

NPC Data

Overview

When a map is loaded, all NPCs defined for the specified map are loaded.

Offsets

Description	Value
Base offset (SNES)	\$C41A10
Block size	\$02
Number of blocks	\$01A0
Total size	\$0340

The structure is a sequence of two-byte pointers. The index of the pointer is relative to the map number.

The actual offset of the appointed data is the pointer value plus the base offset.

The game system checks the actual pointer and the next pointer to determinate the amount of data to read. It can include multiple data blocks.

Data

Offset	Description
\$00	event address, low byte
\$01	event address, middle byte
\$02	fields
	\$03 event address, high bits
	\$1C palette
	\$20 ?background scrolls
	\$C0 bit identifier
\$03	fields
	\$01 bit identifier
	\$FE byte identifier
\$04	fields
	\$7F x position
	\$80 show rider in vehicle
\$05	fields
	\$3F y position
	\$C0 speed
\$06	graphic set

Offset	Description
\$07	fields
	\$0F movement type
	\$30 map layer
	\$C0 vehicle
\$08	fields
	\$03 start direction
	\$04 don't change graphic
	\$18 ?background layer
	\$20 ?
	\$40 ?mirror graphics
	\$80 ?

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