NAME

rgbds — Rednex Game Boy Development System

EXAMPLES

To get a working ROM image from a single assembly source file:

```
$ rgbasm -o game.o game.asm
$ rgblink -o game.gb game.o
$ rgbfix -v -p 0 game.gb
```

Or in a single command line, without creating an intermediate object file:

```
$ (rgbasm -o - - | rgblink -o - - | rgbfix -v -p 0) < game.asm > game.gb
```

SEE ALSO

rgbasm(1), *rgbasm*(5), *rgblink*(1), *rgblink*(5), *rgbfix*(1), *rgbgfx*(1), *gbz80*(7), *rgbds*(5)

HISTORY

1996-10-01: Carsten Sørensen (a.k.a. SurfSmurf) releases xAsm, xLink, and RGBFix, a Game Boy SM83 (GBZ80) assembler/linker system for DOS/Win32.

1997-07-03: Sørensen releases ASMotor, packaging the three programs together and moving towards making them a general-purpose target-independent system.

1999-08-01: Justin Lloyd (a.k.a. Otaku no Zoku) adapts ASMotor to re-focus on SM83 assembly/machine code, and releases this version as RGBDS.

2009-06-11: Vegard Nossum adapts the code to be more UNIX-like and releases this version as rgbds-linux.

2010-01-12: Anthony J. Bentley forks Nossum's repository. The fork becomes the reference implementation of RGBDS.

2010-09-25: Sørensen continues development of *ASMotor*: https://github.com/asmotor/asmotor to this day.

2015-01-18: stag019 begins implementing RGBGFX, a PNG-to-Game Boy graphics converter, for eventual integration into RGBDS.

2016-09-05: RGBGFX is integrated into Bentley's repository.

2017-02-23: Bentley's repository is moved to the *rednex*: https://github.com/rednex/rgbds organization.

2018-01-26: The codebase is relicensed under the MIT license.

2020-09-15: The repository is moved to the *gbdev*: https://github.com/gbdev/rgbds organization.

2022-05-17: The *rgbds.gbdev.io*: https://rgbds.gbdev.io website for RGBDS documentation and downloads is published.