

Attack Animation Data

This data (14 bytes) gets copied to 7E/6273 when loading the graphics for an animation (see C1/9CB3). Graphics and animation scripts can be loaded for up to 4 different layers: Sprite, BG1, BG3, and the extra layer (for espers, et. al.).

The script/graphics index for each layer specifies the [animation script](#) (pointer at \$D1EAD8, data at \$D00000) and the [graphics data](#) (at \$D4D000) for the layer. Each palette index specifies a palette at \$D26000.

The animation initialization function (C2/E8D0) loads esper graphics and specifies how many threads will be used for an animation (i.e. Fire uses 3 threads, one for each of the flames that appear on the target, whereas Ice only uses 1 and Drain uses 6). It also specifies the shape of the screen mask (Ultima, Bio Blast, etc.) and the color addition/subtraction settings for the animation.

Offsets

Description	Value
Base Offset (SNES)	\$D07FB2
Block size	\$0E
Number of blocks	\$196
Total size	\$1634

Data

Byte	Description	
\$00-\$01	Animation Script and Graphics (Sprite layer) ¹⁾	
	\$8000	Load graphics only (no script)
	\$7FFF	Script/Graphics index
\$02-\$03	Animation Script and Graphics (BG1 layer)	
	\$8000	Load graphics only (no script)
	\$7FFF	Script/Graphics index
\$04-\$05	Animation Script and Graphics (BG3 layer)	
	\$8000	Load graphics only (no script)
	\$7FFF	Script/Graphics index
\$06	Palette Index (Sprite layer) ²⁾	
\$07	Palette Index (BG1 layer)	
\$08	Palette Index (BG3 layer)	
\$09	Default Sound Effect	
\$0A	\$80	Copy the target's graphics to BG1 (no BG1 animation graphics)
	\$7F	Animation initialization function (at C2/E8D0)
\$0B-\$0C	Animation Script and Graphics (Extra layer, used for espers, et. al.)	
	\$8000	Load graphics only (no script)
	\$7FFF	Script/Graphics index
\$0D	Multi-Target Delay (adjusted for animation speed)	

1)

A value of \$FFFF means the layer is disabled

2)

A value of \$00 means the palette is unused

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