

FF6A (E) Menu Table

00=e
01=
02=a
03=i
04=r
05=n
06=<end>
07=o
08=t
09=s
0A=l
0B=d
0C=u
0D=c
0E=m
0F=g
10=h
11=p
12=.
13=f
14=b
15=A
16=S
17=M
18=v
19=T
1A=C
1B=k
1C=P
1D=I
1E=é
1F=K
20=R
21=z
22=D
23=0
24=E
25=H
26=G
27=B
28=F
29=y
2A=w
2B=U
2C='
2D=q
2E=L
2F=N

30=V
31=-
32=j
33=x
34=?
35=Z
36=Y
37=W
38=,
39=ä
3A=0
3B=:
3C=ü
3D=ó
3E=á
3F=1
40=+
41=à
42=í
43=J
44=è
45=5
46=2
47=ö
48=%
49=ñ
4A=â
4B="
4C=3
4D=/
4E=
4F=Q
50=É
51=4
52=!
53=¿
54=X
55=ê
56=ß
57=ú
58=8
59=[
5A=]
5B=ô
5C=ò
5D=7
5E=(
5F=)
60=6
61=º
62=Ó

63=ù

64=î

65=ï

66=º

67=9

68=i

69=Ä

6A=Ü

6B=ç

6C=û

6D=&

6E=î

6F=Á

70=Œ

71=È

72=Â

73=œ

74=ì

75=À

76=Í

77==

78=Ô

79=Ö

7A=Ú

7B=Ç

7C=Ê

7D=Ë

7E=Ì

7F=ï

C280=Ñ

C281=Ò

C282=Ù

C283=Û

C284=ë

C285=<

C286=_

C287=>

C288=—

C289=<control pad>

C28A=<up key>

C28B=<right key>

C28C=<down key>

C28D=<left key>

C28E=<N arrow>

C28F=<NE arrow>

C290=<E arrow>

C291=<SE arrow>

C292=<S arrow>

C293=<SW arrow>

C294=<W arrow>

C295=<NW arrow>
C296=<A button>
C297=<B button>
C298=<L button>
C299=<R button>
C29A=«
C29B=»
C29C=A
C29D=W
C29E=f
C29F=K
C2A0=H
C2A1=0
C2A2=r
C2A3=d
C2A4=l
C2A5=i
C2A6=s
C2A7=t
C2A8=a
C2A9=o
C2AA=Z
C2AB=U
C2AC=I
C2AD=R

C38C=·
C38D=<glyph \$C38D>
C38E=<glyph \$C38E>
C38F=<glyph \$C38F>
C390=;
C391=@
C392=<glyph \$C392>
C393=-
C394=<glyph \$C394>
C395=<glyph \$C395>
C396=|
C397=}
C398=~
C39A=<line>
C39B=<line>
C39D='
C39E="
C39F=<blank icon>
C3A0=<Knife icon>
C3A1=<Sword icon>
C3A2=<Lance icon>
C3A3=<Katana icon>
C3A4=<Rod icon>
C3A5=<Brush icon>
C3A6=<Stars icon>

C3A7=<Special icon>
C3A8=<Gambler icon>
C3A9=<Claw icon>
C3AA=<Shield icon>
C3AB=<Helmet icon>
C3AC=<Armor icon>
C3AD=<Tool icon>
C3AE=<Scroll icon>
C3AF=<Relic icon>
C3B0=<White Magic icon>
C3B1=<Black Magic icon>
C3B2=<Grey Magic icon>
C3B3=<control pad>
C3B4=<up key>
C3B5=<right key>
C3B6=<down key>
C3B7=<left key>
C3B8=<N arrow>
C3B9=<NE arrow>
C3BA=<E arrow>
C3BB=<SE arrow>
C3BC=<S arrow>
C3BD=<SW arrow>
C3BE=<W arrow>
C3BF=<NW arrow>

C480=<A button>
C481=<B button>
C482=<L button>
C483=<R button>
C484=<item>
C485=<actor>

Unlisted:
C080-C0BF Unused, redundant characters
C180-C1BF Unused, redundant characters
C2AE-C2BF Unused, redundant characters
C380-C38B Unused, redundant characters
E0???? Unused, redundant characters

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