

Event Scripts

Event script are located in each map folder/subfolders in FINAL FANTASY

VI_Data\StreamingAssets\Assets\GameAssets\Serial\Res\Map. Each map folder has a package.json file with in it one or many map element(s). Each map element has a script element with in it the relative path and asset name of each event script.

Mnemonic List

Event Mnemonic Name	Description
AddAirShipFlightAltitudeChangeTask	—
AddAirShipMoveTask	—
AddAirShipRotateChangeTask	—
AddAirshipUpDownMoveTask	—
AddCondition	—
AddTelepoCache	—
AssignMoveRoute	—
AutoSave	—
BackdropColor	—
Blank	—
Branch	—
BranchByCharacter	—
BranchByLeader	—
BranchByNumOfMember	—
BranchByPlayerDirection	—
Calc	—
Call	—
ChangeGpsData	—
ChangeMap	—
ChangeMapRenderArea	—
ChangePartySlot	—
ChangeScript	—
ChangeScriptAtOnTrigger	—
ChangeView	—
ColorFade	—
CueAnim	—
Encount	—
EncountBoss	—
ExecPuppet	—
Exit	—
FadeIn	—
FadeOut	—
FinishPuppet	—
FinishTimer	—
Flash	—

Event Mnemonic Name	Description
GetItem	—
GoToTitle	—
Hide	—
HideMob	—
HidePlayer	—
InvalidateTelepo	—
Jump	—
Lerp	—
LoadSE	—
LookAt	—
LoseVehicle	—
Move	—
MoveBirdView	—
MoveTo	—
Msg	Display a dialogue caption
MsgClose	—
MsgFinishWait	—
Nop	—
OnTheVehicle	—
OpenSaveWindow	—
OrganizePartySlot	—
Orient	—
PauseBGM	—
PauseEnvSe	—
PitchEnvSe	—
PlayAnim	—
PlayBGM	—
PlayEnvSe	—
PlaySE	—
ReadyBGM	—
RecoveryHP	—
RecoveryMP	—
RemoveCondition	—
RemoveGil	—
RemoveItem	—
RemoveTelepoCache	—
ReplayBgm	—
ResetAnimOnlyJockey	—
ResetFlag	—
RestoreMob	—
Return	—
RideVehicleNPC	—
Route	—
ScreenEffect	—
Select	—

Event Mnemonic Name	Description
SetAnimOnlyJockey	—
SetEntities	—
SetFlag	—
SetGilTag	—
SetPos	—
SetPuppet	—
SetRandomValue	—
SetTimer	—
SetVehicle	—
SetVolume	—
Shake	—
Show	—
ShowHelpAndExit	—
ShowMapTitle	—
ShowPlayer	—
StartAirShipAutoManipulate	—
StopBGM	—
StopEnvSe	—
StopSE	—
SubtractionHP	—
SwitchVehicleActive	—
SyncBGM	—
SyncSE	—
SysCall	—
Tag	—
TreasureBox	—
Wait	—
Water	—

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