

GBA Palettes

On the GBA, similar to the SNES, palettes are in 4bpp format. Each color component (r, g, b) of the palette occupy 5 bits for a total of 2 bytes. Bit 0 (x) is transparency. If you palette is 32 bytes, it has 16 colors.

\$00	xbbbbbgg
\$01	gggrrrrr

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