# Action Queues

One question that you may have been asking yourself is "How do I make the characters move"? Action queues are a way of telling a character to perform specific actions. If you set the action queues up correctly, you can have multiple characters executing a complex series of actions at the same time. If you've been following the tutorial so far, action queues will be fairly straightforward to learn.

Starting an Action Queue

Starting an action queue works just like executing any other event command, although the number of parameter can vary depending on how many actions you want the character to take. Any command between $00 and $34 will start an action queue for one character. The Event Command Document has some information on which character will take action. In general, it will fall into one of the following categories:

- $00 - $0F: Player characters. For example, $00 begins an action queue for Terra, and $01 begins one for Locke. $0E and $0F are special in that they begin action queues for temporary characters like Banon and Leo. Be careful, as the game often uses NPC lookalikes, who resemble the player characters; those fall into the next category.
- $10 - $2F: Non-player characters. Different NPCs will take action depending on what map is loaded. You can cross-reference the Event Commands Document and FF6LE to figure out which command corresponds to the NPC that you want to move. An action queue for NPC 6 in FF6LE will begin if you use the $16 command, according to the Event Commands Document. If you open up the LE and select "[014] Narshe, Outside (WOB)", you can see that NPC 6 is a guard on this map. If you select "[15D] Thamasa, Strago's House", you can see that NPC 6 is a lookalike of Shadow on this map.
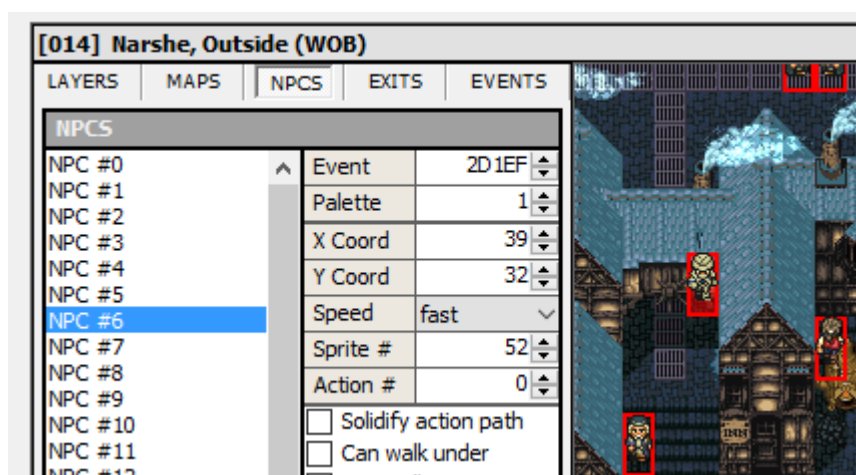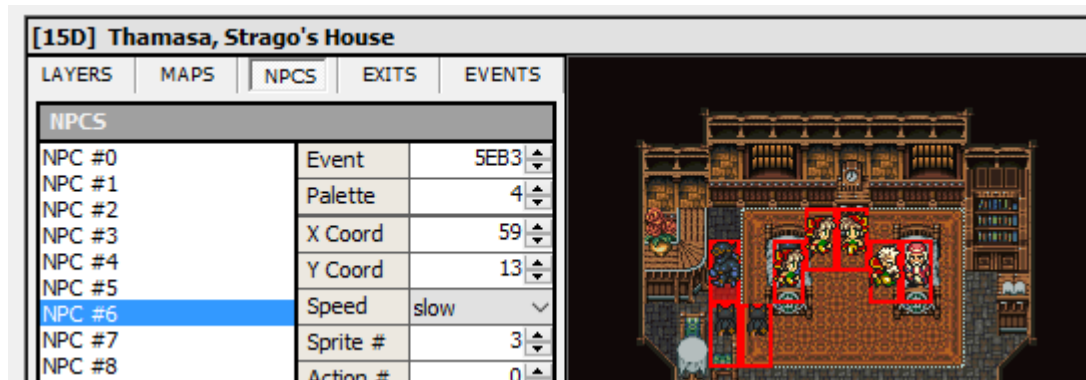
- **$30:** The camera. You can make the camera "walk" around the map, just like any other character. If you tell the camera to move upwards eight steps, the player's view will shift eight tiles upwards.
- **$31 - $34:** The characters in the party. Often, the player has the opportunity to pick a party of their choosing, so you won't know what characters are in the party during your event. By using the $31 command, you can move whomever happens to be leading the party. Figuring out which character is in the lead (and then moving them manually) would be a lot more difficult.