

# Map BG3 Animation Data

## Overview

Data for BG3 tiles that are animated on maps.

## Offsets

Description	Value
Pointer Table Offset	\$C0979F
Base offset (SNES)	\$C097AD
Block size	\$14
Number of blocks	\$06

## Data

A speed of \$0400 will animate at 60 frames/sec.

Offset	Description
\$00-\$01	Animation Speed
\$02-\$03	Tile Size
\$04-\$05	Frame 1 Offset
\$06-\$07	Frame 2 Offset
\$08-\$09	Frame 3 Offset
\$0A-\$0B	Frame 4 Offset
\$0C-\$0D	Frame 5 Offset
\$0E-\$0F	Frame 6 Offset
\$10-\$11	Frame 7 Offset
\$12-\$13	Frame 8 Offset

## List

Idx	BG3 Graphic	Description
\$00	-	None
\$01	\$01	Rivers Flowing (Lete)
\$02	\$00	Unused? (Figaro Castle)
\$03	\$0A	Rain (Zozo)
\$04	\$04	Glowing Torches (Caves)
\$05	\$07	Tides at the beach (Solitary Island)
\$06	\$03	Chimney Smoke (Narshe)

Last  
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