

Battle Animation Frame Data

Overview

Determine the graphics appearance.

Data

Byte	Description	
\$00	X, Y position of the graphic block in 16 pixel intervals	
	\$0F	Y position (0 to 15)
	\$F0	X position (0 to 15)
\$01	ID of block taken from graphic	
	\$3F	Block ID (0 to 63)
	\$40	Flipped horizontally
	\$80	Flipped vertically

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