

# Event Commands

## Character Action Queues (00-34)

The action queue will consist of [movement actions](#).

Character Numbers (xx):

- \$00-\$0F: Player Characters (Terra, Locke, Cyan ...)
- \$10-\$2F: NPC's
- \$30: Camera
- \$31-\$34: Party Characters

xx nn      xx = Character Number, nn = Number of actions to perform (including the final end command)  
             If nn & 0x80, the next action will not take place until this and any before it are complete.

## General Actions (35-FF)

Jump table will be at C0/98C4

### Character Actions (35-47)

35 xx complete	\$C09C44	Pauses execution until camera queue is complete
36 xx for character XX	\$C09C6F	Disable ability to pass through objects
37 xx yy	\$C09C8F	Assign graphic set yy to object xx
38 character moves	\$C09D0E	Hold screen--does not scroll when character moves
39 moves	\$C09D16	Free screen--does scroll when character moves
3A commands execute	\$C09D1E	Enable player to move while event commands execute
3B stance	\$C09D2E	Position player in a "ready-to-go" stance
3C c1 c2 c3 c4	\$C09D6D	Put characters c1-4 in the party
3D xx	\$C09E3C	Create object xx
3E xx	\$C09E67	Delete object xx
3F xx yy == 0, remove character from party)	\$C09D3B	Assign character xx to party yy (if yy == 0, remove character from party)
40 xx yy	\$C0A07C	Assign properties yy to character xx
41 xx	\$C0A2FA	Show object xx
42 xx	\$C0A336	Hide object xx

43 xx yy	\$C09CA9	Assign palette yy to object xx
44 xx yy	\$C09CCA	Place object xx on vehicle yy
80: Object visible		00: No vehicle                      40: Magitek Armor
		20: Chocobo                      60: Raft
45	\$C09CE2	Refresh objects
46 xx	\$C09CEA	Make xx the current party
47 character	\$C09D03	Make character in slot 0 the lead

## Dialogue (48-4B)

48 xxxx executing commands	\$C0A475	Display dialogue message xxxx, continue
49 keypress then dismiss	\$C0A4A6	If dialogue window is up, wait for
4A	\$C0A4B0	Wait for keypress
4B xxxx execution until gone	\$C0A4BC	Display dialogue message xxxx, halt
shown (no dialogue window)		If xxxx & 0x4000, only the text will be
at the bottom of the screen		If xxxx & 0x8000, the text will be shown
48 and 4B)		(note these flags apply to both command

## Invoke Battle (4C-4F)

4C xx bb battle, enemy set xx, background bb	\$C0A591	Center screen on party and invoke
4D xx bb bb	\$C0A578	Battle Enemy Set xx, Background Scenery
4E dungeons/towns, etc	\$C0A4F9	Invoke random battle, used for
4F	\$C0A5F3	Exit current location

## Screen Actions (50-65)

50 xx executions at intensity	\$C0A5FD	Tint screen (cumulative) (takes 32 15 to saturate)
51 oorgbii pb pe	\$C0A640	Modify BG color range from [pb, pe] 001: Add color component 101: Subtract color component
52 xx	\$C0A686	Tint characters (cumulative)
53 oorgbii pb pe	\$C0A6C5	Modify OBJ color range [pb, pe]

54	\$C0A784	
55 ci	\$C0A795	Flash screen with color component(s) c,
intensity i		
56 ci	\$C0A7BA	Increase color component(s) c, intensity
i		
57 ci	\$C0A7D0	Decrease color component(s) c, intensity
i		
		Color components:
Blue (Magenta)		2: Red A: Red +
Blue (Cyan)		4: Green C: Green +
Green + Blue (White)		6: Red + Green (Yellow) E: Red +
		8: Blue
58 xx	\$C0A7E6	Shake the screen (xx?)
59 xx	\$C0A80A	Unfade the screen at speed x
5A _x	\$C0A817	Fade the screen at speed x
5B	\$C0A826	
5C	\$C0A82D	Pause execution until fade in or fade
out is complete		
5D xx yy	\$C0A838	Scroll BG0, speed xx x yy (00 --> 7F
left/up, 80 <-- FF right/down)		
5E xx yy	\$C0A8CE	Scroll BG1, speed xx x yy (00 --> 7F
left/up, 80 <-- FF right/down)		
5F xx yy	\$C0A964	Scroll BG2, speed xx x yy (00 --> 7F
left/up, 80 <-- FF right/down)		
60 xx yy	\$C0A9FA	Change background layer xx palette to yy
61 _c pb pe	\$C0AA3D	Colorize color range [pb, pe] to color c
62 xx	\$C0AACB	Mosaic screen with speed xx (lower ==
slower)		
63 xx	\$C0AADB	Create spotlight effect with radius xx
64 xx yy	\$C0AAE9	
65 xx yy	\$C0AB09	

## Map Actions (6A-76)

6A nnnn xx yy ff yy)	\$C0AB47	Loads map nnnn, positions party at (xx, ff: 01: Party is in airship 02: Party is on Chocobo
6B nnnn xx yy ff yy)	\$C0AB55	Loads map nnnn, positions party at (xx, yy)
6C xxxx xx yy ff coordinates to (xx, yy)	\$C0AC0B	Set parent map to xxxx, parent
70 xx yy	\$C0A881	Scroll BG0
71 xx yy	\$C0A917	Scroll BG1
72 xx yy	\$C0A9AD	Scroll BG2
73 xx yy rr cc data...	\$C0AC45	Copy data of size rr*cc to current map's

BG0 at (xx, yy) and refresh background  
 74 xx yy rr cc data... \$C0AC62 Copy data of size rr\*cc to current map's  
 BG0 at (xx, yy)  
 75 \$C0AC1F Refresh background after map has been  
 changed

## Character and Party Actions (77-90)

77 xx	\$C09F32	Restore character xx HP and MP to full
78 xx	\$C09C7F	Enable ability to pass through other
objects for object		
79 xx yy zz	\$C0A36A	Place party on map xxxx
7A xx aaaaaa	\$C0A42A	Modify entity event--call
\$aaaaaa+\$CA0000 when triggered		
7B	\$C0A441	Restore backup party to active status
7C xx	\$C0A455	Enable activation of event for object xx
on collision		
7D xx	\$C0A465	
7E xx yy	\$C0A39A	Move the characters to (xx, yy) on the
current map		
7F xx yy	\$C0A03A	Change character xx's name to yy
80 xx	\$C0ACF0	Add item xx from inventory
81 xx	\$C0AD2D	Remove item xx from inventory
82	\$C0A570	
84 xxxx	\$C0AD50	Give xxxx amount of GP to party
85 xxxx	\$C0AD7F	Take xxxx amount of GP from party
86 xx	\$C0ADB8	Give Esper xx to party
87 xx	\$C0ADD7	Take Esper xx from party
		Espers:
		36: Ramuh                      40: Tritoch
4A: Phantom		37: Ifrit                      41: Odin
4B: Sraphim		38: Shiva                      42: Raiden
4C: Golem		39: Siren                      43: Bahamut
4D: Unicorn		3A: Terrato                      44: Alexandr
4E: Fenrir		3B: Shoat                      45: Crusader
4F: Starlet		3C: Maduin                      46: Ragnarok
50: Phoenix		3D: Bismark                      47: Kirin
		3E: Stray                      48: ZoneSeek
		3F: Palidor                      49: Carbunkl
88 xx c1 c2	\$C0AE2D	Remove all but status conditions c1 and
c2 from character xx (c1 = Condition Effects 1, c2 = Condition Effects 4)		

89 xx c1 c2	\$C0AE47	Inflict status conditions c1 and c2 on character xx (c1 = Condition Effects 1, c2 = Condition Effects 4)
8A xx c1 c2	\$C0AE61	Toggle status conditions c1 and c2 for character xx (c1 = Condition Effects 1, c2 = Condition Effects 4)
8B xx yy	\$C0AE7B	
8C xx yy	\$C0AF3E	
8D xx	\$C09FCE	Remove all equipment from character xx and place it in the inventory
8E	\$C0A54E	
8F	\$C0AFF8	Unlock all of Cyan's SwordTechs
90	\$C0B002	Grant Sabin the Bum Rush

## Wait/Pause (91-95)

91	\$C0B23F	Pause for 1/4 second
92	\$C0B249	Pause for 1/2 second
93	\$C0B253	Pause for 3/4 second
94	\$C0B25D	Pause for 1 second
95	\$C0B267	Pause for 2 seconds

## Menus, Timers and Cinematics (96-aF)

96	\$C0A7F0	Refresh screen after a menu or battle
97	\$C0A7FD	Fade screen to black
98 xx	\$C0B00F	Invoke name change screen for character xx
99 xx yy zz	\$C0B035	Invoke party selection screen: xx = number of groups
9A	\$C0B0B2	Invoke Coliseum item selection screen
9B xx	\$C0B06D	Invoke shop xx
9C xx	\$C0B08C	
9D	\$C0B09C	Invoke Party Order screen (from final battle)
A0 xx xx yy yy zz	\$C0B0E0	Set timer to XXXX jiffies, jump to YYYY on expiration, flags ZZ (includes index, etc.)
A1 xx	\$C0B10E	Reset timer XX
A2	\$C0B130	
A6	\$C0BA09	
A7 xx	\$C0BA14	
A8	\$C0BA51	Show Floating Island soaring into the sky
A9	\$C0B966	Show title screen
AA	\$C0B992	Show intro with Magitek Armor walking through snowfields
AB	\$C0B91B	Invoke game loading screen
AC	\$C0B95E	
AD	\$C0BA69	Show world getting torn apart
AE	\$C0B9C5	Show train car ride out of the Magitek

Factory		
AF	\$C0A503	Invoke random Coliseum battle

Execution (B0-BF)

B0 xx	\$C0B138	Repeat the the following commands (until
B1 is encountered) xx times		
B1	\$C0B145	End block of commands to repeat
B2 aaaaaa	\$C0B1A1	Call subroutine \$aaaaaa+\$CA0000
B3 nn aaaaaa	\$C0B1DF	Call subroutine \$aaaaaa+\$CA0000, nn
times		
B4 xx	\$C0B21D	Pause for xx/60 seconds
B5 xx	\$C0B227	Pause for xx/4 seconds
B6 aaaaaa ...	\$C0B6D3	Jump to the nth address following B6,
where n is the last item selected from a		multiple-choice dialogue window. Each
address is 3 bytes, added to \$CA0000/\$0A0200.		
B7 xx aaaaaa	\$C0B299	Jump to \$aaaaaa+\$CA0000 if bit \$1DC9 +
\$xx is clear		
B8 xx	\$C0B6AB	Set bit \$1DC9 + \$xx
B9 xx	\$C0B6BF	Clear bit \$1DC9 + \$xx
BA xx	\$C0BA31	
BB	\$C0B9BE	
BC _xxx	\$C0B16F	Return if event bit \$xxx is clear
BD aaaaaa	\$C0B271	Randomly jump to \$aaaaaa+\$CA0000
BE nn caaaaa ...	\$C0B6F7	Switch/case based on the value of
CaseWord (\$1EB4-5)		
		Number of parameters (bytes) = (nn * 3)
+ 1 (+1 accounts for the nn)		
		"c" represents the bit to test in
CaseWord; if set, the jump will occur		
BF	\$C0B9E7	Show airship scene from the ending

Conditionals (C0-CF)

If MSB of bit to test is 0, the bit will be compared to 0, else it will be compared to 1.	
[In a nutshell, if(tx & 0x8000) -> if(*tx); if(!(tx & 0x8000)) -> if(!(*tx))]	
If result of all comparisons is true, jump will occur; otherwise, execution will occur at the next command.	
Each condition to test (the bit value) is 2 bytes--the address to jump to is 3 bytes, and is added to \$CA0000.	
C0-C7: \$C0B2C8, C8-CF: \$C0B32D	
C0 t1 addr	if(t1) jump; else continue;

C1 t1 t2 addr	if(t1    t2) jump; else continue;
C2 t1 t2 t3 addr	if(t1    t2    t3) jump; else continue;
C3 t1 t2 t3 t4 addr continue;	if(t1    t2    t3    t4) jump; else
C4 t1 t2 t3 t4 t5 addr else continue;	if(t1    t2    t3    t4    t5) jump;
C5 t1 t2 t3 t4 t5 t6 addr jump; else continue;	if(t1    t2    t3    t4    t5    t6)
C6 t1 t2 t3 t4 t5 t6 t7 addr t7) jump; else continue;	if(t1    t2    t3    t4    t5    t6
C7 t1 t2 t3 t4 t5 t6 t7 t8 addr t7    t8) jump; else continue;	if(t1    t2    t3    t4    t5    t6
C8 t1 addr	if(t1) jump; else continue;
C9 t1 t2 addr	if(t1 && t2) jump; else continue;
CA t1 t2 t3 addr	if(t1 && t2 && t3) jump; else continue;
CB t1 t2 t3 t4 addr continue;	if(t1 && t2 && t3 && t4) jump; else
CC t1 t2 t3 t4 t5 addr else continue;	if(t1 && t2 && t3 && t4 && t5) jump;
CD t1 t2 t3 t4 t5 t6 addr jump; else continue;	if(t1 && t2 && t3 && t4 && t5 && t6)
CE t1 t2 t3 t4 t5 t6 t7 addr t7) jump; else continue;	if(t1 && t2 && t3 && t4 && t5 && t6 &&
CF t1 t2 t3 t4 t5 t6 t7 t8 addr t7 && t8) jump; else continue;	if(t1 && t2 && t3 && t4 && t5 && t6 &&

## Event Bits (D0-EF)

D0 xx	\$C0B593	Set event bit \$0xx
D1 xx	\$C0B5CF	Clear event bit \$0xx
D2 xx	\$C0B5A7	Set event bit \$1xx
D3 xx	\$C0B5E3	Clear event bit \$1xx
D4 xx	\$C0B5BB	Set event bit \$2xx
D5 xx	\$C0B5F7	Clear event bit \$2xx
D6 xx	\$C0B60B	Set event bit \$3xx
D7 xx	\$C0B65B	Clear event bit \$3xx
D8 xx	\$C0B61F	Set event bit \$4xx
D9 xx	\$C0B66F	Clear event bit \$4xx
DA xx	\$C0B633	Set event bit \$5xx
DB xx	\$C0B683	Clear event bit \$5xx
DC xx	\$C0B647	Set event bit \$6xx
DD xx	\$C0B697	Clear event bit \$6xx
DE active party	\$C0B40B	Load CaseWord with the characters in the
DF	\$C0B465	
E0 (characters encountered so far)	\$C0B513	Load CaseWord with event bits \$2E0-\$2EF
E1	\$C0B51E	Load CaseWord with event bits \$2F0-\$2FF
E2	\$C0B4B9	
E3	\$C0B3B7	Load CaseWord with the available

characters		
E4	\$C0B39E	Load CaseWord with currently active party
E7 xx	\$C0B394	
E8 xx yyyy	\$C0B529	Set event word xx to yyyy
E9 xx yyyy	\$C0B53C	Increment event word xx by yyyy
EA xx yyyy	\$C0B556	Decrement event word xx by yyyy
EB xx yyyy	\$C0B571	If event word xx == yyyy then CaseWord = \$0001
		Else If event word xx > yyyy then
CaseWord = \$0002		
		Else If event word xx < yyyy then
CaseWord = \$0004		
EF xx yy	\$C0B7AA	

Sound / Music (F0-FC)

F0 xx	\$C0B780	Play song xx
F1 xx yy	\$C0B7D4	Fade in song xx with speed yy (higher == slower)
F2 xx	\$C0B811	Fade out current song with speed xx (higher == slower)
F3 xx	\$C0B827	Continue song that was previously paused, xx is unknown
F4 xx	\$C0B854	Play sound effect xx
F5 xx yy zz	\$C0B85E	
F6 xx yy zz	\$C0B889	Stop sound effect xx
F7	\$C0B8A1	
F8	\$C0B8AF	
F9 xx	\$C0B8BA	
FA	\$C0B8C7	Stop temporarily played song

End Script (FD-FF)

FD	\$C0B8D2	NOP
FE	\$C0B8D7	Return

Unused General Actions

The following is a list of unused pointers from the general actions jump table (\$C0/98C4).

C0/9926:	1A B9	(act. 66: ** NOT USED **)
C0/9928:	1A B9	(act. 67: ** NOT USED **)
C0/992A:	1A B9	(act. 68: ** NOT USED **)
C0/992C:	1A B9	(act. 69: ** NOT USED **)



C0/9934:	1A B9	(act. 6D: ** NOT USED **)
C0/9936:	1A B9	(act. 6E: ** NOT USED **)
C0/9938:	1A B9	(act. 6F: ** NOT USED **)
C0/9946:	1A B9	(act. 76: ** NOT USED **)
C0/9960:	1A B9	(act. 83: ** NOT USED **)
C0/9996:	1A B9	(act. 9E: ** NOT USED **)
C0/9998:	1A B9	(act. 9F: ** NOT USED **)
C0/99A0:	1A B9	(act. A3: ** NOT USED **)
C0/99A2:	1A B9	(act. A4: ** NOT USED **)
C0/99A4:	1A B9	(act. A5: ** NOT USED **)
C0/9A24:	1A B9	(act. E5: ** NOT USED **)
C0/9A26:	1A B9	(act. E6: ** NOT USED **)
C0/9A32:	1A B9	(act. EC: ** NOT USED **)
C0/9A34:	1A B9	(act. ED: ** NOT USED **)
C0/9A36:	1A B9	(act. EE: ** NOT USED **)
C0/9A52:	1A B9	(act. FC: ** NOT USED **)
C0/9A58:	1A B9	(act. FF: ** NOT USED **)

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