

Battle Script Mnemonics

Mnemonic Name	Description
BattleAction	—
BattleAddEnemy	—
BattleAddFellow	—
BattleAnim	—
BattleCondition	—
BattleEndEnabled	—
BattleForceExit	—
BattleForceExitOnSave	—
BattleInteractive	—
BattlePause	—
BattleSleepEnemy	—
BattleSyncAction	—
Blank	—
Branch	—
Calc	—
Call	—
ExecBattleAI	—
Exit	—
FadeOut	—
GetEnemyMode	—
Jump	—
LoadSE	—
Msg	—
MsgClose	—
Nop	—
PlayBattleEffect	—
PlayBGM	—
PlaySE	—
ResetFlag	—
Return	—
SetFlag	—
StopBGM	—
StopEnvSe	—
StopSE	—
SyncBattleAI	—
SyncBattleEffect	—
SyncBGM	—
SysCall	—
Wait	—
WaitToBattleStart	—

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