

Shop Data

Overview

Info for shop salesmen. Shops are triggered through event command \$9B XX where XX is the shop index.

Offsets

Description	Value
Base offset (SNES)	\$C47AC0
Block size	\$09
Number of blocks	\$0080
Total size	\$0480

Data

Offset	Description
\$00	Shop type and shop cost
	Shop Type:
	\$00 (blank)
	\$01 Weapon
	\$02 Armor
	\$03 Item
	\$04 Relics
	\$05 Vendor
	Shop Cost:
	\$00 Prices x1 (normal)
	\$10 Prices x2 (double)
	\$20 Prices x1.5
	\$30 Prices x0.5
	\$01 Item 1
	\$02 Item 2
\$03	Item 3
\$04	Item 4
\$05	Item 5
\$06	Item 6
\$07	Item 7
\$08	Item 8

Last
update: 2019/02/12 13:12
ff3:ff3us:doc:asm:fmt:shop_data https://www.ff6hacking.com/wiki/doku.php?id=ff3:ff3us:doc:asm:fmt:shop_data&rev=1457292952

From:
<https://www.ff6hacking.com/wiki/> - **ff6hacking.com wiki**

Permanent link:
https://www.ff6hacking.com/wiki/doku.php?id=ff3:ff3us:doc:asm:fmt:shop_data&rev=1457292952

Last update: **2019/02/12 13:12**

