

FF3usME Animations

This is a [FF3usME](#) animations table with 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. For static poses, go [here](#).

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
		Victory dance!	Two poses	07-0F

Poses Sequence	Animation	Description	Animation Type	Poses IDs
		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	??-??

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