

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)	<i>Three Poses</i>	00-01-02-01
		Walking (back)	<i>Three poses</i>	03-04-05-04
		Walking (side)	<i>Three poses</i>	06-07-08-07
		Raise arms (front)	<i>Three poses</i>	19-01-59-01
		Raise arms (back)	<i>Three poses</i>	1B-04-5B-04

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

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