

**NAME**

rgbds — Rednex Game Boy Development System

**EXAMPLES**

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

```
$ rgbasm -o bar.o foo.asm
$ rgbblink -o baz.gb bar.o
$ rgbfix -v -p 0 baz.gb
```

Or in a single command line:

```
$ rgbasm -o - foo.asm | rgbblink -o - - | rgbfix -v -p 0 - > baz.gb
```

**SEE ALSO**

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

**HISTORY**

1997, Carsten Sørensen (AKA SurfSmurf) writes ASMotor as a general-purpose assembler/linker system for DOS/Win32.

1999, Justin Lloyd (AKA Otaku no Zoku) adapts ASMotor to read and produce GBZ80 assembly/machine code, and releases this version as RGBDS.

2009, Vegard Nossum adapts the code to be more UNIX-like and releases this version as rgbds-linux on GitHub.

2010, Anthony J. Bentley forks that repository. The fork becomes the reference implementation of rgbds.

2017, Bentley's repository is moved to a neutral name. It is now maintained by a number of contributors at <https://github.com/rednex/rgbds>.

2018, codebase relicensed under the MIT license.

2020, repository is moved to the gbdev organisation, at <https://github.com/gbdev/rgbds>. The <https://rgbds.gbdev.io> website serving documentation and downloads is created.