

Field RAM

This is a list of the RAM locations used by the field program (i.e. the main program that controls all non-world maps). The majority of the code that uses this data is in bank C0.

\$0000-\$00FF: Field Direct Page

```

+$00 Always #$0000
+$02 Always #$FFFF
+$04 Buttons Pressed this Frame (unmapped)
+$06 Buttons Pressed this Frame (mapped based on button config)
+$08 Buttons Pressed this Frame but not Last Frame
+$0A Buttons in Repeat Mode
+$0C Buttons Pressed Last Frame
    axlr----
    a: A button down
    x: X button down
    l: L button down
    r: R button down
    byetudlr
    b: B button down
    y: Y button down
    e: Select button down
    t: Start button down
    u: Up direction down
    d: Down direction down
    l: Left direction down
    r: Right direction down
$0E-$3F Scratchpad RAM
$40-$44 -
    $45 Frame Counter (gets incremented every NMI, never gets cleared)
    $46 VBlank Counter (gets incremented every NMI, can be cleared for frame
counting)
    $47 Event Counter (gets incremented every VBlank, never gets cleared)
+ $48 Pointer to Current Location in Object Animation Queue (+$10F7)
$4A i--ffff
    i: Fade In/Out Toggle (0 = fading out, 1 = fading in)
    f: Fade Speed
$4B icccccc
    i: Fixed Color In/Out Toggle (0 = fading out, 1 = fading in)
    c: Fixed Color Speed
$4C Current Screen Brightness (upper 4 bits active)
$4D Current Screen Fixed Color Intensity (upper 5 bits active, goes to
$2132)
$4E shbo4321 Current Color Add/Sub Designation (goes to $2131)
    s: enable color subtraction
    h: enable half color add/sub
    b: affect backdrop

```

```
    o: affect objects
    4: affect bg4
    3: affect bg3
    2: affect bg2
    1: affect bg1
$4F Saved Color Add/Sub Designation (goes to $4E after color saturation
is complete)
$50 cmm--sd Color Addition Select (goes to $2130, always #$22)
    c: Clip colors to black before math (00 = Never, 01 = Outside Color
Window only, 10 = Inside Color Window only, 11 = Always)
    m: Prevent color math (00 = Never, 01 = Outside Color Window only,
10 = Inside Color Window only, 11 = Always)
    s: Add subscreen (instead of fixed color)
    d: Direct color mode for 256-color BGs
$51 ---o4321 Main Screen Designation (goes to $212C)
    o: objects enabled in subscreen
    4: bg4 enabled
    3: bg3 enabled
    2: bg2 enabled
    1: bg1 enabled (always set for main screen)
$52 ---o4321 Current Sub Screen Designation (goes to $212D)
$53 Saved Sub Screen Designation (goes to $52 after color saturation is
complete)
$54 bgriiiii Fixed Color Add/Sub Data
    b: affect blue
    g: affect green
    r: affect red
    t: target color intensity (5 bits, low 2 bits always set)
$55 VBlank Disable (gets set every VBlank)
$56 Battle Enable
$57 Random Battles Enabled
$58 Re-load the same map
$59 Open Menu
$5A ----321
    3: bg3 map needs to be flipped
    2: bg2 map needs to be flipped
    1: bg1 map needs to be flipped
+++ $5B tttttttt ttttpppp xxxxxxxx
    t: BG1 Horizontal Scroll Position (in tiles)
    p: BG1 Horizontal Scroll Position (in pixels)
    x: BG1 Horizontal Scroll Position (in pixels/256)
+++ $5F tttttttt ttttpppp xxxxxxxx
    t: BG1 Vertical Scroll Position (in tiles)
    p: BG1 Vertical Scroll Position (in pixels)
    x: BG1 Vertical Scroll Position (in pixels/256)
+++ $63 tttttttt ttttpppp xxxxxxxx
    t: BG2 Horizontal Scroll Position (in tiles)
    p: BG2 Horizontal Scroll Position (in pixels)
    x: BG2 Horizontal Scroll Position (in pixels/256)
+++ $67 tttttttt ttttpppp xxxxxxxx
```

```

    t: BG2 Vertical Scroll Position (in tiles)
    p: BG2 Vertical Scroll Position (in pixels)
    x: BG2 Vertical Scroll Position (in pixels/256)
+++ $6B tttttttt ttttpppp xxxxxxxx
    t: BG3 Horizontal Scroll Position (in tiles)
    p: BG3 Horizontal Scroll Position (in pixels)
    x: BG3 Horizontal Scroll Position (in pixels/256)
+++ $6F tttttttt ttttpppp xxxxxxxx
    t: BG3 Vertical Scroll Position (in tiles)
    p: BG3 Vertical Scroll Position (in pixels)
    x: BG3 Vertical Scroll Position (in pixels/256)
+ $73 Movement BG1 X Scroll Speed (in pixels/frame/256, signed)
+ $75 Movement BG1 Y Scroll Speed
+ $77 Movement BG2 X Scroll Speed
+ $79 Movement BG2 Y Scroll Speed
+ $7B Movement BG3 X Scroll Speed
+ $7D Movement BG3 Y Scroll Speed
+ $7F Obj Vertical offset for Shake Screen
$81 Set to zero and used to clear Sprite Graphics (fixed address DMA to
VRAM)
+ $82 Current Map Index
$84 Enable Map Load
$85 Enable Entrance Triggers
$86 BG1 Map Horizontal Clip ($0F, $1F, $3F, $7F, $FF)
$87 BG1 Map Vertical Clip
$88 BG2 Map Horizontal Clip
$89 BG2 Map Vertical Clip
$8A BG3 Map Horizontal Clip
$8B BG3 Map Vertical Clip
++ $8C Source of BG chunk change data
+ $8F XY Position of BG chunk to change
+ $91 Pointer to BG1 Map Data in VRAM (for vertical scrolling and full
updates)
+ $93 Pointer to BG1 Map Data in VRAM (for horizontal scrolling, first
column)
+ $95 Pointer to BG1 Map Data in VRAM (for horizontal scrolling, second
column)
+ $97 Pointer to BG2 Map Data in VRAM (for vertical scrolling and full
updates)
+ $99 Pointer to BG2 Map Data in VRAM (for horizontal scrolling, first
column)
+ $9B Pointer to BG2 Map Data in VRAM (for horizontal scrolling, second
column)
+ $9D Pointer to BG3 Map Data in VRAM (for vertical scrolling and full
updates)
+ $9F Pointer to BG3 Map Data in VRAM (for horizontal scrolling, first
column)
+ $A1 Pointer to BG3 Map Data in VRAM (for horizontal scrolling, second
column)

$A3-$B9 Tile Properties Stuff

```

```
-----
+----+----+----+ adjacent tiles (bg1 tile index)
| A3 | A4 | A5 |
+----+----+----+
| A6 | A7 | A8 |
+----+----+----+
| A9 | *AA* | AB | <-- object is at AA
+----+----+----+
| AC | AD | AE |
+----+----+----+
+ $AF Party's XY Position (in tiles)
$B1 -----lu Tile z-level passability (copied from $B8, never used)
$B2 -----lu Party z-level
      l: Lower Z Level
      u: Upper Z Level
$B3 movement direction (same as $087E)
+ $B4 pointer to party object data (+$0300, $00F8 for normal priority,
$01B8 for low priority)
+ $B6 Tile properties from user top tile (from $A7)
+ $B8 Tile properties from user bottom tile (from $AA)
      lrdbtslu tile properties byte 1 ($F7 = always impassable, $07 =
counter tile, can be talked over)
          l: Tile uses up/left movement (stairs)
          r: Tile uses up/right movement (stairs)
          d: Door Tile
          b: Bottom sprite shown above priority 1 bg (not active for
bridge tiles, ZoneDoctor: "0.4")
          t: Top sprite shown above priority 1 bg (not active for
bridge tiles, ZoneDoctor: "0.3")
          s: Bridge tile (ZoneDoctor: "solid tile, cannot be walked
on")
          l: Passable on lower z-level (ZoneDoctor: "Solid to tier
2", if both of these are set, this tile can be a transition between upper
and lower)
          u: Passable on upper z-level (ZoneDoctor: "Solid to tier
1")
      nu--btrl tile properties byte 2
          n: NPC can randomly move here (ZoneDoctor: "Passable
quadrants")
          u: Always Face Up (ladder)
          -: (ZoneDoctor: "1.5")
          -: (ZoneDoctor: "1.4")
          b: Passable through bottom
          t: Passable through top
          r: Passable through right
          l: Passable through left

$BA-$BC Dialog Window
-----
$BA Enable Dialog Window ($01 = open, $80 = close)
```

\$BB Dialog Window Size (\$00: smallest, \$05: fully open)
 \$BC Dialog Window Top Y Position (\$01: top, \$12: bottom)

\$BD-\$D3 Dialog Text

 \$BD Current Dialog Character
 \$BE Next Dialog Character
 \$BF Text's Current X Position on Dialog Window (\$04-\$E0)
 \$C0 Width of Current Word
 + \$C1 Pointer to Next Tile in VRAM (+\$3800)
 + \$C3 Pointer to Current Tile in VRAM (+\$3800)
 \$C5 Text Graphics Needs to be Copied to VRAM
 + \$C6 Unused (set to #\$0700)
 \$C8 Max X Position on Dialog Window (always \$E0?)
 ++ \$C9 Pointer to Current Dialog Character
 \$CC current region of dialog window that needs to be cleared in VRAM
 (starts at 9, decrements once per frame)
 9 = none, waiting for keypress
 +-----+-----+
 | 8 | 7 |
 +-----+-----+
 | 6 | 5 |
 +-----+-----+
 | 4 | 3 |
 +-----+-----+
 | 2 | 1 |
 +-----+-----+
 0 = none, no text displayed (or map name displayed)
 + \$CD Character to Display (top byte is for extra characters from FF6j)
 \$CF eppppppp
 e: text buffer is empty
 p: dialog text buffer position (+\$7E9183)
 + \$D0 Dialog Index
 \$D2 -
 \$D3 Keypress State (decrements when button is pressed or released)
 0 = not waiting for keypress
 1 = waiting for keypress
 2 = waiting for key release

\$D4-\$DE Object Stuff

 + \$D4 pointer to sprite data at \$0340 & \$0400 (normal priority)
 + \$D6 pointer to sprite data at \$0300 & \$0320 (high priority)
 + \$D8 pointer to sprite data at \$04C0 & \$04E0 (low priority)
 + \$DA Pointer to Current Object Data (+\$0867)
 \$DC Current Object (x2)
 \$DD Total Number of Active Objects (x2)
 \$DE Number of Objects Left

\$DF-\$EF Event Stuff

```
$DF BG fixed color math begin (x2)
$E0 BG fixed color math end (x2)
$E1 ofs-----
    o: waiting for an object script to finish
    f: waiting for fade to finish
    s: waiting for scroll to finish
$E2 Object to Wait for
+ $E3 Event Pause Counter (frames)
++ $E5 Event PC
+ $E8 Event Stack Pointer
$EA Event Op Code
$EB-$EF Event Code Data (up to 5)

$F3-$FF Decompression Stuff
-----
++ $F3 Decompression Source
++ $F6 Decompression Destination
+ $F9 (used by decompression subroutine)
  $FB (used by decompression subroutine)
+ $FC Decompression Size Counter
  $FE (used by decompression subroutine)
  $FF (used by decompression subroutine)
```

\$0100-\$01FF: Battle RAM

See [Battle RAM](#).

\$0200-\$02FF: Menu RAM

See [Menu RAM](#).

\$0300-\$051F: Sprite Data

This data gets copied directly to the SNES OAM data every frame.

```
Format for sprites:
    $00 x position
    $01 y position
+ $02 vhoopppm mmmmmmmm
    v: vertical flip
    h: horizontal flip
    o: layer priority
    p: palette index
    m: graphic index

$0300-$033F High priority sprites
```

```

$0300 object, top (8)
$030C timer minute tens digit
$0310 timer minute ones digit
$0314 timer second tens digit
$0318 timer second ones digit
$031C timer colon
$0320 object, bottom (8)

$0340-$047F Normal priority sprites
$0340 object, top (40)
$03E0 overlay (4)
$03F0 unused (2)
$03F8 party, top
$03FC party, bottom
$0400 object, bottom (40)

$04A0-$04FF Low priority sprites
$04A0 overlay (4)
$04B0 unused (2)
$04B8 party, top
$04BC party, bottom
$04C0 object, top sprites (8)
$04E0 object, bottom sprites (8)

$0500-$051F sxsxsxsx sprite high data (2 bits per sprite)
      s: large sprite flag (32x32)
      x: x position MSB

```

\$0520-\$119F: Field RAM

```

$0520-$0540 Map Properties
-----
$0520 Name Index
$0521 t-s123wx
      t: load timer graphics (overwrites some chocobo graphics)
      s: enable spotlights
      1: wavy BG1
      2: wavy BG2
      3: wavy BG3
      w: enable Warp (spell and item)
      x: enable X-Zone (doesn't do anything)
$0522 3bbbbbbb
      3: BG3 foreground (sets the priority bits for all bg3 tiles,
doesn't affect $2105)
      b: battle background index
$0523 -----
$0524 Tile Properties Index
$0525 b-----
      b: enable random battles
$0526 ?-----mm

```

```
?: set for colosseum guy's house exterior (unused)
m: Window Mask Settings (used if flashlight, spotlight, or
pyramid is enabled)
+++++ $0527 aaaaaaab bbbbbbcc cccddddd dddeeeeee eeffffff fggggggg
      a: BG2 Tile Formation Index ($800 bytes -> $7FC800)
      b: BG1 Tile Formation Index ($800 bytes -> $7FC000)
      c: BG3 Graphics Index ($1000 bytes -> VRAM $3000)
      d: BG1/BG2 Tilesheet 4 ($1000 bytes -> VRAM $2000) doesn't get
copied if tilesheet 3 = tilesheet 4
      e: BG1/BG2 Tilesheet 3 ($1000 bytes -> VRAM $1800) $2000 bytes if
tilesheet 3 = tilesheet 4
      f: BG1/BG2 Tilesheet 2 ($1000 bytes -> VRAM $1000)
      g: BG1/BG2 Tilesheet 1 ($2000 bytes -> VRAM $0000)
+++ $052D --cccccc ccccbbbb bbbbbbbaa aaaaaaaa
      c: BG3 Map Data Index ($4000 bytes -> $7F8000)
      b: BG2 Map Data Index ($4000 bytes -> $7F4000)
      a: BG1 Map Data Index ($4000 bytes -> $7F0000)
$0531 Sprite Overlay Index
$0532 BG2 Horizontal Shift (positive values shift left, +/-)
$0533 BG2 Vertical Shift (positive values shift up, +/-)
$0534 BG3 Horizontal Shift
$0535 BG3 Vertical Shift
$0536 BG2/BG3 Scroll Mode
$0537 aabbccdd
      a: BG1 Map Width Index
      b: BG1 Map Height Index
      c: BG2 Map Width Index
      d: BG2 Map Height Index
$0538 aabb-def
      a: BG3 Map Width Index
      b: BG3 Map Height Index
      d: <unused> (copied to $0592)
      e: <unused> (copied to $0592)
      f: <unused> (copied to $0591)
$0539 Palette Index
$053A Palette Animation Index
$053B aaabbbbb
      a: BG3 Animation Index ($1000 bytes -> VRAM $3000)
      b: BG1/BG2 Animation Index ($800 bytes -> VRAM $2800)
$053C Song Index
$053D -
$053E Map Width ($00 for loop)
$053F Map Height
$0540 BG2/BG3 Color Math Mode
$0541 BG1 X Center Coordinate (on screen, 16x16 tiles)
$0542 BG1 Y Center Coordinate
$0543 BG2 X Center Coordinate
$0544 BG2 Y Center Coordinate
$0545 BG3 X Center Coordinate
$0546 BG3 Y Center Coordinate
```



```

+ $0547 Event BG1 Horizontal Scroll Speed ($0080 = 1 pixel/frame, +/-)
+ $0549 Event BG1 Vertical Scroll Speed
+ $054B Event BG2 Horizontal Scroll Speed
+ $054D Event BG2 Vertical Scroll Speed
+ $054F Event BG3 Horizontal Scroll Speed
+ $0551 Event BG3 Vertical Scroll Speed
$0553 BG2 Horizontal Scroll Rate Multiplier (bg2 pixels/step)
$0554 BG2 Vertical Scroll Rate Multiplier (bg2 pixels/step)
$0555 BG3 Horizontal Scroll Rate Multiplier (bg3 pixels/step)
$0556 BG3 Vertical Scroll Rate Multiplier (bg3 pixels/step)
$0557 BG1 destination X center coordinate (when scrolling to a party
after an object collision)
$0558 BG1 destination Y center coordinate
$0559 lock screen (Disable Screen Scroll With Character Movement)
$055A BG1 Map Data Update Status (decrements every frame)
    05 = needs update, but waiting for event command $75
    04 = top->RAM
    03 = bottom->RAM
    02 = top->VRAM
    01 = bottom->VRAM
    00 = no changes
$055B BG2 Map Data Update Status
$055C BG3 Map Data Update Status
$055D Default party
$055E Object Collision Status
    00 = no collisions
    01 = collision occurred, waiting for party to stop moving
    02 = collision being processed
$055F Object Collision Facing Direction
+ $0560 Pointer to Character Object Data for Collision
+ $0562 Pointer to NPC Object Data for Collision

$0564-$0584 Dialog Window Stuff
-----
$0564 Show Text Only (no dialog window)
$0565 Wallpaper Index
$0566 Window 2 Frame Counter (for flashlight/pyramid/spotlights)
$0567 Counter for map name dialog box (counts down from 100 every
frame)
$0568 e-----d Dialog Flags
    e: dialog item is fully rendered
    d: enable dialog text
+ $0569 counter for dialog pause
+ $056B kcccccc ccccccc
    k: allow keypress
    c: counter for keypress
$056D Multiple Choice Selection is Changing
$056E Current Multiple Choice Selection
$056F Maximum Multiple Choice Selection
$0570-$057F Multiple Choice XY Positions (8 items, 2 bytes each)
+ $0580 Current Multiple Choice Position (+$3800 in VRAM)

```

```
$0582 Update Dialog Text (for multiple choice indicator movement)
$0583 Item Index for Dialog Window Display
$0584 Spell Index for Dialog Window Display (unused, this is from
FF6j)

$0585 BG1 Vertical Scroll Status
    0 = no update
    1 = update in RAM
    2 = update in VRAM
$0586 BG1 Horizontal Scroll Status
$0587 BG2 Vertical Scroll Status
$0588 BG2 Horizontal Scroll Status
$0589 BG3 Vertical Scroll Status
$058A BG3 Horizontal Scroll Status
+ $058B BG1 VRAM Map Location ($4800 or $4C00)
+ $058D BG2 VRAM Map Location ($5000 or $5400)
+ $058F BG3 VRAM Map Location ($5800 or $5C00)
$0591 -
$0592 -
$0593 -
$0594-$05C3 Event Stack for subroutines (up to 15 events)
$05C4-$05F3 Event Loop Count (3 bytes each)
$05F4-$0623 Event Stack for loops (up to 16 loops)

$0624-$062B Event Code for Map Startup
-----
+++ $0624 B2 xxxxxx Jump to xxxxxx
+ $0628 D3 CF      Clear event bit $1EB9.7 (enable user control of
character)
$062A FD          Add 1 to event PC (does nothing)
$062B FE          Return

$062C Minimum X Scroll Position (in pixels, $FF means no min or max)
$062D Maximum X Scroll Position (in pixels)
$062E Minimum Y Scroll Position (in pixels, $FF means no min or max)
$062F Maximum Y Scroll Position (in pixels)
$0630 Horizontal Scanline Position
$0631 Vertical Scanline Position
$0632 Max Vertical Scanline Position (can be used to watch CPU load)
$0633-$0742 Sprite Overlay Stuff
-----
$0633-$0642 Sprite Overlay Graphics Indexes (16 tiles)
$0643-$0742 yxo-ooo- Sprite Overlay Tile Formation (for each bg1 tile, $FF
means no overlay tile)
    y: flip overlay graphics vertical
    x: flip overlay graphics horizontal
    o: overlay tile index
$0743 x-----dd
    x: don't update facing direction (for party switch)
    d: party facing direction
```

```

    $0744 -----lu Saved/Destination Z Level
        l: Lower Z Level
        u: Upper Z Level
    $0745 Enable Map Name Dialog Box
$0746-$0749 -
    $074A o321ffaa
        o: shake obj layer
        3: shake BG3
        2: shake BG2
        1: shake BG1
        f: frequency
        a: amplitude
    $074B current shake screen amplitude
+ $074C BG1 vertical offset for shake screen
+ $074E BG2 vertical offset for shake screen
+ $0750 BG3 vertical offset for shake screen
    $0752 ??? Spotlight color add/sub (unused)
    $0753 ??? Spotlight color add/sub (unused)
$0754-$075B Decimal Number for Dialog Text Display
+ $075C ??? Pyramid
+ $075E ??? Pyramid
+ $0760 ??? Pyramid
    $0762 Enable Party Change

$0763-$077A Active Overlay Data (6 items, 4 bytes each, last two are unused)
-----
    $0763 Overlay Tile X Position
    $0764 Overlay Tile Y Position
    $0765 Overlay Tile Graphic Index ($00 = no tile)
    $0766 vh-----f
        v: vertical flip
        h: horizontal flip
        f: 1 = upper z-level, 0 = lower z-level

    $077B f--sssss
        f: enable flashlight
        s: flashlight radius in pixels * 2 (target)
    $077C --sssss
        s: flashlight radius in pixels (current)
+ $077D Pyramid/Flashlight XY Position
+ $077F Pointer to Pyramid Object Data (+0867)
    $0781 Enable Pyramid
    $0782 -
+ $0783 ??? (spotlights)
+ $0785 ??? (spotlights)
    $0787 -
    $0788 -
    $0789 "Monster-in-a-Box" Formation Index
    $078A bs-----
        b: disable battle blur
        s: disable sound effect

```

```
$078B Number of Random Battles on Map
+ $078C Number of Steps On Map For Random Battles
$078E Party is on a trigger (disables random battles)
$078F Number of active NPCs
$0790-$0794 Pyramid/Spotlights data
$0795 Character Portrait Index
+ $0796 Screen Mosaic Counter
$0798 Wait for character objects to get updated
$0799-$07FA Pointers to Object Data (multiples of $29, 2 bytes each)
$07FB-$0866 Pointers to Active Objects
+ $07FB Party Character 0
+ $07FD Party Character 1
+ $07FF Party Character 2
+ $0801 Party Character 3
+ $0803 Showing Character
$0867-$1068 Object Data (50 items, 41 bytes each, $00-$0F are characters,
$10-$2F are NPC's, $30 is camera ($07B0), $31 is showing character or for
unused objects ($07D9))
-----
$0867 verbbppp Object Settings
    v: Visible
    e: Enabled (active)
    r: Battle Row (back row if set) \
    b: Battle Order                  |--> characters only, though
$1850 is "master" data
    p: Party                        /
$0868 vvvddoom Sprite Settings
    v: Vehicle Index (or animation speed for special graphics, which
is unusable)
        000 = character only, no vehicle
        001 = chocobo, character not shown
        010 = magitek, character not shown
        011 = raft, character not shown
        100 = special NPC graphics (ZoneDoctor: "4.7")
        101 = chocobo, character shown
        110 = magitek, character not shown
        111 = raft, character not shown
    d: saved facing direction for movement (while object is
activated)
        o: layer priority (for layering wrt bg tiles, ZoneDoctor: "Can
walk under/over")
            00 = default, based on bg tile properties
            01 = upper sprite above bg, lower sprite below bg
            02 = both sprites above bg
            03 = both sprites below bg
        m: Enable Walking Animation When Moving *OR* horizontal flip for
special NPC graphics (copied from $0889.7)
++ $0869 tttttttt ttttpppp xxxxxxxx
    t: X Position (in tiles)
    p: X Position (in pixels)
```

```

        x: X Position (in pixels/4096)
++ $086C tttttttt ttttpppp yyyyyyyy
        t: Y Position (in tiles)
        p: Y Position (in pixels)
        y: Y Position (in pixels/4096)
+ $086F Y Shift for jumping (in pixels, high byte always 0)
+ $0871 Horizontal Movement Speed
+ $0873 Vertical Movement Speed
$0875 Object Speed
$0876 -hpppppp Current Graphic Position
        h: horizontal flip
        p: graphics position
$0877 -hpppppp Next Graphic Position
        h: horizontal flip
        p: graphics position
$0878 Actor Index
$0879 Graphic Index
+ $087A Pointer to Location in Map Data (+$7E2000 or +$7F0000)
$087C 2cxpmmmm Movement Type
        2: object scrolls with BG2 rather than BG1 (ZoneDoctor:
"Solidify action path")
        c: object event activates on collision
        x: don't face target when activated *0R* 32x32 sprite size for
special NPC graphics (ZoneDoctor: "No face on trigger")
        p: passability flag (0 = passable, 1 = not passable)
        m: object movement type
            0 = none
            1 = script-controlled
            2 = user-controlled
            3 = random
            4 = activated (facing something)
$087D saved copy of $087C (during event execution)
$087E ---ddddd
        d: moving direction
            $00 = not moving
            $01 = up
            $02 = right
            $03 = down
            $04 = left
            $05 = up/right
            $06 = down/right
            $07 = down/left
            $08 = up/left
            $09 = right/up 1x2
            $0A = right/up 2x1
            $0B = right/down 2x1
            $0C = right/down 1x2
            $0D = left/down 1x2
            $0E = left/down 2x1
            $0F = left/up 2x1
            $10 = left/up 1x2

```

```
$087F -----dd
      d: facing direction
          00 = up
          01 = right
          10 = down
          11 = left
$0880 vhooppp- (upper sprite)
$0881 vhooppp- (lower sprite)
      v: Vertical Flip
      h: Horizontal Flip
      o: sprite layer priority (always 2 or 3)
      p: Palette Index
$0882 Object script wait counter
++ $0883 Object script pointer
$0886 Number of Steps to Take
$0887 jjppppppp
      j: Jump Type (00 = low, 01 = high)
      p: Jump Counter (pointer to $C059AD, decrements every frame)
$0888 -----blu (copied from tile properties)
      b: bridge tile
      l: lower Z level
      u: upper Z level
++ $0889 Pointer to Event Script (normal objects only)
$0889 hvvvvvvv (special NPC graphics only)
      h: horizontal flip
      v: VRAM address (in tiles, +$7000)
$088A sssmmmmm (special NPC graphics only)
      s: amount to shift (in pixels * 2 if there is no master object,
in tiles if there is)
      m: master object number (NPC number)
$088B -----md (special NPC graphics only)
      m: enable master/slave object (this object follows another NPC
whenever it moves)
      d: direction to shift (0 = right, 1 = down)
$088C ppannggg
      p: sprite priority (layering wrt other sprites, 0 = normal, 1 =
high, 2,3 = low) (ZoneDoctor: "8.3", "8.4")
      a: enable special animation (set when g is not zero)
      n: special animation frame type (active when g is not zero)
          00 = 1 frame
          01 = 2 frames (one image flips horizontally)
          10 = 2 frames
          11 = 4 frames
      g: special animation offset (see C0/5831) (ZoneDoctor: "8.5",
"8.6", "8.7")
+ $088D Object Map Index
$088F Pointer to Animation Queue (+$10F7)

$1069-$10D0 BG1/BG2 Animation Data (8 items, 13 bytes each)
-----
```

- + \$1069 Animation Counter
- + \$106B Animation Speed (\$0400 = 1:1 @ 60Hz)
- \$106D Graphic Bank Pointer
- + \$106E Frame 1 Pointer
- + \$1070 Frame 2 Pointer
- + \$1072 Frame 3 Pointer
- + \$1074 Frame 4 Pointer

\$10D1-\$10E6 BG3 Animation Data

- + \$10D1 Animation Counter
- + \$10D3 Animation Speed
- + \$10D5 Size
- + \$10D7 Frame 1 Pointer
- + \$10D9 Frame 2 Pointer
- + \$10DB Frame 3 Pointer
- + \$10DD Frame 4 Pointer
- + \$10DF Frame 5 Pointer
- + \$10E1 Frame 6 Pointer
- + \$10E3 Frame 7 Pointer
- + \$10E5 Frame 8 Pointer

\$10E7-\$10F6 Palette Animation Data (2 items, 8 bytes each)

\$10E7 counter 1 (frames per palette update)

\$10E8 counter 1 reset value [byte 1]

\$10E9 counter 2 (palette updates per reset)

\$10EA ttttrrrr [byte 0]

t: palette animation type (0 = none, 1 = cycle, 2 = ROM, 3 = subtract pulse)

r: counter 2 reset value

\$10EB first color pointer (color index * 2) [byte 2]

\$10EC (number of affected colors - 1) * 2 (-1 only for type 2 and 3) [byte 3]

\$10ED color index in ROM (only used by type 2 [byte 4])

\$10EE unused [byte 5]

\$10F7-\$1126 Object Animation Data (24 items, 2 bytes each)

+ \$10F7 pointer to object data, \$07B0 if a slot is empty, only 6 get updated per frame

- + \$1127 Open Door Count (x2)

\$1129-\$1158 Open Door XY positions

- + \$1159 - (debug mode ???)

- + \$115B Event Bits Being Displayed (debug mode)

\$115C-\$1187 -

\$1188-\$119F Timer Data (4 items, 6 bytes each)

\$1188 pfrm----

```
p: Pause timer in menu and battle.  
f: Timer is visible on field (timer 0 only).  
r: End battle or exit menu if timer runs out.  
m: Timer is visible in menu and battle (timer 0 only).  
+ $1189 counter (frames)  
++ $118B pointer to event code (+CA0000)
```

\$11A0-\$11FF: Shared RAM

Shared between Field, [Battle](#), and [World](#) programs.

\$11A0-\$11E0 Character Stats (\$40 bytes, shared with bank \$C2)

+\$11A0 Mag. Power

+\$11A2 Stamina

+\$11A4 Speed

+\$11A6 Vigor

+\$11A8 Evade

+\$11AA MBlock

\$11AC Battle Power (main hand)

\$11AD Battle Power (off-hand)

\$11AE Weapon Hit Rate (main hand)

\$11AF Weapon Hit Rate (off-hand)

\$11B0 Weapon Element (main hand)

\$11B1 Weapon Element (off-hand)

+\$11B2 bbhhhhhh hhhhhhhh

b: hp boost (0 = none, 1 = 25% boost, 2 = 50% boost, 3 = 12.5% boost)

h: max hp

\$11B4 Weapon Spell Cast

\$11B5 -

\$11B6 Absorbed Elements

\$11B7 Nullified Elements

\$11B8 Weak Elements

\$11B9 Halved Elements

\$11BA Defense

\$11BB Magic Defense

\$11BC Status 2 Effects

\$11BD -

\$11BE ----mpbb

m: can block magic attacks

p: can block physical attacks

b: block graphic (0 = Dagger, 1 = Sword, 2 = Shield, 3 = Zephyr

Cape)

\$11BF-\$11C5 -

\$11C6 Weapon

\$11C7 Shield

\$11C8 Helmet

\$11C9 Armor


```

$11CA Relic 1
$11CB Relic 2
$11CC -
$11CD -
$11CE ---4321-
    1: weapon in off-hand
    2: weapon in main hand
    3: unarmed in off-hand
    4: unarmed in main hand
$11CF ---4---
    4: weapons in both hands. will oddly clear Genji Glove effect
in $11D8, for damage purposes.
$11D0 ----zhSD Physical Block Graphic
$11D1 ----zhSD Magical Block Graphic
    z: zephyr Cape
    h: shield
    s: sword
    d: dagger
$11D2 Status 1 Immunity
$11D3 Status 2 Immunity
$11D4 Status 3 Effects
$11D5 76543210
    7: MP +12.5% (bard's hat)
    6: MP +50% (crystal orb)
    5: MP +25% (minerva)
    4: HP +12.5% (green beret)
    3: HP +50% (muscle belt)
    2: HP +25% (red cap)
    1: raise magic damage (double earrings or hero ring)
    0: raise fight damage (atlas armlet, hero ring)
$11D6 76543210
    7: jump continuously (dragon horn)
    6: steal -> capture (thief glove)
    5: slot -> gp rain (coin toss)
    4: sketch -> control (fakemustache)
    3: magic -> x-magic (gem box)
    2: fight -> jump (dragoonboots)
    1: prevent back/pincer attacks (back guard)
    0: increase pre-emptive attack rate (gale hairpin)
$11D7 76543210
    7: raise vigor +50% (hyper wrist)
    6: MP cost = 1 (economizer)
    5: MP cost = 50% (gold hairpin)
    4: 100% Hit Rate, ignore target's MBlock (sniper sight)
    3: Increase Control Rate (coronet)
    2: Increase Sketch Rate (beret)
    1: raise magic damage (single earring or hero ring)
    0: Increase Steal Rate (sneak ring)
$11D8 -thgaebo
    t: protects weak allies (true knight)
    h: can equip heavy items (merit award)

```

```
    g: can equip 2 weapons (genji glove)
    a: uses weapon 2-handed (gauntlet)
    e: randomly evade (beads)
    b: randomly counter (black belt)
    o: fight -> x-fight (offering)
$11D9 7--43210
    7: make character undead (relic ring)
    4: double GP (cat hood)
    3: double experience (exp. egg)
    2: casts wall when HP is low
    1: casts safe when HP is low (mithril glove, czarina ring)
    0: casts shell when HP is low (barrier ring, czarina ring)
$11DA 765---1- Weapon Effects (main hand)
$11DB 765---1- Weapon Effects (off-hand)
    7: enable runic
    6: 2-hand
    5: no back row penalty
    1: swdtech
$11DC Run Factor
$11DD -
$11DE -
$11DF t-s---mc Field Equipment Effects
    t: tintina bar effect (doesn't work)
    s: sprint shoes effect (1.5x walk speed)
    m: moogle charm effect (no random battles)
    c: charm bangle effect (50% less random battles)
+ $11E0 r-----bb bbbbbbbb
    r: randomly pick this battle or one of the next 3 (see C2/30E8)
    b: battle index
+ $11E2 ???????? ??bbbbbb
    b: battle background index
$11E4 ----3210
    3: continue current music (no battle music)
    2: on the veldt (enable leap in status menu)
    1: on the veldt (enable leap in battle)
    0: gau can appear after battle
$11E5-$11EF -
$11F0 Screen Mosaic Speed
$11F1 Enable Restore Saved Game
$11F2 (shared with bank $EE)
$11F3 (shared with bank $EE)
+ $11F4 (shared with bank $EE)
+ $11F6 (shared with bank $EE)
$11F8 (shared with bank $EE)
$11F9 World Map Battle BG index (table at C0/C27F)
    0: field (WoB)
    1: forest (WoR)
    2: desert (WoB or WoR)
    3: forest (WoB)
    4: building/field (WoB/WoR)
```

```

5: field (WoR)
6: the veldt
7: falling through the clouds
$11FA efs---vv Map Startup Flags
e: enable map startup event
f: disable map fade in when loading
s: don't update map size when loading map
v: world map vehicle
  0 = no vehicle
  1 = airship
  2 = chocobo
$11FB Showing Character's Graphic Index
$11FC Showing Character's Palette Index
++ $11FD World Map Event Pointer

```

\$1200-\$12FF: Copy of Direct Page

The field direct page (\$0000-\$00FF) gets copied here during battle and when on the world world map.

\$1300-\$14FF: Sound/Music RAM

See [Sound/Music RAM](#).

\$1500-\$15FF: Interrupt Code and CPU Stack

```

$1500-$1503 NMI Jump Code
$1504-$1507 IRQ Jump Code
$1508-$15FF CPU Stack

```

\$1600-\$1FFF: Save RAM

This data (0x0A00 bytes) is saved to SRAM when the game is saved. Also see [SRAM](#).

```

$1600-$184F Character Data (16 items, 37 bytes each)
  $1600 Actor Index
  $1601 Graphic Index
$1602-$1607 Name
  $1608 Level
+ $1609 Current HP
+ $160B bbhhhhhhh hhhhhhhh
      b: hp boost (0 = none, 1 = 25% boost, 2 = 50% boost, 3 = 12.5%
boost)
      h: max hp
+ $160D Current MP
+ $160F bmmmmmm mmmmmmm
      b: mp boost (0 = none, 1 = 25% boost, 2 = 50% boost, 3 = 12.5%

```

```
boost)
    h: max mp
++ $1611 Experience Points
    $1614 weicmpzd Status 1
        w: wound
        e: petrify
        i: imp
        c: clear
        m: magitek
        p: poison
        z: zombie
        d: dark
    $1615 fihcmlzr Status 4
        f: float
        i: interceptor
        h: hide      (unused)
        c: control  (unused)
        m: morph    (unused)
        l: life 3   (unused)
        z: freeze   (unused)
        r: rage     (unused)
$1616-$1619 Battle Commands
    $161A Vigor
    $161B Speed
    $161C Stamina
    $161D Mag. Power
    $161E Esper
    $161F Weapon
    $1620 Shield
    $1621 Helmet
    $1622 Armor
    + $1623 Relics
$1850-$185F verbbppp
    v: Visible
    e: Character is Enabled
    r: Battle Row (back row if set)
    b: Battle Order
    p: Party
++ $1860 Current GP
++ $1863 Current Game Time
++ $1866 Current Steps
$1869-$1968 Current Items
$1969-$1A68 Item Quantities
+++ $1A69 Current Espers
    $1A6D Current Party

$1A6E-$1D4C Character Skill Data
-----
$1A6E-$1CF4 Spells Known (12 characters, 54 spells each, 1 byte per spell)
    $1CF6 Morph Counter
```

```

    $1CF7 Known sword techs
$1CF8-$1D27 Sword tech names (from FF6j)
    $1D28 Known blitzes
$1D29-$1D2B Known lores
$1D2C-$1D4B Known rages
    $1D4C Known dances

$1D4D-$1DC8 Config Data
-----
    $1D4D cmmmwbbb
        c: command set (window/short)
        m: message speed
        w: battle mode (active/wait)
        b: battle speed
    $1D4E gcsrwww
        g: gauge
        c: cursor
        s: sound
        r: reequip
        w: wallpaper (values 0-7 valid)
    $1D4F ----4321
        4: player 2 control character 4
        3: player 2 control character 3
        2: player 2 control character 2
        1: player 2 control character 1
    $1D50 aaaabbbb
        a: A button mapping (0 = start, 1 = A, 2 = B, 3 = X, 4 = Y, 5 =
top L, 6 = top R, 7 = select)
        b: B button mapping
    $1D51 xxxxyyyy
        x: X button mapping
        y: Y button mapping
    $1D52 llllrrrr
        l: top L button mapping
        r: top R button mapping
    $1D53 tttteeee
        t: Start button mapping
        e: Select button mapping
    $1D54 mbccccss
        m: controller 2 enabled
        b: custom button config
        c: font/window palette color selection
        s: spell order index
+ $1D55 Font Color
$1D57-$1DC6 Window Palette (8 palettes, 7 colors each)
+ $1DC7 Number of times the game has been saved

$1DC9-$1DDC Battle Variables
-----
    $1DC9 -
    $1DCA -

```

```
$1DCB -
$1DCC -
$1DCD -
$1DCE -
$1DCF abcdefgh
    a: if set, program compares current monster index with
        monster index at CF3780,X. if equal, monster index
        is changed to monster index at CF3782,X.
    b-h: same as a
$1DD0 ----mtf
    m: permanent morph (for Phunbaba battle)
    t: morph lasts twice as long (set after Phunbaba battle)
    f: magic only (fanatic's tower)
$1DD1 ztrbmsg Battle End Event Flags
    z: zone eater engulfed the party
    t: timers are shown in menu and battle
    r: ran out of time (before emperor's banquet)
    b: ran away from previous battle
    e: gained AP is displayed (espers have been acquired)
    m: morph is available
    s: enables scene with LOCKE and EDGAR if TERRA uses magic
    g: game over after battle ends
$1DD2 --ums-gd
    u: LOCKE is wearing soldier uniform
    m: LOCKE is wearing merchant clothes
    s: SHADOW won't leave after battle
    g: GAU has been obtained
    d: Doom Gaze has been defeated
+ $1DD3 Doom Gaze's HP
$1DD5 Battles Fought with Cursed Shield
$1DD6 -
$1DD7 -
$1DD8 -
$1DD9 -
$1DDA -
$1ddb -
$1DDC -
$1DDD-$1E1C Veltd Formations Available (64 bytes)
$1E1D-$1E3F -
$1E40-$1E7F Treasure Bits (indicates if chests have been collected)

$1E80-$1F5F Event Bits
-----
$1E80 1: first dialog with Arvis
      3: moogle battle at Narshe
      4: met Edgar
      5: learned about Sabin
      6: first dialog with Kefka at Figaro castle
      7: Sabin returned to Figaro castle
$1E81 0: going to room at Figaro after first dialog with Kefka
```

```
3: met Shadow
$1E82 0: Sabin joined

$1E84 4: Shadow's 1st dream
6: Shadow's 2nd dream
7: Shadow's 3rd dream
$1E85 0: Shadow's 4th dream

$1E93 ?f??????
f: floating island has lifted off (not shown on mini map)
$1EA5 76543210
0: single dog attack, opening Narshe
1: two guards attack, opening Narshe
2: two dogs then two guards attack, opening Narshe
3: dialog at mine entrance, opening Narshe
4: gate open, opening Narshe
$1EA6 76543210
0: pincer attack, opening Narshe
1: two guards + two mammoths attack, opening Narshe
3: save point explanation
4: chocobo explanation
5: wheelk attack, opening Narshe

+ $1EB4 abcdefgh ijklmnop
a: TERRA is available
$1EB6 sotaldru
s: serpent trench arrow direction (0: right, 1: left)
o: map's object data needs to be loaded ???
t: tile event bit (gets cleared when the party moves to a new
tile)
a: A button is down
l: character is facing left
d: character is facing down
r: character is facing right
u: character is facing up
$1EB7 sg??va?m
s: on a save point
g: not enough gp (set by event command $85)
v: on the veldt
a: airship is grounded
m: play alternative world map music
$1EB8 ?p???ms?
p: enable character portrait
m: disable main menu
s: sprint shoes effect is disabled
$1EB9 upes????
u: user does not have control of character
p: enable party switching
e: encounters disabled
s: don't change song when loading map
++ $1EBA current rare items
```

```
$1EBD sc--rrrr
      s: fighting SHADOW at the colosseum
      c: a valid item was selected for the colosseum
      r: more rare items (unused)
$1EBE -
$1EBF -
$1ED7 ???m????
      m: continue current music during battle -> $11E4.3
$1ED8 aaaa???f
      a: party 1 event bits (cleared every step)
      f: enable horizontal fade bars from ending
$1ED9 ccccbbbb
      c: party 3 event bits (cleared every step)
      b: party 2 event bits (cleared every step)

+$1EDC ??cccccc cccccccc
      c: initialized characters
+$1EDE sncccccc cccccccc
      s: there is at least one saved game (go to load screen after
title screen instead of playing intro)
      n: go to first Narshe scene after magitek march (instead of back
to the title screen)
      c: available characters
$1EE0-$1F5F NPC Event Bits (to enable/disable NPC's, initialized for new
game, all other event bits are cleared)

$1F60-$1FFF
-----
+ $1F60 World XY Position
+ $1F62 Airship XY Position
+ $1F64 --ddnzpm mmmmmmmm Current Map Index
      d: facing direction
      n: show map name
      z: z-level
      p: set destination as parent map
      m: map number
+ $1F66 Field XY Scroll Position (BG1)
  $1F68 Facing Direction (parent facing direction if bit 7 set)
+ $1F69 Parent Map
+ $1F6B Parent XY Position
  $1F6D Random Number (RNG Seed for NPC walking direction.)
+ $1F6E Danger counter for random battles
$1F70-$1F7F Saved Character Palette Indexes (for world map)
  $1F80 Current Song
$1F81-$1FA0 Saved Object Map Indexes
  $1FA1 Step counter used as an RNG Seed in determining the next random
encounter.
  $1FA2 Battle counter used as an RNG Seed in determining the monster
formation.
  $1FA3 RNG salt for use with $1FA2 (increments +23 when $1FA2 goes over
```



```

255.)
    $1FA4 RNG salt for use with $1FA1 (increments +17 when $1FA1 goes over
255.)
    $1FA5 Veldt battle group number.
    + $1FA6 Pointer to Current Showing Character's Object Data
$1FA8-$1FBF Saved timer data (from $1188)
    + $1FC0 Party XY Position
$1FC2-$1FD1 Event Variables
    + $1FC2 Points from Narshe security checkpoint/Emperor's banquet
    + $1FC4 Narshe security checkpoint variable
    + $1FC6 -
    + $1FC8 -
    + $1FCA -
    + $1FCC -
    + $1FCE Number of Dragons Left
    + $1FD0 Cid's Health/Pieces of Coral
    $1FD2 parent facing direction
$1FD3-$1FF2 Character Saved XY Positions (2 bytes each)
$1FF3-$1FF6 Party Z Levels
$1FF7-$1FFD -
    + $1FFE Saved Game Data CheckSum ($1600-$1FFD)

```

\$7E/2000-\$7F/FFFF Field WRAM

```

$7E2000-$7E5FFF Object Map Data (object number x 2, $FF means no object)
$7E6000-$7E6BFF Terra Outline Graphics (not implemented)
$7E6C00-$7E71FF -
$7E7200-$7E73FF Color Palettes (unmodified)
    $7E7200 Dialog Text Palette (uses first four colors only)
    $7E7220 Map Palettes
    $7E72E0 Dialog Window Palette (last 8 colors only)
    $7E7300 Sprite Palettes
    $7E73E0 Vehicle Palette (overwritten for character portrait)
$7E7400-$7E75FF Color Palettes (active)
$7E7600-$7E76FF tile properties byte 1 ($F7 = always impassable, $07 =
counter tile, can be talked over)
    l: rdbtslu
    l: tile uses up/left movement (stairs)
    r: tile uses up/right movement (stairs)
    d: door tile
    b: bottom sprite shown above priority 1 bg (not active for
bridge tiles, ZoneDoctor: "0.4")
    t: top sprite shown above priority 1 bg (not active for
bridge tiles, ZoneDoctor: "0.3")
    s: bridge tile (ZoneDoctor: "solid tile, cannot be walked
on")
    l: passable on lower z-level (ZoneDoctor: "Solid to tier 2",
if both of these are set, this tile can be a transition between upper and
lower)
    u: passable on upper z-level (ZoneDoctor: "Solid to tier 1")

```

\$7E7700-\$7E77FF tile properties byte 2
nu--btrl
n: npc can randomly move here (ZoneDoctor: "Passable
quadrants")

u: always face up (ladder)
-: (ZoneDoctor: "1.5")
-: (ZoneDoctor: "1.4")
b: passable through bottom
t: passable through top
r: passable through right
l: passable through left

\$7E7800-\$7E78FF Sprite High Data Pointers
\$7E7900-\$7E79FF Sprite High Data Inverse Bit Masks
\$7E7A00-\$7E7AFF Sprite High Data Bit Masks
\$7E7B00-\$7E7B3F Flashlight Data

\$7E7B40-\$7E7E72 HDMA Tables

\$7B40-\$7B9A Unused HDMA Table
\$7B9B-\$7BF5 Channel #7: Mosaic/BG Location HDMA Table (+++\$2106)
\$7BF6-\$7C50 Channel #4: BG1 Scroll HDMA Table (+\$210D)
\$7C51-\$7CAB Channel #0: BG2 Scroll HDMA Table (+\$210F)
\$7CAC-\$7D06 Channel #3: BG3 Scroll HDMA Table (+\$2111)
\$7D07-\$7D61 Channel #2: Fixed Color Add/Sub HDMA Table (\$2132)
\$7D62-\$7DBC Channel #5: Window 2 Position HDMA Table (+\$2128)
\$7DBD-\$7E17 Channel #6: Main/Sub Screen Designation HDMA Table (+212C)
\$7E18-\$7E72 Channel #1: Color Add/Sub Settings HDMA Table (+2130) ****
\$7E73-\$7ECC Saved Screen Pixelation/BG Location HDMA Table
\$7ECD-\$7F26 Saved BG1 Scroll HDMA Table (+\$210D)
\$7F27-\$7F80 Saved BG2 Scroll HDMA Table (+\$210F)
\$7F81-\$7FDA Saved BG3 Scroll HDMA Table (+\$2111)
\$7FDB-\$8034 Saved Fixed Color HDMA Table (\$2132)
\$8035-\$808E Saved Window 2 Position HDMA Table (+\$2128)
\$808F-\$80E8 Saved Main/Sub Screen Designation HDMA Table (+212C)
\$80E9-\$8142 Saved Addition Subtraction HDMA Table (+2130) ****

\$7E8143-\$7EFFFF HDMA Data

\$8143-\$8162 Unused Data
\$8163-\$81B2 Main/Sub Screen Designation Data (+212C)
\$81B3-\$8272 Mosaic/BG Location Data (+++\$2106)
\$8273-\$8292 BG1 Upper Scroll Data (4 bytes each, horizontal then vertical)
\$8293-\$82B2 BG1 Lower Scroll Data
\$82B3-\$82D2 BG2 Upper Scroll Data
\$82D3-\$82F2 BG2 Lower Scroll Data
\$82F3-\$8312 BG3 Scroll Data
\$8313-\$8532 BG1 Scroll Data for Dialog Window
\$8533-\$8572 BG1 Scroll Data for Map Name Dialog Window
\$8573-\$85F2 BG3 Scroll Data for Map Name Dialog Window
\$85F3-\$8712 BG3 Scroll Data for Dialog Window

\$8713-\$8732 BG3 Scroll Data (unused)
\$8733-\$8752 BG3 Scroll Data for Horizontal Fade Bars (from ending)
\$8753-\$8762 Fixed Color Add/Sub Data (default)
\$8763-\$87A2 Fixed Color Add/Sub Data for Spotlights (unused)
\$87A3-\$8902 Fixed Color Add/Sub Data (unused)
\$8903-\$8942 Fixed Color Add/Sub Data for Horizontal Fade Bars (from ending)
\$8943-\$8AD2 Fixed Color Add/Sub Data for Dialog Window
\$8AD3-\$8C62 Color Add/Sub Settings for Dialog Window
\$8C63-\$8C72 Color Add/Sub Settings (default)
\$8C73-\$8C82 Color Add/Sub Settings for Horizontal Fade Bars (from ending)
\$8C93-\$8CA2 Color Add/Sub Settings (unused)
\$8CA3-\$8CB2 Window 2 Position Data for Dialog Window
\$8CB3-\$8E53 Window 2 Position Data (odd frames)
\$8E53-\$8FF2 Window 2 Position Data (even frames)
\$8FF3-\$9002 Window 2 Position Data (first row)

\$9003-\$9182 Dialog Text Graphics Buffer

\$9003-\$9022 Current 16x16 Character Graphics, bpp 1-2 (main)
\$9023-\$9042 Next 16x16 Character Graphics, bpp 1-2 (main)
\$9043-\$9062 Current 16x16 Character Graphics, bpp 3-4 (shadow)
\$9063-\$9082 Next 16x16 Character Graphics, bpp 3-4 (shadow)
\$9083-\$90C2 Dialog Text Graphics VRAM Buffer (\$40 bytes -> VRAM \$3800)
\$90C3-\$9102
\$9103-\$9122 Current 16x16 Text Graphics, bpp 1-2 (main)
\$9123-\$9142 Next 16x16 Text Graphics, bpp 1-2 (main)
\$9143-\$9162 Current 16x16 Text Graphics, bpp 3-4 (shadow)
\$9163-\$9182 Next 16x16 Text Graphics, bpp 3-4 (shadow)

\$9183-\$9DFF Dialog Text Buffer
\$9E00-\$9EFF VWF Widths
\$9F00-\$A6FF BG1/BG2 Animation Graphics

\$BF00-\$CEFF BG3 Animation Graphics

\$F120-\$F800 Saved \$0520-\$0C00

\$7F0000-\$7FBFFF Map Data

\$0000-\$3FFF BG1 Map Data
\$4000-\$7FFF BG2 Map Data
\$8000-\$BFFF BG3 Map Data xytttttt (x = x flip, y = y flip, t = tile index)
\$C000-\$C7FF BG1 Tile Formation
\$C800-\$CFFF BG2 Tile Formation
\$D000-\$D03F BG3 Tile Formation (palette only)
\$D040-\$D83F Used as a buffer for decompressing map data etc.
\$D840-\$D8BF Partial BG1 Map for Horizontal Scrolling (2 x 32 tiles, 2 bytes per 8x8 tile) (first column, second column)
\$D8C0-\$D93F Partial BG2 Map for Horizontal Scrolling (2 x 32 tiles, 2 bytes per 8x8 tile) (first column, second column)
\$D940-\$D9BF Partial BG3 Map for Horizontal Scrolling (2 x 32 tiles, 2 bytes

per 8x8 tile) (first column, second column)
\$D9C0-\$DA3F Partial BG1 Map for Vertical Scrolling (2 x 32 tiles, 2 bytes per 8x8 tile)
\$E1C0-\$E23F Partial BG2 Map for Vertical Scrolling (2 x 32 tiles, 2 bytes per 8x8 tile)
\$E9C0-\$EA3F Partial BG3 Map for Vertical Scrolling (2 x 32 tiles, 2 bytes per 8x8 tile)
\$D9C0-\$E1BF BG1 Map for Full Updates (32 x 32 tiles, 2 bytes per 8x8 tile)
\$E1C0-\$E9BF BG2 Map for Full Updates (32 x 32 tiles, 2 bytes per 8x8 tile)
\$E9C0-\$F1BF BG3 Map for Full Updates (32 x 32 tiles, 2 bytes per 8x8 tile)
\$F1C0-\$F1CF Saved Actor Index
\$F1D0-\$F1DF Saved Level
\$F1E0-\$F20F Saved Experience

\$F800-\$FFFF Decompression Buffer

Field VRAM

\$0000-\$2FFF BG1/BG2 Graphics
 \$2800 BG1/BG2 Animation Graphics
 \$2E00 Dialog Window Graphics (28 tiles)
\$3000-\$3FFF BG3 Graphics
 \$3800 Dialog Text Graphics
\$4000-\$43FF Dialog Window Map Data
 \$4020 Window at top of screen
 \$4240 Window at bottom of screen
\$4400-\$47FF Dialog Text Map Data
 \$4420 Window at top of screen
 \$4640 Window at bottom of screen
\$4800-\$4FFF BG1 Map Data - 2 buffers that are swapped between during on-screen element updates (e.g. opening doors and chests.)
 \$4800 - Start Buffer (4bbp, 32x32 map size, 8x8 tile size)
 \$4C00 - Alternate Buffer (4bbp, 32x32 map size, 8x8 tile size)
\$5000-\$57FF BG2 Map Data - 2 buffers that are swapped between during on-screen element updates (e.g. in Narshe cave).
 \$5000 - Start Buffer (4bbp, 32x32 map size, 8x8 tile size)
 \$5400 - Alternate Buffer (4bbp, 32x32 map size, 8x8 tile size)
\$5800-\$5FFF BG3 Map Data - 2 buffers that are swapped between during on-screen element updates.
 \$5800 - Start Buffer (4bbp, 32x32 map size, 8x8 tile size)
 \$5c00 - Alternate Buffer (4bbp, 32x32 map size, 8x8 tile size)
\$6000-\$7FFF Sprite Graphics
 \$6000 Object Graphics
 \$6C00 Overlay Graphics
 \$7000 Character Portrait Graphics
 \$7200 Vehicle Graphics

From:

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

Permanent link:

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

Last update: **2021/04/24 08:07**

