

Battle Data

Offset

Description	Value
Base offset (SNES)	\$CF6200
Blocks	\$0240
Block size	\$0F

Data

Offset	Mask	Description
\$00	\$F0	VRAM Map
\$00	\$0FC0	Monsters Loaded to BG1 (unused)
\$01	\$3F	Monsters Present
\$02	\$FF	Monster 1 Index
\$03	\$FF	Monster 2 Index
\$04	\$FF	Monster 3 Index
\$05	\$FF	Monster 4 Index
\$06	\$FF	Monster 5 Index
\$07	\$FF	Monster 6 Index
\$08	\$FF	Monster 1 x/y Position (low/high nybble)
\$09	\$FF	Monster 2 x/y Position (low/high nybble)
\$0A	\$FF	Monster 3 x/y Position (low/high nybble)
\$0B	\$FF	Monster 4 x/y Position (low/high nybble)
\$0C	\$FF	Monster 5 x/y Position (low/high nybble)
\$0D	\$FF	Monster 6 x/y Position (low/high nybble)
\$0E	\$3F	MSB of Monster Indexes

From:

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

Permanent link:

https://www.ff6hacking.com/wiki/doku.php?id=ff3:ff3us:doc:asm:fmt:battle_data

Last update: **2019/02/12 11:30**

