

Map Animation Data

Overview

Data for BG1/BG2 tiles that are animated on maps.

Offsets

Description	Value
Pointer Table Offset	\$C091D5
Base offset (SNES)	\$C091FF
Block size	\$0A

Data

A speed of \$0400 will animate at 60 frames/sec. Frame offsets are in Map Animation Graphics (+\$E60000).

Offset	Description
\$00-\$01	Animation Speed
\$02-\$03	Frame 1 Offset
\$04-\$05	Frame 2 Offset
\$06-\$07	Frame 3 Offset
\$08-\$09	Frame 4 Offset

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