

# Battle Event Commands

## Overview

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

## List of commands

00 xx	\$C1970C	Display short battle dialog xx (top of screen)
01 xx	\$C196C1	Display long battle dialog xx (bottom of screen)
02	\$C1FFE3	No effect
03 xx yyyy	\$C1FF78	Animation for character 1 (actor xx) at yyyy
04 xx yyyy	\$C1FF78	Animation for character 2 (actor xx) at yyyy
05 xx yyyy	\$C1FF78	Animation for character 3 (actor xx) at yyyy
06 xx yyyy	\$C1FF78	Animation for character 4 (actor xx) at yyyy
07 xx yyyy	\$C1FF60	Animation for monster 1 at yyyy
08 xx yyyy	\$C1FF60	Animation for monster 2 at yyyy
09 xx yyyy	\$C1FF60	Animation for monster 3 at yyyy
0A xx yyyy	\$C1FF60	Animation for monster 4 at yyyy
0B xx yyyy	\$C1FF60	Animation for monster 5 at yyyy
0C xx yyyy	\$C1FF60	Animation for monster 6 at yyyy
0D xx yy zz	\$C1FE2D	Do event animation xx (yy = attacker, zz = target)
0E	\$C1FF47	Clear animations
0F	\$C1FF55	Execute animations
10	\$C196AD	Close dialog window (bottom of screen)
11	\$C196AA	Open dialog window (bottom of screen)
12 xxxx ...	\$C1FEB9	Animations for all characters, based on graphics index (24 addresses)
13 xx	\$C1FDE8	Add/remove actor xx as a target (MSB = 0: add, MSB = 1: remove)
14 xx	\$C1FDED	Show/hide HP and gauge for actor xx (MSB = 0: show, MSB = 1: hide)
FF		End of event

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