OBJVIEW MANUAL

OBJVIEW is a utility which renders tiles and background map from an assembler compatible input by partially simulating the original Nintendo Game Boy graphics subsystem behavior.

The input is a text file with assembly code sections filled with DB directives containing vram memory data. These sections are directly compatible with the wla-dx assembler for the Nintendo Game Boy (gb-z80).
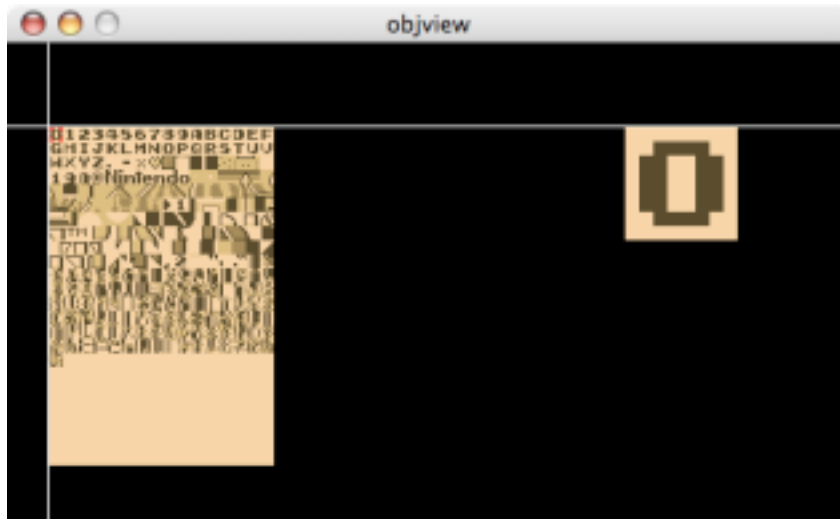
[input file format example]

```
; 0
  .db $00,$00,$1c,$1c,$24,$24,$24,$24,$48,$48,$48,$48,$30,$30,$00,$00
; 1
  .db $00,$00,$04,$04,$04,$04,$08,$08,$08,$08,$10,$10,$10,$10,$00,$00
; 2
  .db $00,$00,$1c,$1c,$26,$26,$04,$04,$08,$08,$10,$10,$7c,$7c,$00,$00
```

usage: `objview VRAM_tile_data.inc [VRAM_bg_map_9800h.inc]`
`VRAM_bg_map_9800h.inc` *is optional (9800h-9BFFh region will be filled with 00h).*

Views and control keys:

tile_data view ([8000h-97FFh] memory region)
`[up]`   : move cursor up
`[down]`   : move cursor down
`[left]`   : move cursor to the left
`[right]` : move cursor to the right
`[space]` : change view

bg_map view ([9800h-9BFFh] memory region)
[space] : change view

Limitations:
* all possible modes are not simulated
* palette is currently fixed (BGP = %11100100)
* no sprite support yet

objview / Noel Lemouel [02/2012]