

Monster Formation Flags

Offsets

Description	Value
Base offset (SNES)	\$CF5900
Blocks	\$0240
Block size	\$04
Total size	\$0900

Data

Offset	Mask	Description
\$CF5900	\$0F	Appearance effects
	\$10	Disable normal attack
	\$20	Disable back attack
	\$40	Disable pincer attack
	\$80	Disable side attack
\$CF5901	\$01	?
	\$02	disable fanafre
	\$04	allows joker doom
	\$08	?can leap
	\$10	?
	\$20	?
	\$40	?
	\$80	enable event script
\$CF5902	\$FF	battle event script
\$CF5903	\$01	?can't escape flag
	\$02	don't appear on veldt
	\$04	?show attack-type windows
	\$08	hide start messages
	\$70	battle music
	\$80	continue current music

RAM map

ROM address	RAM address
\$CF5900	\$2F48
\$CF5901	\$2F49
\$CF5902	\$2F4A
\$CF5903	\$2F4B

Last
update:
2019/02/12 12:57 ff3:ff3us:doc:asm:fmt:monster_formation_flags https://www.ff6hacking.com/wiki/doku.php?id=ff3:ff3us:doc:asm:fmt:monster_formation_flags&rev=1457030658

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