

FF3usME Static Poses

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

Pose	Description	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

Pose	Description	ID
	Special pose	26
	Tent	27

From:

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

Permanent link:

<https://www.ff6hacking.com/wiki/doku.php?id=ff3:ff3us:tutorial:sprites:static>

Last update: **2019/02/12 10:27**

