

**NAME**

*rgbasm* — Game Boy assembler

**SYNOPSIS**

```
rgbasm [-EhVvw] [-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 Print the version of the program and exit.
- 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>.