

## Downloads

| Title                      | Description                                                                  | Link                     |
|----------------------------|------------------------------------------------------------------------------|--------------------------|
| ARM7TDMI Reference         | Official Document of Reference                                               | <a href="#">download</a> |
| ARM Programming Techniques | ARM Software Development Toolkit Document                                    | <a href="#">download</a> |
| Tutorial                   | drunkencoders.net tutorial                                                   | <a href="#">download</a> |
| Programming the GBA        | Decent book. Here are <a href="#">some reasons</a> why you should not use it | <a href="#">download</a> |

## Links

### [GBATek](#)

The most complete technical reference page. Offline version can be found [here](#).

### [CowBite Virtual Hardware Specs](#)

Another good reference page. Offline version can be found [here](#).

### [Tonc v.1.4.2](#)

The best tutorial. Well explained and accurate, it cover every aspect of GBA programming. Source code and offline version can be found [here](#)

### [GBADev.org](#)

Forum, utilities, demos, source code, documents.

### [DevKitPro](#)

The best toolchain for GBA.

### [GameBoy Advance Dev'rs](#)

Utilities, code, documents.

### [darkfader.net](#)

Demos, utilities.

### [The Audio Advance](#)

The best site for audio programming on GBA.

[Deku's Sound Mixing Tutorial](#) A good tutorial on GBA sound.

### [Compression Information](#)

GBA compression informations

### [Pong Tutorial](#)

Complete tutorial to program the game Pong from start to finish.

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<https://www.ff6hacking.com/wiki/doku.php?id=ff6a:arm&rev=1490400565>

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