

Front Mission: Gundam Hazard BRR Samples

Description	URL
BRR Samples with no sample length as first two bytes. Pitch, loop and ADSR data are in a text file.	Download
BRR Samples with first two bytes as sample length. Pitch, loop and ADSR data are in a text file.	Download
BRR Samples with first two bytes as sample length. Each sample has it own folder with data in bin files.	Download
BRR Samples with no sample length as first two bytes converted to WAV audio file.	Download
All the 4 packages above	Download

Offsets

69 samples	
\$EA575C - \$EA582A	BRR samples pointers
\$EA582B - \$EA58B4	Loop start positions
\$EA58B5 - \$EA593E	Pitch Multipliers
\$EA593F - \$EA59C8	ADSR data
\$EA7346 - \$EE3EEE	BRR samples

Samples Detail

All the data was taken from the Front Mission: Gundam Hazard ROM. ADSR stands for ADSR data, PITCH for pitch multipliers and LOOP for loop start position.

ID	Offset	Size	Name	ADSR	PITCH	LOOP
\$01	\$EA7346 - \$EA7B39	\$07F4	kick drum	FFE0	0000	0000
\$02	\$EA7B3A - \$EA8405	\$08CC	kick drum2	FFE0	0000	0000
\$03	\$EA8406 - \$EA886C	\$0467	hi hat closed	FFE0	0000	0000
\$04	\$EA886D - \$EA959D	\$0D31	hi hat open	FFE0	0000	0000
\$05	\$EA959E - \$EA9E69	\$08CC	snare	FFE0	0000	0000
\$06	\$EA9E6A - \$EAAE3D	\$0FD4	snare2	FFE0	0000	0000
\$07	\$EAAE3E - \$EAB709	\$08CC	snare3	FFE0	0000	0000
\$08	\$EAB70A - \$EAC683	\$0F7A	cymbal	FFF0	0000	B205
\$09	\$EAC684 - \$EAD0C0	\$0A3D	tamborine	FFE0	0000	0000
\$0A	\$EAD0C1 - \$EAE094	\$0FD4	brass	FFE0	E500	500F
\$0B	\$EAE095 - \$EB1EFD	\$3E69	flute	FFE0	0000	1B00
\$0C	\$EB1EFE - \$EB2C2E	\$0D31	weird percussion	FFE0	0000	0000
\$0D	\$EB2C2F - \$EB33B6	\$0788	bass	FFF1	B700	1107
\$0E	\$EB33B7 - \$EB5485	\$20CF	synth strings	FFE0	A4D0	2706
\$0F	\$EB5486 - \$EB61B6	\$0D31	tubular bell	FFEE	CE00	0306
\$10	\$EB61B7 - \$EB75A7	\$13F1	brass	FFE0	0000	6309
\$11	\$EB75A8 - \$EB802C	\$0A85	flute	FFE0	3760	F105
\$12	\$EB802D - \$EB980D	\$17E1	french horn	FFE0	BF80	A506

\$13	\$EB980E - \$EBA3E8	\$0BDB	music box	FFEE	D6FF	5F0A
\$14	\$EBA3E9 - \$EBBF05	\$1B1D	strings	FFE0	5AF0	0C06
\$15	\$EBBF06 - \$EBD01D	\$1118	tubular bell	FFEF	EA00	E60A
\$16	\$EBD01E - \$EBDE65	\$0E48	orch hit	FFE0	3D28	0000
\$17	\$EBDE66 - \$EBEDC4	\$0F5F	snare4	FFE0	0000	0000
\$18	\$EBEDC5 - \$EC0A2E	\$1C6A	choir	FFE0	2FF0	5508
\$19	\$EC0A2F - \$EC1972	\$0F44	flute(ish) w/ drum	FFEF	C5D4	D707
\$1A	\$EC1973 - \$EC285C	\$0EEA	pipe organ	FFE0	29A0	8004
\$1B	\$EC285D - \$EC3ACA	\$126E	electric guitar	FFE0	CC00	7E09
\$1C	\$EC3ACB - \$EC4369	\$089F	electric guitar2 (pluck)	FFEF	C500	1F08
\$1D	\$EC436A - \$EC4FEF	\$0C86	synth bass	FFE0	BAD0	A70A
\$1E	\$EC4FF0 - \$EC6197	\$11A8	ukulele	FFEF	B700	4710
\$1F	\$EC6198 - \$EC70C0	\$0F29	trombone	FFE0	A8D0	F10E
\$20	\$EC70C1 - \$EC8A87	\$19C7	synth voice	FFE0	1AC0	1404
\$21	\$EC8A88 - \$ECA151	\$16CA	sci-fi synth	FFE0	E800	C906
\$22	\$ECA152 - \$ECA891	\$0740	trumpet	FFE0	1990	1107
\$23	\$ECA892 - \$ECB23E	\$09AD	laser	FFE0	0000	0000
\$24	\$ECB23F - \$ECB7E9	\$05AB	door harp	FFEF	51D0	7305
\$25	\$ECB7EA - \$ECC871	\$1088	guiro	FFE0	0000	0000
\$26	\$ECC872 - \$ECD1A9	\$0938	unknown percussion	FFE0	0000	0000
\$27	\$ECD1AA - \$ECDFB2	\$0E09	conga drum	FFE0	0000	0000
\$28	\$ECDFB3 - \$ECE4FA	\$0548	woodblock	FFE0	0000	0000
\$29	\$ECE4FB - \$ECEC31	\$0737	woodblock2	FFE0	0000	0000
\$2A	\$ECEC32 - \$ECFB90	\$0F5F	gunshot	FFE0	0000	0000
\$2B	\$ECFB91 - \$ED0F39	\$13A9	vox sfx	FFE0	0000	0000
\$2C	\$ED0F3A - \$ED191C	\$09E3	poly xylophone	FFEE	BE00	EE08
\$2D	\$ED191D - \$ED267A	\$0D5E	metal bang	FFE0	0000	0000
\$2E	\$ED267B - \$ED3D05	\$168B	some percussion combo	FFE0	0000	0000
\$2F	\$ED3D06 - \$ED40EE	\$03E9	grand piano	FFEE	51D0	7B03
\$30	\$ED40EF - \$ED4D6B	\$0C7D	saxophone	FFE0	E140	570C
\$31	\$ED4D6C - \$ED5F9A	\$122F	piano	FFEF	1990	0012
\$32	\$ED5F9B - \$ED65F9	\$065F	clap	FFE0	0000	0000
\$33	\$ED65FA - \$ED6C97	\$069E	snap	FFE0	0000	0000
\$34	\$ED6C98 - \$ED75C6	\$092F	floor bass	FFEF	0B70	8208
\$35	\$ED75C7 - \$ED8282	\$0CBC	metal bang2	FFE0	0000	0000
\$36	\$ED8283 - \$ED8917	\$0695	clap	FFE0	0000	0000
\$37	\$ED8918 - \$ED95CA	\$0CB3	bright piano	FFEF	57A0	B808
\$38	\$ED95CB - \$EDA1AE	\$0BE4	bass guitar	FFEF	CC00	DD0A
\$39	\$EDA1AF - \$EDAEDF	\$0D31	glass breaking sfx	FFE0	0000	0000
\$3A	\$EDAEE0 - \$EDBABA	\$0BDB	metal bang3	FFE0	0000	0000
\$3B	\$EDBABB - \$EDCA19	\$0F5F	metal bang4	FFE0	0000	0000
\$3C	\$EDCA1A - \$EDDC90	\$1277	ride or reverse cymbal	FFF2	0000	AE06
\$3D	\$EDDC91 - \$EDE7FF	\$0B6F	tam drum	FFE0	0000	0000
\$3E	\$EDE800 - \$EDF020	\$0821	shaker	FFE0	0000	0000
\$3F	\$EDF021 - \$EDF571	\$0551	reed organ	FFE0	6000	6E04

\$40	\$EDF572 - \$EE111E	\$1BAD	sci-fi synth strings	FFE0	1800	6F06
\$41	\$EE111F - \$EE18F7	\$07D9	electric banjo	FFEF	D300	5007
\$42	\$EE18F8 - \$EE23A9	\$0AB2	slap bass	FFE0	CD70	B00A
\$43	\$EE23AA - \$EE31C4	\$0E1B	robot vox	FFE0	0000	0000
\$44	\$EE31C5 - \$EE3715	\$0551	organ-ish	FFEE	F400	DA04
\$45	\$EE3716 - \$EE3EEE	\$07D9	trumpet	FFE0	51B0	A107

From:

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

Permanent link:

<https://www.ff6hacking.com/wiki/doku.php?id=ff3:ff3us:music:brrsamples:gh&rev=1536983755>

Last update: **2019/02/12 13:09**

