

# Bitmap Rom Hex Generation Script

Hi everyone,

Thought I'd share this little hacky python script I wrote to generate a full hex dump for the bitmap memory.

All it requires is python imaging library (PIL).

To use the script, first make a file like the following (e.g., named map.txt)

10 letterA.bmp

11 letterB.bmp

12 letterC.bmp

Given this mapping of character codes to images, now run the script:

```
python makeHexRom.py [mapfile] [charSize] [numChars]
```

E.g.,

```
python makeHexRom.py map.txt 16 32
```

This will automatically scale your images to 16x16 (with antialiasing), reduce to a nonstandard 3:3:2 RGB palette, and write a ROM to map.hex in the same directory. You can use this hex file for your memreadh in the bitmap memory. In fact, it arranges the file in the expected ordering based only on what you provide. Character codes that aren't accounted for are just padded with zeros (blank).

I had fun making it, now making those l33t graphics won't be a major drag!

[makeHexRom.py](#)

Also: this is some really hacky stuff, no error handling and ugly code. Don't judge.

Edit: probably needs some more general handling of other extensions... I'm just using it with bmps.

Zach Cross  
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