

GBA Save File

All the test have been made on a (U) save file (.sav). The first \$1E00 bytes of the file are 3 blocks of \$A00 bytes for the 3 save slots. They are somewhat similart to SNES SRAM \$1600-\$1FFF.

Offsets	Description
\$0000 - \$09FF	Slot 1 data
\$0A00 - \$13FF	Slot 2 data
\$1400 - \$1DFF	Slot 3 data
\$1E00 - \$1EFF	Seems empty
\$1F00 - \$1F1F	Ascii mark: FINAL FANTASY VI ADVANCE
\$1F20	0x01: Game has been saved at least once.
\$1F21 - \$1FF7	Seems empty
\$1FF8 - \$1FFF	FF6 static save mark: 0x1BE4 x4
\$2000 - \$23FF	Extra space for slot 1
\$2400 - \$27FF	Extra space for slot 2
\$2800 - \$2BFF	Extra space for slot 3
\$2C00 - \$2FFF	Bestiary for slot 1
\$3000 - \$33FF	Bestiary for slot 2
\$3400 - \$37FF	Bestiary for slot 3
\$3800 - \$5BFF	Quicksave slot
\$5C00 - \$FFFF	Unused space - Filled with 0xFF

Slot 1 data

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

Offsets	Description
	p: poison
	z: zombie
	d: dark
\$0015	fihcmlzr Status 4
	f: float
	i: interceptor
	h: hide (?)
	c: control (?)
	m: morph (?)
	l: life 3 (?)
	z: freeze (?)
	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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