

Palette Animation Data

aka. Animation BG (ZoneDoctor)

Overview

Each location will have a Palette Animation index in it's [Location Properties](#).

Description	Value
Base offset (SNES)	\$C09825
Block size	\$0C
Number of blocks	\$0A
Total size	\$78

Each block will consist of 2 sets of 6 byte palette animations. So 2 animations are loaded each time.

RAM

A routine at \$C0/8D1D reads the palette animation data for the current location into RAM, see [Field RAM](#).

Data

Byte	RAM	Description
\$00	\$10EA	\$0F Counter 2 reset value
		\$F0 Palette Animation Type
		\$00 Type: None
		\$10 Type: Cycle
		\$20 Type: ROM
		\$30 Type: Subtract pulse
\$01	\$10E8	Counter 1 reset value
\$02	\$10EB	First color pointer (color index * 2)
\$03	\$10EC	(number of affected colors - 1) * 2 (-1 only for type 2 and 3)
\$04	\$10ED	Color index in ROM (only used by type 2)
\$05	\$10EE	<unused>

List

Idx	Description	Palette
\$00	None	-
\$01	Lete River, Whitewater river with birds (ending)	\$07
\$02	Lava (Phoenix Cave, Cave to the Sealed Gate)	\$20/05/1B

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Idx	Description	Palette
\$03	Imperial Camp	\$08
\$04	Solitary Island, beach	\$1E
\$05	? <unused>	-
\$06	Doma Castle (during Imperial siege), dark (ending without Cyan)	\$02
\$07	Baren Falls, Waterfall cliff bridge with birds (ending)	\$17
\$08	Narshe (WoB)	\$0C
\$09	Kefka's Tower, caves	\$22
\$0A	Darill's Tomb	\$28

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