

FF3usME Animations and Poses

This is a [FF3usME](#) animations and static poses table and tiles IDs (on images). For a short description of each pose ID, refer to the [movement action codes](#) used in the action queue of characters in the event code. This is a reference for [FF3usME](#) and FF3SpriteEd only.

Animations

Poses Sequence	Animation	Description	Animation Type	Poses IDs
		Walking (front)	Three Poses	00-01-02-01
		Walking (back)	Three poses	03-04-05-04
		Walking (side)	Three poses	06-07-08-07
		Raise arms (front)	Three poses	19-01-59-01
		Raise arms (back)	Three poses	1B-04-5B-04

Poses Sequence	Animation	Description	Animation Type	Poses IDs
		Victory dance!	Two poses	07-0F
		Idle	Two poses	07-0C
		Attack / Attacked	Two poses	0A-0B
		Casting spell	Two poses	10-11
		Laughing	Two poses	1D-1E
		Waving (front)	Two poses	19-1A
		Waving (back)	Two poses	1B-1C
		Finger moving	Two poses	24-25
		Wink	Two poses	01-14
		Closing eyes (front)	Two poses	01-13
		Closing eyes (side)	Two poses	07-15
		Riding	Two poses	??-??

Static Poses

Pose	Description	Pose ID
	Arms Raised (walking)	0E
	Walking (battle)	0D
	Kneeling	09
	Embarrassed / Mad	18
	Shocked	1F
	Head down (front)	20
	Head down (left)	22
	Head down (back)	21
	Head turned left (front)	23
	KO'ed (NPC)	2D
	Dead pose	12
	Special pose	16

Pose	Description	Pose ID
	Tent	27

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