

Location Tile Sets

Overview

Location Tile Sets have indexes for Layer 1 and Layer 2 tile sets and will be loaded in pairs, one for each layer 1 and 2.

Location Tile Sets are associated with (they use) 4 GFX sets, a Solidity set and a Palette set,

Some Location Tile Sets will optionally use Animation for Layer 2 and Layer 3 GFX (with animation).

Description	Value
SNES offset	\$DE0000
Chunk size	compressed
Number of chunks	\$4B
Total size	\$1B400

Tile Sets

L1	L2	Tileset	GFX1	GFX2	GFX3	GFX4	SOL	PAL	WoR
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00	00	Desert and Figaro Castle	00	01	02	03	01	00	
00	2A	Castle in Moonlight (Opera)	00	01	35	40	21	00	
01	02	Houses and Trees Outdoors	04	05	34	07	0B	16	/26
03	04	Doma / Ancient Castle Outdoors*	00	33	09	01	02	02	
05	06	Town Outdoors	0A	0B	07	08	04	03	/29
07	08	Docks*	0C	0D	08	13	11	04	
09	--	Cave	0E	31	--	--	06	05	
09	26	Cave w/ Primal Habitants (moogles)	0E	31	--	--	06	05	15
09	2E	Cave w/ River	0E	31	--	--	06	05	
09	40	Cave w/ Lava	0E	31	--	--	06	20	
0A	0B	Castle Indoors	0F	10	11	12	05	06	
0C	--	Lete River / Veldt Waterfall	14	05	--	--	1C	07	
0D	0E	Imperial Camp	15	16	11	00	14	08	
0F	--	Cave w/ light shining	17	18	00	11	10	09	
10	11	Town Indoors	19	11	1B	1A	07	0A	
12	25	Mountain Cliff	1C	1D	2F	32	0C	17	
12	2A	Mountain Cliff w/ Waterfall	1C	1D	35	40	0C	17	
12	2C	Mountain Entrance	1C	1D	35	32	0C	17	
13	14	Narshe Outdoors	0A	1E	1F	20	08	0C	
35	14	Narshe Outdoors Intro	0A	1E	1F	20	12	0C	
15	16	Damaged Town Outdoors	0A	0B	21	08	1E	03	/29
17	31	Snow Cliff	22	00	1F	20	19	0D	
18	2D	Train Docking Station	26	27	28	4A	0D	0E	
19	1A	Phantom Train Interior	2A	11	1B	00	13	0F	
1B	1C	Zozo / Fanatic Tower	2B	2C	06	07	0E	2A	

1D 1E	Vector Outdoors*	2D	0B	39	08	1B	11		
1F 20	Figro Eng. / Ancient Castle Indoors			0F	10	11	12	0A	06
21 --	Returner's Hideout / Cave Dwelling			0E	11	12	05	09	12
22 43	Magitek Res. Facility	36	37	38	3A	24	18		
23 24	Floating Continent, earth below		30	31	00	00	0F	13	
27 28	Village Outdoors	04	05	34	07	0B	16	/26	
29 2B	Kefka's Tower, Kefka's Lair	23	24	42	00	29	22		
29 44	Kefka's Tower, Left Statue Room		23	24	42	40	29	2B	
2F 30	Magitek Factory, Elevator	36	37	38	39	1F	18		
32 33	Airship, Deck*	3D	3E	4F	3E	16	2D		
34 34	Airship, Indoors*	3D	3B	3C	3C	17	1A		
36									
37 38	Phantom Forest	41	29	42	12	1A	1C		
39 3A	Imperial Palace, entrance	43	37	44	39	15	1D		
39 3B	Imperial Palace, rooftop	43	37	45	46	15	1D		
3C 3C	Solitary Island, beach	1C	47	--	--	26	1E		
3D 3E	Imperial Palace, indoors	48	11	1B	12	18	1F		
3F 43	Magitek Factory, Esper Room		36	37	38	4E	25	18	
41 42	Sealed Gate	4B	4C	0E	4D	23	21		
45									
46									
47 48	Opera House, theater	49	03	0F	0F	1D	0B	/27	
49 4A	Darill's Tomb	19	2E	51	11	20	28		

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