

Final Fantasy 5 BRR Samples

Description	URL
BRR Samples with no sample length as first two bytes. Pitch, loop and ADSR data are in a text file.	Download
BRR Samples with first two bytes as sample length. Pitch, loop and ADSR data are in a text file.	Download
BRR Samples with first two bytes as sample length. Each sample has it own folder with data in bin files.	Download
BRR Samples with no sample length as first two bytes converted to WAV audio file.	Download
All the 4 packages above	Download

Offsets

35 samples	
\$C43C6F - \$C43CD7	BRR samples pointers
\$C43CD8 - \$C43D1D	Loop start positions
\$C43D1E - \$C43D63	Pitch Multipliers
\$C43D64 - \$C43DA9	ADSR data
\$C446AA - \$C5E5E7	BRR samples

Samples Detail

All the data was taken from the Final Fantasy 5 ROM. ADSR stands for ADSR data, PITCH for pitch multipliers and LOOP for loop start position.

ID	Offset	Size	Name	ADSR	PITCH	LOOP
\$01	\$C446AA - \$C45137	\$0A8E	bass drum	FFE0	C000	8C0A
\$02	\$C45138 - \$C45D12	\$0BDB	snare	FFE0	0000	D90B
\$03	\$C45D13 - \$C46EA8	\$1196	hard snare	FFE0	C000	9411
\$04	\$C46EA9 - \$C47CF9	\$0E51	cymbal	FFF0	0000	FA05
\$05	\$C47CFA - \$C492F4	\$15FB	tom	FFE0	6000	F915
\$06	\$C492F5 - \$C4975B	\$0467	closed hi-hat	FFE0	0000	6504
\$07	\$C4975C - \$C4A8F1	\$1196	open hi-hat	FFE0	0000	9411
\$08	\$C4A8F2 - \$C4BA87	\$1196	timpani	FFE0	FB00	9411
\$09	\$C4BA88 - \$C4C4FA	\$0A73	vibraphone	FFF0	FE48	F504
\$0A	\$C4C4FB - \$C4C7BA	\$02C0	marimba	FFF5	E0A0	9A02
\$0B	\$C4C7BB - \$C4E73C	\$1F82	strings	FFE0	007C	F708
\$0C	\$C4E73D - \$C4F518	\$0DDC	choir	FFE0	FD00	C702
\$0D	\$C4F519 - \$C4F883	\$036B	harp	FFF2	5100	4E03
\$0E	\$C4F884 - \$C50014	\$0791	trumpet	FFE1	FE00	DA04
\$0F	\$C50015 - \$C5028C	\$0278	oboe	FFE1	E090	5202
\$10	\$C5028D - \$C5085B	\$05CF	flute	FFE1	FC60	8904
\$11	\$C5085C - \$C51379	\$0B1E	organ	FFE0	FC7F	3609
\$12	\$C5137A - \$C52488	\$110F	piano	FFED	FF00	4206

\$13	\$C52489-\$C52670	\$01E8	electric bass	FFE0	FCC0	4401
\$14	\$C52671-\$C52C00	\$0590	bass guitar	FFEC	FCA0	4A04
\$15	\$C52C01-\$C53301	\$0701	grand piano	FFEA	FCD0	BB05
\$16	\$C53302-\$C53EAF	\$0BAE	music box	FFF3	FFA0	6606
\$17	\$C53EB0-\$C55045	\$1196	woo!	FFE0	0000	9411
\$18	\$C55046-\$C570BA	\$2075	Metal system	FFEA	0000	BD09
\$19	\$C570BB-\$C58772	\$16B8	synth chord	FFEA	0000	8403
\$1A	\$C58773-\$C59290	\$0B1E	dist guitar	FFE8	0000	BB05
\$1B	\$C59291-\$C5A2BE	\$102E	krabi	FFF3	FE00	2D09
\$1C	\$C5A2BF-\$C5B8DD	\$161F	horn	FFE1	E0B0	F915
\$1D	\$C5B8DE-\$C5BC48	\$036B	mandolin	FFF1	FC90	1803
\$1E	\$DBF800-\$DBFFA2	\$07A3	unknown 1	FFF4	E0C0	7D07
\$1F	\$C5BC49-\$C5C808	\$0BC0	conga	FFF3	0000	DC08
\$20	\$C5C809-\$C5D095	\$088D	casaba	FFE0	0000	8D08
\$21	\$C5D096-\$C5DA78	\$09E3	klaves	FFE0	0E00	E109
\$22	\$D4F000-\$D4FE7D	\$0E7E	unknown 2	FFE0	0000	7C0E
\$23	\$C5DA79-\$C5E5E7	\$0B6F	hand clap	FFE0	0000	6D0B

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