

Map Proprieties

Offset

Description	Value
Base offset (SNES)	\$ED8F00
Blocks	\$019F
Block size	\$21
Total size	\$357F

The map number corresponds to the block index.

Data

Offset	Mask	Description
\$ED8F00	\$FF	location name
\$ED8F01	\$FF	layers animation
\$ED8F02	\$FF	default battle background
\$ED8F03	\$FF	?
\$ED8F04	\$FF	tile proprieties
\$ED8F05	\$7F	battle proprieties
	\$80	enable random battles
\$ED8F06	\$FF	?
\$ED8F07	\$FF	tile graphic set
\$ED8F08	\$FF	tile graphic set
\$ED8F09	\$FF	tile graphic set
\$ED8F0A	\$FF	tile graphic set
\$ED8F0B	\$FF	tile formations
\$ED8F0C	\$FF	tile formations
\$ED8F0D	\$FF	map data
\$ED8F0E	\$FF	map data
\$ED8F0F	\$FF	map data
\$ED8F10	\$FF	map data
\$ED8F11	\$FF	?
\$ED8F12	\$FF	background 0 shift, left
\$ED8F13	\$FF	background 0 shift, up
\$ED8F14	\$FF	background 2 shift, left
\$ED8F15	\$FF	background 2 shift, up
\$ED8F16	\$FF	?
\$ED8F17	\$FF	?layer 12 dimensions
\$ED8F18	\$FF	?
\$ED8F19	\$FF	palette
\$ED8F1A	\$FF	palette
\$ED8F1B	\$FF	palette

Last
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Offset	Mask	Description
\$ED8F1C	\$FF	music
\$ED8F1D	\$FF	?
\$ED8F1E	\$FF	map width
\$ED8F1F	\$FF	map height
\$ED8F20	\$FF	layer proprieties

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