

Monster AI Script Mnemonics

Mnemonic Name	Description
Act	—
ActForTarget	—
AttackAfterMes	—
Blank	—
CounterAct	—
CounterActAll	—
CounterActAttribute	—
CounterActAttributeMultiAbility	—
CounterActByAbility	—
CounterActByForAiTypeId	—
CounterActByHit	—
CounterActRandom	—
CounterActReceiveCommand	—
CounterPlayerAct	—
DamagedCounterAct	—
DamagedJump	—
DeleteExecMsg	—
EndTable	—
ExecMsg	—
Exit	—
FinalAttackAct	—
FinalLoopAttackAct	—
FirstAttackAct	—
FirstLoopAttackAct	—
IsCheckEnemyConditionAllReflex	—
IsCheckHp	—
IsCheckMonsterPTId	—
IsCheckMp	—
IsCheckPlayerConditionAll	—
IsCheckPlayerId	—
IsCheckReceiveCommand	—
IsCheckUnitStatus	—
IsCondition	—
IsConditionAct	—
IsCounterTypeId	—
IsEnemyAttackJump	—
IsEnemyUnitIndex	—
IsGroupAlive	—
IsLevelCheck	—
IsMyCondition	—
IsNotCondition	—
IsOnlyAlive	—
IsReceiveCommand	—

Mnemonic Name	Description
IsRecevieAbility	—
IsRecevieAbilitySystem	—
IsRecevieAttackByHit	—
IsRecevieItem	—
IsReverseAttribute	—
IsReverseUnit	—
IsTimerJump	—
IsUnitAddCondition	—
IsUnitAlive	—
IsUnitAliveCount	—
IsUsedConditionTargetAct	—
IsVariableComparison	—
IsWeakCheck	—
JumpBattleAI	—
LoopAct	—
ModeCount	—
ModeSet	—
MonsterActRemove	—
MsgClose	—
Nop	—
StartTable	—
SyncAI	—
TimerAddVariable	—
TimerAttackAct	—
ValueCalc	—
VariableAssign	—

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