

# Location Entrance Events

aka. Map Startup Events

## Overview

Entrance events are executed each time the map is loaded on the screen this can be:

- When a location is entered.
- When battle is complete and the location is reloaded.
- When a menu is closed and the location is reloaded.

## Offsets

Description	Value
Pointers (24-bit)	\$D1FA00
Base offset	+\$CA0000
Number of pointers	\$200
Total size	\$600

The Entrance Event pointers will be 3 bytes each, indexed by [Locations](#). Each Location has one Entrance Event.

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