

Documentation

[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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