm -l)

Deprecated in 0.7.0, removed in 0.8.0.

rgbasm(1) used to automatically treat 'LD' as LDH if the address w as known to be in the FF00-FFFF range, with the -L flag to opt out. rgbasm(1) 0.6.0 added a -1 flag to opt in instead.

Instead, use LDH, and remove the **-L** and **-1** flags from rgbasm(1).

# Automatic NOP after HALT (rgbasm -H)

Deprecated in 0.7.0, removed in 0.8.0.

rgbasm(1) used to automatically insert a NOP after HALT, with the **-h** flag to opt out. rgbasm(1) 0.6.0 added a **-H** flag to opt in instead.

Instead, use an explicit NOP after HALT, and remove the -h and -H flags from rgbasm(1).

### **Nested macro definitions**

Removed in 0.4.2.

Instead, put the nested macro definition inside a quoted string (making sure that none of its lines start with **ENDM**), then interpolate that string. For example:

```
MACRO outer

DEF definition EQUS """

MACRO inner

println (\1) - (\\1)

\nENDM"""

{definition}

PURGE definition

ENDM

outer 10

inner 3 ; prints 7
```

#### **Negative DS**

Removed in 0.3.2.

This was used to "rewind" the value of @ in RAM sections, allowing labeled space allocations to overlap.

Instead, use UNION.

# \_\_FILE\_\_ and \_\_LINE\_\_

Deprecated in 0.6.0, removed in 0.7.0.

Instead, use **WARN** or **FAIL** to print a complete trace of filenames and line numbers.

### PΙ

Deprecated in 0.5.0, removed in 0.6.0.

Instead, use 3.141592653.

### Treating multi-character strings as numbers

Deprecated in 0.9.0.

Instead, use a multi-value CHARMAP, or explicitly combine the values of individual characters.

# rgbgfx -f/--fix and -F/--fix-and-save

Removed in 0.6.0.

Instead, use rgbgfx -c/--colors to explicitly specify a color palette. If using -c embedded, arrange the PNG's indexed palette in a separate graphics editor.

### rgbgfx -D/--debug

Removed in 0.6.0.

#### **REPLACED**

These are features whose syntax has been changed without affecting functionality. They can generally be updated with a single search-and-replace.

## **Defining constants and variables without DEF**

Deprecated in 0.7.0, removed in 0.8.0.

EQU, EQUS, =, RB, RW, and RL definitions used to just start with the symbol name, but had to be typed in column 1.

Instead, use **DEF** before constant and variable definitions. Note that **EQUS** expansion does not occur for the symbol name, so you have to use explicit {interpolation}.

# Defining macros like labels

Deprecated in 0.6.0, removed in 0.7.0.

Macros used to be defined as name: MACRO.

Instead, use MACRO name. Note that **EQUS** e xpansion does not occur for the macro name, so you have to use explicit {interpolation}.

# Defining variables with SET

Deprecated in 0.5.2, removed in 0.6.0.

Variables used to be defined as name SET value.

Instead, use DEF name = value.

# Global labels without colons

Deprecated in 0.4.0, removed in 0.5.0.

Labels used to be definable with just a name, but had to be typed in column 1.

Instead, use explicit colons; for example, Label: or exported Label::.

### '\,' in strings within macro arguments

Deprecated in 0.5.0, removed in 0.7.0.

Macro arguments now handle quoted strings and parenthesized expressions as single arguments, so commas inside them are not argument separators and do not need escaping.

Instead, just use commas without backslashes.

## '\*' comments

Deprecated in 0.4.1, removed in 0.5.0.

Instead, use ';' comments.

## PRINTT, PRINTI, PRINTV, and PRINTF

Deprecated in 0.5.0, removed in 0.6.0.

These directives were each specific to one type of value.

Instead, use **PRINT** and **PRINTLN**, with **STRFMT** or {interpolation} for type-specific formatting.

#### IMPORT and XREF

Removed in 0.4.0.

Symbols are now automatically resolved if they were exported from elsewhere.

Instead, just remove these directives.

### **GLOBAL and XDEF**

Deprecated in 0.4.2, removed in 0.5.0.

Instead, use EXPORT.

# HOME, CODE, DATA, and BSS

Deprecated in 0.3.0, removed in 0.4.0.

Instead of HOME, use ROMO; instead of CODE and DATA, use ROMX; instead of BSS, use WRAMO.

# JP [HL]

Deprecated in 0.3.0, removed in 0.4.0.

Instead, use JP HL.

# LDI A, HL and LDD A, HL

Deprecated in 0.3.0, removed in 0.4.0.

Instead, use LDI A, [HL] and LDD A, [HL] (or LD A, [HLI] and LD A, [HLD]; or LD A, [HL+] and LD A, [HL-]).

# LD HL, [SP + e8]

Deprecated in 0.3.0, removed in 0.4.0.

Instead, use LD HL, SP + e8.

### **LDIO**

Deprecated in 0.9.0.

Instead, use LDH.

# LD [C], A and LD A, [C]

Deprecated in 0.9.0.

Instead, use LDH [C], A and LDH A, [C].

## rgbasm -i

Deprecated in 0.6.0, removed in 0.8.0.

Instead, use -I or --include.

## rgbgfx -h

Removed in 0.6.0.

Instead, use -z or --columns.

## rgbgfx --output-\*

Deprecated in 0.7.0, removed in 0.8.0.

Instead, use --auto-\*.

#### **CHANGED**

These are breaking changes that did not alter syntax, and so could not practically be deprecated.

# **Trigonometry function units**

Changed in 0.6.0.

Instead of dividing a circle into 65536.0 "binary degrees", it is now divided into 1.0 "turns".

For example, previously we had: delim \$\$

- SIN(0.25) == 0.00002, because 0.25 binary degrees = \$0.25 / 65536.0\$ turns = \$0.000004 tau\$ radians = \$0.000008 pi\$ radians, and  $$\sin(0.000008$  pi) = 0.00002\$
- SIN(16384.0) == 1.0, because 16384.0 binary degrees = 16384.0 / 65536.0\$ turns = 0.25 tau\$ radians =  $\frac{2}{2} \text{ radians}$ , and  $\frac{1}{2} \text{ radians}$
- ASIN(1.0) == 16384.0

Instead, now we have:

- SIN(0.25) == 1.0, because 0.25 turns = 0.25 tau\$ radians =  $\frac{1.0}{2}$  radians, and  $\frac{1.0}{2}$  radians, and  $\frac{1.0}{2}$
- SIN(16384.0) == 0.0, because \$16384\$ turns = \$16384 tau\$ radians = \$32768 pi\$ radians, and \$\sin(32768 pi) = 0\$
- ASIN(1.0) == 0.25

delim off

# \*\* operator associativity

Changed in 0.9.0.

Instead of being left-associative, '\*\*' is now right-associative.

```
Previously we had p ** q ** r == (p ** q) ** r.
Instead, now we have p ** q ** r == p ** (q ** r).
```

# **SEE ALSO**

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

# **HISTORY**

rgbasm(1) was originally written by Carsten Sørensen as part of the ASMotor package, and was later repackaged in RGBDS by Justin Lloyd. It is now maintained by a number of contributors at https://github.com/gbdev/rgbds.