Final Fantasy 4 BRR Samples

Description	URL
BRR Samples with no sample length as first two bytes. Pitch, loop and ADSR data are in a text file.	Download
BRR Samples with first two bytes as sample length. Pitch, loop and ADSR data are in a text file.	Download
BRR Samples with first two bytes as sample length. Each sample has it own folder with data in bin files.	Download
BRR Samples with no sample length as first two bytes converted to WAV audio file.	Download
All the 4 packages above	Download

Offsets

22 samples	
$0248CF - $02492A	Loop start positions
$02492B - $024941	Pitch Multipliers?
$024942 - $024989	BRR samples pointers
$02498A - $03721C	BRR samples

Samples Detail

All the data was taken from the Final Fantasy 4 ROM except for ADSR data and PITCH2, which act as default values for a FF6 use (while not being tested). PITCH1 is the one byte pitch multipliers in FF4. The LOOP data has 4 bytes in the FF4 ROM but first two bytes are always 00 00.

ID	Offset	Size	Name	PITCH1*	ADSR	PITCH2*	LOOP
$00	$024000 - $02721E	$321F	silence	00	FFE0	0000	0000
$01	$02498A - $02612B	$17A2	strings	01	FFE0	0000	0000
$02	$02612C - $02623B	$0110	harp	E3	FFE0	0000	0000
$03	$02623C - $026543	$0308	grand piano	E3	FFE0	0000	0000
$04	$026544 - $028876	$2333	harp	02	FFE0	0000	0000
$05	$028877 - $0293B8	$0B42	pipe organ	01	FFE0	0000	0000
$06	$0293B9 - $02956A	$01B2	trumpet	E3	FFE0	0000	0000
$07	$02956B - $0296EF	$0185	flute	E3	FFE0	0000	0000
$08	$0296F0 - $02B5BD	$1ECE	xylophone	02	FFE0	0000	0000
$09	$02B5BE - $02BBA7	$05EA	bass guitar	FF	FFE0	0000	0000
$0A	$02BBA8 - $02DEDA	$2333	timpani	01	FFE0	0000	0000
$0B	$02DEDB - $02F3D0	$14F6	electric piano	02	FFE0	0000	0000
$0C	$02F3D1 - $030338	$0F68	snare drum	00	FFE0	0000	0000
$0D	$030339 - $030889	$0551	kick drum	00	FFE0	0000	0000
$0E	$03088A - $031B3F	$12B6	hard snare drum	00	FFE0	0000	0000
$0F	$031B40 - $032DF5	$12B6	conga drum	00	FFE0	0000	0000
$10	$032DF6 - $0340FC	$1307	loop cymbals	00	FFE0	0000	0000
$11	$0340FD - $0348B1	$07B5	hi hat	00	FFE0	0000	0000

$12	$0348B2 - $035186	$08D5	cowbell		00	FFE0	0000	0000
$13	$035187 - $0355F6	$0470	shaker		00	FFE0	0000	0000
$14	$0355F7 - $035D3F	$0749	whistle		00	FFE0	0000	0000
$15	$035D40 - $036CA7	$0F68	conga drum		00	FFE0	0000	0000
$16	$036CA8 - $03721C	$0575	chocobo		00	FFE0	0000	0000

* PITCH1 is ROM data, PITCH2 is FF6 compatible data (not yet documented) ** default value (not tested)