

Overworld Vehicle Script Commands

Movement (00-7F):

```

0dulrf?t nnnnnnnn
| | | | | | | | | | _____
| | | | | | | | | | | _____ number of units to move/turn
| | | | | | | | | |
| | | | | | | | | | _____ t: double speed of turns
| | | | | | | | | | _____ ?: ??
| | | | | | | | | | _____ f: move forward (0xFF + 0xFF + 0x08 [518] units = 1
full revolution)
| | | | | _____ r: turn right (0xAB [171] units = 1 full rotation)
| | | | | _____ l: turn left (0xAB [171] units = 1 full rotation)
| | | | | _____ u: go up
| | | | | _____ d: go down
| | | | | _____ always 0

```

Conditionals (B0-BF):

```

ci: sbbbbbbb bbbbbbii
| | | | | | | | | | _____ i: bit index (0-7)
| | | | | | | | | | _____ b: byte (added to $1E80)
| | | | | | | | | | _____ s: if 1, check that bit is set; else, check that
bit is clear

```

Summary:

B0 c1 aaaaaa	if(c1), goto aaaaaa
B1 c1 c2 aaaaaa	if(c1 c2), goto aaaaaa
B2 c1 c2 c3 aaaaaa	if(c1 c2 c3), goto aaaaaa
B3 c1 c2 c3 c4 aaaaaa	if(c1 c2 c3 c4), goto aaaaaa
B4 c1 c2 c3 c4 c5 aaaaaa	if(c1 c2 c3 c4 c5), goto
aaaaaa	
B5 c1 c2 c3 c4 c5 c6 aaaaaa	if(c1 c2 c3 c4 c5 c6),
goto aaaaaa	
B6 c1 c2 c3 c4 c5 c6 c7 aaaaaa	if(c1 c2 c3 c4 c5 c6
c7), goto aaaaaa	
B7 c1 c2 c3 c4 c5 c6 c7 c8 aaaaaa	if(c1 c2 c3 c4 c5 c6
c7 c8), goto aaaaaa	
B8 c1 aaaaaa	if(c1), goto aaaaaa
B9 c1 c2 aaaaaa	if(c1 && c2), goto aaaaaa
BA c1 c2 c3 aaaaaa	if(c1 && c2 && c3), goto aaaaaa
BB c1 c2 c3 c4 aaaaaa	if(c1 && c2 && c3 && c4), goto aaaaaa
BC c1 c2 c3 c4 c5 aaaaaa	if(c1 && c2 && c3 && c4 && c5), goto
aaaaaa	
BD c1 c2 c3 c4 c5 c6 aaaaaa	if(c1 && c2 && c3 && c4 && c5 && c6),
goto aaaaaa	
BE c1 c2 c3 c4 c5 c6 c7 aaaaaa	if(c1 && c2 && c3 && c4 && c5 && c6 &&
c7), goto aaaaaa	
BF c1 c2 c3 c4 c5 c6 c7 c8 aaaaaa	if(c1 && c2 && c3 && c4 && c5 && c6 &&
c7 && c8), goto aaaaaa	

FE	\$EE75BA	Show Airship headed for Vector
FF	\$EE75C8	End map script

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