Location Entrance Events

aka. Map Startup Events

Overview

Entrance events are executed each time the map is loaded on the screen this can be:

- When a location is entered.
- When battle is complete and the location is reloaded.
- When a menu is closed and the location is reloaded.

Offsets

Description	Value
Pointers (24-bit)	$D1FA00
Base offset	+$CA0000
Number of pointers	$200
Total size	$600

The Entrance Event pointers will be 3 bytes each, indexed by Locations. Each Location has one Entrance Event.