

Movement Action Commands

Overview

Custom actions are processed from jump table at \$C0/7807, beginning with Movement Action \$C6.

Graphical Actions (00-7F)

```
00 Forward, Walking 1
01 Forward, Standing
02 Forward, Walking 2
03 Backward, Walking 1
04 Backward, Standing
05 Backward, Walking 2
06 Side, Walking 1
07 Side, Standing
08 Side, Walking 2
09 Kneeling / Weak
0A Attack pose (facing left)
0B Attacked pose (looking left)
0C Idle in Battle Pose
0D Walking in Battle Pose
0E Arms Raised, Walking
0F Arms Raised, Jumping
10 Spell Cast (looking left), first frame
11 Spell Cast (looking left), second frame
12 Dead pose (looking left)
13 Front, head down eyes closed
14 Wink
15 Eyes closed, looking to the right
16 Front, arms raised in air
17 Back, arms raised in air
18 mad/embarrassed
19 Front, right arm raise
1A Front, right arm wave
1B Back, right arm raise
1C Back, right arm wave
1D laughing part 1
1E laughing part 2
1F shocked
20 Front, head down
21 Back, head down
22 Head down sad left
23 Front, head turned (left); 63 Look to the right
24 Moving the finger, first frame; 64= flipped
25 Moving the finger, second frame; 65 is flipped
26 unused pose with the Jap. text (Except for terra)
27 tent
```

28 knocked down pose #2 (For special characters)
 2C used for NPCs special pose in some cases.
 2D used for KO'ed NPC
 3F
 40-7F Graphical Actions 00-3F, flipped horizontally

Movement Actions (80-AB)

Movement (80-9F):

100nnnndd

| | | d: direction (0: up, 1: right, 2: down, 3: left)
 | | n: number of steps (1 is added to this, so 1-8 steps possible)
 | always 100

Movement table in tiles:

1	2	3	4	5	6	7	8	
80	84	88	8C	90	94	98	9C	Move character up
81	85	89	8D	91	95	99	9D	Move character right
82	86	8A	8E	92	96	9A	9E	Move character down
83	87	8B	8F	93	97	9B	9F	Move character left
A0								Move entity right/up 1x1 tiles
A1								Move entity right/down 1x1 tiles
A2								Move entity left/down 1x1 tiles
A3								Move entity left/up 1x1 tiles
A4								Move entity right/up 1x2 tiles
A5								Move entity right/up 2x1 tiles
A6								Move entity right/down 2x1 tiles
A7								Move entity right/down 1x2 tiles
A8								Move entity left/down 1x2 tiles
A9								Move entity left/down 2x1 tiles
AA								Move entity left/up 2x1 tiles
AB								Move entity left/up 1x2 tiles

Speed (C0-C4)

C0 slowest	Set entity's speed (within the event) to
C1 slow	Set entity's speed (within the event) to
C2 normal	Set entity's speed (within the event) to
C3 fast	Set entity's speed (within the event) to
C4	Set entity's speed (within the event) to

fastest

Custom Actions

C6	\$C0787B	Set entity to walk when moving
C7	\$C07886	Set entity to stay still when moving
C8 xx	\$C07891	Set entity layering priority
C9 xx	\$C07A05	Place entity on vehicle xx
CC	\$C078AB	Turn current entity up
CD	\$C078B7	Turn current entity right
CE	\$C078C4	Turn current entity down
CF	\$C078D1	Turn current entity left
D0	\$C078DE	
D1	\$C07928	Hide current entity
D5 xx yy	\$C07A1E	Set position to (xx, yy)
D7	\$C07A65	Center entity on screen
DC	\$C07A94	Make entity jump (low)
DD	\$C07A9C	Make entity jump (high)
E0 xx	\$C07AA4	Pause for xx/60 seconds
E1 xx	\$C07969	Set event bit \$1E80 + xx (\$1E80 + \$0xx)
E2 xx	\$C07983	Set event bit \$1EA0 + xx (\$1E80 + \$1xx)
E3 xx	\$C0799D	Set event bit \$1EC0 + xx (\$1E80 + \$2xx)
E4 xx	\$C079B7	Clear event bit \$1E80 + xx (\$1E80 + \$0xx)
E5 xx	\$C079D1	Clear event bit \$1EA0 + xx (\$1E80 + \$1xx)
E6 xx	\$C079EB	Clear event bit \$1EC0 + xx (\$1E80 + \$2xx)
F9 aaaaaa	\$C07ACF	Jump out of the queue to \$aaaaaa+\$CA0000
FA xx	\$C07B0C	Randomly branch backward xx bytes in the queue
FB xx	\$C07B19	Randomly branch forward xx bytes in the queue
FC xx	\$C07B26	Branch backward xx bytes in the queue
FD xx	\$C07B4B	Branch forward xx bytes in the queue
FF	\$C07B70	End queue

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