

# Attack Animation Data

This data (14 bytes) gets copied to 7E/6273 when loading the graphics for an animation (see C1/9CB3). Graphics and animation scripts can be loaded for up to 4 different layers: Sprite, BG1, BG3, and the extra layer (for espers, et. al.).

The script/graphics index for each layer specifies the [animation script](#) (pointer at \$D1EAD8, data at \$D00000) and the [graphics data](#) (at \$D4D000) for the layer. Each palette index specifies a palette at \$D26000.

The animation initialization function (C2/E8D0) loads esper graphics and specifies how many threads will be used for an animation (i.e. Fire uses 3 threads, one for each of the flames that appear on the target, whereas Ice only uses 1 and Drain uses 6). It also specifies the shape of the screen mask (Ultima, Bio Blast, etc.) and the color addition/subtraction settings for the animation.

## Offsets

| Description         | Value    |
|---------------------|----------|
| Base Offset (SNES)  | \$D07FB2 |
| Block size          | \$0E     |
| Number of blocks    | \$196    |
| Total size          | \$1634   |
| Tools Offset (SNES) | \$D091A2 |
| Items Offset (SNES) | \$D09220 |

## Data

| Byte      | Description                                                                                |                                                               |
|-----------|--------------------------------------------------------------------------------------------|---------------------------------------------------------------|
| \$00-\$01 | <a href="#">Animation Script</a> and <a href="#">Graphics</a> (Sprite layer) <sup>1)</sup> |                                                               |
|           | \$8000                                                                                     | Load graphics only (no script)                                |
|           | \$7FFF                                                                                     | Script/Graphics index                                         |
| \$02-\$03 | <a href="#">Animation Script</a> and <a href="#">Graphics</a> (BG1 layer)                  |                                                               |
|           | \$8000                                                                                     | Load graphics only (no script)                                |
|           | \$7FFF                                                                                     | Script/Graphics index                                         |
| \$04-\$05 | <a href="#">Animation Script</a> and <a href="#">Graphics</a> (BG3 layer)                  |                                                               |
|           | \$8000                                                                                     | Load graphics only (no script)                                |
|           | \$7FFF                                                                                     | Script/Graphics index                                         |
| \$06      | Palette Index (Sprite layer) <sup>2)</sup>                                                 |                                                               |
| \$07      | Palette Index (BG1 layer)                                                                  |                                                               |
| \$08      | Palette Index (BG3 layer)                                                                  |                                                               |
| \$09      | Default <a href="#">Sound Effect</a>                                                       |                                                               |
| \$0A      | \$80                                                                                       | Copy the target's graphics to BG1 (no BG1 animation graphics) |
|           | \$7F                                                                                       | Animation initialization function (at C2/E8D0)                |

| Byte      | Description                                                                                           |                                |
|-----------|-------------------------------------------------------------------------------------------------------|--------------------------------|
|           | <a href="#">Animation Script</a> and <a href="#">Graphics</a> (Extra layer, used for espers, et. al.) |                                |
| \$0B-\$0C | \$8000                                                                                                | Load graphics only (no script) |
|           | \$7FFF                                                                                                | Script/Graphics index          |
| \$0D      | Multi-Target Delay (adjusted for animation speed)                                                     |                                |

1)

A value of \$FFFF means the layer is disabled

2)

A value of \$00 means the palette is unused

From:  
<https://www.ff6hacking.com/wiki/> - **ff6hacking.com** wiki

Permanent link:  
[https://www.ff6hacking.com/wiki/doku.php?id=ff3:ff3us:doc:asm:fmt:attack\\_animation\\_data](https://www.ff6hacking.com/wiki/doku.php?id=ff3:ff3us:doc:asm:fmt:attack_animation_data)

Last update: **2021/09/15 06:56**

