

Assembly Documentation

Overview

- [ROM Map](#)
 - [Unused Space](#)
- [RAM Map](#)
 - [SRAM](#)
- [Compression](#)
- [Algorithms](#)

Player

Player data is used in the Field, Battle and Menu programs.

Formats:	Character Start Up Stats - Esper Data - Item Data - Spell Data
Types:	Condition Effects - Items - Spells

Field

Process:	Field Program (C0) - Field RAM
Scripts:	Event Commands - Movement Action Commands
Formats:	Chest Data - Event Triggers - Map Properties - Map Tile Properties - Map Animation Data - NPC Data - Warp Triggers
Types:	Actor Sprites - Event Bits - Maps
Text:	Field DTE

Battle

Process:	Battle Graphics Program (C1) - Battle Program (C2) - Battle RAM
Scripts:	Battle Event Commands - Battle Animation Script Commands
Formats:	Attack Animation Data - Attack Graphics Data - Battle Command Data - Battle Data - BG3 Animation Data - Character AI Data - Monster Data - Monster/Esper Graphics Data - Monster Items Stolen and Dropped - Monster Formation Flags - Palette Animation Data
Types:	Battle Backgrounds - Battle Commands - Battle Event Bits - Monsters
Text:	Battle DTE - MP Needed DTE

Menu

Process:	Menu Program (C3) - Menu RAM
Formats:	Shop Data
Types:	Rare Items
Text:	Menu DTE - Menu Descriptions DTE

World

Process:	World Program (EE) - World RAM
Scripts:	Overworld Vehicle Script Commands
Formats:	World Map Tile Properties

Sound/Music

Process:	Sound/Music Program (C5) - Sound/Music RAM
Scripts:	Music Commands
Formats:	ADSR Data - Instrument Sets - Loop Start Data - Wave Rate Data
Types:	Instruments - Music Tracks - Sound Effects

Acknowledgments

Before this wiki was started most of the information was already documented in various text files scattered around the web. To pay tribute to those who originally discovered the data we have set up a [thank you](#) page

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