

## GBA Save File

All the test have been made on a (U) save file (.sav). A quick analysis suggest the first \$1E00 bytes of the file are 3 blocks of \$A00 bytes for the 3 save slots. They could be a close copy of the SNES SRAM \$1600-\$1FFF which would be logic but more test are needed. The data posted here is confirmed and match the order and offsets of the SNES SRAM. There is data in the \$1E00-\$37FF range but its purpose is unknown. Everything past that point is set to \$00 so chances are it is unused space.

Offsets	Description
\$0000 - \$09FF	Slot 1 data
\$0A00 - \$13FF	Slot 2 data
\$1400 - \$1DFF	Slot 3 data
\$1E00 - \$37FF	Unknown data
\$3800 - \$FFFF	Unused space ?

Offsets	Description
Character block (repeat 16 times)	
\$0000	Actor index
\$0001	Graphic index
\$0002 - \$0007	Name (A-Z \$20-\$39, a-z \$3A-\$53)
\$0008	Level
\$0009 - \$000A	Current HP
\$000B - \$000C	bbhhhhhhh hhhhhhhh
	b: hp boost (none, 25%, 50% , 12.5%)
	h: max hp
\$000D - \$000E	Current MP
\$000F - \$0010	bbmmmmmm mmmmmmm
	b: mp boost (none, 25%, 50% , 12.5%)
	h: max mp
\$0011 - \$0013	Current EXP
\$0014	weicmpzd Status 1
	w: wound
	e: petrify
	i: imp
	c: clear
	m: magitek
	p: poison
	z: zombie
	d: dark
\$0015	fhcmlzr Status 4
	f: float
	i: interceptor
	h: hide (?)
	c: control (?)
	m: morph (?)
	l: life 3 (?)
	z: freeze (?)

Offsets	Description
	r: rage (?)
\$0016 - \$0019	Battle Commands
\$001A	Strenght
\$001B	Speed
\$001C	Stamina
\$001D	Magic
\$001E	Esper
\$001F	Right Hand
\$0020	Left Hand
\$0021	Head
\$0022	Body
\$0023	Relic 1
\$0024	Relic 2
End of character block	
\$0260 - 0262	Gil
\$0266 - 0268	Steps
\$0263	Hours
\$0264	Minutes
\$0265	Seconds
\$08B6	Save Related? (\$81 to \$C1, 1 save)
\$096D	Save Related? (same as \$09A1)
\$09A1 - 09A5	Save related? (5 same values)
\$09FE - 09FF	Checksum

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