

# 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 bbbbi
| | | | | | | | | | 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
C0 xx	\$EE71FB Modify vehicle behavior
C1 xx yy	\$EE7209 set vehicle's direction to X
C2 xx yy	\$EE721C set vehicle's propulsion direction to X
C3 xx yy	\$EE722F Rotate the sky (unused, and probably ineffective)
C4 xx yy	\$EE7242 (unused; affects the Mode 7 BG)
C5 xx yy	\$EE7255 Set altitude to yy (xx?)
C6 xx yy	\$EE7268 Go forward
C7 xx yy	\$EE727B Place airship at position X,Y

Bit manipulation (C8-C9):

bbbbbbbbb bbbbbbiii

i: bit index (0-7)  
b: byte (added to \$1E80)

C8 xxxx	\$EE7292	Set event bit
C9 xxxx	\$EE72BB	Clear event bit

Other (CA-FF)

CA xx bb	\$EE72EA	Battle enemy set xx, background image bb
D0	\$EE732F	Show vehicle
D1	\$EE733A	Hide vehicle
D2 nnnn xx yy mm	\$EE7345	Load map nnnn, position (xx, yy), mode mm
D3 nnnn xx yy mm	\$EE73A2	Load map nnnn, position (xx, yy), mode mm
D4-D8	\$EE7402	Unfade screen
D9	\$EE740B	Fade screen
DA	\$EE7412	Show flashing arrows indicating the direction you're turning
DB	\$EE7423	Lock in arrow choice
DC	\$EE742E	Hide flashing arrows
DD	\$EE7439	Hide mini-map
DE xx yy (unused)	\$EE744E	Change Mode 7 BG horizontal scroll
DF	\$EE7461	Show mini-map
E0 xx	\$EE7473	Pause for xx units
E1-F2	\$EE74A4	(unused)
F3	\$EE74B0	Show part of world getting zapped

F4	\$EE74C4	Change graphic to Falcon
F5	\$EE753D	Show part of world getting zapped
F6	\$EE7551	(unused)
F7	\$EE755D	Change graphic to pidgeon
F8	\$EE7568	Show part of world getting blown up
F9	\$EE7574	Show part of world getting zapped, produce explosions (unused; freezes the game)
FA	\$EE7580	Show airship emerging from the ocean
FB	\$EE758C	Show Airship smoking
FC	\$EE759B	Show Airship crashing
FD	\$EE75AF	Change graphic to Esper Terra
FE	\$EE75BA	Show Airship headed for Vector
FF	\$EE75C8	End map script

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