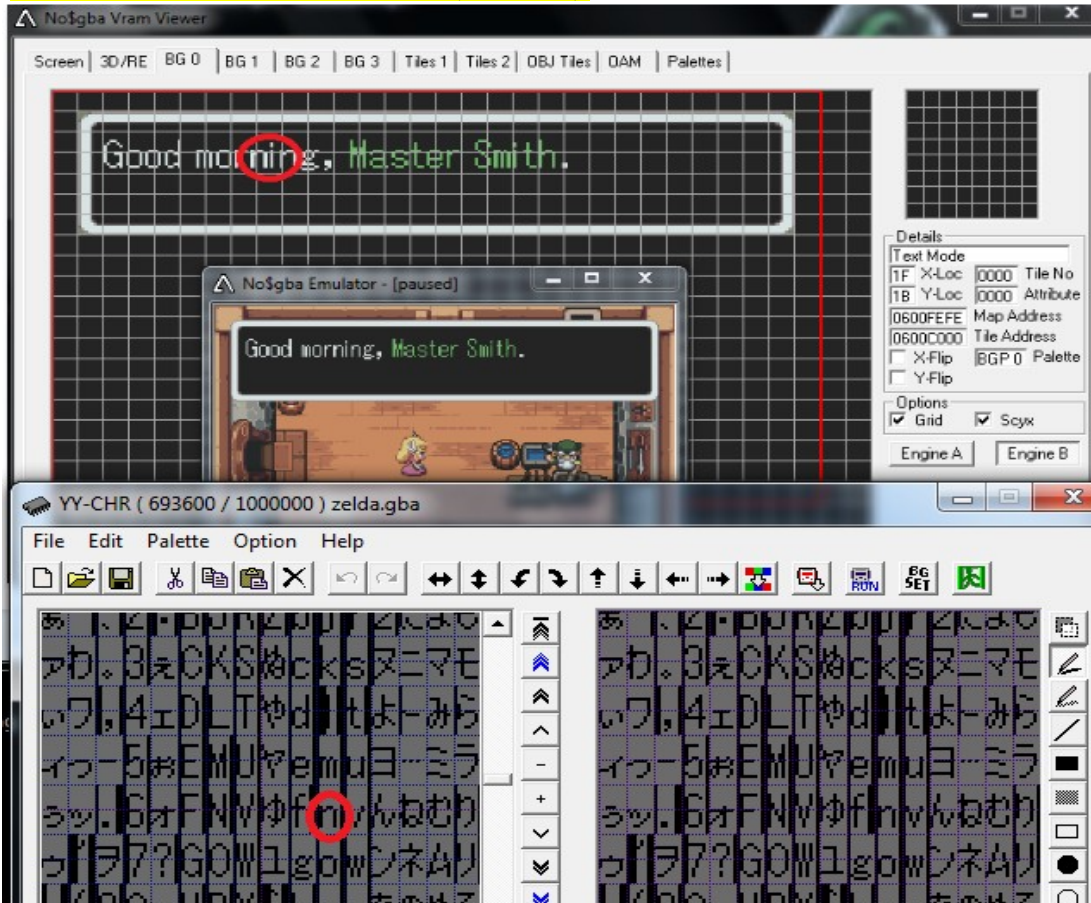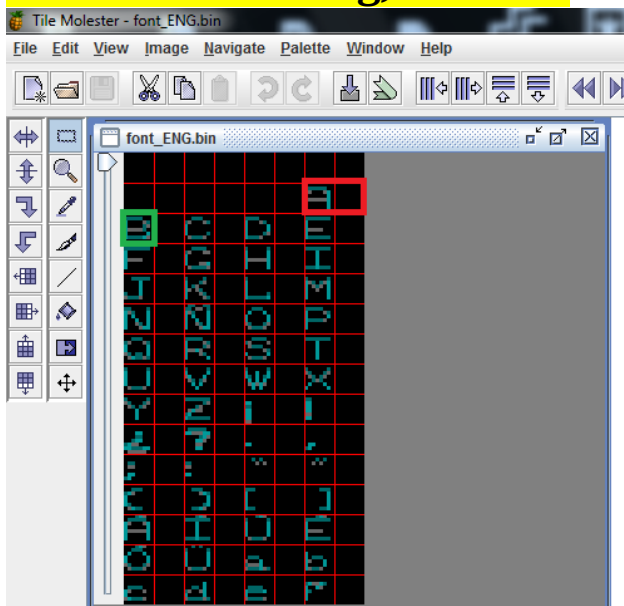# Compression VS Non Compression (cheatsheet by Bunkai)

A noob guide to see what is or can be compression and,
by consequence, what will be simply a different but plain format.

Variable Width Font (VWF)

You can see how various letters go inside the same tile AT the time of DISPLAY. But if you look at the ROM they are separated single tiles.

Dual-tile encoding, or *DTE*

DTE is a dictionary compression code which has a single key byte (most usefully, a range of key bytes) output two characters. You typically don't need any pointers for this, just a table of value-pairs which you can index based on your key byte. So you have, like, 80=th, 81=e , 82=is, etc

Dictionary compression (Text Compression)
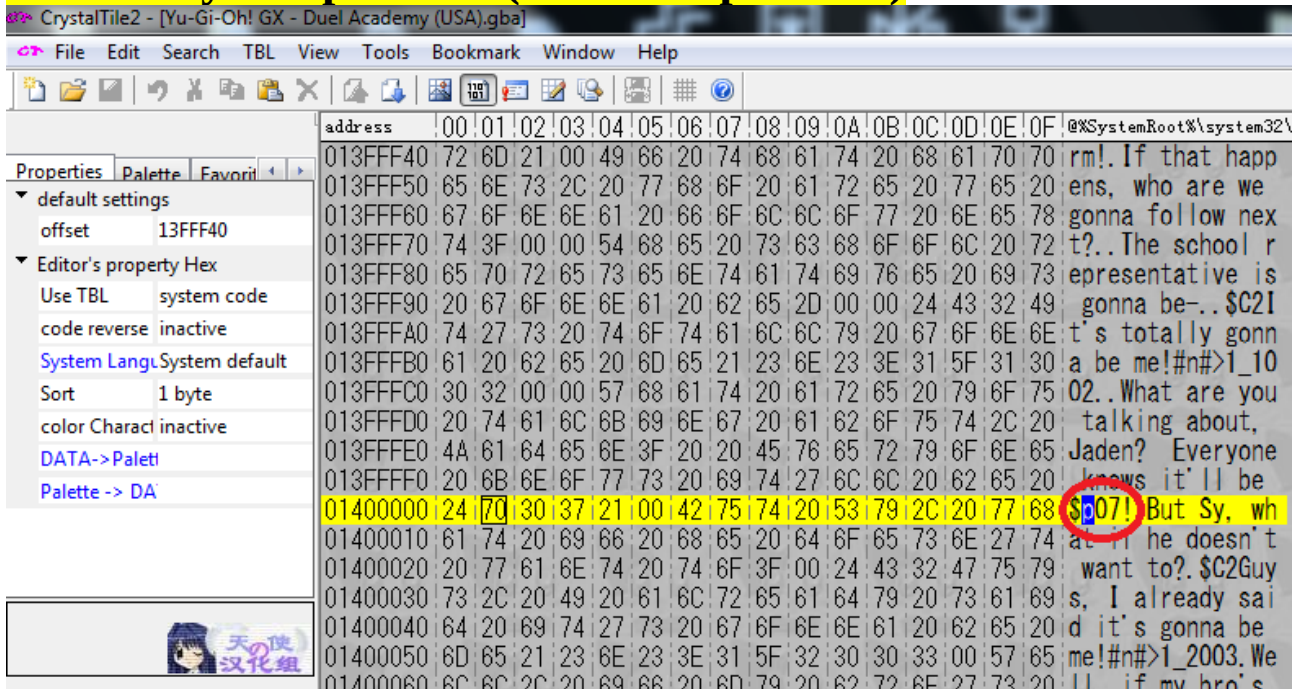
Here you can see that instead of the word, you can see a number with $, which means it's a pointer to the word.
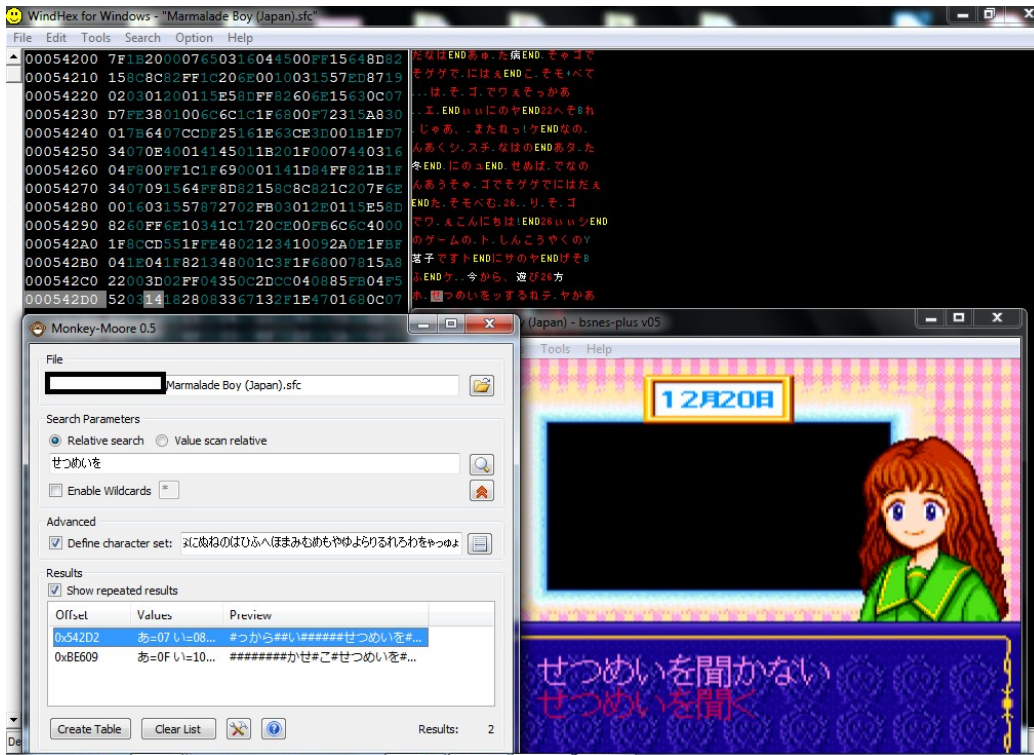
Other types of compressions

These are the types you have to reverse engineer because they are not generic, and change from project to project.
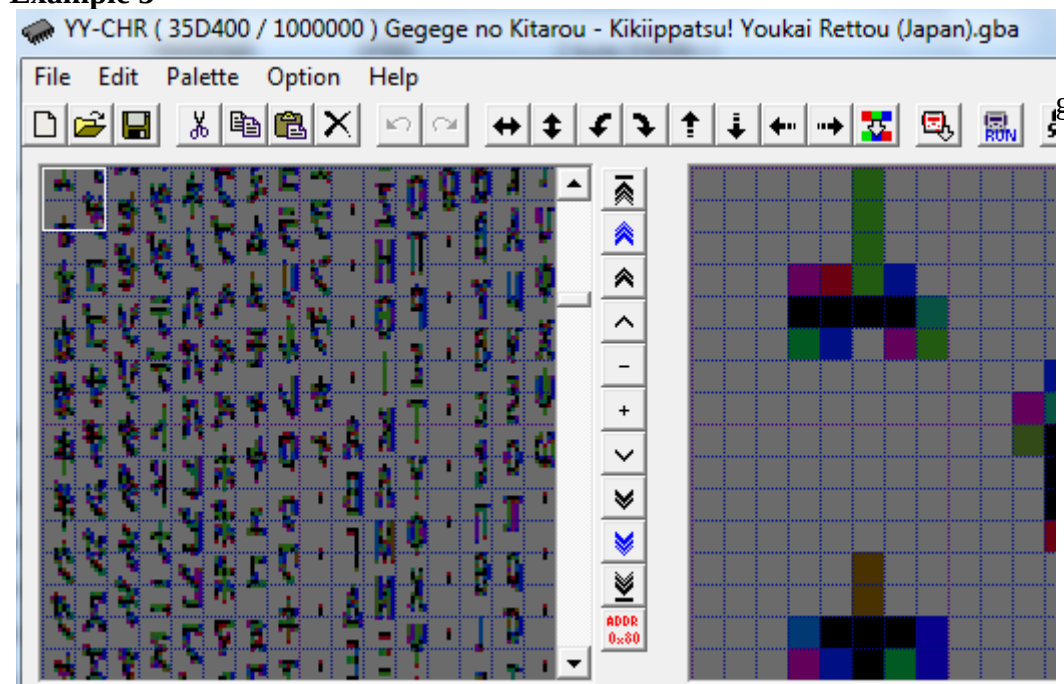
Example 1

You can see how the line "PUSH START" is not fully written in the tiles, that means it is reusing some of the letters from the tiles instead.

Example 2

You can see how there's only partial text in the block.

Example 3

A bit of shifting. One font, different palettes is that they pick different gray ramps depending on where they use the character.