

## TGA2BG MANUAL

TGA2BG is a command line utility which transforms TGA picture files into ascii data compatible with the wla-dx assembler for the Nintendo Game Boy (gb-z80).

input: TGA pictures format 24 bits/pixel uncompressed 160x144.

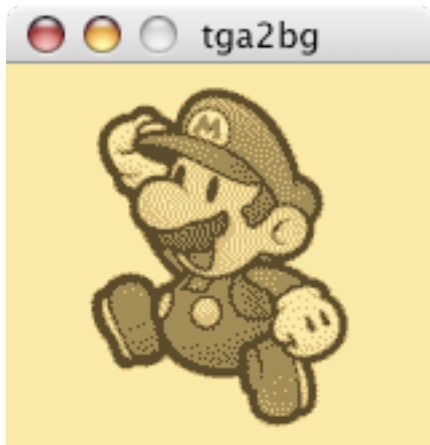
output: 8x8 tile data (= 2x8 bytes/tile) in ascii format.

[extract of the output file]

```
; tile x:10, y:07
.db $fb,$e0
.db $e5,$f0
.db $6a,$f0
.db $ad,$f0
.db $ed,$f0
.db $fd,$e0
.db $5d,$e0
.db $fd,$c0
```

usage: tga2bg input.tga output.inc  
all arguments are mandatory.

The command line will create a window containing a preview of the processed TGA picture (4 shades of gray conversion assuming a %11100100 palette (BGP/OBP0/OBP1 registers) + Floyd–Steinberg dithering algorithm applied (scanline/LR direction only)).



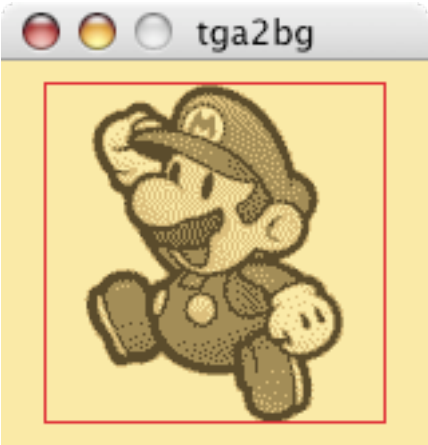
commands:

**[w]** = write tiles data to the file specified in the command line.

**[esc]** = quit application.

**[space]** = toggle a 128x128 centered window. The original game boy background map (bg map) can only display a maximum of 256 tiles simultaneously (8 bits coded index) and consequently only a portion of the 160x144 resolution can be

covered. A convenient way of displaying pictures is to use a 16x16 tiles (= 128x128 pixels) area in the middle of the screen. This window will show you if your picture can be contained in this area.



bga2bg / Noel Lemouel [03/2010]