

# Instrument Sets

Instrument sets are available for each [Music Track](#) (16 [instruments](#) per track):

Description	Value
Base offset (SNES)	\$C53F95
Block size	\$20
Number of blocks	\$55
Total size	\$0AA0

In an instrument set each instrument index uses 2 bytes (16-bits) although the second byte is always 00. 16 instruments can be set for each track index so 32 bytes (\$20) used in total for each track.

Prelude example:

01 - The Prelude		5 instruments		- 3.16 (C85CA0-C8641D)			
Harp	Flute	Strings	Choir	Synth	n/a	n/a	n/a
C53FB5	1B 00	07 00	0D 00	06 00	2C 00	00 00	00 00
00 00							
n/a	n/a	n/a	n/a	n/a	n/a	n/a	
C53FC5	00 00	00 00	00 00	00 00	00 00	00 00	00 00
00 00							

From:

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

Permanent link:

[https://www.ff6hacking.com/wiki/doku.php?id=ff3:ff3us:doc:asm:fmt:instrument\\_sets](https://www.ff6hacking.com/wiki/doku.php?id=ff3:ff3us:doc:asm:fmt:instrument_sets)

Last update: **2016/05/11 08:37**

