

Palette RAM

05000000h~050001FFh(BG Palette)

05000200h~050003FFh(OBJ Palette)

addr	Data	D15	D14	D13	D12	D11	D10	D09	D08	D07	D06	D05	D04	D03	D02	D01	D00	Re- marks	Page #
Arbi- trary	Color Data	-	Blue					Green					Red						72

VRAM

06000000h~06017FFFh

1) BG Mode 0-2(Character Mode)

Character Data																					
addr	Data	D15	D14	D13	D12	D11	D10	D09	D08	D07	D06	D05	D04	D03	D02	D01	D00	Re- marks	Page #		
Set- ting	16Col. Character Data	Color No.				Color No.				Color No.				Color No.				4 bits	40		
Set- ting	256Col. Character Data	Color No.								Color No.								8 bits	40		
Set- ting	Text BG Screen Data	Palette No.				Vertical Flip	Horizontal Flip	Character Name													41
Set- ting	Rotation/Sca- ling BG Screen Data	Character Name							Character Name										8 bits	42	

2) BG Mode 3-5(Bitmap Mode)

addr	Data	D15	D14	D13	D12	D11	D10	D09	D08	D07	D06	D05	D04	D03	D02	D01	D00	Re- marks	Page #
Arbi- trary	32,768Col. Pixel Data	-	Blue					Green					Red						52
Arbi- trary	256Col. Pixel Data	Color No.								Color No.								8 bits	52

OAM

07000000h~070003FFh

addr	Data	D15	D14	D13	D12	D11	D10	D09	D08	D07	D06	D05	D04	D03	D02	D01	D00	Re- marks	Page #								
Req.	OBJ Attribute 0	OBJ Shape		Color Mode	Mosaic	OBJ Mode		Double Size Flag	Rotation /Scaling	Y Coordinate									61								
Req.	OBJ Attribute 1	OBJ Size		Rotation/Scaling Parameter Selection						X Coordinate									64								
				Vflip	Hflip																						
Req.	OBJ Attribute 2	Palette No.				Designate Priority		Character Name											66								
Req.	PA	Direction moved in x direction, Same Line																	68								
Req.	PB	Direction moved in x direction, Next Line																	68								
Req.	PC	Direction moved in y direction, Same Line																	68								
Req.	PD	Direction moved in y direction, Next Line																	68								

Addr Column "Arbitrary"= With any address in the area, it will be referenced correctly as Data.

"Setting"= By placing in an address set up in a separate register it will be referenced correctly as Data.

"Req."= Address where data should be placed is strictly defined by the system.

The "Page #" refers to where in the AGB Programming Manual you should reference.