

Attack Graphics Data

This data (6 bytes) gets copied to 7E/7AEA when loading the graphics for an animation (see C1/A18B).

Offsets

| Description | Value |
|--------------------|----------|
| Base Offset (SNES) | \$D4D000 |
| Block size | \$06 |
| Number of blocks | \$28A |
| Total size | \$F3C |

Data

| Byte | Description | |
|-----------|---|----------------------------------|
| \$00 | \$80 | 0 = 3bpp, 1 = 2bpp |
| | \$40 | High bit of tile formation index |
| | \$3F | Number of frames |
| \$01 | Tile formation index (at \$D20000 for 3bpp graphics, \$D2C000 for 2bpp) | |
| \$02-\$03 | Frame data index (pointer at \$D4DF3C, data at \$D10141) | |
| \$04 | Frame width (in 16×16 tiles) | |
| \$05 | Frame height | |

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