

## Final Fantasy 4 BRR Samples

Description	URL
BRR Samples with no sample length as first two bytes. Pitch, loop and ADSR data are in a text file.	<a href="#">Download</a>
BRR Samples with first two bytes as sample length. Pitch, loop and ADSR data are in a text file.	<a href="#">Download</a>
BRR Samples with first two bytes as sample length. Each sample has it own folder with data in bin files.	<a href="#">Download</a>
BRR Samples with no sample length as first two bytes converted to WAV audio file.	<a href="#">Download</a>
All the 4 packages above	<a href="#">Download</a>

### Offsets

22 samples	
\$0248CF - \$02492A	Loop start positions
\$02492B - \$024941	Pitch Multipliers?
\$024942 - \$024989	BRR samples pointers
\$02498A - \$03721C	BRR samples

### Samples Detail

All the data was taken from the Final Fantasy 4 ROM except for ADSR data and PITCH2, which act as default values for a FF6 use. PITCH1 is the one byte pitch multipliers in FF4. The LOOP data has 4 bytes in the FF4 ROM but first two bytes are always 00 00.

ID	Offset	Size	Name	PITCH1	ADSR	PITCH2	LOOP
\$00	\$024000 - \$02721E	\$321F	Silence	00	FFE0	0000	0000
\$01	\$02498A - \$02612B	\$17A2	Strings	01	FFE0	0000	1B00
\$02	\$02612C - \$02623B	\$0110	Harp	E3	FFE0	0000	FC00
\$03	\$02623C - \$026543	\$0308	Grand Piano	E3	FFE0	0000	BE02
\$04	\$026544 - \$028876	\$2333	Harp	02	FFE0	0000	0000
\$05	\$028877 - \$0293B8	\$0B42	Pipe Organ	01	FFE0	0000	1B00
\$06	\$0293B9 - \$02956A	\$01B2	Trumpet	E3	FFE0	0000	8C01
\$07	\$02956B - \$0296EF	\$0185	Flute	E3	FFE0	0000	7101
\$08	\$0296F0 - \$02B5BD	\$1ECE	Xylophone	02	FFE0	0000	0000
\$09	\$02B5BE - \$02BBA7	\$05EA	Bass Guitar	FF	FFE0	0000	4605
\$0A	\$02BBA8 - \$02DEDA	\$2333	Timpani	01	FFE0	0000	0000
\$0B	\$02DEDB - \$02F3D0	\$14F6	Electric Piano	02	FFE0	0000	5703
\$0C	\$02F3D1 - \$030338	\$0F68	Snare Drum	00	FFE0	0000	0000
\$0D	\$030339 - \$030889	\$0551	Kick Drum	00	FFE0	0000	0000
\$0E	\$03088A - \$031B3F	\$12B6	Hard Snare Drum	00	FFE0	0000	0000
\$0F	\$031B40 - \$032DF5	\$12B6	Conga Drum	00	FFE0	0000	0000
\$10	\$032DF6 - \$0340FC	\$1307	Loop Cymbals	00	FFE0	0000	BB05
\$11	\$0340FD - \$0348B1	\$07B5	Hihat	00	FFE0	0000	0000

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2019/02/12 13:13 ff3:ff3us:music:brrsamples:ff4 <https://www.ff6hacking.com/wiki/doku.php?id=ff3:ff3us:music:brrsamples:ff4&rev=1520728532>

\$12	\$0348B2 - \$035186	\$08D5	Cowbell	00	FFE0	0000	0000
\$13	\$035187 - \$0355F6	\$0470	Shaker	00	FFE0	0000	0000
\$14	\$0355F7 - \$035D3F	\$0749	Whistle	00	FFE0	0000	0000
\$15	\$035D40 - \$036CA7	\$0F68	Conga Drum	00	FFE0	0000	0000
\$16	\$036CA8 - \$03721C	\$0575	Chocobo	00	FFE0	0000	8004

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