

NAME

rgbasm — Game Boy assembler

SYNOPSIS

```
rgbasm [-EHhLlVvw] [-b chars] [-D name[=value]] [-g chars] [-I path]
        [-M depend_file] [-MG] [-MP] [-MT target_file] [-MQ target_file]
        [-o out_file] [-P include_file] [-p pad_value] [-Q fix_precision]
        [-r recursion_depth] [-W warning] [-X max_errors] asmfile
```

DESCRIPTION

The **rgbasm** program creates an RGB object file from an assembly source file. The object file format is documented in *rgbds*(5).

The input *asmfile* can be a path to a file, or `-` to read from standard input.

Note that options can be abbreviated as long as the abbreviation is unambiguous: `--verb` is `--verbose`, but `--ver` is invalid because it could also be `--version`. The arguments are as follows:

- `-b chars`, `--binary-digits chars`
Change the two characters used for binary constants. The defaults are 01.
- `-D name[=value]`, `--define name[=value]`
Add a string symbol to the compiled source code. This is equivalent to *name* **EQU** "*value*" in code, or *name* **EQU** "1" if *value* is not specified.
- `-E`, `--export-all`
Export all labels, including unreferenced and local labels.
- `-g chars`, `--gfx-chars chars`
Change the four characters used for gfx constants. The defaults are 0123.
- `-H`, `--nop-after-halt`
Inserts a **nop** instruction immediately after any **halt** instruction. This option is deprecated and will be removed in the next version.
- `-h`, `--halt-without-nop`
This option is redundant and will be removed in the next version.
- `-I path`, `--include path`
Add a new "include path"; *path* must point to a directory. When **aINCLUDE** (including the implicit one from `-P`) or **INCBIN** is attempted, **rgbasm** first looks up the provided path from its working directory; if this fails, it tries again from each of the "include path" directories, in the order they were provided.
- `-L`, `--preserve-ld`
This option is redundant and will be removed in the next version.
- `-l`, `--auto-ldh`
Optimize loads of the form **LD** [**\$FF00+n8**],**A** into the opcode **LDH** [**\$FF00+n8**],**A**. This option is deprecated and will be removed in the next version.
- `-M depend_file`, `--dependfile depend_file`
Print *make*(1) dependencies to *depend_file*.
- `-MG` To be used in conjunction with `-M`. This makes **rgbasm** assume that missing files are auto-generated: when **INCLUDE** (including the implicit one from `-P`) or **INCBIN** is attempted on a non-existent file, it is added as a dependency, then **rgbasm** exits normally instead of erroring out. This feature is used in automatic updating of makefiles.
- `-MP` When enabled, this causes a phony target to be added for each dependency other than the main file. This prevents *make*(1) from erroring out when dependency files are deleted.

- MT *target_file*
Add a target to the rules emitted by -M. The exact string provided will be written, including spaces and special characters.
-MT fileA -MT fileB
is equivalent to
-MT 'fileA fileB'.
If neither this nor -MQ is specified, the output file name is used.
- MQ *target_file*
Same as -MT, but additionally escapes any special *make*(1) characters, essentially '\$'.
- o *out_file*, --output *out_file*
Write an object file to the given filename.
- P *include_file*, --preinclude *include_file*
Pre-include a file. This acts as if a **INCLUDE** "*include_file*" was read before the input *asmfile*.
- p *pad_value*, --pad-value *pad_value*
Use this as the value for **DS** directives in ROM sections, unless overridden. The default is 0x00.
- Q *fix_precision*, --q-precision *fix_precision*
Use this as the precision of fixed-point numbers after the decimal point, unless they specify their own precision. The default is 16, so fixed-point numbers are Q16.16 (since they are 32-bit integers). The argument may start with a '.' to match the Q notation, for example, -Q .16.
- r *recursion_depth*, --recursion-depth *recursion_depth*
Specifies the recursion depth past which RGBASM will assume being in an infinite loop. The default is 64.
- V, --version
Print the version of the program and exit.
- v, --verbose
Be verbose.
- W *warning*, --warning *warning*
Set warning flag *warning*. A warning message will be printed if *warning* is an unknown warning flag. See the "DIAGNOSTICS" section for a list of warnings.
- w
Disable all warning output, even when turned into errors.
- X *max_errors*, --max-errors *max_errors*
If more than this number of errors (not warnings) occur, then abort the assembly process; -X -0 disables this behavior. The default is 100 if **rgbasm** is printing errors to a terminal, and 0 otherwise.

DIAGNOSTICS

Warnings are diagnostic messages that indicate possibly erroneous behavior that does not necessarily compromise the assembling process. The following options alter the way warnings are processed.

- Werror
Make all warnings into errors.
- Werror=
Make the specified warning into an error. A warning's name is appended (example: -Werror=obsolete), and this warning is implicitly enabled and turned into an error. This is an error if used with a meta warning, such as -Werror=all.

The following warnings are "meta" warnings, that enable a collection of other warnings. If a specific warning is toggled via a meta flag and a specific one, the more specific one takes priority. The position on the command-line acts as a tie breaker, the last one taking effect.

-Wall

This enables warnings that are likely to indicate an error or undesired behavior, and that can easily be fixed.

-Wextra

This enables extra warnings that are less likely to pose a problem, but that may still be wanted.

-Weverything

Enables literally every warning.

The following warnings are actual warning flags; with each description, the corresponding warning flag is included. Note that each of these flag also has a negation (for example, `-Wcharmap-redef` enables the warning that `-Wno-charmap-redef` disables). Only the non-default flag is listed here. Ignoring the “no-” prefix, entries are listed alphabetically.

-Wno-assert

Warn when **WARN**-type assertions fail. (See “Aborting the assembly process” in *rgbasm*(5) for **ASSERT**).

-Wbackwards-for

Warn when **FOR** loops have their start and stop values switched according to the step value. This warning is enabled by `-Wall`.

-Wbuiltin-args

Warn about incorrect arguments to built-in functions, such as **STRSUB**() with indexes outside of the string’s bounds. This warning is enabled by `-Wall`.

-Wcharmap-redef

Warn when re-defining a charmap mapping. This warning is enabled by `-Wall`.

-Wdiv

Warn when dividing the smallest negative integer (-2^{31}) by -1, which yields itself due to integer overflow.

-Wempty-macro-arg

Warn when a macro argument is empty. This warning is enabled by `-Wextra`.

-Wempty-strrpl

Warn when **STRRPL**() is called with an empty string as its second argument (the substring to replace). This warning is enabled by `-Wall`.

-Wlarge-constant

Warn when a constant too large to fit in a signed 32-bit integer is encountered. This warning is enabled by `-Wall`.

-Wlong-string

Warn when a string too long to fit in internal buffers is encountered. This warning is enabled by `-Wall`.

-Wmacro-shift

Warn when shifting macro arguments past their limits. This warning is enabled by `-Wextra`.

-Wno-obsolete

Warn when obsolete constructs such as the **_PI** constant or **PRINTT** directive are encountered.

-Wnumeric-string=

Warn when a multi-character string is treated as a number. `-Wnumeric-string=0` or `-Wno-numeric-string` disables this warning. `-Wnumeric-string=1` or just `-Wnumeric-string` warns about strings longer than four characters, since four or fewer characters fit within a 32-bit integer. `-Wnumeric-string=2` warns about any multi-character string.

-Wshift

Warn when shifting right a negative value. Use a division by 2^{**N} instead.

-Wshift-amount

Warn when a shift's operand is negative or greater than 32.

-Wtruncation=

Warn when an implicit truncation (for example, **db** to an 8-bit value) loses some bits. **-Wtruncation=0** or **-Wno-truncation** disables this warning. **-Wtruncation=1** warns when an N-bit value is 2^{**N} or greater, or less than -2^{**N} . **-Wtruncation=2** or just **-Wtruncation** also warns when an N-bit value is less than $-2^{**}(N-1)$, which will not fit in two's complement encoding.

-Wunmapped-char=

Warn when a character goes through charmap conversion but has no defined mapping. **-Wunmapped-char=0** or **-Wunmapped-char** disables this warning. **-Wunmapped-char=1** or just **-Wunmapped-char** only warns if the active charmap is not empty. **-Wunmapped-char=2** warns if the active charmap is empty, and/or is not the default charmap 'main'.

-Wno-user

Warn when the **WARN** built-in is executed. (See "Aborting the assembly process" in *rgbasm(5)* for **WARN**).

EXAMPLES

You can assemble a source file in two ways.

Straightforward way:

```
$ rgbasm -o bar.o foo.asm
```

Pipes way:

```
$ cat foo.asm | rgbasm -o bar.o -
$ 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 then *rgbfix(1)*.

BUGS

Please report bugs on *GitHub*: <https://github.com/gbdev/rgbds/issues>.

SEE ALSO

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

HISTORY

rgbasm 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>.