

Location Properties

aka. Map Properties

Offset

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

The [Location](#) index corresponds to the block index.

RAM

Routine at \$C0/1CAD will load location properties for the current location and store in RAM \$0520.
See [Field RAM](#).

Data

Offset	Description
\$00	Location Name Index
\$01	Layer Effects Flags
	\$01 enable X-Zone (doesn't do anything)
	\$02 enable Warp (spell and item)
	\$04 wavy BG3
	\$08 wavy BG2
	\$10 wavy BG1
	\$20 enable spotlights
	\$80 load timer graphics
\$02	\$7F Battle Background
	\$80 BG3 in Foreground
\$03	-
\$04	Tile Properties Index
\$05	\$7F battle proprieties
	\$80 enable random battles
\$06	\$03 Window Mask Settings
	\$80 set for colosseum guy's house (unused)

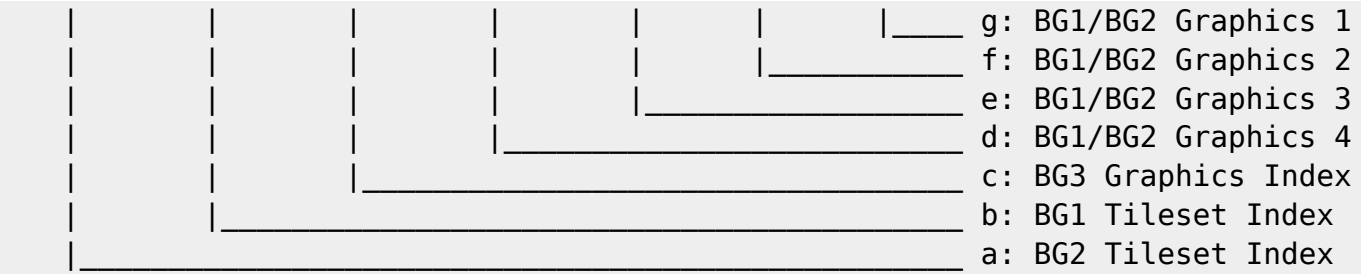
Offset	Description
\$07	7-bit: Graphics (4) + BG3 GFX + Tilesets (2)
\$08	
\$09	
\$0A	
\$0B	
\$0C	10-bit: Tilemaps (3)
\$0D	
\$0E	
\$0F	
\$10	Sprite Overlay Index
\$11	
\$12	
\$13	
\$14	
\$15	BG2 Shift, left
\$16	
\$17	
\$18	
\$19	
\$1A	BG2/BG3 Scroll Mode
\$1B	
\$1C	
\$1D	
\$1E	
\$1F	BG1/BG2 Dimensions
\$20	
\$21	
\$22	
\$23	
\$24	\$03 BG2 Map Height Index
\$25	
\$26	
\$27	
\$28	
\$29	\$0C BG2 Map Width Index
\$2A	
\$2B	
\$2C	
\$2D	
\$2E	\$30 BG1 Map Height Index
\$2F	
\$30	
\$31	
\$32	
\$33	\$C0 BG1 Map Width Index
\$34	
\$35	
\$36	
\$37	
\$38	BG3 Dimensions
\$39	
\$3A	
\$3B	
\$3C	
\$3D	\$0F <unused> (copied to RAM)
\$3E	
\$3F	
\$40	
\$41	
\$42	\$30 BG3 Map Height Index
\$43	
\$44	
\$45	
\$46	
\$47	\$C0 BG3 Map Width Index
\$48	
\$49	
\$4A	
\$4B	
\$4C	Palette Index
\$4D	
\$4E	
\$4F	
\$50	
\$51	Palette Animation Index
\$52	
\$53	
\$54	
\$55	
\$56	BG Animations
\$57	
\$58	
\$59	
\$5A	
\$5B	\$E0 BG3 Animation Index
\$5C	
\$5D	
\$5E	
\$5F	
\$60	\$1F BG1/BG2 Animation Index
\$61	
\$62	
\$63	
\$64	
\$65	Music Track
\$66	
\$67	
\$68	
\$69	
\$6A	-
\$6B	
\$6C	
\$6D	
\$6E	
\$6F	Map Width (\$00 loops)
\$70	
\$71	
\$72	
\$73	
\$74	Map Height
\$75	
\$76	
\$77	
\$78	
\$79	BG2/BG3 Color Math Mode
\$7A	
\$7B	
\$7C	
\$7D	

Bit Shifted Data

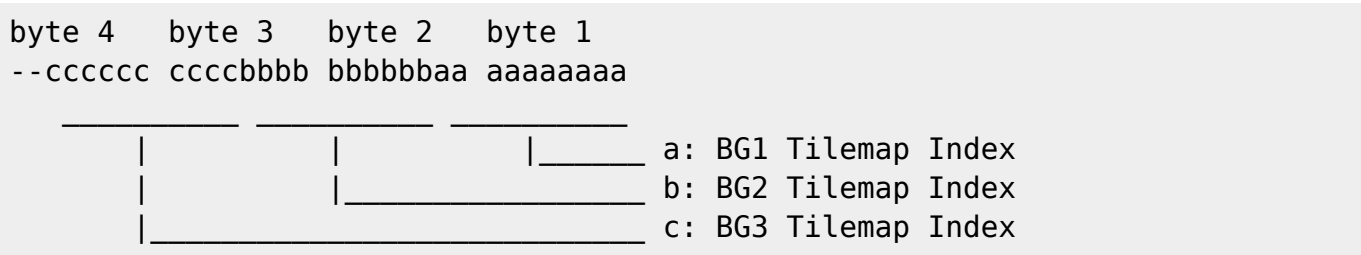
7-bit: Graphics (4) + BG3 GFX + Tilesets (2)

byte 6 byte 5 byte 4 byte 3 byte 2 byte 1

aaaaaaab bbbbbbcc cccddddd dddeeeee eeffffff fggggggg



10-bit: Tilemaps (3)



BG Dimensions

4-bit BG Dimensions (HEIGHTxWIDTH)							
Size Values:				256	512	1024	2048
Height Values (2-bit):				0	1	2	3
Width Values (2-bit):				0	4	8	C
0	256x256	4	256x512	8	256x1024	C	256x2048
1	512x256	5	512x512	9	512x1024	D	512x2048
2	1024x256	6	1024x512	A	1024x1024	E	1024x2048
3	2048x256	7	2048x512	B	2048x2048	F	2048x2048

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