

Overworld Character Script Commands

Graphical Actions (00-7F):

00-3F	\$EE7922	Graphical Actions
40-7F	\$EE7932	Graphical Actions, flipped horizontally

Movement (80-9F):

100nnn^{dd}

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d: direction (0: up, 1: right, 2: down, 3: left)

n: number of steps (1 is added to this, so 1-8 steps possible)

always 100

Summary:

80	Move character up 1 tile
81	Move character right 1 tile
82	Move character down 1 tile
83	Move character left 1 tile
84	Move character up 2 tiles
85	Move character right 2 tiles
86	Move character down 2 tiles
87	Move character left 2 tiles
88	Move character up 3 tiles
89	Move character right 3 tiles
8A	Move character down 3 tiles
8B	Move character left 3 tiles
8C	Move character up 4 tiles
8D	Move character right 4 tiles
8E	Move character down 4 tiles
8F	Move character left 4 tiles
90	Move character up 5 tiles
91	Move character right 5 tiles
92	Move character down 5 tiles
93	Move character left 5 tiles
94	Move character up 6 tiles
95	Move character right 6 tiles
96	Move character down 6 tiles
97	Move character left 6 tiles
98	Move character up 7 tiles
99	Move character right 7 tiles
9A	Move character down 7 tiles
9B	Move character left 7 tiles
9C	Move character up 8 tiles
9D	Move character right 8 tiles
9E	Move character down 8 tiles
9F	Move character left 8 tiles

A0	Move character right/up 1x1 tiles
A1	Move character right/down 1x1 tiles
A2	Move character left/down 1x1 tiles
A3	Move character left/up 1x1 tiles
A4	Move character right/up 1x2 tiles
A5	Move character right/up 2x1 tiles
A6	Move character right/down 2x1 tiles
A7	Move character right/down 1x2 tiles
A8	Move character left/down 1x2 tiles
A9	Move character left/down 2x1 tiles
AA	Move character left/up 2x1 tiles
AB	Move character left/up 1x2 tiles

Conditionals (B0-BF):

ci: sbbbbbbb bbbbiiii

i: bit index (0-7)
 b: byte (added to \$1E80)
 s: if 1, check that bit is set; else, check that bit is clear

Summary:

B0 c1 aaaaaa	if(c1), goto aaaaaa
B1 c1 c2 aaaaaa	if(c1 c2), goto aaaaaa
B2 c1 c2 c3 aaaaaa	if(c1 c2 c3), goto aaaaaa
B3 c1 c2 c3 c4 aaaaaa	if(c1 c2 c3 c4), goto aaaaaa
B4 c1 c2 c3 c4 c5 aaaaaa	if(c1 c2 c3 c4 c5), goto aaaaaa
B5 c1 c2 c3 c4 c5 c6 aaaaaa	if(c1 c2 c3 c4 c5 c6), goto aaaaaa
B6 c1 c2 c3 c4 c5 c6 c7 aaaaaa	if(c1 c2 c3 c4 c5 c6 c7), goto aaaaaa
B7 c1 c2 c3 c4 c5 c6 c7 c8 aaaaaa	if(c1 c2 c3 c4 c5 c6 c7 c8), goto aaaaaa
B8 c1 aaaaaa	if(c1), goto aaaaaa
B9 c1 c2 aaaaaa	if(c1 && c2), goto aaaaaa
BA c1 c2 c3 aaaaaa	if(c1 && c2 && c3), goto aaaaaa
BB c1 c2 c3 c4 aaaaaa	if(c1 && c2 && c3 && c4), goto aaaaaa
BC c1 c2 c3 c4 c5 aaaaaa	if(c1 && c2 && c3 && c4 && c5), goto aaaaaa
BD c1 c2 c3 c4 c5 c6 aaaaaa	if(c1 && c2 && c3 && c4 && c5 && c6), goto aaaaaa
BE c1 c2 c3 c4 c5 c6 c7 aaaaaa	if(c1 && c2 && c3 && c4 && c5 && c6 && c7), goto aaaaaa
BF c1 c2 c3 c4 c5 c6 c7 c8 aaaaaa	if(c1 && c2 && c3 && c4 && c5 && c6 && c7 && c8), goto aaaaaa

Other (C0-FF)

C0 slowest	Set entity's speed (within the event) to slowest
C1 slow	Set entity's speed (within the event) to slow
C2 normal	Set entity's speed (within the event) to normal
C3 fast	Set entity's speed (within the event) to fast
C4 fastest	Set entity's speed (within the event) to fastest
C7 xx xx	

Bit manipulation (C8-C9):

bbbbbbbb bbbbbbii

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      |_____|_____|
      |      |_____| i: bit index (0-7)
      |_____| b: byte (added to $1E80)

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C8 xxxx	\$EE7D46	Set event bit
C9 xxxx	\$EE7D6F	Clear event bit
CC		Turn character up
CD		Turn character right
CE		Turn character down
CF		Turn character left
D0		Show character
D1		Hide character
D2 nnnn xx yy mm mm		Load map nnnn, position (xx, yy), mode mm
D3 nnnn xx yy mm mm		Load map nnnn, position (xx, yy), mode mm
D4 aaaaaa		If (\$08 & 0x80 == 0), goto \$aaaaaa
D5 xx aaaaaa		If (\$F6 != xx), goto \$aaaaaa
D8		Unfade screen
D9		Fade screen
DD		Hide mini-map
DF		Show mini-map
E0 xx		Pause for xx units
FC		Change character to ship graphic
FD		Show Figaro Castle submerging
FE		Show Figaro Castle emerging
FF		End Map Script

Last
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2019/02/12 12:44

ff3:ff3us:doc:asm:codes:overworld_character_script https://www.ff6hacking.com/wiki/doku.php?id=ff3:ff3us:doc:asm:codes:overworld_character_script&rev=1462385934

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