

Battle Event Commands

Overview

The pointer table to battle event commands is at C1/FDBE.

List of commands

00 xx	\$C1970C	Display message xx at the top of the screen
01 xx	\$C196C1	Display message xx at the bottom of the screen
02	\$C1FFE3	--
03 xx	\$C1FF78	Queue 1 for character xx
04 xx	\$C1FF78	Queue 2 for character xx
05 xx	\$C1FF78	Queue 3 for character xx
06 xx	\$C1FF78	Queue 4 for character xx
07	\$C1FF60	
08	\$C1FF60	
09	\$C1FF60	
0A	\$C1FF60	
0B	\$C1FF60	
0C	\$C1FF60	
0D xxxxxx	\$C1FE2D	Load sprite from \$xxxxxx
0E	\$C1FF47	Prepare queues?
0F	\$C1FF55	Execute queues
10	\$C196AD	Close dialogue window at the bottom of the screen
11	\$C196AA	Open dialogue window at the bottom of the screen
12	\$C1FEB9	set pointers to animation scripts for each sprite; parameters are 24 2-byte pointers for each sprite
13	\$C1FDE8	
14	\$C1FDED	
FF		End Event

From:

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

Permanent link:

https://www.ff6hacking.com/wiki/doku.php?id=ff3:ff3us:doc:asm:codes:battle_event_codes&rev=1459670263

Last update: 2019/02/12 11:07

