

Battle Animation Palette Indexes

Overview

Battle animation palettes are used by spell and weapon animations (excluding Esper graphics) and are specified for each animation in [Animation Attack Data](#). Each animation can use up to three different palettes: one for sprites, one for Layer 1, and one for Layer 3.

All palettes are 16 bytes long, but contain either eight colors (mainly for 3bpp BG1/sprite graphics) or four colors (mainly for 2bpp BG3 graphics). Palettes with four colors have the last 8 bytes set to zero (black).

List of Battle Animation Palettes

Index	# of Colors	Dominant Color(s)	Description
0	8	Gray	Generic Tools
1	8	Gray	Drill/Air Anchor
2	8	Gray/Brown	Debilitator (Sprite)
3	8	Gray	Auto Crossbow
4	0	Black	
5	8	Red	Debilitator (Layer 1)
6	8	Orange	
7	8	Gray	
8	8	Red	Fire Dance, Black Magic
9	8	Blue	Spiraler
10	8	Blue	Mantra
11	8	Gray/Blue	Air Blade (Layer 1)
12	8	Gray	Aura Bolt, White/Effect Magic, Runic, etc. (Sprite)
13	8	Blue	
14	8	Gray/Green	
15	8	Blue	Rage/Lore/SwdTech
16	8	Red	Revenge, Morph
17	8	Red	Shock (Layer 1)
18	8	Yellow	
19	8	Gray	
20	8	Gray/Yellow	Shock (Sprite)
21	8	Gray/Brown	Blitz
22	8	Gray/Brown	
23	8	Red	
24	8	Brown/Blue	Weapon
25	8	Red/Green	Weapon
26	8	Blue/Red	
27	8	Green/Brown	
28	8	Gray/Green	Full Moon
29	8	Gray/Blue	Weapon

Index	# of Colors	Dominant Color(s)	Description
30	8	Gray	Dice
31	8	Blue/Brown	Atma Weapon
32	8	Yellow/Brown	Weapon
33	8	Orange	Assassin
34	8	Gray/Blue	Weapon
35	8	Blue/Orange	
36	8	Red	Rising Sun
37	8	Gray/Yellow	Weapon
38	8	Gray/Brown	Bone Club
39	8	Gray/Red	
40	8	Brown/Red	Weapon
41	8	Red	Weapon
42	8	Gray	Weapon
43	8	Gray/Blue	Aura Lance
44	8	Gray/Blue	Ice Rod, Pearl Rod
45	8	Gray/Red	Fire Rod
46	8	Red	Tack Star
47	0	Black	
48	4	Green	Diffuser, Riot Blade (Layer 1)
49	4	Green	Flash Rain (Layer 3)
50	4	Blue	Blue Hit
51	4	Blue	Stunner, Tek Laser
52	4	Red	Red Hit
53	4	Purple	Purple Hit
54	4	Black	Black & White Hit
55	4	Yellow	Bolt Edge (Layer 3)
56	8	Yellow/Brown	Fire, Tri-Dazer, Fire Skeep, etc.
57	8	Red	Fire Beam, L.4 Flare, etc. (Sprite)
58	8	Gray	Scan, Mute, Rflect, Quick, etc. (Sprite)
59	8	Gray	Remedy (Sprite)
60	8	Yellow/Brown	Hope Song, Cat Rain (Sprite)
61	8	Green/Yellow	
62	8	Gray	Haste, Haste 2 (Sprite)
63	8	Yellow	Muddle, Float, Life, Life 2, Life 3, etc.
64	4	Blue	
65	4	Green	Regen (Sprite)
66	4	Green	
67	4	Yellow	Tri-Dazer, True Edge (Layer 3)
68	4	White	Hope Song (Layer 3)
69	4	Gray	TekBarrier (Sprite)
70	4	Gray	
71	4	Green	
72	4	Blue	
73	4	Purple	Rasp

Index	# of Colors	Dominant Color(s)	Description
74	4	Green	Regen (Layer 3)
75	4	Orange	Haste (Layer 3)
76	4	Yellow	Drain, Antdot (Sprite)
77	4	Red	
78	4	Gray	Slow, ForceField (Layer 3)
79	4	Blue	
80	8	Green	W Wind
81	8	Yellow	Fire 2, Flare, Reviver, Sun Bath
82	8	Gray	Ice, Pearl, Moon Song, etc. (Sprite)
83	8	Brown	Fire 3, Inferno (Layer 1)
84	8	Gray	Ice 2, Dispel (Sprite)
85	8	Green	Bio, Imp (Sprite)
86	8	Blue	Ice, Ice 2, Bolt 3 (Layer 1)
87	8	Green	
88	8	Yellow	Group Hug (Layer 1)
89	8	Gray	Meteor, Grand Train (Layer 1)
90	8	Red	Drain (Layer 1)
91	8	Gray	
92	8	Green	Shell (Layer 1)
93	8	Blue	Scan, Remedy, Heal Horn, etc. (Layer 1)
94	8	Gray	X-Zone, Meteor, Gem Dust (Layer 3)
95	8	Gray	Stop
96	8	Green	TekBarrier (Layer 1)
97	8	Yellow	Bolt, Bolt 2, Bolt 3 (Sprite)
98	8	Gray	
99	8	Red	Mind Blast
100	8	Gray	Meteor, Land Slide (Sprite)
101	8	Gray	Quake
102	8	Red	Flare Star (Layer 1)
103	8	Purple	Chaos Wing, Engulf (Layer 1)
104	8	Green	Generic Light Green Palette
105	8	Blue	Bolt 2, Elf Fire (Layer 1)
106	8	Gray	Break, Earth Wall, Cave In (Layer 1)
107	8	Purple	
108	8	Red	Merton
109	8	Gray	
110	8	Blue	Ultima, Gem Dust, Storm (Layer 1)
111	8	Red	Doom, Roulette (Sprite)
112	4	Gray	L? Pearl (Layer 3)
113	4	Blue	Ultima (Layer 3)
114	4	Blue	
115	8	Brown	Earth Aura (Layer 1)
116	4	Brown	
117	4	Gray	Life Guard (Layer 1)
118	4	Brown	

Index	# of Colors	Dominant Color(s)	Description
119	4	Yellow	Rebirth (Layer 3)
120	8	Blue	Generic Blue Palette
121	8	Blue	
122	8	Red	Break (Sprite)
123	4	Blue	Bolt Fist, Bolt Edge (Layer 1)
124	4	Red	
125	4	Yellow	
126	8	Yellow/Gray	Justice (Layer 1)
127	8	Blue	Sun Flare, WaveCannon, etc. (Layer 3)
128	8	Yellow	Rebirth (Layer 1)
129	8	Red	Condemned (Layer 3)
130	8	Blue	Osmose (Layer 1)
131	4	Purple	Chaos Wing (Layer 3)
132	4	Gray	Metamorph, Heal Horn (Layer 3)
133	4	Gray	
134	4	Blue	Bolt Fist, Sea Song (Layer 3)
135	8	Yellow/Gray	
136	0	Black	Layer 3 Mask
137	8	Blue/Gray	Metamorph (Sprite)
138	8	Gray	Snare (Layer 3)
139	8	Gray	Snare (Layer 1)
140	8	Brown	
141	8	Brown	Antlion
142	8	Brown	Slide
143	4	Brown	Rage, Inviz Edge
144	8	Brown	Whump (Sprite)
145	8	Brown/Red	Cokatrice (Sprite)
146	8	Gray	Wombat (Sprite)
147	8	Gray	Tapir (Layer 1)
148	8	Brown	Kitty, Wild Bear (Layer 1)
149	8	Red	Lagomorph
150	8	Gray/Green	Ice Rabbit (Layer 1)
151	8	Gray/Orange	Wild Frog (Layer 1)
152	8	Green	Grav Bomb (Layer 1)
153	8	Red/Green	Bio Blast
154	8	Gray	Grav Bomb (Sprite)
155	8	Red	Confuser
156	8	Gray	X-fer
157	8	Yellow	Slimer
158	8	Blue/Yellow	Harvester, Sonic Boom (Sprite)
159	8	Blue/Red	Bolt Beam (Layer 1)
160	8	Blue	Ice Beam (Layer 3)
161	8	Red	Fire Beam/Bolt Beam (Layer 3)
162	8	Gray/Red	Tek Missile, Launcher, etc.

Index	# of Colors	Dominant Color(s)	Description
163	8	Red	
164	8	Gray	Quasar (Layer 1)
165	8	Yellow	
166	8	Gray/Red	Condemned (Layer 1)
167	4	Gray	Imp Song, Lullaby (Layer 1)
168	4	Gray	Acid Rain
169	8	Red	Delta Hit
170	8	Blue	Rippler (Layer 1)
171	8	Gray	Aero, Sneeze (Layer 1)
172	8	Blue	
173	8	Blue	Quasar (Layer 3)
174	8	Red	Goner (Layer 1)
175	8	Green	Cyclonic
176	8	Blue	S.Cross (Layer 1)
177	8	Gray/Red	Disaster
178	8	Blue	
179	8	Purple	Tentacle
180	8	Blue	Terra/Tritoch Lightning
181	8	Gray	Blizzard Fist
182	8	Blue	S.Cross (Sprite)
183	8	Green	
184	8	Gray	H-Bomb
185	8	Blue	Aqua Rake
186	8	Yellow/Blue	Chocobop
187	8	Pink	Charm
188	8	Gray	Moogles Rush
189	8	Brown	
190	8	Gray	
191	8	Brown	Takedown
192	8	Red	7-Flush, X-Potion, Elixir, etc.
193	8	Purple	Ether, Antidote
194	8	Blue	Potion, Soft
195	8	Green	Tonic
196	8	Gray	Tincture
197	8	Red	Summon, X-Ether
198	8	Brown	Green Cherry
199	8	Blue	Evil Toot
200	8	Gray	Quasar (Sprite)
201	8	Blue	Ice 3, Shock Wave
202	8	Red	Osmose, Soul Out (Sprite)
203	8	Gray	Gale Cut (Layer 1)
204	8	Brown	BabaBreath
205	8	Blue	Lifeshaver
206	8	Blue	Wind Slash (Layer 1)
207	8	Gray	Sand Storm

Index	# of Colors	Dominant Color(s)	Description
208	8	Blue	Step Mine
209	8	Blue	Super Ball
210	8	Red	Fire 3, Demon Eye (Sprite)
211	8	Red	Demi, Quartr
212	8	Gray	Slow, Slow 2 (Sprite)
213	8	Red	
214	8	Brown	
215	8	Gray	
216	8	Yellow	Safe (Layer 1)
217	8	Gray	
218	8	Green	Big Guard (Layer 1)
219	8	Blue	Wall (Sprite)
220	8	Green	Bserk
221	8	Brown	Haste 2 (Layer 3)
222	8	Blue	Slow 2 (Layer 3)
223	8	Yellow	
224	8	Green	
225	8	Gray	Safe, Aero (Sprite)
226	8	Brown	ChokeSmoke
227	8	Gray	Vanish
228	8	Gray	Mute, Megazerk (Layer 1)
229	8	Yellow	Hyperdrive
230	8	Gray/Red	Overcast (Sprite)
231	8	Red/Gray	L.5 Doom
232	4	Red/Blue	Purifier (Layer 3)
233	4	Blue	Justice (Layer 3)
234	4	Brown	Sour Mouth (Layer 3)
235	4	Green	
236	8	Green/Red	Transforming into Magicite
237	8	Yellow/Red	Lighting Bolt (Kefka vs. Gestahl)
238	8	Green	Bio Blaster
239	8	Purple	Kefka Head, Antdot (Sprite)

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

Permanent link:
https://www.ff6hacking.com/wiki/doku.php?id=ff3:ff3us:doc:asm:list:battle_animation_palette&rev=1597240582

Last update: 2020/08/12 13:56

