

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

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*
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