

Event Trigger

Overview

Triggers a event when the player steps in a specific coordinate in the map.

Offsets

Description	Value
Base offset (SNES)	\$C40000
Block size	\$02
Number of blocks	\$01A0
Total size	\$0340

The structure is a sequence of two-byte pointers. The index of the pointer is relative to the map number.

The actual offset of the appointed data is the pointer value plus the base offset.

The game system checks the actual pointer and the next pointer to determinate the amount of data to read. It can include multiple data blocks.

Data

Offset	Description
\$00	x position
\$01	y position
\$02	event address, low byte
\$03	event address, middle byte
\$04	event address, high byte

Note

If the event doesn't move the player for a new coordinate, the event will be repeated forever in a infinite cycle. The event must move the player or null itself after it was triggered.

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