

# Dialogue Strings

## Overview

The table is the DTE for the main dialogue strings.

The “\_” character corresponds to the space character.

## Offsets

The dialogue DTE table is used in the following text chunks:

ROM (header)	CPU address	Description
\$D0200	\$EF1BA	\$CD0000 \$CEEFBA Map Event dialogue
\$EF300	\$EF661	\$CEF100 \$CEF461 Location names

## Table

Value	Letters
\$00	(end)
\$01	(line)
\$02	TERRA
\$03	LOCKE
\$04	CYAN
\$05	SHADOW
\$06	EDGAR
\$07	SABIN
\$08	CELES
\$09	STRAGO
\$0A	RELM
\$0B	SETZER
\$0C	MOG
\$0D	GAU
\$0E	GOGO
\$0F	UMARO
\$10	(wait 60 frames)
\$11 XX	(wait 15 * XX frames)
\$12	(wait 1 frame)
\$13	(page)
\$14 XX	(spaces * XX)
\$15	(choice)
\$16 XX	(wait for key 15 * XX frames)
\$17 XX	?? Graphics?
\$18 XX	??

Value	Letters
\$19	(GP)
\$1A	(item)
\$1B	(skill)
\$1C XX	??
\$1D XX	??
\$1E XX	??
\$1F XX	??
\$20	A
\$21	B
\$22	C
\$23	D
\$24	E
\$25	F
\$26	G
\$27	H
\$28	I
\$29	J
\$2A	K
\$2B	L
\$2C	M
\$2D	N
\$2E	O
\$2F	P
\$30	Q
\$31	R
\$32	S
\$33	T
\$34	U
\$35	V
\$36	W
\$37	X
\$38	Y
\$39	Z
\$3A	a
\$3B	b
\$3C	c
\$3D	d
\$3E	e
\$3F	f
\$40	g
\$41	h
\$42	i
\$43	j
\$44	k
\$45	l

Value	Letters
\$46	m
\$47	n
\$48	o
\$49	p
\$4A	q
\$4B	r
\$4C	s
\$4D	t
\$4E	u
\$4F	v
\$50	w
\$51	x
\$52	y
\$53	z
\$54	0
\$55	1
\$56	2
\$57	3
\$58	4
\$59	5
\$5A	6
\$5B	7
\$5C	8
\$5D	9
\$5E	!
\$5F	?
\$60	/
\$61	:
\$62	"
\$63	'
\$64	-
\$65	.
\$66	,
\$67	...
\$68	;
\$69	#
\$6A	+
\$6B	(
\$6C	)
\$6D	%
\$6E	~
\$6F	
\$70	@
\$71	(note)
\$72	=

Value	Letters
\$73	"
\$74	
\$75	
\$76	(pearl)
\$77	(death)
\$78	(lit)
\$79	(wind)
\$7A	(earth)
\$7B	(ice)
\$7C	(fire)
\$7D	(water)
\$7E	(poison)
\$7F	
\$80	e_
\$81	_t
\$82	:_
\$83	th
\$84	t_
\$85	he
\$86	s_
\$87	er
\$88	_a
\$8A	in
\$8B	ou
\$8C	d_
\$8D	_w
\$8E	_s
\$8F	an
\$90	o_
\$91	_h
\$92	_o
\$93	r_
\$94	n_
\$95	at
\$96	to
\$97	_i
\$98	,_
\$99	ve
\$9A	ng
\$9B	ha
\$9C	_m
\$9D	Th
\$9E	st
\$9F	on
\$A0	yo

Value	Letters
\$A1	_b
\$A2	me
\$A3	y_
\$A4	en
\$A5	it
\$A6	ar
\$A7	ll
\$A8	ea
\$A9	l_
\$AA	ed
\$AB	_f
\$AC	_y
\$AD	hi
\$AE	is
\$AF	es
\$B0	or
\$B1	l_
\$B2	_c
\$B3	ne
\$B4	's
\$B5	nd
\$B6	le
\$B7	se
\$B8	_l
\$B9	a_
\$BA	te
\$BB	_l
\$BC	pe
\$BD	as
\$BE	ur
\$BF	u_
\$C0	al
\$C1	_p
\$C2	g_
\$C3	om
\$C4	_d
\$C5	f_
\$C6	_g
\$C7	ow
\$C8	rs
\$C9	be
\$CA	ro
\$CB	us
\$CC	ri
\$CD	wa

Value	Letters
\$CE	we
\$CF	Wh
\$D0	et
\$D1	_r
\$D2	nt
\$D3	m_
\$D4	ma
\$D5	l'
\$D6	li
\$D7	ho
\$D8	of
\$D9	Yo
\$DA	h_
\$DB	_n
\$DC	ee
\$DD	de
\$DE	so
\$DF	gh
\$E0	ca
\$E1	ra
\$E2	n'
\$E3	ta
\$E4	ut
\$E5	el
\$E6	!_
\$E7	fo
\$E8	ti
\$E9	We
\$EA	lo
\$EB	e!
\$EC	ld
\$ED	no
\$EE	ac
\$EF	ce
\$F0	k_
\$F1	_u
\$F2	oo
\$F3	ke
\$F4	ay
\$F5	w_
\$F6	!!
\$F7	ag
\$F8	il
\$F9	ly
\$FA	co

Value	Letters
\$FB	._
\$FC	ch
\$FD	go
\$FE	ge
\$FF	e...

From:

<https://www.ff6hacking.com/wiki/> - **FF6 Wiki**

Permanent link:

[https://www.ff6hacking.com/wiki/doku.php?id=ff3:ff3us:doc:asm:fmt:dialogue\\_dte](https://www.ff6hacking.com/wiki/doku.php?id=ff3:ff3us:doc:asm:fmt:dialogue_dte)

Last update: **2016/04/03 06:03**

