

## 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 similar 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	bbhhhhhh hhhhhhhh
	b: hp boost (none, 25%, 50% , 12.5%)
	h: max hp
\$000D - \$000E	Current MP
\$000F - \$0010	bbmmmmmm mmmmmmmm
	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: invisible
	m: magitek

Offsets	Description
	p: poison
	z: zombie
	d: blind
\$0015	fihcmlzr Status 4
	f: float
	i: interceptor
	h: hide (?)
	c: control (?)
	m: trance (?)
	l: reraise (?)
	z: freeze (?)
	r: rage (?)
\$0016 - \$0019	Battle Commands
\$001A	Strength
\$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	
Roster (16 bytes. One byte per character.)	
\$0250 - \$025F	verbbppp
	v: Character is visible
	e: Character is enabled
	r: Battle Row (back row if set)
	b: Battle Order (1-4)
	p: Party (0: unassigned, 1-3: groups)
Generic Data	
\$0260 - \$0262	Gil
\$0263	Hours
\$0264	Minutes
\$0265	Seconds
\$0266 - \$0268	Steps
Ability Lists	
\$0269 - \$02A8	Character 1 known spells (57 spells + 7 empty slots, 1 byte per spell slot)
\$02A9 - \$0568	Spells for the other 11 characters
\$0569 - \$06F4	Seems empty. Probably leftovers from moving the item data to another location.
\$06F5	Active group number. (Used in multiparty dungeons.)
\$06F6	Trance bar/counter.
\$06F7	Learned Bushido

Offsets	Description
\$06F8 - \$0727	Static marks? SNES version had Bushido names here.
\$0728	Learned Blitzes
\$0729 - \$072B	Learned Lores
\$072C - \$074B	Learned Rages
\$074C	Learned Dances
Config Data	
\$074D - \$07C6	Config Data block
\$074D	cmmmwbbb
	c: command set (window/short)
	m: message speed
	w: battle mode (active/wait)
	b: battle speed
\$074E	gcsrwww
	g: gauge
	c: cursor
	s: sound (removed)
	r: re-equip
	w: wallpaper (values 0-7 valid)
\$074F	- - - -4321 (removed)
	4: player 2 control character 4
	3: player 2 control character 3
	2: player 2 control character 2
	1: player 2 control character 1
\$0750	aaaabbbb (removed)
	a: A button mapping (0 = start, 1 = A, 2 = B, 3 = X, 4 = Y, 5 = top L, 6 = top R, 7 = select)
	b: B button mapping
\$0751	xxxxyyyy (removed)
	x: X button mapping
	y: Y button mapping
\$0752	llllrrrr (removed)
	l: top L button mapping
	r: top R button mapping
\$0753	tttteeee (removed)
	t: Start button mapping
	e: Select button mapping
\$0754	mbcccsss
	m: controller 2 enabled (unused)
	b: enable custom button config (unused)
	c: Font/Window palette color selection (unused)
	s: Magic order
\$0755 - \$0756	Font color
\$0757 - \$07C6	Window palettes/colors (8 palettes, 7 colors each)
\$07C7 - \$07C8	Empty (SNES version had save counter here.)
Battle Events	

Offsets	Description
\$07C9 - \$07CE	Seems empty
\$07CF	abcdefgh
	a: if set, program compares current monster index with monster index at CF3780,X. if equal, monster index is changed to monster index at CF3782,X.
	b-h: same as a
\$07D0	- - - - mtf
	m: permanent trance (for Humbaba battle)
	t: trance lasts twice as long (set after Humbaba battle)
	f: magic only (Cultists' Tower)
\$07D1	ztrbemsg
	z: zone eater engulfed the party
	t: timers are shown in menu and battle
	r: ran out of time (before emperor's banquet)
	b: ran away from previous battle
	e: gained AP is displayed (espers have been acquired)
	m: trance is available
	s: enables scene with LOCKE and EDGAR if TERRA uses magic.
	g: game over after battle ends
\$07D2	- -ums-gd
	u: LOCKE is wearing soldier uniform
	m: LOCKE is wearing merchant clothes
	s: SHADOW won't leave after battle
	g: GAU has been obtained
	d: DeathGaze has been defeated
\$07D3 - \$07D4	DeathGaze's HP
\$07D5	Battles Fought with Cursed Shield
\$07D6 - \$07DC	Seems empty
Field Data	
\$07DD - \$081C	Veldt Formations Available (64 bytes)
\$081D - \$083F	Seems empty
\$0840 - \$0863	Treasure Bits (indicates if chests have been collected)
\$0864 - \$086F	Empty treasure bits
\$0870 - \$087F	Seems empty. Leftover bytes from treasure bits.
\$0880 - \$08DB	Event bits
\$08DC - \$08DD	Active party members in shops
\$08DE - \$08DF	Active party members in airship
\$08E0 - \$095F	NPC event bits
Position data	
\$0960 - \$0961	Overworld XY Position
\$0962 - \$0963	Airship XY Position
\$0964 - \$0965	- -ddnzpm mmmmmmmm
	d: facing direction
	n: show map name
	z: z-level
	p: set destination as parent map

Offsets	Description
	m: Current Map Index
\$0966 - \$0967	Field XY Scroll Position (BG1)
\$0968	Facing Direction (00:Up, 01:Right, 02:Down, 03:Left, parent facing direction if bit 7 set)
\$0969 - \$096A	Parent Map Index
\$096B - \$096C	Parent XY Position
Other Data	
\$096D	Random Number (RNG Seed for NPC walking direction.)
\$096E - \$096F	Danger counter for random battles
\$0970 - \$097F	Saved Character Palette Indexes (for world map)
\$0980	Current Song index
\$0981 - \$09A0	Saved Object Map Indexes
\$09A1	Step counter used as an RNG Seed in determining the next random encounter.
\$09A2	Battle counter used as an RNG Seed in determining the monster formation.
\$09A3	RNG salt for use with \$09A2 (increments +23 when \$09A2 goes over 255.)
\$09A4	RNG salt for use with \$09A1 (increments +17 when \$09A1 goes over 255.)
\$09A5	Veldt battle group number.
\$09A6 - \$09A7	Pointer to Current Showing Character's Object Data
\$09A8 - \$09BF	Saved timer data (for 4 timers.)
\$09A8	pfrm - - - -
	p: Pause timer in menu and battle.
	f: Timer is visible on field (timer 0 only).
	r: End battle or exit menu if timer runs out.
	m: Timer is visible in menu and battle (timer 0 only).
\$09A9 - \$09AA	Frame counter
\$09AB - \$09AD	pointer to event code (+CA0000)
\$09C0 - \$09C1	Party XY Map Position
\$09C2 - \$09D1	Event Variables
\$09C2 - \$09C3	Points from Narshe security checkpoint/Emperor's banquet
\$09C4 - \$09C5	Narshe security checkpoint variable
\$09C6 - \$09CD	Empty
\$09CE - \$09CF	Number of Dragons Left
\$09D0 - \$09D1	Cid's Health/Pieces of Coral
\$09D2	Parent facing direction (00:Up, 01:Right, 02:Down, 03:Left)
\$09D3 - \$09F2	Character Saved XY Positions (2 bytes each)
\$09F3 - \$09F6	Party Z Levels
\$09F7 - \$09FD	Empty
\$09FE - 09FF	Slot data checksum (Sum 16 from \$0000-\$09FD)

From:  
<https://www.ff6hacking.com/wiki/> - **ff6hacking.com** wiki

Permanent link:  
<https://www.ff6hacking.com/wiki/doku.php?id=ff6a:doc:savefile&rev=1534015281>

Last update: **2019/02/12 12:22**



