

Actors

- \$1600-\$184F: Actors setup (outside battle) (\$10 blocks, \$25 bytes by block, \$01 block as actor)
 - \$1600,X: Actor identifier
 - \$1601,X: Actor graphics
 - \$1602,X-\$1607,X: Name
 - \$1608,X: Level
 - \$1609,X-\$160A,X: Current HP
 - \$160B,X-\$160C,X: Max HP
 - \$160D,X-\$160E,X: Current MP
 - \$160F,X-\$1610,X: Max MP
 - \$1611,X-\$1613,X: Experience
 - \$1614,X: Non-battle status 1
 - \$1615,X: Non-battle status 4
 - \$1616,X-\$1619,X: Battle commands
 - \$161A,X: Vigor
 - \$161B,X: Speed
 - \$161C,X: Stamina
 - \$161D,X: Magic power
 - \$161E,X: Equipped esper
 - \$161F,X: Item equipped on right hand
 - \$1620,X: Item equipped on left hand
 - \$1621,X: Item equipped on head
 - \$1622,X: Item equipped on body
 - \$1623,X: Item equipped on relic (slot \$00)
 - \$1624,X: Item equipped on relic (slot \$01)
- Repeat for all actors

Attack

- \$00B5: Command index
- \$00B6: Command sub-index
- \$00B7: Animation (not used by all commands)
- \$00B8-\$00B9: Targets
- \$00BB: Targetting byte
- \$00BC: Damage incrementer (50% extra damage for each value unit)
- \$11A0: Targeting Byte
 - \$01: Cursor Moveable
 - \$02: One Side Only
 - \$04: Autoselect both parties
 - \$08: Autoselect one party
 - \$10: Auto Confirm
 - \$20: Manual Party Select
 - \$40: Cursor Start on Enemy
 - \$80: Randomize selection
- \$11A1: Elemental type
 - \$01: Fire

- \$02: Ice
- \$04: Bolt
- \$08: Poison
- \$10: Wind
- \$20: Pearl
- \$40: Earth
- \$80: Water
- \$11A2: Attack flags
 - \$01: Physical or magical damage
 - \$02: Miss if target immune to death
 - \$04: Only target dead or undead targets
 - \$08: Make heal spells damage undead
 - \$10: Randomize target
 - \$20: Ignore defense
 - \$40: Don't split damage in multi-target spells
 - \$80: Abort on allies
- \$11A3: Attack flags
 - \$01: Spell is usable outside battle
 - \$02: Ignore reflect
 - \$04: Can learn as Lore
 - \$08: Enable Runic
 - \$10: Quick/Warp flag
 - \$20: Re-target if target is dead
 - \$40: Caster dies after attack
 - \$80: Concern MP
- \$11A4: Attack flags
 - \$01: Heal damage
 - \$02: Redirection
 - \$04: Lift status
 - \$08: Toggle status
 - \$10: Stamina used in defense
 - \$20: Can't dodge attack
 - \$40: Use evasion as Lv X Spells
 - \$80: Use HP fraction
- \$11A5: Spell cost
- \$11A6: Spell power
- \$11A7: Attack flags
 - \$01: Miss if immune to status
 - \$02: Show text is attack hits
- \$11A8: Hit rate
- \$11A9: Special effect
- \$11AA: Status
 - \$01: Dark
 - \$02: Zombie
 - \$04: Poison
 - \$08: Magitek

- \$10: Clear
- \$20: Imp
- \$40: Petrify
- \$80: Death
- \$11AB: Status
 - \$01: Condemned
 - \$02: Near fatal
 - \$04: Image
 - \$08: Mute
 - \$10: Berserk
 - \$20: Muddle
 - \$40: Seizure
 - \$80: Sleep
- \$11AC: Status
 - \$01: Dance
 - \$02: Regen
 - \$04: Slow
 - \$08: Haste
 - \$10: Stop
 - \$20: Shell
 - \$40: Safe
 - \$80: Reflect
- \$11AD: Status
 - \$01: Rage
 - \$02: Freeze
 - \$04: Life 3
 - \$08: Morph
 - \$10: Chant
 - \$20: Disappear
 - \$40: Dog block
 - \$80: Float
- \$11AE: (Vigor * 2) if physical or (Magic Power) if magical
- \$11AF: Level of attacker
- \$11B0-\$11B1: Damage
- \$11B4: Spell randomly cast by weapon (plus flags)

Battle

- \$11E0-\$11E1: Encountered monster formation.
- \$11E2: Battle background.
- \$1DDD-\$1E1C: Monster formations available on veldt.

Event

- \$00EB: Script parameter 1 for event Scripts
- \$00EC: Script parameter 2 for event Scripts

- \$00ED: Script parameter 3 for event Scripts
- \$00EE: Script parameter 4 for event Scripts
- \$00EF: Script parameter 5 for event Scripts.
- \$05C4: Event loop counter.

Items

- \$1869-\$1968: Item identifier.
- \$1969-\$1A68: Item quantity.
- \$1EBA-\$1EBD: Rare items.

Magic and skills

- \$1A69-\$1A6C: gained Espers.
- \$1A6E-\$1CF5: gained spells block. (\$0C blocks by actor, \$36 bytes/block)
- \$1CF6: Morphy supply.
- \$1CF7: gained Sword Tech levels.
- \$1D28: gained Blitz levels.
- \$1D29-\$1D2B: gained Lores.
- \$1D2C-\$1D4B: gained Rages.
- \$1D4C: gained Dances.

Miscellaneous

- \$005B: Script current location
- \$0072: Random index for the random number generator
- \$00A2-\$00A3: Targets cast on
- \$00A4-\$00A5: Targets hit
- \$00BE: Index into random number table
- \$1860-\$1862: Gil
- \$1863-\$1865: Play time. (hours/minutes/seconds)
- \$1866-\$1868: Number of steps
- \$1CF8-\$1D27: Sword Tech names. Unused in USA version. (\$08 blocks by swordtech name, \$06 bytes/block)
- \$628A: Game is in Flashback Mode (\$00 = no, \$01 = yes)
- \$62AB: Game is paused (\$00 = no, \$01 = yes)

Music

- \$1300: Instrument set for the current song
- \$1301: The ID of the music to play
- \$1302: The music's volume.

Party

- \$1850-\$185F: Party setup (\$10 blocks, \$01 bytes by block, \$01 block as actor)
 - \$07: Party identifier
 - \$18: Party slot (0-3)
 - \$20: Row
 - \$40: Availability
 - \$80: Leader of party
- Repeat for all blocks
- \$0069-\$006C: Characters in actual party
- \$1A6D: Active party
- \$1EDE-1EDF: Gained characters

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Last update: **2019/02/12 11:37**

