

# Location Properties

aka. Map Properties

## Offset

Description	Value
Base offset (SNES)	\$ED8F00
Blocks	\$019F
Block size	\$21
Total size	\$357F

The [Location](#) index corresponds to the block index.

## RAM

Routine at \$C0/1CAD will load location properties for the current location and store in RAM \$0520. See [Field RAM](#).

## Data

Offset	Description
\$00	Location Name Index
\$01	Layer Effects Flags
	\$01 enable X-Zone (doesn't do anything)
	\$02 enable Warp (spell and item)
	\$04 wavy BG3
	\$08 wavy BG2
	\$10 wavy BG1
	\$20 enable spotlights
	\$80 load timer graphics
\$02	\$7F Battle Background
	\$80 BG3 in Foreground
\$03	-
\$04	<a href="#">Tile Properties</a> Index
\$05	\$7F battle proprieties
	\$80 enable random battles
\$06	\$03 Window Mask Settings
	\$80 set for colosseum guy's house (unused)

Offset	Description
\$07	7-bit: Graphics (4) + BG3 GFX + <a href="#">Tilesets</a> (2)
\$08	
\$09	
\$0A	
\$0B	
\$0C	10-bit: Tilemaps (3)
\$0D	
\$0E	
\$0F	
\$10	Sprite Overlay Index
\$11	
\$12	
\$13	
\$14	
\$15	BG2 Shift, left
\$16	BG2 Shift, up
\$17	BG3 Shift, left
\$18	BG3 Shift, up
\$19	BG2/BG3 Scroll Mode
\$17	BG1/BG2 Dimensions
	\$03 BG2 Map Height Index
	\$0C BG2 Map Width Index
	\$30 BG1 Map Height Index
	\$C0 BG1 Map Width Index
\$18	BG3 Dimensions
	\$0F <unused> (copied to RAM)
	\$30 BG3 Map Height Index
	\$C0 BG3 Map Width Index
\$19	Palette Index
\$1A	<a href="#">Palette Animation Index</a>
\$1B	BG Animations
	\$E0 <a href="#">BG3 Animation Index</a>
	\$1F <a href="#">BG1/BG2 Animation Index</a>
\$1C	<a href="#">Music Track</a>
\$1D	-
\$1E	Map Width (\$00 loops)
\$1F	Map Height
\$20	BG2/BG3 Color Math Mode

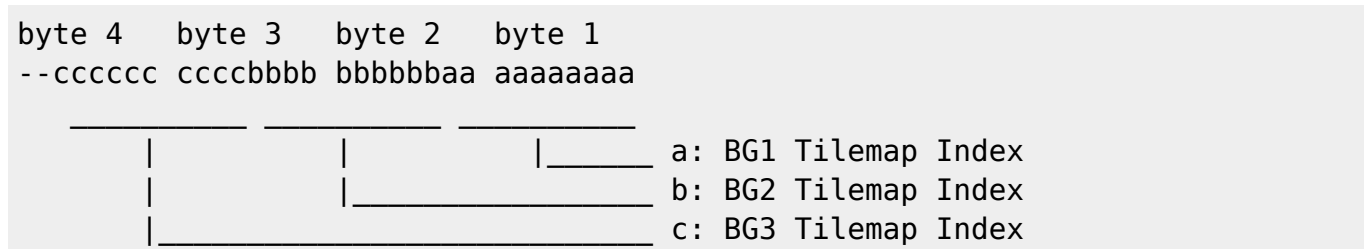
## Bit Shifted Data

### 7-bit: Graphics (4) + BG3 GFX + Tilesets (2)

byte 6	byte 5	byte 4	byte 3	byte 2	byte 1
aaaaaaab	bbbbbbcc	ccccdddd	dddeeeee	eeffffff	fggggggg
					g: BG1/BG2 Graphics 1



## 10-bit: Tilemaps (3)



## BG Dimensions

4-bit BG Dimensions (HEIGHTxWIDTH)							
		Size Values:		256	512	1024	2048
Height Values (2-bit):		0	1	2	3		
Width Values (2-bit):		0	4	8	C		
0	256x256	4	256x512	8	256x1024	C	256x2048
1	512x256	5	512x512	9	512x1024	D	512x2048
2	1024x256	6	1024x512	A	1024x1024	E	1024x2048
3	2048x256	7	2048x512	B	2048x2048	F	2048x2048

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