

# Character AI Data

## Overview

Controls characters that act using monster AI scripts.

## Data

Offset	Description
\$00.7	p: hide party
\$00.0	c: hide character names
\$01	battle background (\$FF is default background)
\$02	targetable characters
\$03	song (\$FF is default)
\$04-\$17	character AI data (4 items, 5 bytes each)
\$04	h f c c c c c c (\$FF to disable this character)
	h: hide character
	f: flip character horizontally (character acts as enemy)
	c: actor index
\$05	character index (character properties)
\$06	AI script (add 256, see C2/3033)
\$07	x position (multiply by 2)
\$08	y position (multiply by 2)

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