

### Custom Registers

rBGP Background Palette Data

rOBP0 Object Palette 0 Data

rSCY Scroll Y

rSCX Scroll X

These are defined in gbhw.inc.

### 8-Bit Registers

A Accumulator

B 8-bit counter

C interface with hardware

D Not used in 8-bit

E Not used in 8-bit

F Flags

H Not used in 8-bit

L Not used in 8-bit

I Interrupt vector

R Refresh

IXH Higher byte of IX

IXL Lower by of IX

IYH Higher byte of IY

IYL Lower byte of IY

### 16-Bit Registers

AF Not used.

BC Operator on streams.

DE Holds the address of a memory location

HL Common usage.

PC Program counter.

SP Stack pointer.

IX Index register.

IY Index register.

### Instructions

**ld** load puts Y into X  
X, Y

**rcla** rotate Left performs RLC A much  
Cir. Acc. quicker

**ret** return pops top of stack



By **Mikero**

[cheatography.com/mikero/](https://cheatography.com/mikero/)

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