

Programmation des systèmes

14 mars 2016

Résumé

The purpose of this TP is to familiarize yourself with the gameboy hardware/emulator and an IDE to develop programs for gameboy hardware.

Exercise

Through out the exercises we recommend to use the IDE called **VGBA IDE**, which runs on Linux. There is also another IDE for windows called HAM if you prefer working on Windows.

- Download the VGBA IDE available at the */Documents/VGBA IDE* in chamilo¹.
- run *install.sh* which will install the IDE.
- Familiarize your self with the IDE, create a project.
- Compile and run the project, which prints *hello world* in the emulator (this should be apparent)².
- Study the folder structure created by the project and other files (like *.s*, *.gba*).

1. You can find an executable for HAM at */Documents*

2. In case you have any problems with the compilation through the IDE follow the instructions at *Documents/Outils* to compile from individuals tools