

Assembly Documentation

Overview

- [Credits](#)
- **Cartridge Data (ROM)**
 - [ROM Map](#)
 - [Unused Space](#)
 - [Unused Captions](#)
- **Memory (RAM/SRAM)**
 - [Field RAM](#)
 - [Battle RAM](#)
 - [Menu RAM](#)
 - [World RAM](#)
 - [Sound/Music RAM](#)
 - [SRAM](#)
- [Compression](#)
- [Algorithms](#)

Player

Player data is used in the Field, Battle and Menu programs.

- Characters given to the player throughout the game are initialized with [Character Start Up Stats](#).
- [Items](#) ([Item Data](#)) are objects of quantity aquired ingame.
- [Spells](#) ([Spell Data](#)) and [Battle Commands](#) ([Battle Command Data](#)) are abilities learned by characters in the game.
- Spell learning happens with [Esper Data](#) or [Natural Spell Learning](#). Spell learning is also available through equipment (items).
- Some game mechanics such as [Condition Effects](#) and Elements have a fixed format. They can be associated with Items, Spells, Monsters or Characters.

Field

- **Field Program (C0) - [Field RAM](#)**
- **[Field Events \(CA\)](#)**
 - [Event Commands](#)
 - [Movement Action Commands](#)
- **[Field Text \(CD\)](#) ([Field DTE](#))**
- [Locations](#)
 - [Location Properties](#)
 - [Location Tile Properties](#)
 - [Location Tilesets](#)

- [BG3 Graphics](#)
- [BG1/BG2 Animation Data](#)
- [BG3 Animation Data](#)
- [Palette Animation Data](#)
- [Entrance Event](#)
- [Event Triggers](#)
- [NPCs](#) (Actor Sprites)
- [Chests](#)
- [Exits](#)

Battle

- **Battle Graphics Program (C1) - Battle Program (C2) - [Battle RAM](#)**
- **[Battle Events \(D0\)](#)**
 - [Battle Event Commands](#)
 - [Battle Animation Script Commands](#)
- **Battle Text** ([Battle DTE](#) - [MP Needed DTE](#))
- [Battle Backgrounds](#)
- [Battle Packs](#)
 - [Battle Formation](#)
 - [Battle Flags](#)
 - [Character AI Data](#)
 - [Monsters](#)
 - [Monster/Esper Graphics Data](#)
 - [Monster Stats](#)
 - [Monster Items Stolen and Dropped](#)
- [Spells in battle:](#)
 - [Attack Animation Data](#)
 - [Attack Graphics Data](#)
 - [Spell & Item Special Effects](#)

Menu

- **Menu Program (C3) - [Menu RAM](#)**
- **Menu Text** ([Menu DTE](#) - [Menu Descriptions DTE](#))
- [Colosseum Data](#)
- [Shop Data](#)
- [Rare Items](#)

World

- **World Program (EE) - [World RAM](#)**
- **World Map Events in Field Events (CA)**
 - [Overworld Character Script Commands](#)
 - [Overworld Vehicle Script Commands](#)

- [World Map Tile Properties](#)

Sound/Music

- **Sound/Music Program (C5) - [Sound/Music RAM](#)**
- [Music Tracks](#)
 - SPC Data ([Music Commands](#))
 - [Instrument Sets](#)
 - [Instruments](#)
- [Sound Effects](#)

From:

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

Permanent link:

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

Last update: **2019/02/12 12:46**

