

Radical Dreamers 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

42 samples	
\$CD408E - \$CD410B	BRR samples pointers
\$CD410C - \$CD415F	Loop start positions
\$CD4160 - \$CD41B3	Pitch Multipliers?
\$CD41B4 - \$CD4207	ADSR data
\$CD48E4 - \$CFB191	BRR samples

Samples Detail

All the data was taken from the Radical Dreamers ROM. ADSR stands for ADSR data, PITCH for pitch multipliers and LOOP for loop start position.

ID	Offset	Size	Name	ADSR	PITCH	LOOP
\$01	\$0D48E4 - \$0D628F	\$19AC	guitar	FFEB	FF6A	C213
\$02	\$0D6290 - \$0D7209	\$0F7A	wind flute	FFE0	AA6A	5703
\$03	\$0D720A - \$0D8492	\$1289	music box 1	FFED	D780	6F0F
\$04	\$0D8493 - \$0DA45C	\$1FCA	chorus	FFE0	D649	0807
\$05	\$0DA45D - \$0DB9AC	\$1550	piano	FFED	E100	2A15
\$06	\$0DB9AD - \$0DD8D4	\$1F28	grand piano	FFED	6800	061E
\$07	\$0DD8D5 - \$0DE416	\$0B42	floor bass	FFED	51E0	D40A
\$08	\$0DE417 - \$0DFE76	\$1A60	female singing	FFEF	D700	0000
\$09	\$0DFE77 - \$0E0B7A	\$0D04	oboe	FFE0	A900	5F0A
\$0A	\$0E0B7B - \$0E28A1	\$1D27	synth strings	FFE0	E900	1B00
\$0B	\$0E28A2 - \$0E38A2	\$1001	tom	FFE0	0000	0000
\$0C	\$0E38A3 - \$0E45D3	\$0D31	snap 1	FFE0	0000	0000
\$0D	\$009000 - \$009FE5	\$0FE6	metal bang 1	FFE0	0000	0000
\$0E	\$0E45D4 - \$0E56F4	\$1121	metal bang 2	FFE0	DF00	8814
\$0F	\$0E56F5 - \$0E5EE8	\$07F4	bass drum	FFE0	0000	0000
\$10	\$0E5EE9 - \$0E6EFB	\$1013	metal bang 3	FFE0	0000	0000
\$11	\$0E6EFC - \$0E7725	\$082A	synth	FFF1	0B00	7D07
\$12	\$0E7726 - \$0E8300	\$0BDB	music box 2	FFEE	D700	5F0A

\$13	\$0E8301 - \$0E9DCC	\$1ACC	violin	FFE0	4800	B409
\$14	\$0E9DCD - \$0EB124	\$1358	pizzicato string	FFE0	0000	0000
\$15	\$0EB125 - \$0ECE6F	\$1D4B	running water	FFE0	0000	0000
\$16	\$0ECE70 - \$0EDA92	\$0C23	bird chirp	FFE0	0000	0000
\$17	\$0EDA93 - \$0EDE33	\$03A1	harp	FFEF	5200	8403
\$18	\$0EDE34 - \$0EEDDA	\$0FA7	pipe organ	FFE0	A8E5	6F0F
\$19	\$0EEDDB - \$0EF6A6	\$08CC	wood block 1	FFE0	0000	0000
\$1A	\$0EF6A7 - \$0EFF72	\$08CC	wood block 2	FFE0	0000	0000
\$1B	\$0EFF73 - \$0F0A6C	\$0AFA	conga	FFE0	0400	0000
\$1C	\$0F0A6D - \$0F16BC	\$0C50	snare	FFE0	0000	0000
\$1D	\$0F16BD - \$0F2330	\$0C74	snap 2	FFE0	0000	0000
\$1E	\$0F2331 - \$0F2959	\$0629	shaker	FFE0	0000	0000
\$1F	\$0F295A - \$0F2DF6	\$049D	snap 3	FFE0	0000	0000
\$20	\$0F2DF7 - \$0F3953	\$0B5D	bagpipe	FFE0	07F0	DD0A
\$21	\$0F3954 - \$0F4A11	\$10BE	door opening	FFE0	0000	0000
\$22	\$0F4A12 - \$0F5970	\$0F5F	door closing	FFE0	0000	0000
\$23	\$0F5971 - \$0F6659	\$0CE9	owl	FFE0	DD00	0000
\$24	\$0F665A - \$0F689B	\$0242	snap 4	FFE0	DD00	0000
\$25	\$0F689C - \$0F75CC	\$0D31	crunch	FFE0	0000	0000
\$26	\$0F75CD - \$0F80C6	\$0AFA	splat	FFE0	0000	0000
\$27	\$0F80C7 - \$0F92B6	\$11F0	tribal shout	FFE0	0000	0000
\$28	\$0F92B7 - \$0F979B	\$04E5	wood block 3	FFE0	0000	0000
\$29	\$0F979C - \$0FAD2A	\$158F	glass breaking	FFE0	0000	0000
\$2A	\$0FAD2B - \$0FB191	\$0467	smack	FFE0	0000	0000

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

Permanent link:
<https://www.ff6hacking.com/wiki/doku.php?id=ff3:ff3us:music:brsamples:rd&rev=1521271735>

Last update: 2019/02/12 11:03

