

# Hanjuku Hero BRR Samples

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

## Offsets

32 samples	
\$02BBE2 - \$02BC41	BRR samples pointers
\$02BC42 - \$02BC81	Loop start positions
\$02BC82 - \$02BCC1	Pitch Multipliers?
\$02BCC2 - \$02BD01	ADSR data
\$02C282 - \$042A67	BRR samples

## Samples Detail

All the data was taken from the *Hanjuku Hero: Aa, Sekaiyo Hanjukunare...!* ROM. ADSR stands for ADSR data, PITCH for pitch multipliers and LOOP for loop start position.

ID	Offset	Size	Name	ADSR	PITCH	LOOP
\$01	\$02C282 - \$02CC64	\$09E3	snare drum	FFE0	BC00	E109
\$02	\$02CC65 - \$02D221	\$05BD	rock organ	FFF6	3D00	3D05
\$03	\$02D222 - \$02F1A3	\$1F82	strings	FAE0	C0C0	1B00
\$04	\$02F1A4 - \$02F8A4	\$0701	bass guitar	FFEC	9BFC	3906
\$05	\$02F8A5 - \$02FD89	\$04E5	flute	FFE0	F555	6E04
\$06	\$02FD8A - \$0306EE	\$0965	acoustic bass	FFEC	FEA8	DB06
\$07	\$0306EF - \$03261F	\$1F31	oboe	FFE0	B355	2C19
\$08	\$032620 - \$03357E	\$0F5F	orch hit	FFE0	ED00	5D0F
\$09	\$03357F - \$034111	\$0B93	brass	FFE0	FB70	290A
\$0A	\$034112 - \$034DC4	\$0CB3	wood block	FFE0	0000	B10C
\$0B	\$034DC5 - \$035222	\$045E	sitar	FFF0	CFA0	9603
\$0C	\$035223 - \$035B5A	\$0938	bagpipe	FFE0	D68B	1905
\$0D	\$035B5B - \$036AE6	\$0F8C	tam	FFEE	0000	8A00
\$0E	\$036AE7 - \$036DDC	\$02F6	piano	FFED	D420	E601
\$0F	\$036DDD - \$037147	\$036B	harp	FFED	A9FF	4E03
\$10	\$037148 - \$0376B3	\$056C	clarinet	FFE0	9BFF	A404
\$11	\$0376B4 - \$038849	\$1196	timpani	FFE0	C1FF	9411
\$12	\$03884A - \$03973C	\$0EF3	tom	FFE0	7000	F10E

\$13	\$03973D - \$03A1E5	\$0AA9	conga drum	FFE0	8C00	A70A
\$14	\$03B4C9 - \$03C77E	\$12B6	trumpet	FCE0	43CF	DC08
\$15	\$03A1E6 - \$03B4C8	\$12E3	japanese shout	FFE0	0000	A404
\$16	\$03C77F - \$03D1FA	\$0A7C	japanese shout 2	FFE0	0000	A404
\$17	\$03D1FB - \$03DB68	\$096E	japanese shout 3	FFE0	0000	A404
\$18	\$03DB69 - \$03E6FB	\$0B93	japanese shout 4	FFE0	0000	A404
\$19	\$03E6FC - \$03ED90	\$0695	japanese shout 5	FFE0	0000	A404
\$1A	\$03ED91 - \$03F57B	\$07EB	grand piano	FFE0	D7F4	E907
\$1B	\$03F57C - \$03FC10	\$0695	rim hit	FFE0	0000	9306
\$1C	\$03FC11 - \$040158	\$0548	clap	FFE0	1800	4605
\$1D	\$040159 - \$040BE6	\$0A8E	wood block 2	FFE0	0000	8C0A
\$1E	\$040BE7 - \$0412E7	\$0701	synth bass	FFEE	FEB1	BB05
\$1F	\$0412E8 - \$041BE9	\$0902	japanese shout 6	FFE0	0000	0009
\$20	\$041BEA - \$042A67	\$0E7E	japanese shout 7	FFE0	0000	7C0E

From:

<https://www.ff6hacking.com/wiki/> - **ff6hacking.com** wiki

Permanent link:

<https://www.ff6hacking.com/wiki/doku.php?id=ff3:ff3us:music:brsamples:hh>

Last update: **2019/02/12 13:05**

