

Bahamut Lagoon BRR Samples

Description	URL
Each BRR sample has it own folder with its pitch, loop and ADSR data in bin files.	Download
BRR Samples are in bin files but pitch, loop and ADSR data is only in a text file.	Download

Offsets

60 samples	
\$C31EC3 - \$C31F76	BRR samples pointers
\$C31F77 - \$C31FEE	Loop start positions
\$C31FEF - \$C32066	ADSR data
\$C32067 - \$C320DE	Pitch Multipliers
\$C4679A - \$C65DC1	BRR samples

Samples Detail

All the data was taken from the Bahamut Lagoon ROM. ADSR stands for ADSR data, PITCH for pitch multipliers and LOOP for loop start position.

ID	Offset	Size	Name	ADSR	PITCH	LOOP
\$01	\$C4679A - \$C467BF	\$0026	BL_01	E0FF	B3FD	0000
\$02	\$C467C0 - \$C467D3	\$0014	BL_02	E0FF	B3FD	0000
\$03	\$C467D4 - \$C467F9	\$0026	BL_03	E0FF	0000	1B00
\$04	\$C467FA - \$C4680D	\$0014	BL_04	E0FF	B6FD	0000
\$05	\$C4680E - \$C46845	\$0038	BL_05	E0FF	0000	1B00
\$06	\$C46846 - \$C46898	\$0053	BL_06	E0FF	0000	1B00
\$07	\$C46899 - \$C468C7	\$002F	BL_07	E0FF	0000	1B00
\$08	\$C468C8 - \$C46959	\$0092	BL_08	E0FF	0000	1B00
\$09	\$000000 - \$000000	\$0000	BL_09	0000	0000	0000
\$0A	\$000000 - \$000000	\$0000	BL_0A	0000	0000	0000
\$0B	\$000000 - \$000000	\$0000	BL_0B	0000	0000	0000
\$0C	\$000000 - \$000000	\$0000	BL_0C	0000	0000	0000
\$0D	\$000000 - \$000000	\$0000	BL_0D	0000	0000	0000
\$0E	\$000000 - \$000000	\$0000	BL_0E	0000	0000	0000
\$0F	\$000000 - \$000000	\$0000	BL_0F	0000	0000	0000
\$10	\$000000 - \$000000	\$0000	BL_10	0000	0000	0000
\$11	\$C4695A - \$C46CF1	\$0398	BL_11	E0FF	C0FD	7203
\$12	\$C46CF2 - \$C47F9E	\$12AD	BL_12	E0F5	F0FF	1B00
\$13	\$C47F9F - \$C485D9	\$063B	BL_13	E0FF	BCFD	1506
\$14	\$C485DA - \$C49055	\$0A7C	BL_14	E0FF	D5FC	7704
\$15	\$C49056 - \$C49A1D	\$09C8	BL_15	E0FF	BDFD	A209
\$16	\$C49A1E - \$C4A57A	\$0B5D	BL_16	E0FF	0000	6C00
\$17	\$C4A57B - \$C4C69A	\$2120	BL_17	E0FF	FF06	DC08
\$18	\$C4C69B - \$C4DB75	\$14DB	BL_18	E0FF	EA00	7704
\$19	\$C4DB76 - \$C4F0AA	\$1535	BL_19	E0FF	F0FF	7704
\$1A	\$C4F0AB - \$C4F3FA	\$0350	BL_1A	E0FF	C0FD	2A03

\$1B	\$C4F3FB-\$C4F978	\$057E	BL_1B	E0FF	0000	7C05
\$1C	\$C4F979-\$C50C1C	\$12A4	BL_1C	E0FF	E002	6A0E
\$1D	\$C50C1D-\$C514E8	\$08CC	BL_1D	E0FF	0000	CA08
\$1E	\$C514E9-\$C519FA	\$0512	BL_1E	E0FF	A0FC	0204
\$1F	\$C519FB-\$C52B75	\$117B	BL_1F	E0FF	0000	CF09
\$20	\$C52B76-\$C5337B	\$0806	BL_20	E0FF	CAFF	B307
\$21	\$C5337C-\$C53551	\$01D6	BL_21	E0FF	C0FD	B001
\$22	\$C53552-\$C53928	\$03D7	BL_22	E0FF	BCFD	B103
\$23	\$C53929-\$C53D2C	\$0404	BL_23	E0FF	9D01	D503
\$24	\$C53D2D-\$C54193	\$0467	BL_24	E0FF	0000	6504
\$25	\$C54194-\$C545FA	\$0467	BL_25	E0FF	0000	6504
\$26	\$C545FB-\$C550F4	\$0AFA	BL_26	E0FF	0000	F80A
\$27	\$C550F5-\$C55495	\$03A1	BL_27	E0FF	C7FF	4E03
\$28	\$C55496-\$C55698	\$0203	BL_28	E0FF	C8FF	5F01
\$29	\$C55699-\$C56A5C	\$13C4	BL_29	E0FF	E0FC	C213
\$2A	\$C56A5D-\$C57F0A	\$14AE	BL_2A	E0FF	EAFF	7704
\$2B	\$C57F0B-\$C58EF9	\$0FEF	BL_2B	E0FF	F008	730E
\$2C	\$C58EFA-\$C5AC83	\$1D8A	BL_2C	E0FF	C705	5F0A
\$2D	\$C5AC84-\$C5B06C	\$03E9	BL_2D	E0FF	C004	3702
\$2E	\$C5B06D-\$C5B3C5	\$0359	BL_2E	E0FF	C7FF	B502
\$2F	\$C5B3C6-\$C5C0F6	\$0D31	BL_2F	E0FF	0000	2F0D
\$30	\$C5C0F7-\$C5C47C	\$0386	BL_30	E0FF	C5FF	3303
\$31	\$C5C47D-\$C5D1D1	\$0D55	BL_31	E0FF	F003	7704
\$32	\$C5D1D2-\$C5D854	\$0683	BL_32	E0FF	BCFD	5D06
\$33	\$C5D855-\$C5FA43	\$21EF	BL_33	E0FF	1A02	DC08
\$34	\$C5FA44-\$C616EC	\$1CA9	BL_34	E0FF	BDFF	2C19
\$35	\$C616ED-\$C61BC8	\$04DC	BL_35	E0FF	C5FF	9603
\$36	\$C61BC9-\$C628F9	\$0D31	BL_36	E0FF	0000	2F0D
\$37	\$C628FA-\$C62D72	\$0479	BL_37	E0FF	A0FC	F003
\$38	\$C62D73-\$C6386C	\$0AFA	BL_38	E0FF	0000	F80A
\$39	\$C6386D-\$C63A15	\$01A9	BL_39	E0FF	CAFF	5601
\$3A	\$C63A16-\$C6485D	\$0E48	BL_3A	E0FF	F0FF	5F01
\$3B	\$C6485E-\$C65480	\$0C23	BL_3B	E0FF	BAFF	CC03
\$3C	\$C65481-\$C65DC1	\$0941	BL_3C	E0FF	CAFF	EE08

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

Permanent link:
<https://www.ff6hacking.com/wiki/doku.php?id=ff3:ff3us:music:brsamples:bl&rev=1520055641>

Last update: 2019/02/12 10:01

