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21.0.0



GValiente

21.0.0



9912b2e · 11 hours ago

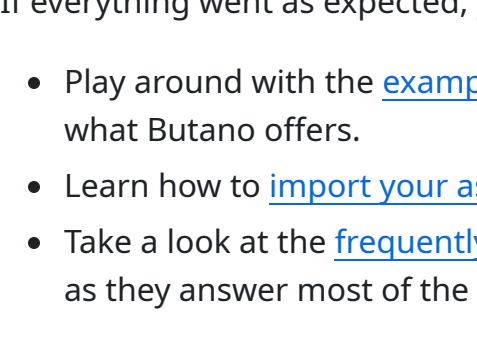
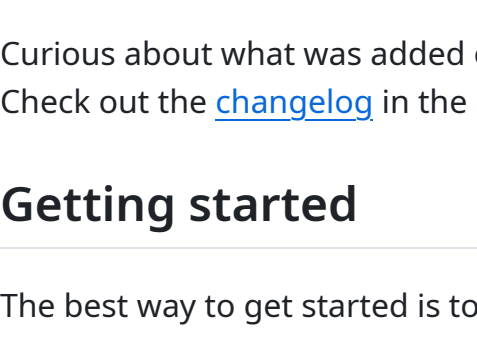
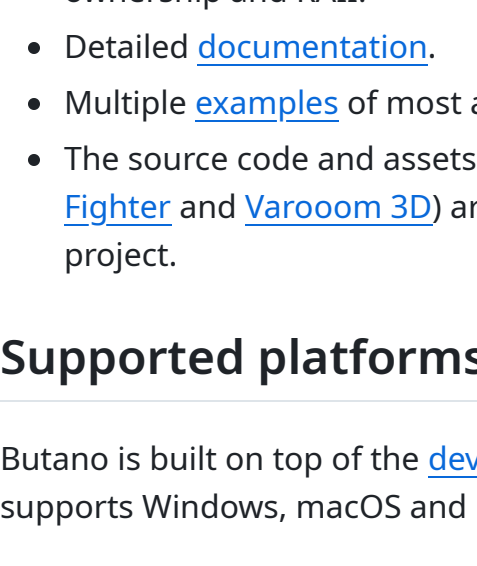


butano	21.0.0	11 hours ago
common	copyright year updat...	last week
credits	examples: sp_direct_...	2 weeks ago
docs	21.0.0	11 hours ago
docs_tools	examples: sp_direct_...	2 weeks ago
examples	examples: sprite_ma...	3 days ago
games	copyright year updat...	last week
issues	copyright year updat...	last week
licenses	copyright year updat...	last week
template	butano: apex audio s...	11 months ago
tests	copyright year updat...	last week
.gitignore	butano: parallel lto t...	4 years ago
LICENSE	copyright year updat...	last week
README.md	butano: clip_line add...	last month

[README](#) [License](#)

Butano

Butano is a modern C++ high level engine for the [Game Boy Advance](#).



Features

- Create and display sprites, backgrounds, text, raster effects and more with only one line of C++ code.
- Custom standard library without heap allocations nor exceptions, based on [ETL](#).
- Import and use your own assets [with ease](#).
- Multiple development tools like [asserts](#), [emulator logging](#) and [code profiling](#).
- Based on modern C++ concepts like shared ownership and RAII.
- Detailed [documentation](#).
- Multiple [examples](#) of most aspects of the engine.
- The source code and assets of two full games ([Butano Fighter](#) and [Varoom 3D](#)) are provided with this project.

Supported platforms

Butano is built on top of the [devkitARM](#) toolchain, so it supports Windows, macOS and Unix-like platforms.

What's new

Curious about what was added or improved recently? Check out the [changelog](#) in the documentation.

Getting started

The best way to get started is to read the [download, install and start using Butano guide](#).

If everything went as expected, you should:

- Play around with the [examples](#) as they cover most of what Butano offers.
- Learn how to [import your assets](#) in your project.
- Take a look at the [frequently asked questions \(FAQ\)](#), as they answer most of the initial questions.

Third party libraries

Butano would have not been possible without these libraries:

- GBA hardware access and more provided by [Tonclib](#), [Universal GBA Library](#) and [agbabi](#).
- Music and sound effects provided by [Maxmod](#), [Apex Audio System](#), [GBT Player](#) and [VGM player](#).
- Fast number to string conversion provided by [posprintf](#).
- Fast math routines provided by [gba-modern](#) and [Universal GBA Library](#).
- Fast decompression routines provided by [Cult-of-GBA BIOS](#).
- Multiplayer support provided by [gba-link-connection](#).
- Pool containers provided by [ETL](#).
- Unique type ID generation without RTTI provided by [CTTI](#).
- Stateless random number generator provided by [whisky](#).
- Cohen–Sutherland line clipping provided by [scivision](#).

Contact and support

If you spotted a bug, need a feature or have an awesome idea, the best you can do is to head over to the [issues page](#), to the [gbadev.net forums](#) or to the [gbadev Discord server](#).

Licenses

Butano is licensed under the zlib license, see the [LICENSE](#) file for details.

Third party libraries are licensed under other licenses, please check the [licenses](#) folder for details.

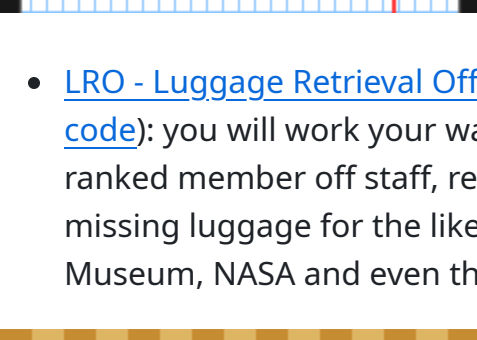
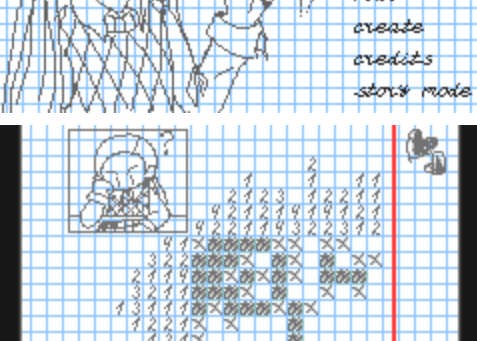
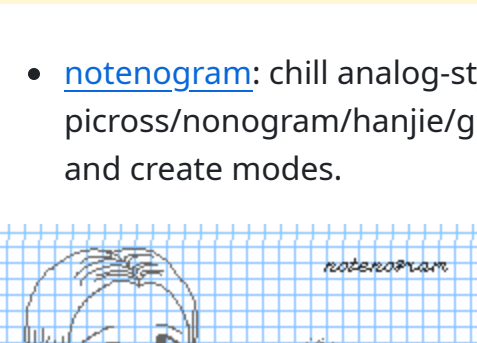
Assets used in games, examples and other projects are licensed under other licenses, please check the `credits` folders for details.

Made with Butano: Butano Fighter

Stay alive while you shoot at everything that moves! What else do you need?

The full source code and the creative commons assets of this game are in [its project folder](#).

Get the latest Butano Fighter ROM from [itch.io](#).

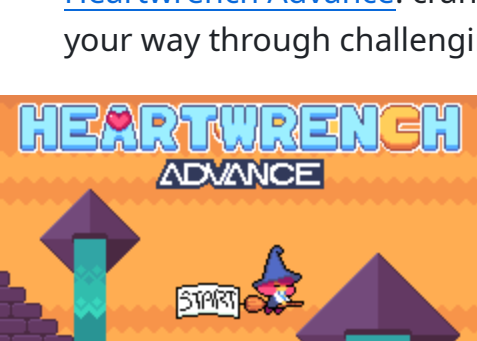


Made with Butano: Varoom 3D

Action-packed with revolutionary 60FPS 3D technology and 3D glasses (not included) that will have you believing you're in the middle of a circuit race at speeds of 200 KMH!

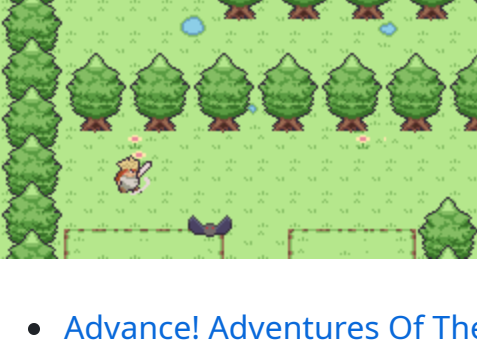
The full source code and the creative commons assets of this game are in [its project folder](#).

Get the latest Varoom 3D ROMs from [itch.io](#).

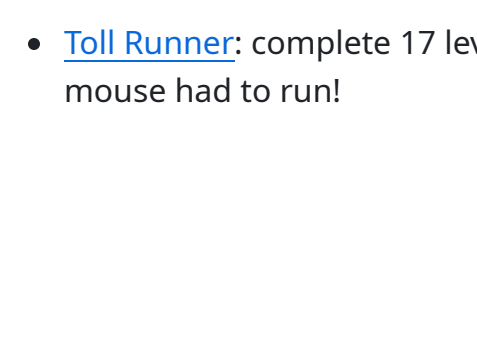


Also made with Butano

- [GBA Microjam '23](#): a spooky microgame collection for the Game Boy Advance created by the members of the [gbadev.net](#) community.



- [Demons of Asteborg DX](#): a GBA remake of the infamous Mega Drive game!



- [BeatBeast](#): help Joaquin shoot his way out of this rhythmic world!

- [Discrete Orange](#): a turn-based puzzle-platformer with discrete movement.

- [Feline](#) ([working source code](#)): explore the world as a cat, meet new people, learn new languages, face difficult foes and save your family!

- [Symbol★Merged](#): a puzzle platformer game where you can merge items (symbols) in hands, and use the superpower of the merged symbol.

- [Green Memories](#): the year is 300 a.f. and protagonist Cytra tries to survive the extreme climate of a post-apocalyptic desert while collecting data from her scientific research.

- [notenogram](#): chill analog-styled picross/nonogram/hanjie/griddler game, with story and create modes.

- [LRO - Luggage Retrieval Officer](#) ([working source code](#)): you will work your way to being a highly ranked member off staff, retrieving important missing luggage for the likes of the Natural History Museum, NASA and even the FBI!

- [Sleep Paradox](#): as student Fredericko you'll explore the school, leveling up as you fight through the hordes, searching for some kind of answer to what is going on.

- [GBA pseudo-3D demo](#): Sonic Battle's pseudo-3D rendering demo.

- [Heartwrench Advance](#): crank, twist, leap and smash your way through challenging platforming scenarios.

- [Bridge Quest](#): find the way to the desert, but beware, because enemies and an evil tree boss will try to stop you!

- [Advance! Adventures Of The Math & Logic Club](#): small demo/prototype of a visual novel about joining an ordinary math club.

- [Toll Runner](#): complete 17 levels to find out why the mouse had to run!

About

Modern C++ high level GBA engine

[gba](#) [game-engine](#) [modern-cpp](#) [game-boy-advance](#)[Zlib license](#)[Activity](#)[1.5k stars](#)[16 watching](#)[86 forks](#)[Report repository](#)

Releases

 181[21.0.0](#) [Latest](#)

11 hours ago

[+ 180 releases](#)

Packages

No packages published

Contributors

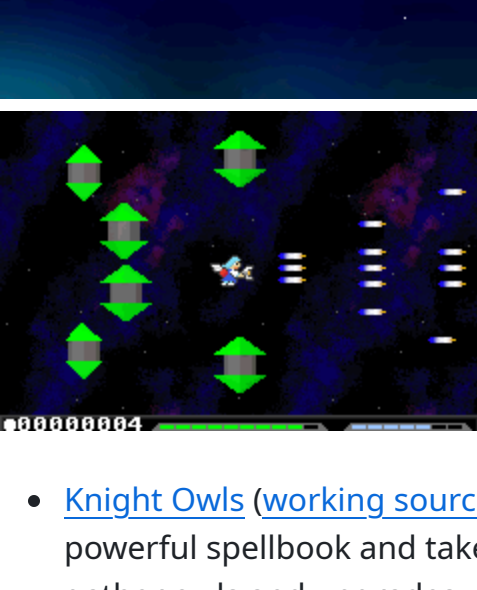
 3[GValiente](#)[JoaoBaptMG](#) João Baptista d...[copyrat90](#)

Languages

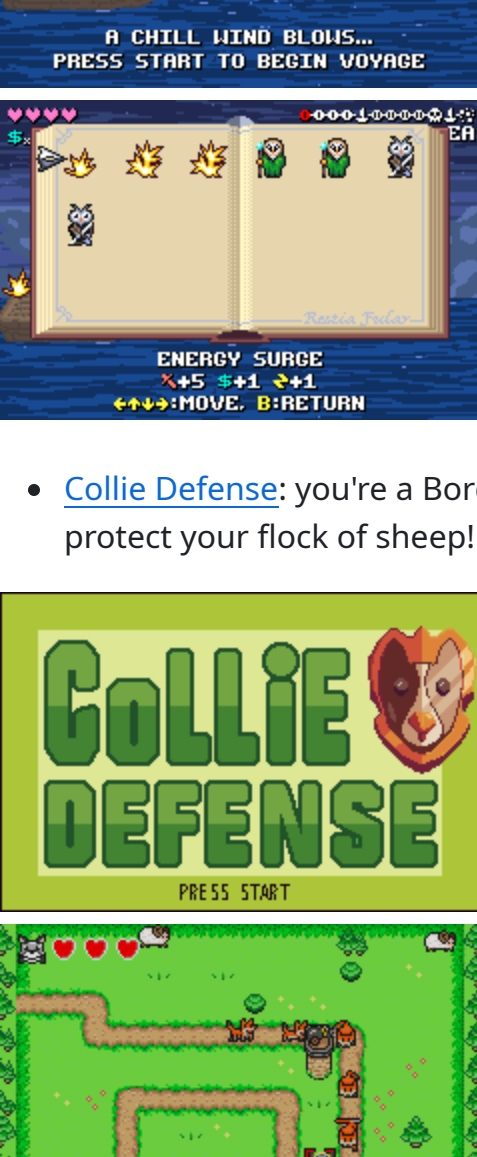
[C++](#) 95.5%[Python](#) 2.9%[Makefile](#) 1.1%[Other](#) 0.5%



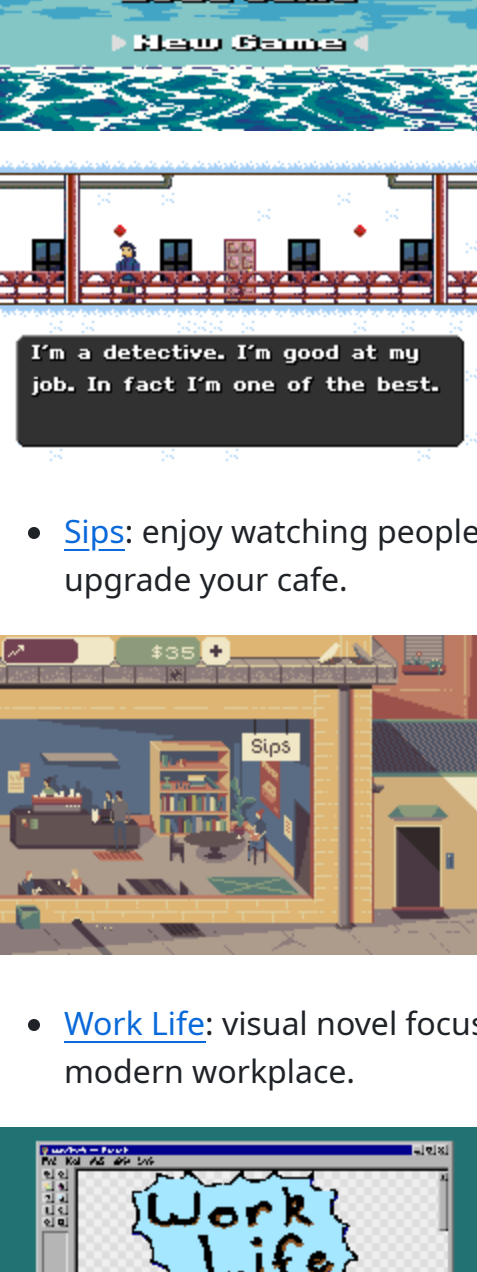
- [Happy Dawn](#): a hilarious story unfolds about a day in the life of Carlitos, a boy who wakes up on a new, happy day to go to school.



- [Space Evangelion](#): you play as an angel fighting evil beeingins in space.



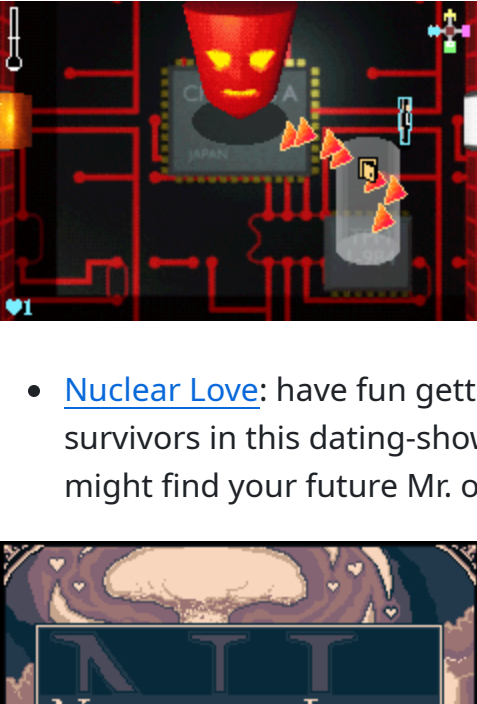
- [Knight Owls \(working source code\)](#): build up a powerful spellbook and take on many enemies, gather owls and upgrades while managing your health and money and defeat the final boss to win!



- [Detective Monroe: Murder at Sea](#): play as Detective Alex Monroe in his new adventure where he solves a murder mystery, while on vacation on a cruise ship!



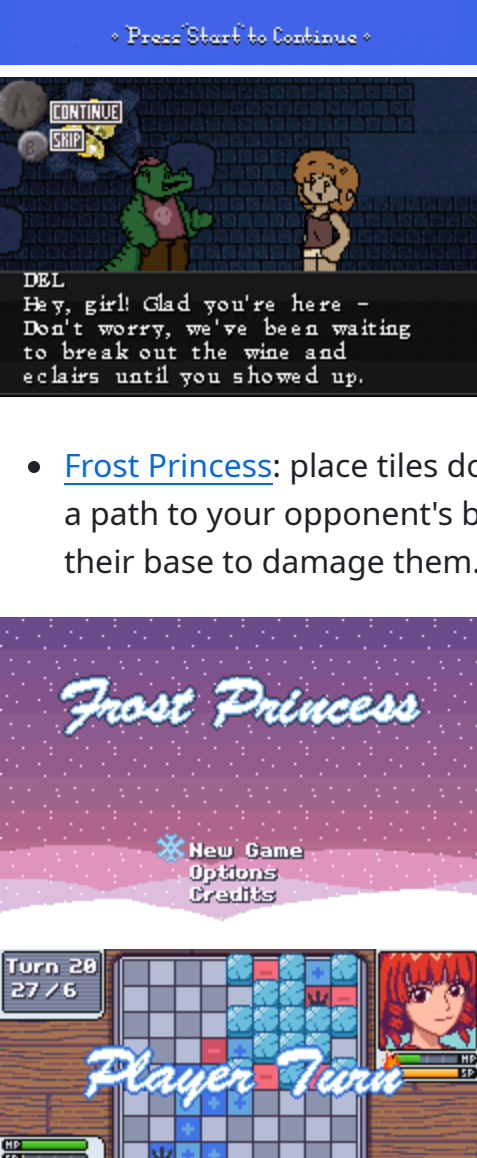
- [Work Life](#): visual novel focusing on relationships in a modern workplace.



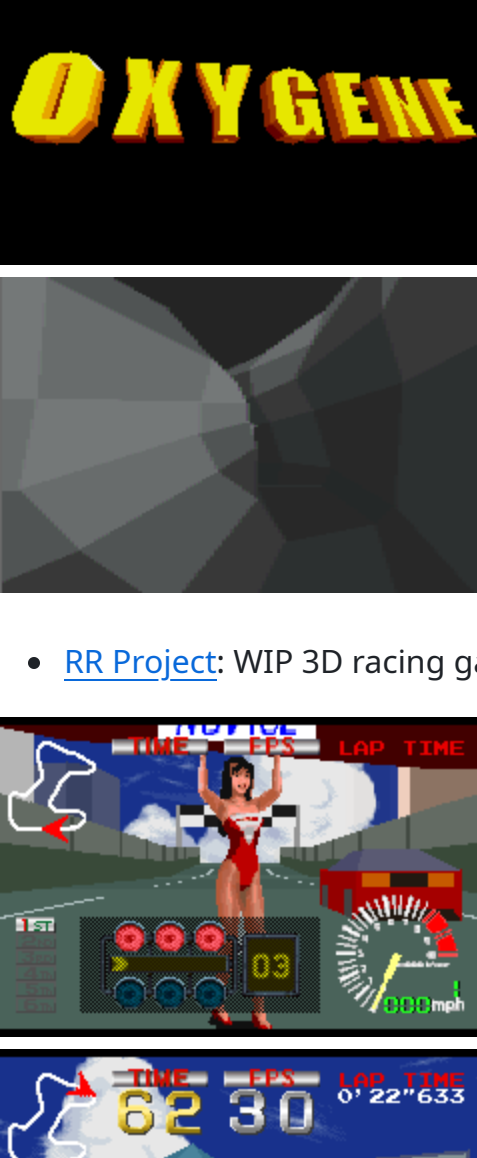
- [Bata Dubnos](#): shoot the possessed portrait faces and ???



- [Sys*Crusher](#): take on contracts to steal files, crash systems and commit industrial sabotage!



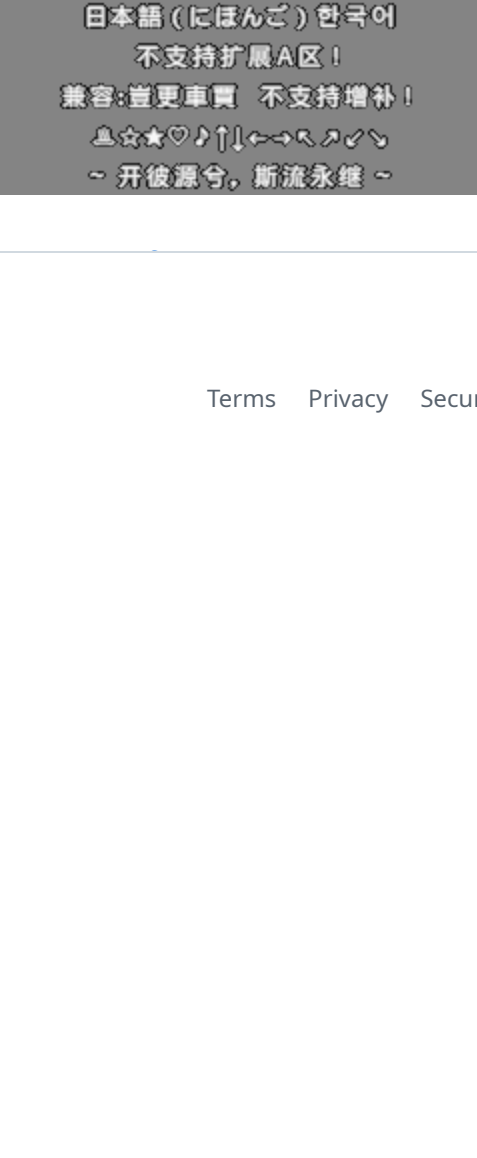
- [Nuclear Love](#): have fun getting to know other survivors in this dating-show, who knows, maybe you might find your future Mr. or Mrs Right?



- [Globlins](#): early prototype for a single player action platformer with RPG elements and multiple endings.



- [Tremblay Island](#): take on the role of any island villager and interact with the others, taking part in the drama while eventually trying to keep a grouchy alligator from taking over the island.



- [Frost Princess](#): place tiles down on the board to create a path to your opponent's base, then place tiles on their base to damage them.



- [GBA-NICCC](#): Game Boy Advance port of the Atari ST demo STNICCC 2000.



- [RR Project](#): WIP 3D racing game using flat shading.



- [Oxygen](#): WIP 3D racing game using flat shading.



- [More Butano related stuff](#): WIP 3D racing game using flat shading.



- [butano-ldtk](#): [LDtk](#) level importer for Butano. Provides [usage examples](#) and [API documentation](#).

- [gba-free-fonts](#): free fonts for GBA development. It comes with tools and examples to import them into a Butano project.

- [Uniform](#): free fonts for GBA development. It comes with tools and examples to import them into a Butano project.

- [WenQuanYi](#): free fonts for GBA development. It comes with tools and examples to import them into a Butano project.

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