

Map Animation Data

Overview

Data for BG1/BG2 tiles that are animated on maps.

Offsets

Description	Value
Pointer Table Offset	\$C091D5
Base offset (SNES)	\$C091FF
Block size	\$0A

Data

A speed of \$0400 will animate at 60 frames/sec. Frame offsets are in Map Animation Graphics (+\$E60000).

Offset	Description
\$00-\$01	Animation Speed
\$02-\$03	Frame 1 Offset
\$04-\$05	Frame 2 Offset
\$06-\$07	Frame 3 Offset
\$08-\$09	Frame 4 Offset

List

Index	Offset	Description
\$00	\$C091FF	Caves (Torches)
\$01	\$C0924F	River
\$02	\$C0929F	Imperial Camp
\$03	\$C092EF	Narshe Town Exterior
\$04	\$C0933F	Town Outdoors
\$05	\$C0938F	Train Exterior
\$06	\$C093DF	Castle Exterior
\$07	\$C0942F	Village Exterior
\$08	\$C09443	Docks Water
\$09	\$C09493	Airship Interior
\$0A	\$C094E3	Airship Exterior
\$0B	\$C09533	Town Interior
\$0C	\$C09533	(unused)
\$0D	\$C09583	Mountain Exterior (Bridges)
\$0E	\$C09623	Magitek Factory

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Index	Offset	Description
\$0F	\$C09691	Opera House (Crowd)
\$10	\$C096E1	Vector (Banners)
\$11	\$C09533	(unused)
\$12	\$C0974F	Kefka's Tower
\$13	\$C09533	Returner's Hideout
\$14	\$C0979F	

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