

Battle Command Format

Offsets

Description	Value
Base offset (SNES)	\$CFFE00
Block size	\$02
Number of blocks	\$0020
Total size	\$0040

Data Format

Byte	Description
\$00	Preference byte
	0x01 ??
	0x02 Can be mimicked
	0x04 Can use while impeded
	0x08 ??
\$01	Targeting
	0x01 Affects single ally or enemy
	0x02 Affects enemies or allies only
	0x04 Affects all allies and enemies
	0x08 Affects all allies or all enemies
	0x10 Auto-accept default selection
	0x20 Multiple selection possible
	0x40 Enemy selected by default
	0x80 Random selection among all enemies and allies
	0xFF Open a submenu

Data Map

Offset	Pref	Target	Command
\$CFFE00	0F	41	Fight
\$CFFE02	07	FF	Item
\$CFFE04	07	FF	Magic
\$CFFE06	00	02	Morph
\$CFFE08	04	02	Revert
\$CFFE0A	0B	43	Steal
\$CFFE0C	0B	43	Capture
\$CFFE0E	03	FF	SwdTech
\$CFFE10	03	FF	Throw
\$CFFE12	03	FF	Tools
\$CFFE14	03	FF	Blitz
\$CFFE16	03	02	Runic
\$CFFE18	03	FF	Lore
\$CFFE1A	03	43	Sketch
\$CFFE1C	01	43	Control

Offset	Pref	Target	Command
\$CFFE1E	03	FF	Slot
\$CFFE20	0B	FF	Rage
\$CFFE22	00	02	Leap
\$CFFE24	05	02	Mimic
\$CFFE26	03	FF	Dance
\$CFFE28	04	FF	Row
\$CFFE2A	04	FF	Def.
\$CFFE2C	05	43	Jump
\$CFFE2E	07	FF	X Magic
\$CFFE30	03	6A	GP Rain
\$CFFE32	03	FF	Summon
\$CFFE34	06	2E	Health
\$CFFE36	06	6E	Shock
\$CFFE38	01	43	Possess
\$CFFE3A	0A	FF	MagiTek
\$CFFE3C	00	FF	(unused)
\$CFFE3E	00	FF	(unused)

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