

Attack Graphics Data

This data (6 bytes) gets copied to 7E/7AEA when loading the graphics for an animation (see C1/A18B).

Offsets

Description	Value
Base Offset (SNES)	\$D4D000
Block size	\$06
Number of blocks	\$28A
Total size	\$F3C

Data

Byte	Description	
\$00	\$80	0 = 3bpp, 1 = 2bpp
	\$40	High bit of tile formation index
	\$3F	Number of frames
\$01	Tile formation index (at \$D20000 for 3bpp graphics, \$D2C000 for 2bpp)	
\$02-\$03	Frame data index (pointer at \$D4DF3C, data at \$D10141)	
\$04	Frame width (in 16×16 tiles)	
\$05	Frame height	

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