Complete FireRed Upgrade



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# Set Up

## Necessary Modifications

**The following modifications must be made before setting up the engine!**

**Pokémon Defines**:

1. Open the files **include/constants/species.h** and **include/constants/pokedex.h**.
2. Modify the Pokémon indices found in this file to match the ones in your hack.
3. **DO NOT DELETE ANY POKÉMON NAMES**. If there is a Pokémon species you are not using, then set its index to **0xFEFE**.
4. If you have not added in any new Pokémon to Fire Red, you can leave the unused species indices as their default values.

**Item Defines**:

Part 1

1. Open the file **include/constants/items.h**.
2. Modify the item indices found in this file to match the ones in your hack.
3. **DO NOT DELETE ANY ITEM NAMES**. If there is an item you are not using, then set its index to **0xFEFE**.

Part 2

1. Open the file **include/constants/hold\_effects.h**.
2. Scroll down to where it says “//NEW ITEM EFFECTS”. This is the list of new hold item effects. When relevant, the item quality is included.
3. Set up your items in G3T using the example for the *Fire Gem* as a base:



As you can see, the item effect is set to 94 and the item quality is set to 10 (the move type for *Fire*).

**Configuration Options**

See below.

## Configurable Options

There are many configurable options in the file **src/config.h**. These options are meant to provide the user with as much versatility as possible. Below is a more detailed description of each option than show in the configuration file:

**Var Options**

|  |  |
| --- | --- |
| *Flag Definition* | *Description* |
| TERRAIN\_VAR | Setting this var to one of the following values before initiating a battle will load the battlefield with the corresponding [terrain](https://bulbapedia.bulbagarden.net/wiki/Terrain):  1: Electric Terrain  2. Grassy Terrain  3. Misty Terrain  4. Psychic Terrain |
| TOTEM\_VAR | This represents are series of vars using for initiating battles with [Totem Pokémon](https://bulbapedia.bulbagarden.net/wiki/Totem_Pok%C3%A9mon). There are four vars in total, each representing a specific Pokémon slot on the field. Adding the following values to the var will indicate which slot that var is for:  0: *Player Pokémon in Singles, Left Player Pokémon in Doubles*  1: *Enemy Pokémon in Singles, Right Enemy Pokémon in Doubles*  2: *Right Player Pokémon in Doubles*  3: *Left Enemy Pokémon in Doubles*  The vars must be set to the addition of two values. Choose one from each of the following sets:  **Stats**:  1: *Attack*  2: *Defense*  3: *Speed*  4: *Special Attack*  5: *Special Defense*  6: *Accuracy*  7: *Evasion*  **Amount**:  0x10: *Increase Stat by 1*  0x20: *Increase Stat by 2*  0x30: *Increase Stat by 3*  0x40: *Increase Stat by 4*  0x50: *Increase Stat by 5*  0x60: *Increase Stat by 6*  0x90: *Decrease Stat by 1*  0xA0: *Decrease Stat by 2*  0xB0: *Decrease Stat by 3*  0xC0: *Decrease Stat by 4*  0xD0: *Decrease Stat by 5*  0xE0: *Decrease Stat by 6*  So, for instance, in a single battle, having the enemy Pokémon start the battle with its *Attack* raised by *2*, you would set the var TOTEM\_VAR + 1 to the value of 0x21 (0x1 + 0x20). |
| NPC\_FOLLOWING\_VAR | If the *Follow Me* feature is used, this var must be set to the *NPC Id* (*Person Id* in *Advance Map*) of the following NPC. If no NPC is following the player, this var should be set to 0. |
| OW\_SPRITE\_SWITCH\_VAR | Setting this var to a value other than 0 will change the picture used for the player’s Overworld sprite. The value should correspond to the *Picture Id* of the NPC. |
| BACKSPRITE\_SWITCH\_VAR | Setting this var to a value other than 0 will change the default back sprite loaded for the player in battle.  See **assembly/data/Trainer\_Backsprite\_Table.s** for a list of available backsprites. |
| BATTLE\_BG\_VAR | If CUSTOM\_BATTLE\_BACKGROUNDS is defined, setting this var to a value other than 0 will cause the regular battle background loaded to be replaced by a custom one.  See **/include/battle.h** for a list of options.  Search for BATTLE\_TERRAIN\_GRASS in the file to see them. |
| SWARM\_SPECIES\_VAR | A var that is automatically set by the engine. It contains the species that is currently [swarming](https://bulbapedia.bulbagarden.net/wiki/Pok%C3%A9mon_outbreak). Swarms are set to change on a daily basis. If TIME\_ENABLED is commented out, then the code will need to be modified to find an alternative method to enable swarms. It can be found in **src/wild\_encounter.c**. |
| SWARM\_MAP\_NAME\_VAR | A var that is automatically set by the engine. It contains the map name Id of the map where there currently is a *swarm* in progress. |
| DEXNAV\_VAR | A var that holds the species to search for in the Overworld via the *DexNav* feature. Press *Select* in the DexNav GUI to save. |
| SECOND\_OPPONENT\_VAR | A var that can be set by the engine (with *trainerbattle 0xA* or *trainerbattle 0xB*) to represent the trainer id of the second trainer in battles against two opponents. If set manually in conjunction with TWO\_OPPONENT\_FLAG, a battle against two opponents will be started the next time a trainer battle is initiated. |
| PARTNER\_VAR | A var that can be set by the engine (with *trainerbattle 0xA* or *trainerbattle 0xC*) to represent the trainer id of the partner trainer in multi battles. If set manually in conjunction with TAG\_BATTLE\_FLAG, a battle with a partner against a single trainer will be started the next time a trainer battle is initiated. If setting manually, take care to set PARTNER\_BACKSPRITE\_VAR as well. |
| PARTNER\_BACKSPRITE\_VAR | A var that can be set by the engine (with *trainerbattle 0xA* or *trainerbattle 0xC*) to represent the backsprite id of the partner trainer in multi battles. If setting manually, take care to also set PARTNER\_VAR and TAG\_BATTLE\_FLAG. |

**Flag Options**

**NOTE:** Many of the following flags are cleared at the end of battle. To remove this, open the file **src/end\_battle.c** and remove the flag from gEndBattleFlagClearTable.

|  |  |
| --- | --- |
| *Flag Definition* | *Description* |
| INVERSE\_FLAG | Setting this flag will enable [Inverse Battles](https://bulbapedia.bulbagarden.net/wiki/Inverse_Battle).  This flag is automatically cleared at the end of each battle. |
| SKY\_BATTLE\_FLAG | Setting this flag will indicate to the engine that a [Sky Battle](https://bulbapedia.bulbagarden.net/wiki/Sky_Battle) is in progress.  This flag is automatically cleared at the end of each battle. |
| NO\_CATCHING\_FLAG | Setting this flag will cause enemy Pokémon to always dodge balls thrown at them.  This flag is automatically cleared at the end of each battle. |
| NO\_RUNNING\_FLAG | Setting this flag prevents the player from running away during wild battles.  This flag is automatically cleared at the end of each battle. |
| NO\_CATCHING\_AND\_RUNNING\_FLAG | This flag acts as a combination of the above two flags.  This flag is automatically cleared at the end of each battle. |
| CATCH\_TRAINERS\_POKÉMON\_FLAG | Setting this flag allows the player to capture Pokémon belonging to the opposing trainer. Capturing a Pokémon in this way will automatically end the battle. Comment out this line if you do not want to use this feature.  This flag is automatically cleared at the end of each battle. |
| EXP\_SHARE\_FLAG | If OLD\_EXP\_SHARE is commented out, then setting this flag activates the Gen 6+ Exp. Share. |
| DOUBLE\_BATTLE\_FLAG | If set, this flag will cause battles against trainers to be [Double Battles](https://bulbapedia.bulbagarden.net/wiki/Double_Battle), if possible. Comment out this line if you don’t want to use this feature. |
| TAG\_BATTLE\_FLAG | This flag is set by the engine when the scripting command *trainerbattle 0xA* or *trainerbattle 0xC*  is used in a script to activate a tag battle. If setting this flag manually, take care to also set PARTNER\_VAR and PARTNER\_BACKSPRITE\_VAR. This flag is automatically cleared at the end of each battle. |
| TWO\_OPPONENT\_FLAG | This flag is set by the engine when the scripting command *trainerbattle 0xA* or *trainerbattle 0xB* is used in a script to activate a battle against two opponents. If setting this flag manually, take care to also set SECOND\_OPPONENT\_VAR. This flag is automatically cleared at the end of each battle. |
| ACTIVATE\_TUTORIAL\_FLAG | If TUTORIAL\_BATTLES is defined, Setting this flag activates Professor Oak’s tutorial during the next trainer battle. This flag is automatically cleared at the end of each battle. |
| WILD\_CUSTOM\_MOVES\_FLAG | Setting the flag before a wild battle starts will create the wild Pokémon with the moves given in the input vars. This works with both regular wild battles and scripted wild battles (if scripted, set the input vars before using the *wildbattle* scripting command). Setting any value to 0xFFFF will cause the default move to be loaded in that slot. Setting any value to 0x0 will load a blank move in that slot. Note that there are additional inputs for wild double battles. The input is as follows:  Var 0x8000: **Move 1** - Pokémon **1**  Var 0x8001: Move 2 - Pokémon **1**  Var 0x8002: Move 3 - Pokémon **1**  Var 0x8003: Move 4 - Pokémon **1**  Var 0x8004: **Move 1** - Pokémon **2** (Wild Double)  Var 0x8005: Move 2 - Pokémon **2** (Wild Double)  Var 0x8006: Move 3 - Pokémon **2** (Wild Double)  Var 0x8007: Move 4 - Pokémon **2** (Wild Double) |
| SMART\_WILD\_FLAG | Setting this flag allows wild Pokémon to use the basic AI checks used in trainer battles. This flag is automatically cleared at the end of each battle. |
| SCALE\_TRAINER\_LEVELS\_FLAG | Setting this flag causes all Trainer Pokémon to have levels that match the highest level in your party. |
| HIDDEN\_ABILITY\_FLAG | Setting this flag before a Wild battle causes Wild Pokémon to be generated with their [hidden abilities](https://bulbapedia.bulbagarden.net/wiki/Ability#Hidden_Abilities). It is cleared at the end of each battle. It also lets the *Givepokemon* scripting command give Pokémon with their hidden abilities. |
| DOUBLE\_WILD\_BATTLE\_FLAG | Setting this flag causes all wild battles to be against two wild Pokémon in a Double battle format. It is cleared at the end of each battle. |
| NO\_RANDOM\_WILD\_ENCOUNTERS\_FLAG | Setting this flag will stop Pokémon from appearing while walking through grass or caves, or while surfing on water. Pokémon can still appear if the player chooses to fish, smash rocks, or use *Sweet Scent*. |
| FLAG\_REMOVE\_EVO\_ITEM | A flag set by the engine to help with certain item-based evolutions. |

**Pedometer Flags**

Setting any of these flags will initiate a pedometer of the corresponding size. The pedometer value can be read using *special 0x8A*.

|  |  |
| --- | --- |
| *Definition* | *Description* |
| FLAG\_LONG\_PEDOMETER | 4 byte pedometer (max value 0xFFFFFFFF or 4 294 967 295) |
| FLAG\_MED\_PEDOMETER | 2 byte pedometer (max value 0xFFFF or 65 535) |
| FLAG\_SMALL\_PEDOMETER\_1 | 1 byte pedometer (max value 0xFF or 255) |
| FLAG\_SMALL\_PEDOMETER\_2 | 1 byte pedometer (max value 0xFF or 255) |

**Battle Tower Options**

|  |  |
| --- | --- |
| *Definition* | *Description* |
| BATTLE\_TOWER\_FLAG | Setting this flag indicates to the engine that the Player is in the [Battle Tower](https://bulbapedia.bulbagarden.net/wiki/Battle_Tower). This means that:   * Trainer Pokémon will be generated within the restrictions of the tier set in the var defined in BATTLE\_TOWER\_TIER. The amount of Pokémon generated will match the number set in the var defined in BATTLE\_TOWER\_POKE\_LEVEL. * Trainer Pokémon will have Pokémon with the level contained in the var defined in BATTLE\_TOWER\_POKE\_LEVEL. * The battle format will be loaded from the var defined in BATTLE\_TOWER\_BATTLE\_TYPE. * The music in-battle will be played based on what is contained in the var defined in BATTLE\_TOWER\_SONG\_OVERRIDE. |
| BATTLE\_TOWER\_POKE\_NUM | Setting this var to a value between 1 & 6 dictates the quantity of Pokémon the player and trainers can use in the Battle Tower.  Setting it to 0 will default in 1.  Setting it to a number greater than 6 will default in 6. |
| BATTLE\_TOWER\_POKE\_LEVEL | Setting this var to a value between 1 and what is defined in MAX\_LEVEL will set all Pokémon in the Battle Tower to that level.  Setting it to 0 will default in 1.  Setting to a number greater than MAX\_LEVEL will default in MAX\_LEVEL. |
| BATTLE\_TOWER\_BATTLE\_TYPE | Setting this var to one of the below values set the battle format in the Battle Tower:  0: Single Battle  1: Double Battle  2: Multi Battle  3: Link Multi Battle  Any other value defaults in Single Battle. |
| BATTLE\_TOWER\_TIER | Setting this var to one of the below values indicates to the engine which ruleset should be following for battles in the Battle Tower:  0: Regular Battle Tower Rules  1: No Restrictions  2: [Smogon OU](https://www.smogon.com/dex/sm/formats/ou/)  3: [Smogon Uber](https://www.smogon.com/dex/sm/formats/uber/)  4: [Smogon Little Cup](https://www.smogon.com/dex/sm/formats/lc/)  5: Skeli’s Middle Cup |
| BATTLE\_TOWER\_TID | If battles in the Battle Tower are against a trainer with this trainer Id, a random team will automatically be generated for the trainer. |
| BATTLE\_TOWER\_TRAINER\_NAME | This var is automatically set by the engine to hold the index of the random name for the Battle Tower trainer. It is set to 0xFFFF after every battle. Do not set it manually. |
| BATTLE\_TOWER\_SONG\_OVERRIDE | Setting this var to a song Id will cause that song to be played in Battle Tower battles and Link Battles. |
| TOWER\_TRAINER\_ID\_VAR | This var is set by *special 0xXX* to indicate which trainer class and details is being spawned as the first opponent. |
| TOWER\_TRAINER\_ID\_2\_VAR | This var is set by *special 0xXX* to indicate which trainer class and details is being spawned as the second opponent in multi battles. |
| TOWER\_TRAINER\_ID\_PARTNER\_VAR | This var is set by *special 0xXX* to indicate which trainer class and details is being spawned as the player’s partner in multi battles if the partner is chosen to be randomized. |

**Character Customization Vars**

|  |  |
| --- | --- |
| *Definition* | *Description* |
| VAR\_PLAYER\_WALKRUN | Set this var to change the player’s walking/running overworld sprite frames. The upper byte is used as the table Id, For example, setting to 0x0200 will load the walking/running frames from table 2, sprite 0. |
| VAR\_PLAYER\_BIKING | Switch player biking frames (same rules as above). |
| VAR\_PLAYER\_SURFING | Switch player surfing frames (same rules as above). |
| VAR\_PLAYER\_VS\_SEEKER | Switch player VS Seeker frames (same rules as above). |
| VAR\_PLAYER\_FISHING | Switch player Fishing frames (same rules as above). |
| VAR\_PLAYER\_VS\_SEEKER\_ON\_BIKE | Switch player Biking/Vs seeker frames (same rules as above). |
| VAR\_TRAINERCARD\_MALE | Set this var to the trainer sprite id of the male player front sprite that appears on the trainer card. |
| VAR\_TRAINERCARD\_FEMALE | Set this var to the trainer sprite id of the female player front sprite that appears on the trainer card. |
| VAR\_RUNTIME\_CHANGEABLE | If a person event has a given overworld table id 0xFF, it can be changed at runtime by changing these variables to a sprite number.  For example, setting VAR\_RUNTIME\_CHANGEABLE+2 to 16, will cause all NPCs with ids 0xFF02 to appear with the little boy overworld sprite (in vanilla FR).    #define VAR\_RUNTIME\_CHANGEABLE 0x4080  #org 0x800000  setvar VAR\_RUNTIME\_CHANGEABLE+2 16 'Var 0x4082 |

**Healing Place Hack**

The following vars relate to JPAN’s healing place hack. If SET\_HEALING\_PLACE\_HACK is not defined, ignore these vars.

|  |  |
| --- | --- |
| VAR\_HEALINGMAP | Set this var to the map and bank for the player to respawn to after whiting out. For example, if it is set to 0x0104, the player will respawn in their room (vanilla FR). Configure in asm\_defines.s |
| VAR\_HEALING\_XPOS | Set this var to the x-position the player will respawn at on the map in VAR\_HEALINGMAP. |
| VAR\_HEALING\_YPOS | Set this var to the y-position the player will respawn at on the map in VAR\_HEALINGMAP. |

**Times of Day**

|  |  |
| --- | --- |
| *Definition* | *Description* |
| TIME\_MORNING\_START | If TIME\_ENABLED is defined, set this to the hour (in 24 hr system) that morning starts. |
| TIME\_DAY\_START | If TIME\_ENABLED is defined, set this to the hour (in 24 hr system) that day starts. |
| TIME\_EVENING\_START | If TIME\_ENABLED is defined, set this to the hour (in 24 hr system) that evening starts. |
| TIME\_NIGHT\_START | If TIME\_ENABLED is defined, set this to the hour (in 24 hr system) that night starts. |

**Other Number Definitions**

|  |  |
| --- | --- |
| *Definition* | *Description* |
| KANTO\_DEX\_COUNT | Number of Pokémon in the regional Pokedex. |
| NATIONAL\_DEX\_COUNT | Number of Pokémon in the national Pokedex. |
| MAX\_NUM\_POKÉMON | Set to the highest Pokémon index + 1. |
| MAX\_LEVEL | The highest possible level for a Pokémon. If you change this value, make sure the also modify the equivalent value found in “[special\_inserts.asm](https://github.com/Skeli789/Complete-Fire-Red-Upgrade/blob/master/special_inserts.asm)”. |
| NUM\_TRAINER\_CLASSES | The number of trainer classes. Vanilla FR has 107. |
| EVOS\_PER\_MON | If you’ve changed the number of evolutions per Pokémon, update this number. |
| EV\_CAP | The most EVs a Pokémon can accrue for a given stat. |
| DUSK\_BALL\_MULTIPLIER | The catch rate for [Dusk Balls](https://bulbapedia.bulbagarden.net/wiki/Pok%C3%A9_Ball#Dusk_Ball). |
| STANDARD\_IV | The number of IVs for each stat that standard Trainer’s Pokémon are generated with. |
| SWARM\_CHANCE | The chance in percent that a [swarm](https://bulbapedia.bulbagarden.net/wiki/Pok%C3%A9mon_outbreak) Pokémon will appear on a route if there is currently a swarm in progress on that route. |
| WILD\_DOUBLE\_RANDOM\_CHANCE | The chance that a wild double will be initiated if the player is walking in grass with a background byte with its 4th bit set. For instance, grass with a background byte of 0x5 will have a chance of starting a wild double battle, and grass with a background byte of 0x25 will have a chance of starting a wild double battle and be covered by the player (water is similarly 0x6 and 0x26). |

**Badge Obedience**

|  |  |
| --- | --- |
| *Definition* | *Description* |
| BASE\_OBEDIENCE\_LEVEL | The highest level that a traded Pokémon will obey the player at if they have no badges. |
| BADGE\_1\_OBEDIENCE\_LEVEL | The highest level that a traded Pokémon will obey the player at if they have 1 badge. |
| BADGE\_2\_OBEDIENCE\_LEVEL | The highest level that a traded Pokémon will obey the player at if they have 2 badges. |
| BADGE\_3\_OBEDIENCE\_LEVEL | The highest level that a traded Pokémon will obey the player at if they have 3 badges. |
| BADGE\_4\_OBEDIENCE\_LEVEL | The highest level that a traded Pokémon will obey the player at if they have 4 badges. |
| BADGE\_5\_OBEDIENCE\_LEVEL | The highest level that a traded Pokémon will obey the player at if they have 5 badges. |
| BADGE\_6\_OBEDIENCE\_LEVEL | The highest level that a traded Pokémon will obey the player at if they have 6 badges. |
| BADGE\_7\_OBEDIENCE\_LEVEL | The highest level that a traded Pokémon will obey the player at if they have 7 badges. |

**Memory Locations**

|  |  |
| --- | --- |
| *Definition* | *Description* |
| SEEN\_DEX\_FLAGS | The memory location of the *Seen* Pokedex flags. If you have not expanded the Pokedex, this should be set to:  gSaveBlock2Ptr->pokedex.seen |
| CAUGHT\_DEX\_FLAGS | The memory location of the *Caught* Pokedex flags. If you have not expanded the Pokedex, this should be set to:  gSaveBlock2Ptr->pokedex.owned |
| EXISTING\_FOSSIL\_IMAGE\_TABLE\_ADDRESS | If FOSSIL\_IMAGE HACK is defined, and you already have a fossil image table inserted somewhere in your hack that you wish to use, uncomment this line and replace the given pointer with your pointer. See [Special 0x18B](#_Other_Specials) for table details. |
| EXISTING\_OW\_TABLE\_ADDRESS | If you have used JPAN’s hacked engine to add new overworld tables in, and you would like to use the table already inserted in your hack to keep track of these tables, uncomment this line and replace the given pointer with your pointer. |

**Start Menu Features**

|  |  |
| --- | --- |
| *Definition* | *Description* |
| FLAG\_SYS\_BAG\_GET | This allows the hacker to toggle the *Bag* in the start menu, for events where the player isn’t allowed to use items, or lost their bag for various reasons. If this is undefined (commented out), *Bag* will always be present on the start menu. |
| FLAG\_SYS\_PLAYER\_GET | This allows the hacker to toggle on/off the Trainer Card from the start menu. Commenting this out will cause *Player* to always be present. |
| FLAG\_SYS\_SAVE\_GET | This allows the hacker to toggle the *Save* feature from the start menu. Commenting this out causes *Save* to be permanent on the start menu. |
| FLAG\_SYS\_DEXNAV | This allows the hacker to toggle *TOOLS* from the start menu. If this flag is defined and not set, *PokeDex* will show up on the start menu. When the flag is set, *TOOLS* will replace *PokeDex*, which yields a separate menu including both *PokeDex* and *DexNav*. If this flag is undefined, The [dexnav](#_Dex_Nav) feature will be inaccessible. |
| FLAG\_POKETOOLS\_MENU | This flag causes *TOOLS* to open a separate start menu as opposed to the multichoice list generated by default. This flag is purely for aesthetic purposes, although an advanced hacker could use this for two separate start menus. If undefined, the default *TOOLS* multichoice will load. |

**Expanded TMs/HMs Feature (Vastly Improved System!) – See Upgraded TM/HM Expansion**

|  |  |
| --- | --- |
| EXPANDED\_TMSHMS | Defining this allows the user to expand the tm/hm data up to 128 total disks. |
| NUM\_TMS / NUM\_HMS | ALWAYS KEEP THESE DEFINED. Otherwise pretty straightforward. |
| TMS\_BEFORE\_HMS | If defined, the TMs will appear before the HMs in the TM Case. |
| DELETABLE\_HMS | If defined, HMs can be deleted like any other move. |
| REUSABLE\_TMS | If defined, TMs are usable infinitely many times. |

**Updated Daycare Features – see Updated Daycare**

|  |  |
| --- | --- |
| INHERIT\_MASTER\_CHERISH\_BALL | If defined, an offspring can be hatched into a parent’s master or cherish ball (unlike in the actual games). |
| FATHER\_PASSES\_TMS | If defined, the father can pass on their Tm/Hm moves like in Gen 3 and before. |
| EGG\_HATCH\_LEVEL | Define this to the level you want eggs to hatch at. |

NOTE: Putting a // before any of the below features will remove them from the engine.

**Misc Features**

|  |  |
| --- | --- |
| *Definition* | *Description* |
| INVERSE\_BATTLES | Enables the possibility of having an [Inverse Battle](https://bulbapedia.bulbagarden.net/wiki/Inverse_Battle) if the INVERSE\_FLAG is set. |
| TIME\_ENABLED | Various features are updated to account for the time of day. Certain palettes are also dynamically faded depending on the time of day. Removing this feature will always result in *Daytime*. |
| DNS\_IN\_BATTLE | If TIME\_ENABLED is defined, then certain background palettes will be faded dynamically in battle depending on the time of day. These values can be set in **include/new/DNS.h**. |
| OVERWRITE\_RIVAL | Loads the buffered rival’s name for trainer classes 0x51, 0x59, and 0x5A. |
| TRAINER\_CLASS\_POKE\_BALLS | Creates trainer Pokémon with custom Poke Balls based on trainer class determined by what is set in **src/Tables/** **Class\_Based\_Poke\_Ball\_Table.c**. |
| TRAINERS\_WITH\_EVS | Trainer Pokémon with a custom moveset, custom item, an AI value greater than 1, and an IV value (labeled EVs in most trainer editors) greater than 0 will have custom stats loaded from the spread number indicated by the IV value in **src/Tables/Trainers\_With\_EVs\_Table.h**. For example, setting the IV value to 1 will loaded the spread labeled “1” in gTrainersWithEvsSpreads.  Modifying the required conditions to activate this feature can be done by searching for the line *#ifdef TRAINERS\_WITH\_EVS* in **src/build\_Pokémon.c**. |
| CONTINUE\_LOST\_BATTLES | If TUTORIAL\_BATTLES is defined, then if Var 0x8000 is set to 0xFEFE before a battle begins, *trainerbattle 0x9* can be used to continue a lost battle. The result of the battle will then be stored in Var LAST\_RESULT (LastResult).  If TUTORIAL\_BATTLES is not defined, then *trainerbattle 0x9* will always allow a lost battle to be continued. |
| REALLY\_SMART\_AI | The AI knows everything about the Pokémon on the player’s side (such as which moves it has, its ability, item, etc.) without having seen it first. This does not allow the AI to know what move the player will use before they use it. |
| DISPLAY\_REAL\_MOVE\_TYPE\_ON\_MENU | When choosing a move or viewing a Pokémon’s moves on the summary screen, the move type the move will become when used will be displayed (such as Hidden Power, Weather Ball in Weather, etc.). |
| DISPLAY\_REAL\_ACCURACY\_ON\_MENU | When pressing the *L*-button while choosing a move, the "true" move accuracy will be displayed. For example, the move *Psychic* used by a Pokémon with *Compound Eyes* will have its accuracy appear as 130. |
| DISPLAY\_REAL\_POWER\_ON\_MENU | When pressing the *L*-button while choosing a move, the "true" move power will be displayed. For example, moves *like Fury Cutter* and *Return* will show their correct power. |
| CUSTOM\_BATTLE\_BACKGROUNDS | Setting BATTLE\_BG\_VAR will allow custom backgrounds to be loaded in battles. |
| OVERWRITE\_BG\_FOR\_LEADER\_CHAMPION | Special Battle Background palettes will be loaded in for battles against Gym Leaders and the Champion, using the regular indoor background graphics as a base. |
| BRIDGE\_FIX | The water battle background will only be loaded in battle if the player's surfing sprite is shown. This means that if the player is walking on water, the battle background loaded will be incorrect. |
| MEGA\_EVOLUTION\_FEATURE | [Mega Evolutions](https://bulbapedia.bulbagarden.net/wiki/Mega_Evolution) can be used. |
| TUTORIAL\_BATTLES | Professor Oak’s tutorial will be activated for *trainerbattle 0x9*. |
| TANOBY\_RUINS\_ENABLED | Causes [Unown](https://bulbapedia.bulbagarden.net/wiki/Unown_(Pok%C3%A9mon)) to be spawned in maps using the [Tanoby Ruins](https://bulbapedia.bulbagarden.net/wiki/Tanoby_Chambers) map names according to the current chamber. Error prevention has been added to also allow random Unown to be generated outside of the Tanoby Ruins maps. |
| ALTERING\_CAVE\_ENABLED | If the current map is the [Altering Cave](https://bulbapedia.bulbagarden.net/wiki/Altering_Cave) and Var 0x4024 is set, Wild Pokémon will spawn based on the contents of the var. |
| SWEET\_SCENT\_ONLY\_IN\_CLEAR\_WEATHER | In certain generations, [Sweet Scent](https://bulbapedia.bulbagarden.net/wiki/Sweet_Scent_(move)) only spawns wild Pokémon in the Overworld if the weather is clear. |
| OBEDIENCE\_BY\_BADGE\_AMOUNT | Pokémon obedience is determined by the number of badges the Player has rather than by which badges the player has. The other badge defines in this case act as “number of badges acquired” instead of “acquired badge X”. |
| SAVE\_BLOCK\_EXPANSION | Expands the amount of memory that is saved when the player saves the game. This feature breaks compatibility with the FR *Mystery Gift* and *Trainer Tower* features. Uncommenting this line also requires removal of all related hooks. Search for *Save Expansion Hooks* in **hooks**. |
| SELECT\_FROM\_PC | If uncommented, allow the player to select and manipulate data of Pokémon from the PC storage boxes. See [PC Selection](#_Select_from_PC) for more details. |
| SET\_HEALING\_PLACE\_HACK | If uncommented, the whiteout hack from JPAN’s FR engine is implemented, allowing *VAR\_HEALINGMAP*, *VAR\_HEALING\_XPOS*, and *VAR\_HEALING\_YPOS* to be utilized to overwrite the default respawn point. |
| FOSSIL\_IMAGE\_HACK | Grants the ability to load custom images from a table using [Special 0x18B](#_Other_Specials). If *EXISTING\_FOSSIL\_IMAGE\_TABLE\_ADDRESS*  is commented out, then the table of images can be found by searching for gFossilImageTable in **src/script\_specials.c**. Otherwise the table is loaded from  *EXISTING\_FOSSIL\_IMAGE\_TABLE\_ADDRESS*. |
| EVO\_HOLD\_ITEM\_REMOVAL | Evolving a Pokémon by having it hold an item upon level up or trading removes the item after evolution (like normal). Commenting this out means Pokémon will retain their items after evolution. |
| EXPAND\_MOVESETS | Adds level up moves for each Pokémon which can be found in **src/Tables/Learnsets.c**. Comment this line if you would rather use the learnsets created in the *Dynamic Pokémon Expansion*. Commenting this line out without properly having expanded the level up moves in some way will cause Pokémon to learn garbage moves. |
| FATHER\_PASSES\_TMS | During breeding, any TMs the father knows will be passed down to the baby if it can learn that TM. This feature was removed from main series Pokémon games in Gen 6. |
| GIVEPOKEMON\_BALL\_HACK | The last byte of the *Givepokemon* scripting command allows you to pass in a Poké Ball type to assign to the pokemon. Ball types can be found in **include/new/catching.h**. |

**Misc Battle Effect Options**

|  |  |
| --- | --- |
| *Definition* | *Description* |
| OLD\_BURN\_DAMAGE | [Burn](https://bulbapedia.bulbagarden.net/wiki/Burn_(status_condition)) damage does 1/8 of max health instead of 1/16. |
| OLD\_PARALYSIS\_SPD\_DROP | [Paralysis](https://bulbapedia.bulbagarden.net/wiki/Paralysis_(status_condition)) lower Speed down to 1/4 instead of ½. |
| OLD\_CONFUSION\_CHANCE | [Confusion](https://bulbapedia.bulbagarden.net/wiki/Status_condition#Confusion) stops attacks 50% of the time instead of 33%. |
| INFINITE\_WEATHER | [Weather abilities](https://bulbapedia.bulbagarden.net/wiki/Category:Abilities_with_effects_on_weather_conditions) make weather last for infinite turns. |
| INFINITE\_TERRAIN | [Terrain abilities](https://bulbapedia.bulbagarden.net/wiki/Category:Abilities_with_effects_on_terrain) make terrain last for infinite turns. |
| NO\_SHEER\_COLD\_NERF | Remove all Gen 7 [Sheer Cold](https://bulbapedia.bulbagarden.net/wiki/Sheer_Cold_(move)) nerfs. |
| OLD\_MOVE\_SPLIT | The [Physical/Special](https://bulbapedia.bulbagarden.net/wiki/Damage_category#Physical.2FSpecial_split) split is based on move types.  Status moves are still set with the split byte, however. |

**Ability Options**

|  |  |
| --- | --- |
| *Definition* | *Description* |
| OLD\_GALE\_WINGS | [Gale Wings](https://bulbapedia.bulbagarden.net/wiki/Gale_Wings_(Ability)) activates regardless of the user's HP. |
| OLD\_PRANKSTER | [Prankster](https://bulbapedia.bulbagarden.net/wiki/Prankster_(Ability)) won’t fail against Dark-Types. |

**Damage Calculation Options**

|  |  |
| --- | --- |
| *Definition* | *Description* |
| OLD\_CRIT\_DAMAGE | [Critical hits](https://bulbapedia.bulbagarden.net/wiki/Critical_hit) to do 2x damage; 3x with [Sniper](https://bulbapedia.bulbagarden.net/wiki/Sniper_(Ability)). |
| CRIT\_CHANCE\_GEN\_6 | Uses the Gen 6 crit chance. |
| CRIT\_CHANCE\_GEN\_2\_TO\_5 | Uses the Gen 2-5 crit chance. |
| BADGE\_BOOSTS | Having badges gives the Player’s Pokémon [stat boosts](https://bulbapedia.bulbagarden.net/wiki/Badge#Stat_boost). |
| OLD\_ATE\_BOOST | “[Ate](https://bulbapedia.bulbagarden.net/wiki/Category:Abilities_that_can_modify_move_types)” abilities give a 1.3x boost instead of 1.2x. |
| OLD\_GEM\_BOOST | [Gems](https://bulbapedia.bulbagarden.net/wiki/Gem) give a 1.5x boost instead of 1.2x. |
| OLD\_EXPLOSION\_BOOST | [Exploding](https://bulbapedia.bulbagarden.net/wiki/Explosion_(move)) moves halve the target’s Defense. |
| OLD\_HIDDEN\_POWER\_BP | [Hidden Power](https://bulbapedia.bulbagarden.net/wiki/Hidden_Power_(move)) has its Base Power calculated from the attacker’s IVs. |
| PORTAL\_POWER | Enables Hoopa-Unbound’s signature ability in Pokémon Unbound, *Portal Power*. This reduces the power of non-contact moves by 25%. |
| OLD\_SOUL\_DEW\_EFFECT | [Soul Dew](https://bulbapedia.bulbagarden.net/wiki/Soul_Dew) doubles Latios & Latias' Sp. Atk & Sp. Def. |
| OLD\_PARENTAL\_BOND\_DAMAGE | The second hit of [Parental Bond](https://bulbapedia.bulbagarden.net/wiki/Parental_Bond_(Ability)#Generation_VI) does 50% of the original damage instead of 25%. |

**Capturing Pokémon Options**

|  |  |
| --- | --- |
| *Definition* | *Description* |
| NO\_HARDER\_WILD\_DOUBLES | In Gen 5, Pokémon encountered in wild double battles were [harder to catch](https://bulbapedia.bulbagarden.net/wiki/Catch_rate#Capture_method_.28Generation_V.29) (based on how many species are owned). This feature implements that catch rate decrement. |
| CRITICAL\_CAPTURE | Allows for [Critical Capture](https://bulbapedia.bulbagarden.net/wiki/Catch_rate#Critical_capture) to occur. The odds at which this occurs can be found in the function:  *static bool8 CriticalCapture(u32 odds)* found in **src/catching.c**. |

**Exp. Gain Options**

|  |  |
| --- | --- |
| *Definition* | *Description* |
| OLD\_EXP\_SHARE | The [Exp. Share](https://bulbapedia.bulbagarden.net/wiki/Exp._Share) acts like it did before Gen 6. |
| TRAINER\_EXP\_BOOST | Gives an Exp boost for defeating a trainer’s Pokémon. (Pre Gen 7) |
| OLD\_EXP\_SPLIT | Exp. is split amongst all participating Pokémon. (Pre Gen 6) |
| FLAT\_EXP\_FORMULA | Use a Flat Exp. calculation formula. (Gens 2- 4, 6) |
| GEN\_7\_BASE\_EXP\_YIELD | Base Exp is retrieved from the table *gBaseExpBySpecies* found in the file **src/Tables/Experience\_Tables.c**, instead of being loaded from the Pokémon’s base stats. This is done to account for larger Exp. values that started in Gen 5. The table is pre-set to match [Gen 7 Exp. values](https://bulbapedia.bulbagarden.net/wiki/List_of_Pok%C3%A9mon_by_effort_value_yield). |
| CAPTURE\_EXPERIENCE | When a Pokémon is caught, experience will be rewarded as if the caught Pokémon fainted. |

**Other Options**

|  |  |
| --- | --- |
| *Definition* | *Description* |
| NO\_GHOST\_BATTLES | Disables the [Ghost battle](https://bulbapedia.bulbagarden.net/wiki/Ghost_(literal)) feature from Pokémon Tower in Lavender town. |
| GEN\_4\_PLAYER\_RUNNING\_FIX | Increase the lag between frames as the player OW runs, to simulate a more accurate Gen 4 running effect. |
| GEN4\_PLUS\_SELECTION\_SCREEN | This does not give the [Gen 4+ selection screen](https://www.pokecommunity.com/showthread.php?t=414022), it only adds features that supports it. |
| OBEDIENCE\_CHECK\_FOR\_PLAYER\_ORIGINAL\_POKÉMON | Opens up the possibility that the Player's Pokémon can [disobey](https://bulbapedia.bulbagarden.net/wiki/Obedience) them, as opposed to just traded Pokémon. |
| WILD\_ALWAYS\_SMART | All wild Pokémon use AI features meant for trainers. |
| HAIL\_IN\_BATTLE | Enables the [Hail](https://bulbapedia.bulbagarden.net/wiki/Hail_(weather_condition)) weather effect in battle when the OW weather is set to WEATHER\_STEADY\_SNOW (0x7). |
| FOG\_IN\_BATTLE | Enables the [Fog](https://bulbapedia.bulbagarden.net/wiki/Fog) weather effect in battle. Do not enable this feature without first enabling one of the fog features below! |
| FOG\_IN\_BATTLE\_1 | Enables the Fog weather effect when the OW weather is set to WEATHER\_FOG\_1 (0x6). |
| FOG\_IN\_BATTLE\_2 | Enables the Fog weather effect when the OW weather is set to WEATHER\_FOG\_2 (0x9). |
| FOG\_IN\_BATTLE\_3 | Enables the Fog weather effect when the OW weather is set to WEATHER\_FOG\_3 (0xA). |
| HIDE\_HEALTHBOXES\_DURING\_ANIMS | Hides the healthboxes (battle bars, etc.) during move animations, and some special animations (like Mega Evolution). This is done in Gen 4+ |
| DONT\_HIDE\_HEALTHBOXES\_ATTACKER\_STATUS\_MOVES | If HIDE\_HEALTHBOXES\_DURING\_ANIMS is defined, when the attacker is using a move that only targets itself, the healthboxes will not be hidden. |
| ENCOUNTER\_MUSIC\_BY\_CLASS | The music played when a trainer spots the player in the overworld is determined by the trainer class, rather than the music Id set in the trainer data. The song options are listed in **src/Tables/Music\_Tables.c** and can be modified by changing the values in *gClassBasedTrainerEncounterBGM*. Any class not defined in the array will be automatically set to BGM\_EYE\_BOY. |

## Engine Setup

### Mega Evolution / Primal Reversion / Ultra Burst

Before setting up Mega Evolution, two things must be done. First, make sure EVOS\_PER\_MON in the config file is set to the correct number (it should be the same as the number + 1 at 0x43116 in your rom). Second, if you’re not using the *Dynamic Pokémon Expansion*, your Pokémon Editor of choice will need to be modified:

**G3T**:

In your Gen3Tools folder, open up **Customisation/Pokémon Editor.ini**, and add the line **FE=Mega Evolution** to the bottom of the file.



**D&D**:

Has Mega Evolution pre-installed, however it cannot set up Wish-based Mega Evolution correctly.

**G3HS**:

1. Open up the file **PokeRoms.ini**, find your rom code.
2. Modify “evolutionmethods” such that the 254th evolution method is set to *Mega Evolution*:



1. Modify “evomethodsproperties” such that the 254th method is set to *Item*.

[Mega Evolution](https://bulbapedia.bulbagarden.net/wiki/Mega_Evolution)

Mega Evolution set up is similar to the how the [previous](https://www.pokecommunity.com/showthread.php?t=348182) Mega Evolution system by Touched was set up. If a Pokémon is able to Mega Evolve, Mega Evolution can be trigged by pressing start on the move menu once the mega trigger appears.

**NOT Using Dynamic Pokémon Expansion**:

1. Create a Mega Stone in G3T with the following format:



1. Create a Mega Ring key item. Its format is the same as any other key item.
2. Update the definition for the Mega Ring item in **include/constants/items.h**.
3. Open the file **src/mega.c** and search for KeystoneTable. Add your mega ring item to this table:



\*\*NOTE: The item does not need to be called *Mega Ring*. Any item added to this table can act as a mega ring.

1. If DEBUG\_MEGA is defined, then Mega Evolution can be used from the start of the game without the requirement of having the Mega Ring in the bag. Otherwise, the player must have a Mega Ring item in the bag to use Mega Evolution (Mega Evolution can always be used in Link Battles or the Battle Tower). If you want a trainer to be able to use Mega Evolution, add a mega ring item to their battle items:



Don’t forget to give the trainer’s Pokémon the relevant Mega Stone to hold!

1. Find the Pokémon in G3T that you wish to bestow the ability of Mega Evolution upon. Set up the evolution data with following template:



In the above image:

* “Nothing required” is set to the mega stone item index created earlier.
* “Evolve to” is set to a new species representing the mega form (you’ll need to expand Pokémon or replace an existing one). Make sure this mega form has the same gender rate and Exp rate as the non-mega form or things will get messed up.

*Wish Mega Evolution* (for Rayquaza) should be set up using the following template:

In the above image:

* “Nothing required” should be set to the move id for *Dragon Ascent* (0x22F / 559). G3T has issues with setting numbers past 0xFF, so you’ll need to hex edit or use a different Pokémon editor to set the proper value for *Dragon Ascent*.
* “Evolve to” is set to a new species representing Mega Rayquaza (you’ll need to expand Pokémon or replace an existing one). Make sure Mega Rayquaza has the same gender rate and Exp rate as Rayquaza or things will get messed up.
* The first of “Unknown Bytes” should be set to 2.

1. Set the Mega form’s evolution data like the following template:



Notice that the item is left blank. Also notice that *Mega Rayquaza* still has its first unknown byte set to 2. Do not forget this!

1. Now just give the player a mega ring item and a Pokémon with the appropriate mega stone and they will be able to Mega Evolve!

**Using Dynamic Pokémon Expansion**:

Add evolution methods in **src/Evolution\_Table.c** with the following format:

Regular Mega Evolution:





Wish Mega Evolution:





Notes about Mega Evolution:

* Only a single Mega Evolution may be used by each side during any given battle.
* In multi battles, both trainers can Mega Evolve a single Pokémon, effectively allowing for two Mega Evolutions per side during any given battle.
* Mega Evolution is not prevented if any Pokémon on the side Ultra Bursted or underwent Primal Reversion.
* If Rayquaza uses a Z-Move, it’ll be unable to Mega Evolve.

[Primal Reversion](https://bulbapedia.bulbagarden.net/wiki/Primal_Reversion)

Primal Reversion does not rely on a mega ring to activate and will thus always activate if Kyogre or Groudon hold the appropriate item. Much less setup is required for Primal Reversion.

**NOT Using Dynamic Pokémon Expansion**:

1. Find the Red Orb and Blue Orb in G3T’s item editor and modify them to match the following:



The item effect should be set as 93 and the item quality should be set as 0 for the Red orb and 1 for the Blue Orb. These numbers determine whether the Primal Reversion is *Red* (0) or *Blue* (1).

1. Modify Kyogre and Groudon’s evolution data in G3T to match the following:



In the above images:

* “Nothing required” is set to the *Blue Orb* item index for Kyogre and to the *Red Orb* item index for Groudon. Note again that G3T does not represent these item indices correctly so you may need to use another editor.
* “Evolve to” is set to a new species representing the primal form (you’ll need to expand Pokémon or replace an existing one). Make sure this primal form has the same gender rate and Exp rate as the non-primal form or things will get messed up.
* The first of the “Unknown Bytes” is set to 1 to represent Primal Reversion.

1. Set up the primal forms’ evolution data in G3T to match the following:



Notice that the items are left blank. Also notice that both Primal Pokémon still have their first unknown bytes set to 1. Do not forget this!

Note about Primal Reversion:

* The alpha and omega symbols on the health bar are generated based on which species is in its Primal form. By default, the alpha symbol is set to appear if the species is Primal Kyogre, and the omega symbol is set to appear if the species is Primal Groudon. To change this requirement, modify the following functions in **src/mega.c**:



These can easily be modified by adding species to compare to. So if I wanted the omega symbol to appear for Primal Dialga as well, I would make the following modification:



Don’t forget to also define PKMN\_PRIMAL\_DIALGA in **include/constants/species.h**!

**Using Dynamic Pokémon Expansion**:

Add evolution methods in **src/Evolution\_Table.c** with the following format:





[Ultra Burst](https://bulbapedia.bulbagarden.net/wiki/Ultra_Burst)

Primal Reversion does not rely on a mega ring to activate and will thus always activate if Necrozma holds the appropriate item. Much less setup is required for Ultra Burst.

**NOT Using Dynamic Pokémon Expansion:**

1. Create an *Ultranecrozium Z* item in G3T with the following format:



1. Modify **both** Necrozma forms’ evolution data in G3T to match the following:



In the above images:

* “Nothing required” is set to the *Ultranecrozium Z* item index. Note again that G3T does not represent these item indices correctly so you may need to use another editor.
* “Evolve to” is set to a new species representing *Ultra Necrozma* (you’ll need to expand Pokémon or replace an existing one). Make sure all *Necrozma* forms have the same gender rate and Exp rate or things will get messed up.
* The first of the “Unknown Bytes” is set to 3 to represent Ultra Burst.

1. Set up the *Ultra Necrozma’s* evolution data in G3T to match the following:



In the above image:

* The items are left blank.
* The first unknown byte is set to 3. Do not forget this!

Note about Ultra Burst:

* Contrary to what is shown in the above image, *Ultra Necrozma* does **not** need reversion data from both *Necrozma* fusion forms (it needs for at least one of them). *Ultra Necrozma* will always revert to the form it *Ultra Bursted* from at the end of the battle, regardless of which species is written in its evolution data. If the *Ultra Necrozma* was encountered in the wild, it will revert to the first species in its evolution list by default.
* *Ultra Burst* is trigged the same way as *Mega Evolution* on the move menu.
* As *Ultra Burst* is not considered *Mega Evolution*, *Ultra Necrozma* can still use Z-Moves if it knows the appropriate base move (*Photon Geyser* by default).

**Using Dynamic Pokémon Expansion**:

Add evolution methods in **src/Evolution\_Table.c** with the following format:



### Z-Moves

[Z-Moves](https://bulbapedia.bulbagarden.net/wiki/Z-Move) work akin to how they work in real Pokémon games.

If a Pokémon holds a *Z-Crystal* corresponding to a specific type, any move of that type can be turned into a Z-Move by pressing the *Start*-button on the move menu, and then the *A*-button to confirm the selection. If a move cannot be turned into a Z-Move, the *Start­*-button will do nothing.

If a certain Pokémon holds its signature *Z-Crystal*, then its signature move can be turned into its signature *Z-Move* (also with the *Start*-button). A list of these signature Z-Moves can be found under *gSpecialZMoveTable* in **src/include/new/battle\_start\_turn\_start.h**.

The only setup required for Z-Moves involves the creation of Z-Crystals. Each Z-Crystal should be created in G3T with the following format:



The item effect should be set as 130 and the item quality should be set to the move type the Z-Crystal works for (in the above image it is set to 2 [TYPE\_FLYING]). The *Mystery 1* byte can also be set to 1 to remove the item quantity for Z-Crystals (acts as if the player only has the single, unique Z-Crystal).

Special Z-Crystals should be set up similarly, the key difference being that item quality should be set to 255.



Once the Z-Crystals are created, have a Pokémon hold one, give it the appropriate move, and then watch the magic happen!

### Trainer Sliding Messages[[1]](#footnote-1)

In generations after Gen 3, Trainers could interrupt the battle with a message. This engine supports three kinds of those messages:

1. After the opponent’s first Pokémon faints.
2. After the opponent’s last Pokémon is sent in.
3. When the opponent’s last Pokémon is low on health.

Trainers can have any combination (or none at all) of the above messages. To set these up, do the following:

1. Navigate to **src/trainer\_sliding.c** and search for *sTrainerSlides.* This is the table used to define the sliding messages.
2. Add an entry with the following format:



Where 0x59 is the trainer Id (Youngster Ben in this case), *sText\_BenFirstMonDown* is the message displayed when the opponent’s first Pokémon has fainted, *sText\_BenLastSwitchIn* is the message displayed when the opponent switches in their last Pokémon, and *sText\_BenLastLowHP* is the message displayed when the opponent’s last Pokémon is on low health. If you would not like the trainer to say anything at one of these stages, simply replace the entry with *NULL*:



In this case, the trainer will say something after the first Pokémon is defeated and when their last Pokémon is low on HP, but not after they send in their last Pokémon.

1. At the top of the file (under the #include’s), add declarations for the strings you’ve defined. For example, for the first message struct declared above, the top of the file should look like this:



Each string title is preceded by "extern u8 " and ends with "[];".

1. Open the file **strings/trainer\_sliding\_strings.string** and add entries for the strings you’ve defined. For example, for the first message struct declared above:



The format for the strings follows similarly to *XSE*, the key difference being that each line does **not** start with "= ". An equal’s sign at the beginning of the line will be treated as such and be seen in the game. Also note that each line ends with "\p" in order to wait for the player’s key press.

Follows these steps and continuously add new entries to the table to add flavour to battles!



### Multi Battles

There are 4 different types of [Multi Battles](https://bulbapedia.bulbagarden.net/wiki/Multi_Battle) supported by this engine:

1. Player Vs. Two Trainer Opponents.
   * Can be set up in a script or by being spotted by two different trainers.
2. Player & Partner Vs. Two Trainer Opponents.
3. Player & Partner Vs. One Trainer Opponent.
4. Player & Partner Vs. Two Wild Pokémon.

There are two different ways of setting these up:

**XSE Friendly Method**

This method allows you to set up multi battles through scripted events.

* To set up a battle against two opponents:
  + Set the flag TWO\_OPPONENT\_FLAG.
  + Set the var SECOND\_OPPONENT\_VAR to the trainer id of the second trainer.
  + Use the *loadpointer* scripting command in conjunction with special **0xXX** to load the second trainer’s defeat text.
  + Then use the scripting command *trainerbattle 0x3* (or *0x9*) to start the battle.
* To set up a battle with a partner:
  + Set the flag TAG\_BATTLE\_FLAG.
  + Set the var PARTNER\_VAR to the trainer id of the partner.
  + Set the var PARTNER\_BACKSPRITE\_VAR to the [backsprite Id](#_Trainer_Backsprites) of the partner.
  + Then use the scripting command *trainerbattle 0x3* (or *0x9*) to start the battle.

**This will initiate a battle with a partner against a single opponent.**

* To battle with a partner and two opponents, set all flags and vars listed in the previous two steps, and then use the scripting command *trainerbattle 0x3* (or *0x9*) to start the battle. A sample script to do this looks as follows:

#define TWO\_OPPONENT\_FLAG 0x909

#define TAG\_BATTLE\_FLAG 0x908

#define SECOND\_OPPONENT\_VAR 0x5010

#define PARTNER\_VAR 0x5011

#define PARTNER\_BACKSPRITE\_VAR 0x5012

#define SPECIAL\_LOAD\_SECOND\_DEFEAT\_TEXT 0xAC

#org @start

setflag TWO\_OPPONENT\_FLAG 'Setup battle against two opponents

setflag TAG\_BATTLE\_FLAG 'Setup battle with partner

setvar SECOND\_OPPONENT\_VAR 0x59 'Youngster Ben

setvar PARTNER\_VAR 0x5B 'Team up with Youngster Josh

setvar PARTNER\_BACKSPRITE\_VAR 0x2 'Brendan’s Backsprite

loadpointer 0x0 @SecondTrainerDefeatText

special SPECIAL\_LOAD\_SECOND\_DEFEAT\_TEXT

trainerbattle 0x3 0x5A 0x0 @FirstTrainerDefeatText 'Youngster Calvin

end

**Non-XSE Friendly Method**

This method for setting up multi battles is not possible to code in XSE, but it is significantly easier to code and allows more versatility with random trainer scripts. It is recommended to use the Thumb assembler in conjunction the xse defines provided in this engine to compile these custom scripts (which can then be called after inserting the hex data).

* To set up a battle against two opponents, use the following scripting command:

trainerbattle 0xB **FOE\_1\_ID** *FOE\_2\_ID* **FOE\_1\_NPC\_ID** *FOE\_2\_NPC\_ID* 0x0 **INTRO\_TEXT\_A** *INTRO\_TEXT\_B* **DEFEAT\_TEXT\_A** *DEFEAT\_TEXT\_B* **CANNOT\_BATTLE\_TEXT**

Where:

* + FOE\_1\_ID: The trainer Id of the first opponent.
  + FOE\_2\_ID: The trainer Id of the second opponent.
  + FOE\_1\_NPC\_ID: The local Id (person Id in Advance Map) of the first opponent.
  + FOE\_2\_NPC\_ID: The local Id (person Id in Advance Map) of the second opponent.
  + INTRO\_TEXT\_A: The intro battle text said by the first opponent.
  + INTRO\_TEXT\_B: The intro battle text said by the second opponent.
  + DEFEAT\_TEXT\_A: The defeat text said by the first opponent.
  + DEFEAT\_TEXT\_B: The defeat text said by the second opponent.
  + CANNOT\_BATTLE\_TEXT: The text said by either opponent when the player doesn’t have enough viable Pokémon to fight with.

This trainerbattle 0xB command is special such that you can assign it to random NPCs to effectively make better random double battles than with a *Twins* class, for example. When using this on two random NPCs, make sure they stand next to each other! Otherwise it’ll look off when they walk towards the player together.

* + To set up a battle with a partner, use the following scripting command:

trainerbattle 0xC **FOE\_ID** *PARTNER\_ID* **PARTNER\_BACKSPRITE\_ID** 0x0 *DEFEAT\_TEXT*

Where:

* FOE\_ID: The trainer Id of the opponent.
* PARTNER\_ID: The trainer Id of the player’s partner.
* PARTNER\_BACKSPRITE\_ID: The backsprite Id of the player’s partner.
* DEFEAT\_TEXT: The text said when the opponent loses the battle.
* To battle with a partner and two opponents, use the following scripting command:

trainerbattle 0xA **FOE\_1\_ID** *FOE\_2\_ID* **PARTNER\_ID** *PARTNER\_BACKSPRITE\_ID* 0x0 **DEFEAT\_TEXT\_A** *DEFEAT\_TEXT\_B*

Where each of the title definitions is the same as listed *trainerbattle 0xB* and *trainerbattle 0xC*. Note that both *trainerbattle 0xB* and *trainerbattle 0xC* cannot be used on random NPCs. They must be used from within and event script.

And with that, you can set up amazing multi battles!

### Wild Double Battles

Encountering two wild Pokémon at once was introduced in Gen 4 with it occurring when the player was teamed up with another player. Then, in Gen 5, it became possible to encounter two Pokémon at once in special grass. This engine supports both of those features.

**Wild Double Battles With Partner**

If there is ever a situation where you’d like all wild battles in a given area to be with a partner, add the following as an *On entering map/on menu close [5]* level script in Advance Map:

#define DOUBLE\_WILD\_BATTLE\_FLAG 0x9F9

#org @start

setflag DOUBLE\_WILD\_BATTLE\_FLAG

setflag TAG\_BATTLE\_FLAG 'Setup battle with partner (same as above)

setvar PARTNER\_BACKSPRITE\_VAR 0x2 'Brendan’s Backsprite (same as above)

end

This will cause all battles against trainers on the map to be fought with a partner, and all wild battles fought on the map to be against two Pokémon. Conditions can also be added to the script (such as a checkflag to only execute the script if some flag is set). Don’t forget to clear these flags once the player no longer needs a partner!

**Wild Double Grass**

Special grass tiles that can initiate wild battles can be created as well. Grass with a background byte of 0x5 will have a chance of starting a wild double battle, and grass with a background byte of 0x25 will have a chance of starting a wild double battle and be covered by the player. Wild double water tiles are similarly done using 0x6 and 0x26. The chance a wild double battle will be started when walking in this grass is determined by the value set (in percent) in WILD\_DOUBLE\_RANDOM\_CHANCE.

**Scripted Wild Double Battles**

Here is a sample script:

wildbattle 0xFFFF 0x0 0x0 'Double indicator

wildbattle PKMN\_CLEFAIRY 20 ITEM\_NONE

wildbattle PKMN\_PIKACHU 20 ITEM\_NONE

special 0x138 'Starts the battle

waitstate

Sample double wild grass in Advance Map:



I’m not entirely sure if this script will compile properly in XSE, but if you use it in PKSV by replacing *wildbattle* with *battle* and *waitstate* with *waitspecial* the battle will begin properly.

### Trainer Backsprites

Adding a backsprite into the game has never been easier.

1. Go to **graphics/Backsprites** and add a minimum of **4** backsprites in for your new trainer. Make sure they’re each a size of 64 x 64 and indexed to 16 colours! Sample *Brendan* and *May* backsprites come bundled with the engine.



1. Open **assembly/data/Trainer\_Backsprite\_Table.s** to allow the game to read your new backsprites.
2. Search for *gTrainerBackPicPaletteTable* and add your new entry after the old man. The format should be [FILE\_NAME\_NO\_EXTENSION]0Pal. So, for instance, if I was adding the above Brendan sprites to the table:



Notice that each entry has an associated number. Numbers should go up by 1 for each entry. This is the **backsprite Id** referenced several other times in the documentation.

1. Search for *gTrainerBackAnimsPtrTable* and add your new entry after the old man. So, since in our example we’re adding in another backsprite with 4 frames, copy the frame data from *May*:



1. Search for *gTrainerBackPicCoords* and add your new entry after the old man’s. For simplicity, just copy the old man’s data:



1. Search for *TrainerBackspritesTable* and add your new entry after the old man’s. To add a new entry in this table, copy the old man’s data and just change wherever it says "OldMan” to your new name. So in our example:



1. Scroll down to the end of the file and add a backsprite image table in. Copy the backsprite image table name from the entry just added to *TrainerBackspritesTable*, and then add the data like so:



Notice that the order of the images goes frame 1, frame 2, frame 3, and then frame 0. This is very important!

Unlike what was shown in the tutorial, it is also possible to add in data for a backsprite with 5 frames. In that case, just copy the data from one of the backsprite with 5 frames (like the player) instead.

### Battle Terrain

If you have inserted any new battle backgrounds using the tutorial [here](https://www.pokecommunity.com/showthread.php?t=302401), then certain modifications will need to be made to make the engine compatible with those backgrounds.

1. Open up the file **include/battle.h**. Search for BATTLE\_TERRAIN\_CHAMPION in thefile, and add a new definition there. So, for instance, if your new background was a snow field:



1. Open up the file **src/Tables/Terrain\_Table.c**. Search for BATTLE\_TERRAIN\_CHAMPION in thefile, and add a new entry to the table. So continuing on with the snow example:



Notice the entry name is the same as the definition from earlier **+ 4**.

The table has entries for:

* camouflageType: The type the move [Camouflage](https://bulbapedia.bulbagarden.net/wiki/Camouflage_(move)) transforms into.
* secretPowerEffect: The secondary effect of the move [Secret Power](https://bulbapedia.bulbagarden.net/wiki/Secret_Power_(move)).
* secretPowerAnim: The animation of the move *Secret Power*.
* naturePowerMove: The attack the move [Nature Power](https://bulbapedia.bulbagarden.net/wiki/Nature_Power_(move)) becomes.
* burmyForm: The form [Burmy](https://bulbapedia.bulbagarden.net/wiki/Burmy_(Pok%C3%A9mon)) transforms into after this battle. If you would not like *Burmy* to change form after this battle, leave it as SPECIES\_NONE (as shown above).

### Battle Music

There are three different music tables that can be set up. Each table can be found in **src/Tables/Music\_Tables.c**. Any custom song definitions used in these tables should be added to **include/constants/songs.h**. Trainer classes can be found and added into the file **include/constants/trainer\_classes.h**.

**Class Based Encounter Music**

If ENCOUNTER\_MUSIC\_BY\_CLASS is defined, then the table, *gClassBasedTrainerEncounterBGM*, can be modified to determine which music plays in the background when each trainer class is encountered in the overworld. For example, this table causes all *Youngsters* to have the same encounter music, without having to the set the byte for each of them in their trainer data. If you wanted to change which encounter music Youngsters have, all you have to do is make the following change:

→ 

Now, all *Youngsters* will play the girl encounter when they spot the player.

If you do not want to use this feature, the switch statement in *SetUpTrainerEncounterMusic* found in **src/overworld.c** will need to be modified to add new encounter song Ids in.

**Class Based Battle Music**

The table, *gClassBasedBattleBGM*, can be modified to determine the song that plays during trainer battles against certain classes. For example, if I wanted to make all *Team Rocket* battles play the *Gym Leader* theme, I would add the following onto the end of the table:



In a *Multi Battle*, if either trainer has custom battle music, their theme will play. If both trainers have custom battle music, then the theme for the trainer on the right (first opponent) will play.

**Wild Species Based Battle Music**

The table, *gClassBasedTrainerEncounterBGM*, can be modified to determine the song that plays during wild battles against certain species of Pokémon. For example, if I wanted to make all *Rattata* battles play the *Deoxys* theme, I would add the following onto the end of the table:



### Poke Balls

Several new Poké Balls have been added to the engine, in addition to the Trainer Class Based Poké Ball hack.

**Adding Support for Added Balls**

Although catching data has been added in for the new balls, item data has not. This means that if you want to give the player a certain ball, you’ll need to add in item data for it. Adding a new Poké Ball follows the following format in G3T:



Regarding the *Type* field, this related to the *Ball Type* - 1 of the given ball. So looking in **include/new/catching.h**, we see that the *Dusk Ball’s*type is 13, so subtracting 1 is 12.

**Class Based Poke Balls**

Loosely based on the hack created by [Sagiri](https://github.com/Sagiri/cbpb), if TRAINER\_CLASS\_POKE\_BALLS is defined, this implements the feature from Gen 7 where certain Trainer classes always send out Pokémon in a specific type of Poké Ball.

To modify the trainer class balls, open **src/Tables/Class\_Based\_Poke\_Ball\_Table.c**. All the trainer classes have been preloaded into the table, but if you would like to change a trainer class name to your own custom name, do so in **include/constants/trainer\_classes.h** and then update the table accordingly. The ball type defines that can be used can be found in **include/new/catching.h**. So, for example, if you wanted to change the *Youngster*’s ball to a *Great Ball*, you’d make the following change:

→ 

And then the next time the player battles a *Youngster*, all their Pokémon would be sent out in *Great Balls*!

### Trainers With EVs

Loosely based on [DoesntKnowHowToPlay’s hack](https://www.pokecommunity.com/showthread.php?t=307117), if TRAINERS\_WITH\_EVS is defined, this feature allows trainer Pokémon to have certain EV spreads. Preloaded spreads can be found in **src/Tables/Trainers\_With\_EVs\_Table.h**. New spreads should also be added in here as well.

Note that since this is a **.h** file, if you want your changes to compile, you will need to make a change to the file **src/build\_pokemon.c** so the compiler recompiles the Trainer’s With EVs file. The change can be as simple as adding a whitespace character and then removing it. **Don’t use the undo button to remove the change!** The change needs to be removed manually by using the backspace character so the editor saves the file with an updated timestamp.

**Assigning a Spread**

In order for a Pokémon to use a spread, the following must be done:

* The Pokémon must have a custom moveset.
* The Pokémon must have a custom item (this item can still be set to 0).
* The Pokémon must have an IV (labeled "EVs" in most Trainer editors) value greater than 1 (the 0th spread is left empty for this reason).

For example, looking in the file, you can see that spread 5 is predefined as a "Bulky Physical Attacker". If I wanted to assign this to a Pokémon, the layout would look like this (in [Hopeless Trainer Editor](https://www.pokecommunity.com/showthread.php?t=352109)):



As can be seen in the image, both *Custom Movesets* and *Custom Hold Items* have been selected, and the *EVs* value has been set to 5. Note that the hold item has been set to "*????????"*, meaning that *Emboar* is not actually holding an item (this is still fine).

**Creating a New Spread**

If you want to create a new spread, add it to the end of the table and start counting at 31. The table can at most hold up to the 255th spread. Spreads have the following members:

* .nature: The nature of the Pokémon. Natures can be found in **include/pokemon.h**.
* .ivs: The IVs for the Pokémon. All stats are set to this value (meaning custom *Hidden Powers* are not possible).
* .hpEv: The number of *HP* EVs the Pokémon has.
* .atkEv: The number of *Attack* EVs the Pokémon has.
* .defEv: The number of *Defense* EVs the Pokémon has.
* .spAtkEv: The number of *Special Attack* EVs the Pokémon has.
* .spDefEv: The number of *Special Defense* EVs the Pokémon has.
* .spdEv: The number of *Speed* EVs the Pokémon has.
* .ball: If set to TRAINER\_EV\_CLASS\_BALL and TRAINER\_CLASS\_POKE\_BALLS is defined, then the ball loaded will be the one for the trainer class. Otherwise look in **include/new/catching.h** for a list of available Poké Ball types.
* .ability: The ability number of the Pokémon. Can be set to:
  + Ability\_1: The Pokémon will have its first ability.
  + Ability\_2: The Pokémon will have its second ability.
  + Ability\_Hidden: The Pokémon will have its [hidden ability](https://bulbapedia.bulbagarden.net/wiki/Ability#Hidden_Abilities).
  + Ability\_Random\_1\_2: The Pokémon will have one of its primary abilities.
  + Ability\_RandomAll: The Pokémon will have one of its possible abilities.

Example:



In the above example, the nature for the spread is set to *Docile*, each stat has an IV of 31, the *HP* stat has 128 EVs, the *Attack* stat has 252 EVs, and the *Speed* stat has 128 EVs. All EV stat not referenced in this spread will be set to a default value of 0. Any Pokémon using this spread will also be released in a *Cherish Ball* and have any one of it possible abilities (including its hidden ability).

### Battle Frontier

//TO WRITE

### Upgraded TM/HM Expansion

This engine includes a vastly improved TM/HM system over those created in the past. Why is it so much better, you ask? It allows the hacker to use ANY item id for their TMs. None of this item ID sorting or item gap nonsense! It also fixes the graphical problems with high TM numbers in the TM case.

To set this feature up, you must set the Mystery 2 byte of your item to the TM ID, starting at 01 for TM01. The HMs must start at a TM ID AFTER the max number of TMs you plan on implementing. For example, if you want 120 TMs and 8 HMs, HM01 would be given a TM ID of 121. Otherwise, the items are set up as normal (see image at right). The item sprite/palette don’t matter, as the disk is loaded outside of the item data, and the TM animation must be removed for the expansion to work correctly.

This engine does not mess with any of the original tables to allow a hack in progress to keep all its data. Therefore, once all your item data is set up, you must set up the TM Move Table and TM Compatibility Table. The TM Move Table has a pointer at 0x125A8C and is simply a list of move IDs corresponding with the TM ID. The TM Compatibility Table is more complicated. Its pointer lies at 0x43C68 and is 16 bytes per species. Taken from [this tutorial](https://www.pokecommunity.com/showthread.php?t=401063):

The new TM compatibility is broken into 4 words (4 bytes each), where the first word corresponds to TMs 1-32, then 33-64, and so on. Each bit starting from the far right corresponds to a TM.  
  
For example, if you want to learn TMs 3, 7, 20, 54, 87, and 102:  
1-32: 00000000000010000000000001000100  
33-64: 00000000001000000000000000000000  
65-96: 00000000010000000000000000000000  
97-128: 00000000000000000000000000100000  
  
becomes, in hex: [00 08 00 44] [00 20 00 00] [00 40 00 00] [00 00 00 20]  
  
reversing each part and combining:  
44 00 08 00 00 00 20 00 00 00 40 00 20 00 00 00

### Pickup[[2]](#footnote-2)

The items found by the ability [Pickup](https://bulbapedia.bulbagarden.net/wiki/Pickup_(Ability)) can be modified in **src/Tables/Pickup\_Items.c**. Modify *sPickupCommonItems* and *sPickupRareItems* to change the items that appear. **DO NOT** add any new items to the tables; only change the pre-existing items. The default values were chosen based on the following table (common is highlighted in blue, rare is highlighted in red):



### Select from PC Hack

If SELECT\_FROM\_PC is defined, the player can select Pokémon directly from the PC to modify certain data. To initiate, set *pcSelect\_StateTracker* (defined in **asm\_defines.s**) to 1 before using Special 0x3C. The hack will store the box number and slot to *Var 0x8000* and *0x8001*, respectively. All data retrieval/manipulation specials will be able to access the selected PC Pokémon by setting *Var 0x8003* to 1. For example, nicknaming a Pokémon in the PC:

#define pcSelect\_StateTracker 0x203B7AC

#org @start

writebytetooffset 0x1 pcSelect\_StateTracker

special 0x3C 'Select boxed mon, box stored to Var8000, slot to Var8001

waitstate

writebytetooffset 0x0 pcSelect\_StateTracker

compare LASTRESULT 0x7F

if 0x1 goto @NothingSelected 'User cancelled out of the PC menu

bufferPokémon 0x0 0x8002

setvar 0x8003 0x1 'Data source is in the PC Box

special 0x7d

compare LASTRESULT 0x1

if 0x1 goto @traded

special 0x9e

waitstate

end

### Time of Day Based Wild Encounters

In order to use this feature, TIME\_ENABLED must be defined. Once it is open the file **src/Tables/Wild\_Encounter\_Tables.c**. Find where it says //Modify this section. This is the data that will be modified.

**Example: Modifying the Night Data**

For this example, HOOTHOOT will be added onto ROUTE 1 in place of PIDGEY.

First, the wild data needs to be created. If you open up Advance Map to the wild data for ROUTE 1, you should see this:



Now that you know what the data looks like, convert it into a C structure (see image below) and paste it at the top file, directly under the line “#ifndef UNBOUND //Modify this section”, or under previously created wild data structures. No matter what, it must be placed above the line

“const struct WildPokémonHeader gWildMonMorningHeaders[] =”:



^ This line is very important and must be added in as well. Make sure the label correctly matches the name for your newly created wild data structure. The *21* is the encounter rate.

Now that the wild data has been copied from Advance Map, it’s time to make modifications.

Change all the “PKMN\_PIDGEY” to “PKMN\_HOOTHOOT”:



The data for Route 1 at night is now complete. As this is data for night time, we need to add it to our night table, *gWildMonNightHeaders*. Make sure you leave the pre-existing entry at the bottom of the table:



The only thing left to do now is define “*MAP\_ROUTE\_1*”. Go back to Advance Map and find the map bank and map number for ROUTE 1 (the map bank is 3, and the map number is 19). At the top of the file, add a line formatted like #define MAP\_NAME ((MAP\_BANK << 8) | MAP\_NUM)



**Make sure the map name matches what’s in the brackets for “.mapGroup” and “.mapNum” (ie. ROUTE\_1 became MAP\_ROUTE\_1).**

Now wild night data has successfully been added for Route 1. Morning and Evening data follow the same pattern. Any route that doesn’t have morning or night data defined will load the standard day data set in Advance Map.

For water, fishing, or Rock Smash data, follow the same steps, but look [here](https://github.com/pret/pokeemerald/blob/c74bfbe11017e4f937dc6466a93a6d3dc72cdac7/src/data/wild_encounters.h) to see how to structure those kinds of wild datasets.

If you followed everything correctly, here is what the file should look like now:  




### Swarms

### Day & Night System

A brand new DNS has been included in the engine. It features dynamic palette fading throughout the day, as well as options to allow windows to light up at night. Both of these options can be customized by editing **include/new/DNS.h**. Note that since this is a **.h** file, if you want your changes to compile, you will need to make a change to the file **src/DNS.c** so the compiler recompiles the DNS file. The change can be as simple as adding a whitespace character and then removing it. **Don’t use the undo button to remove the change!** The change needs to be removed manually by using the backspace character so the editor saves the file with an updated timestamp.

**Changing Which Palettes Are Faded**

Open up the DNS.h file and search for OW\_BG\_PAL\_0. Here is a listing of all palettes that can be faded. OW\_BG\_PAL\_0 through OW\_BG\_PAL\_15 represent the palettes of the background in the overworld. By default, OW BG palettes 0 - 11 are set to be faded, but 12 can be faded as well by making the following change:



Similarly, whether any other palette is faded can be changed by changing its value from TRUE to FALSE or vice versa. It is **NOT** recommended to fade palettes 13-15 as these are the colours used for the menus and text boxes.

Other than the OW backgrounds, the OW\_SPRITE\_PAL represent the sprites in the overworld, the BBG\_PAL defines represent the background in battle, and the B\_SPRITE\_PAL defines represent the sprites in battle.

**Changing the Colours Faded Throughout the Day**

In the same file is a table representing the actual fading colours (*gDNSNightFadingByTime*). Currently the table only has entries from 12 AM - 7:59 AM and 5 PM - 11:59 PM. The rest of the day no fading changes can be seen. If you would like to add fading for more time during the day, simply look for the line *Day has no fade* and start adding new entries there. For example, adding an entry for 8 AM - 8:59 AM:



The colour can change every ten minutes, so each of those colour indices represent a colour at that ten minute period.

**Light Up Windows**

There are currently two ways to handle light up windows. The first is more tedious. It involves leaving OW\_BG\_PAL\_12 as FALSE (see *Changing Which Palettes Are Faded*) and make all tiles you’d like to light up use that palette. Then, use an on-entry script in Advance Map to do setmaptiles and place your light up windows only when the time is night. This can be an extreme annoyance and a time consumer, which is why the second, new method was developed.

This new method uses a table to fade certain palette colours if it nighttime.

1. To start off, find the offset of the tileset containing the palette you wish to fade. For this example, I’ll be fading the windows of the player’s door in *Palette Town*. Looking in Advance Map, the player’s door uses tiles from *Tileset 1*, which has an offset of 0x82D4AAC.



1. Now open the tile viewer and determine which colours are the ones you wish to fade. For my example, I’ve determined that the player’s door uses palette 8, and the colours used are in indices 8, 9, and 10:



1. Now determine the colours you wish to change them to. It’s okay to play around with these colours in Advance Map. Hitting *Apply* won’t save anything permanently unless you exit out of the block editor and choose to save. For my example, I could going to change the window to a yellowy colour:



These colours can be represented by the RGB values of (31, 31, 20), (31, 31, 11), and (31, 31, 10).

1. Putting it all together now:



In the image *.tilesetPointer* is set to the offset of the tileset found in step 1, *.paletteNumToFade* is set to *8* representing the 8th palette. *.paletteIndicesToFade* has entries for index 8, 9, and 10, each with the corresponding colour they should be faded. After all that, is the line TILESET\_PAL\_FADE\_END. **DO NOT FORGET THIS LINE!**

Some more examples have been left in the file to help guide you further if you need it.



# Other Features Included

### Save Expansion

//TO WRITE

### Updated Flutes

The [Black Flute](https://bulbapedia.bulbagarden.net/wiki/Black_Flute) and [White Flute](https://bulbapedia.bulbagarden.net/wiki/White_Flute) have been updated to the standards from ORAS.

### Trainer Face Fix

The player will face trainers before battle.

### Extra Pedometers

From JPANs engine, this includes extra pedometers to allow for various step-related scripts and actions. There is a 32bit (4 byte) pedometer that is always active, as well as 1 32bit, 1 16bit, and 2 8bit pedometers that can be activated/deactivated with flags. These flags can be viewed above starting with *FLAG\_LONG\_PEDOMETER*.

### Dex Nav[[3]](#footnote-3)

A simplified [Dex Nav](https://bulbapedia.bulbagarden.net/wiki/DexNav) system for Fire Red. It replaces the *PokeDex* option in the Start Menu with *TOOLS*, which contains *PokeDex* and *DexNav*. Selecting the DexNav opens the graphical user interface (GUI) to allow the player to view what Pokémon they have caught/seen on the current map, and either press *Select* or *A* on a given Pokémon to search for it on the map. *Select* will save the Pokémon information to VAR\_DEXNAV and allow the player to search for that Pokémon via *Select* from the overworld.

### Dynamic Overworld Palettes[[4]](#footnote-4)

Overworld sprites are now loaded in dynamically, allowing for more freedom with creating new overworld sprite palettes.

### Ability Pop-Ups[[5]](#footnote-5)

Whenever a Pokémon’s ability activates in battle, a pop-up will appear showing the ability akin to Gen 5+ games.

### Hidden Abilities[[6]](#footnote-6)

Hidden abilities have been implemented akin

### Expanded Trainer Class Names

### Pokedex Screen Stats

The boring old size comparison when viewing a Pokémon’s pokedex data has been replaced with a routine by [DoesntKnowHowToPlay](https://www.pokecommunity.com/member.php?u=300067) and [Squeetz](https://www.pokecommunity.com/member.php?u=400825) that displays the Pokémon’s stats and abilities instead.

### Turbo Boost

A pipelined routine has been written to replace the old main loop with one that now allows the game to run at over 1000% speed using the fast-forward button.

### Script Specials

Several new scripting specials have been added to the engine. Many have been ported from JPAN’s hacked engine, and thus will work similar to how they worked there.

If a special is shown to have a var (such as *Var 0x8000*) as an input, set that var to the required data. If SELECT\_FROM\_PC is defined, remember to keep track of the Pokémon source from *Var 0x8003* before calling specials that manipulate Pokémon attributes.

If a special is shown to have a return value, it must be called with the **special2** scripting command.

#### Pokémon Specials

The following specials check or change Pokémon attributes. If SELECT\_FROM\_PC is defined, *Var 0x8003* will allow you to check/change data from PC boxed Pokémon if it is set to 1. Otherwise it will check/change from a party Pokémon.

Special 0x7 – EV/Contest Stat Checker

**Details**: Checks a party/boxed Pokémon’s EVs or Contest stats.

**Input**:

*Var 0x8003:* From party (0), or box (1).

From Box: *Var 0x8000*, *Var 0x8001* hold the box num/slot, respectively.

From Party: *Var 0x8004* holds the party slot number.

*Var 0x8005:* Stat to check:

|  |  |
| --- | --- |
| HP EV | 0x0 |
| Attack EV | 0x1 |
| Defense EV | 0x2 |
| Speed EV | 0x3 |
| Special Attack EV | 0x4 |
| Special Defense EV | 0x5 |
| Coolness | 0x6 |
| Beauty | 0x7 |
| Cuteness | 0x8 |
| Smartness | 0x9 |
| Toughness | 0xA |
| Luster | 0xB |

**Returns**: Stat value to given var.

**Example Script:**

setvar 0x8003 0x0 'Select from party

setvar 0x8004 0x3 '4th Pokémon in party

special2 LAST\_RESULT 0x7

buffernumber 0x0 LAST\_RESULT 'Buffer EV stat into [buffer1]

Special 0x8 – Pokémon IV Checker

**Details**: Checks a party/boxed Pokémon’s IVs

**Input**:

*Var 0x8003:* From party (0), or box (1).

From Box: *Var 0x8000*, *Var 0x8001* hold the box num/slot, respectively.

From Party: *Var 0x8004* holds the party slot number.

*Var 0x8005:* IV stat to check:

|  |  |
| --- | --- |
| HP IV | 0x0 |
| Attack IV | 0x1 |
| Defense IV | 0x2 |
| Speed IV | 0x3 |
| Special Attack IV | 0x4 |
| Special Defense IV | 0x5 |

**Returns**: IV stat value to given var.

**Example Script (with PC Selection Hack):**

writebytetooffset 0x1 0x0203b7ac 'Or whatever pcSelect\_StateTracker is set to

special 0x3C 'Select boxed mon, box stored to var8000, slot to var8001

waitstate

compare LAST\_RESULT 0x7F 'Player exited without selecting

if 0x1 goto @DidNotSelect

setvar 0x8003 0x1 'From boxed mon

setvar 0x8005 0x1 'Check attack IV

special2 LAST\_RESULT 0x8

buffernumber 0x0 LAST\_RESULT 'Buffer attack IV to [buffer1]

Special 0x9 – Pokémon Ribbon Checker

**Details**: Checks a Pokémon’s ribbons. The first 5 ribbons have values from 1 - 4 for Normal, Super, Hyper, and Master rank, so be sure to reference the correct bit value(s). See [this page](https://bulbapedia.bulbagarden.net/wiki/Pok%C3%A9mon_data_substructures_in_Generation_III#Ribbons_and_Obedience) for more info.

**Input**:

*Var 0x8003:* From party (0), or box (1).

From Box: *Var 0x8000*, *Var 0x8001* hold the box num/slot, respectively.

From Party: *Var 0x8004* holds the party slot number.

*Var 0x8005:* Ribbon bit to check. Here are the possible bits and known ribbon values.

|  |  |  |
| --- | --- | --- |
| **Ribbon** | **Bit(s)/Rank (Var8005 Val)** | **Hex Value** |
| Cool Ribbons | Normal (1) = bit 1 (0001)  Super (2) = bit 2 (0010)  Hyper (3) = bits 1,2 (0011)  Master (4) = bit 3 (0100) | 0x1  0x2  0x3  0x4 |
| Beauty Ribbons | Normal (1) = bit 4  Super (2) = bit 5  Hyper (3) = bit 4,5  Master (4) = bit 6 | 0x8  0x10  0x18  0x20 |
| Cute Ribbons | Normal (1) = bit 7  Super (2) = bit 8  Hyper (3) = bit 7,8  Master (4) = bit 9 | 0x40  0x80  0xC0  0x100 |
| Smart Ribbons | Normal (1) = bit 10  Super (2) = bit 11  Hyper (3) = bit 10,11  Master (4) = bit 12 | 0x200  0x400  0x600  0x800 |
| Tough Ribbons | Normal (1) = bit 13  Super (2) = bit 14  Hyper (3) = bit 13,14  Master (4) = bit 15 | 0x1000  0x2000  0x3000  0x4000 |
| Champion | Bit 16 | 0x8000 |
| Winning | Bit 17 | 0x10000 |
| Victory | Bit 18 | 0x20000 |
| Artist | Bit 19 | 0x40000 |
| Effort | Bit 20 | 0x80000 |
| Special 1 | Bit 21 | 0x100000 |
| Special 2 | Bit 22 | 0x200000 |
| Special 3 | Bit 23 | 0x400000 |
| Special 4 | Bit 24 | 0x800000 |
| ?? | Bit 25 | 0x1000000 |
| Special 5 | Bit 26 | 0x2000000 |
| Special 6 | Bit 27 | 0x4000000 |
| ?? | Bits 28-30 | 0x8000000 to 0x40000000 |
| Obedience (Mew/Deoxys) | Bit 31 | 0x80000000 |

**NOTE**: the “hyper” status is a bit more challenging to check for, as the input is a bit number and these ribbon statuses require checking two bits. If this is something you are interested in implementing, you would need to remove the Normal bit upon receiving Super status, and then check for both bits with two separate special calls to determine the Hyper status.

**Returns:** 1 if the ribbon flag is set, 0 if not.

**Example Script:**

setvar 0x8003 0x0 'From party

setvar 0x8004 0x2 '3rd mon in party

setvar 0x8005 16 'Check hall of fame flag

special2 LAST\_RESULT 0x9

buffernumber 0x0 LAST\_RESULT

compare LAST\_RESULT 0x1

if 0x1 goto @IsAChampion

'Else, Pokémon was not in the hall of fame

Special 0xA – Pokerus Timer Checker

**Details**: Checks the [Pokérus](https://bulbapedia.bulbagarden.net/wiki/Pok%C3%A9rus) virus timer on a Pokémon.

**Input**:

*Var 0x8003:* From party (0), or box (1).

From Box: *Var 0x8000*, *Var 0x8001* hold the box num/slot, respectively.

From Party: *Var 0x8004* holds the party slot number.

**Returns:** Pokérus time left to given var.

**Example Script:**

setvar 0x8003 0x0 'From party

setvar 0x8004 0x0 'First party Pokémon

special2 LAST\_RESULT 0xA

buffernumber 0x0 LAST\_RESULT 'Pokérus timer into [buffer1]

bufferpartypokemon 0x1 0x0 'Buffer first poke name into [buffer2]

msgbox @timeLeft 0x6

#org @timeLeft

= [buffer2] is sick for [buffer1] more cycles!

Special 0xB – Poké Ball Checker

**Details**: Check the Poké Ball type of a Pokémon. The ball Ids can be found in **include/new/catching.h**.

**Input**:

*Var 0x8003:* From party (0), or box (1).

From Box: *Var 0x8000*, *Var 0x8001* hold the box num/slot, respectively.

From Party: *Var 0x8004* holds the party slot number.

**Returns:** Poké Ball type to given var.

**Example Script:**

writebytetooffset 0x1 0x0203B7AC 'Select from PC hack

Special 0x3C 'Store box/slot into vars 0x8000, 0x8001, respectively

waitstate

Compare LAST\_RESULT 0x7F

If 0x1 goto @didNotSelect 'Player cancelled without selection

setvar 0x8003 0x1 'From box

special2 LAST\_RESULT 0xB

buffernumber 0x1 LAST\_RESULT 'Buffer item number to [buffer2]

special 0x7C 'Buffer boxed mon nickname to [buffer1]

msgbox @ball 0x6

#org @ball

= [buffer1] is inside a [buffer2]! How fortunate!

Special 0xC – Check Capture Location

**Details**:

**Input**:

*Var 0x8003:* From party (0), or box (1).

From Box: *Var 0x8000*, *Var 0x8001* hold the box num/slot, respectively.

From Party: *Var 0x8004* holds the party slot number.

**Returns:** Capture Location Id to given var.

**Example Script:**

setvar 0x8003 0x0 'From party

setvar 0x8004 0x5 'Last party mon

special2 LAST\_RESULT 0xC

buffernumber 0x0 LAST\_RESULT 'Buffer capture location to [buffer1]

Special 0xD – Happiness Checker

**Details**: Check the number of happiness points for a Pokémon.

**Input**:

*Var 0x8003:* From party (0), or box (1).

From Box: *Var 0x8000*, *Var 0x8001* hold the box num/slot, respectively.

From Party: *Var 0x8004* holds the party slot number.

**Returns:** Happiness value (0-255) to given var.

**Example Script:**

setvar 0x8003 0x0 'From party

setvar 0x8004 0x2 '3rd Pokémon

special2 LAST\_RESULT 0xD

buffernumber 0x0 LAST\_RESULT 'Buffer happiness to [buffer1]

compare LAST\_RESULT 255

if 0x1 goto @maxedHappiness

Special 0xE – Hold Item Checker

**Details**: Check hold item value of a Pokémon.

**Input**:

*Var 0x8003:* From party (0), or box (1).

From Box: *Var 0x8000*, *Var 0x8001* hold the box num/slot, respectively.

From Party: *Var 0x8004* holds the party slot number.

**Returns:** Hold Item Id to given var.

**Example Script:**

setvar 0x8003 0x0 'From party

setvar 0x8004 0x3 '4th Pokémon

special2 LAST\_RESULT 0xE

buffernumber 0x0 LAST\_RESULT 'Buffer to [buffer1]

Special 0xF – Add/Subtract to EVs

**Details**: Add or subtract values to Pokémon EVs (between 0 and 252).

**Input**:

*Var 0x8003:* From party (0), or box (1).

From Box: *Var 0x8000*, *Var 0x8001* hold the box num/slot, respectively.

From Party: *Var 0x8004* holds the party slot number.

*Var 0x8005:* Stat for math (see Special 0x7 for indices).

*Var 0x8006:* Value to add. 0x01YY to subtract YY, 0x00ZZ to add ZZ.

**Returns:** Nothing.

**Example Script:**

setvar 0x8003 0x0 'From party

setvar 0x8004 0x1 '2nd party Pokémon

setvar 0x8005 0x3 'Speed EV

setvar 0x8006 0x0150 'Subtracting 0x50, or 80 speed EVs

special 0xF

Special 0x10 – Set IVs

**Details**: Set IV values for a Pokémon. No math here, just setting to a specific value.

**Input**:

*Var 0x8003:* From party (0), or box (1).

From Box: *Var 0x8000*, *Var 0x8001* hold the box num/slot, respectively.

From Party: *Var 0x8004* holds the party slot number.

*Var 0x8005:* IV stat to change (see Special 0x8 for indices), between 0 and 31 (0x1F).

*Var 0x8006:* IV value to set.

**Returns:** Nothing.

**Example Script:**

setvar 0x8003 0x0 'From party

setvar 0x8004 0x0 'First Pokémon

setvar 0x8005 0x0 'HP IV

setvar 0x8006 31 'Value to set

special 0x10 'Maximize first party Pokémon’s HP IV

Special 0x11 – Set Ribbons

**Details**: Set or clear a Pokémon’s ribbon flag.

**Input**:

*Var 0x8003:* From party (0), or box (1).

From Box: *Var 0x8000*, *Var 0x8001* hold the box num/slot, respectively.

From Party: *Var 0x8004* holds the party slot number.

*Var 0x8005:* ribbon flag to set (see Special 0x9 for indices/values).

0x00XX will set a ribbon, 0x01YY will clear a ribbon.

**Returns:** Nothing.

**Example Script:**

setvar 0x8003 0x0 'From party

setvar 0x8004 0x2 '3rd Pokémon

setvar 0x8005 0x3 '3rd ribbon bit = Master Rank on Cool Ribbon

Special 0x11 'Set the ribbon

Special 0x12 – Set Pokérus

**Details**: Set a Pokérus timer of a Pokémon.

**Input**:

*Var 0x8003:* From party (0), or box (1).

From Box: *Var 0x8000*, *Var 0x8001* hold the box num/slot, respectively.

From Party: *Var 0x8004* holds the party slot number.

*Var 0x8005:* Number of cycles, 0x0 to 0xF, 0x10 to “cure”.

**Returns:** Nothing.

**Example Script:**

setvar 0x8003 0x0 'From party.

setvar 0x8004 0x0 'First mon.

setvar 0x8005 0x10 'Cure Pokémon’s Pokérus.

special 0x12

Special 0x13 – Change Happiness

**Details**: Add or subtract to a Pokémon’s happiness.

**Input**:

*Var 0x8003:* From party (0), or box (1).

From Box: *Var 0x8000*, *Var 0x8001* hold the box num/slot, respectively.

From Party: *Var 0x8004* holds the party slot number.

*Var 0x8005:* Amount to add/subtract.

0x01YY will subtract YY from happiness; 0x00XX will add XX to happiness.

**Returns:** Nothing.

**Example Script:**

setvar 0x8003 0x0 'From party

setvar 0x8004 0x1 '2nd party Pokémon

setvar 0x8005 0x0150 'Subtracting 0x50, or 80 friendship points

special 0x13

Special 0x14 – Change Pokeball

**Details**: Set the ball type of a Pokémon.

**Input**:

*Var 0x8003:* From party (0), or box (1).

From Box: *Var 0x8000*, *Var 0x8001* hold the box num/slot, respectively.

From Party: *Var 0x8004* holds the party slot number.

*Var 0x8005:* Ball ID to set.

**Returns:** Nothing.

**Example Script:**

setvar 0x8003 0x0 'From party

setvar 0x8004 0x0 'First Pokémon

setvar 0x8005 0x1 'Set to Master Ball

special 0x14

Special 0x15 – Change Hold Item

**Details**: Set the hold item of a Pokémon.

**Input**:

*Var 0x8003:* From party (0), or box (1).

From Box: *Var 0x8000*, *Var 0x8001* hold the box num/slot, respectively.

From Party: *Var 0x8004* holds the party slot number.

*Var 0x8005:* Item Id to set.

**Note** that if the Pokémon is already holding an item, this will not change the item, unless *Var 0x8005* is set to 0 to remove the item. Then you can call it again to set a new hold item.

**Returns:** 0 to LAST\_RESULT if successful item change, 1 if not.

**Example Script:**

setvar 0x8003 0x0 'From party

setvar 0x8004 0x5 'Last mon

setvar 0x8005 0x0 'Remove a hold item first

special 0x15

setvar 0x8005 ITEM\_SILKSCARF 'Item to give

special 0x15 'Give silk scarf

compare LAST\_RESULT 1

If 0x1 goto @Failed

Special 0x16 – Change Species

**Details**: Change the species of a Pokémon.

**Input**:

*Var 0x8003:* From party (0), or box (1).

From Box: *Var 0x8000*, *Var 0x8001* hold the box num/slot, respectively.

From Party: *Var 0x8004* holds the party slot number.

*Var 0x8005:* Species to change to.

**Returns:** Nothing.

**Example Script:**

setvar 0x8003 0x0 'From party

setvar 0x8004 0x0 'First Pokémon

setvar 0x8005 PKMN\_CHARMANDER 'Set to Charmander

special 0x16

Special 0x17 – Change Attacks

**Details**: Set or remove a move for a Pokémon. This one does not work with the PC Selection Hack.

**Input**:

*Var 0x8004:* Pokémon Slot (0-5)

*Var 0x8005:* Move Slot (0-3 for moves 1-4, respectively)

*Var 0x8006:* Move Id (0 to clear move slot)

**Returns:** Nothing.

**Example Script:**

Special 0x9F 'Select a Pokémon from the menu, store slot to Var 0x8004

waitstate

compare LAST\_RESULT 0x6

if 0x4 goto @Cancelled

setvar 0x8005 0 'First move

setvar 0x8006 MOVE\_HYPERBEAM 'Teach Hyper Beam in slot 0

special 0x17

Special 0x18 – Check Species

**Details**: Check the species of a Pokémon.

**Input**:

*Var 0x8003:* From party (0), or box (1).

From Box: *Var 0x8000*, *Var 0x8001* hold the box num/slot, respectively.

From Party: *Var 0x8004* holds the party slot number.

**Returns:** Species Id to given var.

**Example Script:**

setvar 0x8003 0x0 'From party

setvar 0x8004 0x0 'Check first Pokémon

special2 LAST\_RESULT 0x18

compare LAST\_RESULT PKMN\_RATTATA 'Check if first Pokémon if Rattata

If 0x0 goto @NotCorrect

Special 0x19 – Check Attack PP

**Details**: Check a Pokémon move’s PP.

**Input**:

*Var 0x8003:* From party (0), or box (1).

From Box: *Var 0x8000*, *Var 0x8001* hold the box num/slot, respectively.

From Party: *Var 0x8004* holds the party slot number.

*Var 0x8005:* Move slot (0-3).

**Returns:** PP left to given var.

**Example Script:**

setvar 0x8003 0x0 'From Party

setvar 0x8004 0x0 'First Pokémon

setvar 0x8005 0x0 'First move

special2 LAST\_RESULT 0x19

buffernumber 0x0 LAST\_RESULT

compare LAST\_RESULT 0x0

if 0x1 goto @NoPPLeft

#### Party Specials

Special 0x62 – Erase Pokémon

**Details**: Erase a Pokémon from your party, or the entire party.

**Input**:

*Var 0x8004:* Slot to erase (0xF for entire party).

**Returns: Nothing.**

**Example Script:**

setvar 0x8004 0xF 'Erase entire party

Special 0x62

Special 0x63 – Status Checker

**Details**: Check the primary status of a Pokémon.

**Input**:

*Var 0x8004:* Pokémon Slot

**Returns:** Status inflicted to given var.

|  |  |  |
| --- | --- | --- |
| **Status** | **Bits** | **Hex Value** |
| Sleep | 1  2  3 | 0x1  0x2  0x4 |
| Poison | 4 | 0x8 |
| Burn | 5 | 0x10 |
| Frozen | 6 | 0x20 |
| Paralyzed | 7 | 0x40 |
| Badly Poisoned | 8 | 0x80 |

**Example Script:**

setvar 0x8004 0x0 'First party Pokémon

special2 0x8004 0x63 'Get statuses to var 0x8004

setvar 0x8005 0x80 'Badly poisoned

special2 LAST\_RESULT 0x42 'Var 0x8004 & Var 0x8005

compare LAST\_RESULT 0x1 '& will return 1 if the Pokémon has this status

If 0x1 goto @BadlyPoisoned

Special 0x64 – Status Inducer

**Details**: Inflict a primary status on a party Pokémon.

**Input**:

*Var 0x8004:* Pokémon slot, or 0xF for entire party.

*Var 0x8005:* Status(es) to induce (see Special 0x63 for values).

*Var 0x8006*: 1 if status should only be given to Pokémon that can be afflicted with it (ie. No paralysis on Electric-types), 0 otherwise.

**Returns:** Nothing.

**Example Script:**

setvar 0x8004 0xF 'First party Pokémon

setvar 0x8005 0x20 'Freeze entire party

setvar 0x8006 0x1 'Don’t freeze Ice-types of Pokémon with Magma Armor

special 0x64

Special 0x65 – Check Pokémon HP

**Details**: Check the amount of HP remaining for a party Pokémon.

**Input**:

*Var 0x8004:* Pokémon slot.

**Returns:** HP to given var.

**Example Script:**

setvar 0x8004 0x0 'First Pokémon

special2 LAST\_RESULT 0x65

compare LAST\_RESULT 0x0

if 0x1 goto @DeadPoke

Special 0x66 – Inflict Party Damage

**Details**: Inflict damage on/heal a Pokémon, or entire party.

**Input**:

*Var 0x8004:* Pokémon slot, 0xF for entire party.

*Var 0x8005:* Damage to inflict/heal.

*Var 0x8006:* 1 to heal, otherwise inflict damage.

**Returns:** Nothing.

**Example Script:**

setvar 0x8004 0xF 'Entire party

setvar 0x8005 20 '20 damage to party

setvar 0x8006 0x0 'Damage party

Special 0x66

Special 0x67 – Generate Random Battle Tower Team

**Details**: Generates a random Battle Tower ready team using BATTLE\_TOWER\_POKE\_LEVEL. Teams are generated based on Pokémon found in **src/Tables/Frontier\_Spreads.c**

**Input**: Technically BATTLE\_TOWER\_POKE\_LEVEL.

**Returns**: Nothing.

**Example Script:**  special 0x67

#### Key Specials

Special 0x2B – Check AB Buttons

**Details**: Check if *A* or *B* has been pressed

**Input**: Nothing.

**Returns:** To the given var:

0x0: Neither pressed.

0x1: *A* was pressed.

0x2: *B* was pressed.

0x3: Both *A* & *B* were pressed.

**Example Script:**

#org @Loop

special2 LAST\_RESULT 0x2B

compare LAST\_RESULT 0x1 'Check for A

if 0x0 goto @Loop 'Player cannot continue onwards until they press A

'Continue

Special 0x2C – Check D-Pad

**Details**: Check *D-Pad* presses.

**Input**: Nothing.

**Returns:** To given var:

0x0: No direction is pressed.

0x1: *Up* is pressed.

0x2: *Left* is pressed.

0x3: *Down* is pressed.

0x4: *Right* is pressed.

0x5: *Up-left* is pressed.

0x6: *Up-right* is pressed.

0x7: *Down-left* is pressed.

0x8: *Down-right* is pressed.

**Example Script:**

#org @start

special2 LAST\_RESULT 0x2C

compare LAST\_RESULT 0x3 'Down pressed

if 0x1 goto @PressedDown

'etc

Special 0x2D – Check Start/Select

**Details**: Check if *Start*/*Select* are pressed

**Input**: Nothing

**Returns:** To given var:

0x0: Nothing pressed.

0x1: *Select* pressed.

0x2: *Start* pressed.

0x3: Both *Start* & *Select* pressed.

**Example Script:**

special2 LAST\_RESULT 0x2D

compare LAST\_RESULT 0x2 'Start pressed

If 0x1 goto @PressedStart

Special 0x2E – Check L/R

**Details**: Check if *L*/*R* are pressed.

**Input**: Nothing.

**Returns:** To given var:

0x0: Nothing pressed.

0x1: *R* pressed.

0x2: *L* pressed.

0x3: *L* & *R* pressed.

**Example Script:**

special2 LAST\_RESULT 0x2E

compare LAST\_RESULT 0x1 'R pressed

if 0x1 goto @PressedR

Special 0x2F – Dump Keys

**Details**: Dump any and all keys that have been pressed.

**Input**: Nothing.

**Returns:** Key presses to given var:

|  |  |  |
| --- | --- | --- |
| **Key** | **Bit** | **Hex** |
| A | 1 = 0001 | 0x1 |
| B | 2 = 0010 | 0x2 |
| Select | 3 = 0100 | 0x4 |
| Start | 4 = 1000 | 0x8 |
| Right | 5 = 0001 0000 | 0x10 |
| Left | 6 = 0010 0000 | 0x20 |
| Up | 7 = 0100 0000 | 0x40 |
| Down | 8 = 1000 0000 | 0x80 |
| R | 9 = 0001 0000 0000 | 0x100 |
| L | 10 = 0010 0000 0000 | 0x200 |

**Example Script:**

special2 LAST\_RESULT 0x2F

Compare LAST\_RESULT 0x1 'A pressed

If 0x1 goto @pressedA

'Etc

Special 0xC9 – Force Key Input

**Details**: Force a key input from the user.

Honestly, kind of useless, can just use applymovement and others.

**Input**:

*Var 0x8004:* Key(s) to force (bitfield) (see *Special 0x2F* for bits).

*Var 0x8005:* Number of times to press it.

**Returns:** Nothing.

**Example Script:**

setvar 0x8004 0x1 'A-button

setvar 0x8005 0x2 'Press twice

Special 0xC9 'Force player to press A twice

Special 0xCA – Prevent Key Press

**Details**: Prevent player from being able to press button(s).

**Input**:

*Var 0x8004:* Key(s) to prevent (bitfield). 0 to allow all keys.

**Returns:** Nothing.

**Example Script:**

setvar 0x8004 0x104 'Prevent *R* and *Select* from doing anything

Special 0xCA

Special 0xCB – Assign Key Script

**Details**: assign a specific script to a key

**Input**:

*Var 0x8004:* Key to assign script to (0 to remove).

*Loadpointer 0x0:* Script pointer.

**Returns:** Nothing.

**Example Script:**

setvar 0x8004 0x100 'Assign to R

loadpointer 0x0 @DoSomething

special 0xCB 'Now, when in the overworld, pressing R will launch @DoSomething

#### Variable Math Specials

Special 0x3E – Add Variables

**Details**: Add the values of two variables together.

**Input**:

*Var 0x8004:* First value or var holding value.

*Var 0x8005:* Second value or var holding value.

**Returns:**

*Var 0x80**04 or Variable Inside:* Sum of two values.

*Given Var:* 1 if sum overflows 0xFFFF, 0 otherwise.

**Example Script:**

setvar 0x8004 50

setvar 0x8005 100

special2 LAST\_RESULT 0x3E

buffernumber 0x0 0x8004 'Addition result in [buffer1]

compare LAST\_RESULT 0x1

if 0x1 goto @overflow

Special 0x3F – Subtract Variables

**Details**: Subtract the values inside two variables.

**Input**:

*Var 0x8004:* First value or var holding value.

*Var 0x8005:* Second value or var holding value.

**Returns:**

*Var 0x8004 or Variable Inside:* Difference of *Var 0x8004* - *Var 0x8005*.

*Given Var:* 1 if difference underflows 0x0, 0 otherwise.

**Example Script:**

setvar 0x8004 0x4059

setvar 0x8005 0x4050

special2 LAST\_RESULT 0x3F '[var 0x4059] = [var 0x4059] – [var 0x4050]

Compare LAST\_RESULT 0x1

If 0x1 goto @overflowed '[var 0x4059] > [var 0x4050]

Special 0x40 – Multiply Variables

**Details**: Multiply the values of two variables together.

**Input**:

*Var 0x8004:* First value or var holding value.

*Var 0x8005:* Second value or var holding value.

**Returns:**

*Var 0x8004 or Variable Inside: Var 0x8004* *Var 0x8005*.

*Given Var:* 1 if product overflows 0xFFFF, 0 otherwise.

**Example Script:**

setvar 0x8004 400

setvar 0x8005 200

special2 LAST\_RESULT 0x40 '400\*200 = 80000 = 0x13880 = (0xFFFF) + 0x3881

buffernumber 0x0 0x8004 'Value will be 0xFFFF, LAST\_RESULT will be equal to 1

Special 0x41 – Divide Variables

**Details**: Divide the values in two variables.

**Input**:

*Var 0x8004:* Numerator.

*Var 0x8005:* Denominator.

**Returns:**

*Var 0x8004:* Integer result of Var8004 / Var8005

*Given Var:* Remainder of division.

**Example Script:**

setvar 0x8004 50

setvar 0x8005 6

special2 0x8006 0x41 'Var8004 = 50 / 6 = 8

buffernumber 0x0 0x8006 'Remainder = 2

Special 0x42 – AND Variables

**Details**: [Bitwise AND](https://en.wikipedia.org/wiki/Bitwise_operation#AND) two variables.

**Input**:

*Var 0x8004:* First value.

*Var 0x8005:* Second value.

**Returns:** AND result of two variables to given var.

**Example Script:**

setvar 0x8004 0xCB '1100 1011

setvar 0x8005 0xAA '1010 1010

special2 0x8004 0x42 '[1100 1011] & [1010 1010] = 1000 1010 = 0x8A

Special 0x43 – OR Variables

**Details**: [Bitwise OR](https://en.wikipedia.org/wiki/Bitwise_operation#OR) two variables

**Input**:

*Var 0x8004:* First value.

*Var 0x8005:* Second value.

**Returns:** OR result of two variables to given variable

**Example Script:**

setvar 0x8004 0x4 '0000 0100

setvar 0x8005 0x10 '0001 0000

special2 0x8004 0x43 'Var8004 = [0000 0100] | [0001 0000] = 0001 0100 = 0x14

Special 0x44 – XOR Variables

**Details**: [Bitwise XOR](https://en.wikipedia.org/wiki/Bitwise_operation#XOR) two variables.

**Input**:

*Var 0x8004:* First value.

*Var 0x8005:* Second value.

**Returns:** XOR result of two variables to given variable

**Example Script:**

setvar 0x8004 0x12 '0001 0010

setvar 0x8005 0x18 '0001 1000

special2 0x8007 0x44 'Var8007 = [0001 0010] ^ [0001 1000] = 0000 1010 = 0xA

#### Battle Specials

Special 0x51 – Wild Shiny Battle

**Details**:

**Input**:

**Returns:**

**Example Script:**

Special 0x52 – Temporary Status Inducer

**Details**:

**Input**:

**Returns:**

**Example Script:**

Special 0x53 – Temporary Status Canceller

**Details**:

**Input**:

**Returns:**

**Example Script:**

Special 0x54 – Permanent Status Inducer

**Details**:

**Input**:

**Returns:**

**Example Script:**

Special 0x55 – Permanent Status Canceller

**Details**:

**Input**:

**Returns:**

**Example Script:**

Special 0x58 – Buffer Swarm Text

**Details**: Buffers the map name where there is currently a swarm to *buffer1* and the species name where there is currently a swarm to *buffer2*.

**Input**: None.

**Returns:** Nothing.

**Example Script:**

special 0x56

msgbox @Saw 0x6 '[buffer1]! They said there’s\na whole bunch of [buffer2] there!

Special 0x59 – Buffer Species Roaming Text

**Details**: Buffers the map name where the given roamer can be found to buffer1, and the species name of the roamer to buffer2.

**Input**:

*Var 0x8000:* Species

**Returns:** To given var 0 if the requested species isn’t found roaming. 1 otherwise.

**Example Script:**

setvar 0x8000 PKMN\_CHARMANDER 'Charmander should roam

setvar 0x8001 25 'Level 25

setvar 0x8002 0x1 'Can roam on land

setvar 0x8003 0x0 'Cannot roam on water

special 0x129 'Create roaming Pokemon

compare LASTRESULT 0x0

if 0x1 goto @TooManyRoamers

setvar 0x8000 PKMN\_CHARMANDER 'Find map where Charmander is roaming

special2 LASTRESULT 0x57 'Buffer roaming text

compare LASTRESULT 0x0

if 0x1 goto @NotRoaming

msgbox @Saw 0x6 '[buffer1]! They said a\n[buffer2] appeared there!

Special 0x5A – Wild Data Switch

**Details**:

**Input**:

**Returns:**

**Example Script:**

Special 0x5B – Cancel Wild Data Switch

**Details**:

**Input**:

**Returns:**

**Example Script:**

Special 0x97 – Random Grass Battle

**Details**: Initiate a grass battle with a random Pokémon from the map wild data.

**Input**: None.

**Returns:** Nothing.

**Example Script:** See *Special 0x98*.

Special 0x98 – Random Sea Battle

**Details**: Initiates a random water battle from the map wild data

**Input**: None.

**Returns:** Nothing.

**Example Script:**

#org @start

special 0x8F 'The trainer position special

special2 LAST\_RESULT 0x7F 'Returns 1 if ground battles, 2 if water battle

compare LAST\_RESULT 0x1

if 0x1 goto @grass

compare LAST\_RESULT 0x2

if 0x1 goto @water

release

end

#org @grass

special 0x97 'Generates a random grass battle.

release

end

#org @water

special 0x98 'Generates a random water battle.

release

end

Special 0x156 – Ghost Battle

**Details**: Initiate a ghost battle with a given Pokémon, level, and held item.

**Input**:

*Var 0x8004:* Ghost species (default *Marowak*).

*Var 0x8005:* Ghost level.

*Var 0x8006:* Ghost hold item.

**Returns**: Nothing.

**Example Script:**

setvar 0x8004 PKMN\_CHARIZARD

setvar 0x8005 100

setvar 0x8006 ITEM\_LEFTOVERS

Special 0x156

Special 0xAC - Load Second Trainer Defeat Message

**Details**: If a battle against two opponents is being started from a flag, this special will load in the defeat text for the second trainer.

**Input**:

*Loadpointer 0x0:* Pointer to defeat text.

**Returns**: Nothing

**Example Script**: See [here](#_Multi_Battles).

#### Timer Specials

Another feature from JPANs engine, which allows the player to utilize the game timer for timed events.

Special 0x46 – Start Timer

**Details**: Start the timer. If called after it started running, it resets the timer.

**Input**: None.

**Returns:** Nothing.

**Example Script**: special 0x46

Special 0x47 – Pause Timer

**Details**: Pauses the already-started timer.

**Input**: None.

**Returns:** Nothing.

**Example Script**: special 0x47

Special 0x48 – Resume Timer

**Details**: Resume a paused timer.

**Input**: None.

**Returns:** Nothing.

**Example Script**: special 0x48

Special 0x49 – Stop Timer

**Details**: Stops the timer and returns the value. Timer needs to be started anew, resuming the timer will cause the value to be inaccurate.

**Input**: None.

**Returns:** The timer value to the given var.

**Example Script:** special2 LAST\_RESULT 0x49

Special 0x4A – Get Timer Value

**Details**: Just return the time on the timer.

**Input**: None.

**Returns:** The timer value to the given variable.

**Example Script:** special2 LAST\_RESULT 0x4A

Special 0x4B – Stop and Update Playtime

**Details**: Stop the timer and update playtime value.

**Input**: None.

**Returns:** Nothing.

**Example Script**: special 0x4B

Special 0x4C – Update Playtime

**Details**: Update the playtime. This is meant for functions that take a while to process that cause delay in playtime.

**Input**: None.

**Returns:** Nothing.

**Example Script**: special 0x4C

Special 0x4D – Check Timer Value

**Details**: Check if timer has reached a value stored in *Var 0x8010*.

**Input**:

*Var 0x8010:* Value to check against.

**Returns:** *1* if timer is greater or equal, *0* otherwise.

**Example Script:**

setvar 0x8010 100

special2 LAST\_RESULT 0x4D

Compare LAST\_RESULT 0x1 'Is timer >=

If 0x1 goto @timeReached

Special 0x4E – Save Timer Value

**Details**: Store the timer value to a free RAM address to allow you to later reset it to this value.

**Input**: None.

**Returns:** Nothing.

**Example Script**: special 0x4E

Special 0x4F – Start Timer at a Time

**Details**: Restart the timer at the value stored with Special 0x4E.

**Input**: None.

**Returns:** Nothing.

**Example Script**: special 0x4F

Special 0x50 – Store Timer Value to Variable

**Details**: Store the timer value stored from Special 0x4E.

**Input**: None.

**Returns:** Nothing.

*Var 0x8006:* Timer value.

**Example Script**: special 0x50

Special 0x61 – Load Timer Value from Variable

**Details**: Set the timer value RAM from a variable

**Input**:

*Var 0x8006:* Timer value to set

**Returns:** Nothing.

**Example Script**:

setvar 0x8006 200

special 0x61

#### Safari Specials

Special 0x86 – Get Safari Balls

**Details**: Check Safari Ball quantity.

**Input**: None.

**Returns:**

*Var 0x8004:* Normal Safari ball number.

*Var 0x8005:* Extra ball slot number.

*Given Var:* Combined number.

**Example Script:**

special2 LAST\_RESULT 0x86

buffernumber 0x0 0x8004 'Normal number

buffernumber 0x1 0x8005 'Extra balls

buffernumber 0x2 LAST\_RESULT 'Combined safari ball number

Special 0x87 – Change Safari Balls

**Details**: Increase or decrease the safari ball count, maximum 100 balls.

**Input**:

*Var 0x8004:* Number to increase/decrease by.

0x1XX decreases by XX, 0x1YY increases by YY.

**Returns:** Nothing.

**Example Script:**

setvar 0x8004 0x0130 'Remove 30 safari balls

special 0x87

Special 0x88 - Get Safari Pedometer

**Details**: Get the value of the safari pedometer.

**Input**: None.

**Returns:** Safari pedometer value to given variable.

**Example Script:**

special2 LAST\_RESULT 0x88

compare LAST\_RESULT 50 'Check if taken at least 50 steps

if 0x4 goto @OverFifty

Special 0x89 – Set Safari Pedometer

**Details**: Set a specific number of steps in the safari.

**Input**:

*Var 0x8004:* Pedometer Value to set.

**Returns: Nothing.**

**Example Script:**

special2 LAST\_RESULT 0x88 'Get current pedometer

Compare LAST\_RESULT 50

If 0x3 goto @Continue

setvar 0x8004 50 'Pedometer can only reach 50 steps

Special 0x89

#### Walking Specials

Special 0x7E – Get Tile Number

**Details**: Get the tile number at a specified location on the current map.

**Input**:

*Var 0x8004:* Tile x-coordinate.

*Var 0x8005:* Tile y-coordinate.

**Returns:** Tile number to the given var.

**Example Script:**

getplayerpos 0x8004 0x8005 'Player’s current position

addvar 0x8004 0x2 'Check tile 2 steps to the right of the player

special2 LAST\_RESULT 0x7E

compare LAST\_RESULT SOME\_TILE\_NUMBER

if 0x1 goto @CorrectTile

Special 0x7F – Get Tile Behaviour

**Details**: Get a specific tile set of attributes

**Input**:

*Var 0x8004:* Tile x-coordinate.

*Var 0x8005:* Tile y-coordinate.

**Returns:**

*Var 0x8004:* Tile background byte.

*Var 0x8005:* Tile behaviour bytes.

*Given Var:* Tile background byte.

**Example Script:**

Getplayerpos 0x8004 0x8005

special2 LAST\_RESULT 0x7F 'Get tile attributes on player’s current tile

Special 0x81 – Set Walking Script

**Details**: Load a walking script to run each step. Setting to zero removes any walking script.

**Input**:

*Loadpointer 0x0:* Script pointer.

**Returns:** Nothing.

**Example Script:**

Loadpointer 0x0 @WalkingMsg

Special 0x81

release

end

#org @walkingMsg

Msgbox @msg 0x6

end

#org @msg

= This msgbox will play every single step.

Special 0x8A – Read Pedometer Value

**Details**: This special is not in JPAN’s original engine. It reads the value of one of the extra pedometers included in the engine, which are set with flags (see customization).

**Input**:

*Var 0x8004:* Pedometer to read

0: always active pedometer (32bit)

1: large valued-pedometer (32bit)

2: medium valued-pedometer (16bit)

3: first small pedometer (8bit)

4: second small pedometer (8bit)

**Returns:** Pedometer value to the given variable.

**Example Script:**

setvar 0x8004 0x0 'Pedometer that’s always on

special2 LAST\_RESULT 0x8A 'Get number of steps player has walked

buffernumber 0x0 LAST\_RESULT

#### PC Selection Specials

A couple new specials are added, as well as a few existing specials changed to allow data manipulation of boxed Pokémon.

Special 0x1A – Store/Return Party Pokémon Data

**Details**: Save or Return party/boxed Pokémon Data

**Input**:

*Var 0x8002*:

0 For store to free ram.

1 For return to party from free ram.

2 For store from free ram to box.

3 For store from box to free ram.

*Var 0x8005:* Party slot number (for special 0xFE inputs).

**Returns:** 0 or 1 to LAST\_RESULT for success/failure, respectively

**Script Example:**

setvar 0x8002 0 'Store

setvar 0x8005 0 'Save first party mon data

Special 0x1A 'First party Pokémon data now in Enemy data slot 5

Special 0x1B – Swap Party/Boxed Pokémon Data

**Details**: Swap party and box data

**Input**:

*Var 0x8000:* Box Number *.*

*Var 0x8001:* Box Position.

*Var 0x8002*: 0 for withdraw from box, 1 for store to box.

*Var 0x8005:* Party slot number (for special 0xFE inputs).

**Returns:** 0 or 1 to LAST\_RESULT for success/failure, respectively.

**Script Example – Swap Party and Boxed Mon**

Msgbox @ask 0x6 'Select party mon to deposit

Special 0x9F

waitstate

copyvar 0x8005 0x8004

setvar 0x8002 0 'From party to free ram

Special 0x1A ' Store from party to free ram

msgbox @ask2 0x6 'Select boxed mon to withdraw

writebytetooffset 0x1 0x0203b7ac

special 0x3C 'Select boxed mon, box stored to Var8000, slot to Var8001

waitstate

setvar 0x8002 0x0 'Withdraw

special 0x1B 'Selected boxed mon to selected party slot (Var8005)

setvar 0x8002 0x2 'Free ram to box

special 0x1A 'Free ram (eg. Original selected party mon) to same box slot

**NOTE**: Rather than use a single special for this, the dynamic inputs of these specials allow for swapping party/boxed mon, trading, and more.

Special 0x7C – Buffer nickname

**Details**: Buffer a Pokémon’s nickname to [buffer1].

**Input**:

*Var 0x8003:* From party (0), or box (1).

From Box: *Var 0x8000*, *Var 0x8001* hold the box num/slot, respectively.

From Party: *Var 0x8004* holds the party slot number.

**Returns: Nothing.**

**Example Script:** See *Special 0x9E*.

Special 0x7D – Check Traded Pokémon

**Details**: Check if Pokémon is traded.

**Input**:

*Var 0x8003:* From party (0), or box (1).

From Box: *Var 0x8000*, *Var 0x8001* hold the box num/slot, respectively.

From Party: *Var 0x8004* holds the party slot number.

**Returns:** 0 if traded, 1 if not.

**Example Script:** See *Special 0x9E*.

Special 0x9E – Nickname Pokémon

**Details**: Nickname a Pokémon.

**Input**:

*Var 0x8003:* From party (0), or box (1).

From Box: *Var 0x8000*, *Var 0x8001* hold the box num/slot, respectively.

From Party: *Var 0x8004* holds the party slot number.

**Returns:** 0 if traded, 1 if not.

**Example Script – Nickname a Boxed Pokémon**

writebytetooffset 0x1 0x0203B7AC

special 0x3C 'Select boxed mon, box stored to Var8000, slot to Var8001

waitstate

setvar 0x8003 0x1

special 0x7C 'Buffer nickname

Msgbox @AskNickname 0x5 'Nickname [buffer1]?

Compare LAST\_RESULT 0x1

If 0x0 goto @Nope

Special 0x7D 'Check traded mon

Compare LAST\_RESULT 0

If 0x1 goto @Traded

Special 0x9E 'Nickname boxed mon

waitstate

#### Other Specials

Special 0x24 – Add Multichoice Text By Variable

**Details**: Add a dynamic multichoice option by variables

**Input**:

*Var 0x8004:* Upper halfword of pointer.

*Var 0x8005:* Lower halfword of pointer.

*Var 0x8006:* Multichoice Index.

**Returns: Nothing.**

**Example Script:**

setvar 0x8004 0x0890

setvar 0x8005 0x5040

setvar 0x8006 0x0

Special 0x24 'Multichoice index 0 is string pointer 0x08905040

**NOTE:** Special 0x25 is easier to use, you don’t have to worry about upper/lower sections of a word.

Special 0x25 – Add Multichoice Text by Pointer

**Details**: Add a dynamic multichoice option by a pointer.

**Input**:

*Var 0x8006:* Multichoice Index.

*Loadpointer 0x0:* Pointer to string.

**Returns: Nothing.**

**Example Script:**

setvar 0x8006 0x0

loadpointer 0x0 @option1

special 0x25

setvar 0x8006 0x1

loadpointer 0x0 @option2

special 0x25

preparemsg @msg

waitmsg

multichoice 0x0 0x0 0x20 0x0 'See note below

compare LAST\_RESULT 0x0

if 0x1 goto @selectedOption1

compare LAST\_RESULT 0x1

if 0x1 goto @selectedOption2

**NOTE:** multichoice 0xX 0xY 0xWW 0xZ

0xX: X position of box.

0xY: Y position of box.

0xWW: Multichoice box index.

0x20: 2 options (min).

…

0x25: 7 options (max).

0xZ: 0x0 if *B* can cancel box, 0x1 if not

Special 0x75 – Buffer Species

**Details**: Buffer a Pokémon’s species to [buffer3] and size to [buffer1].

**Input**:

*Var 0x8005:* Holds the variable that stores measurements.

*Var 0x8006:* Species to evaluate.

**Returns:** Nothing.

**Example Script:** See below

Special 0x76 – Measure Pokémon

**Details**: Play the measure Pokémon game.

**Input**:

*Var 0x8004:* Party slot of Pokémon.

*Var 0x8005:* Holds the variable that stores measurements.

*Var 0x8006:* Species to evaluate.

**Returns:** To the given var:

*1*: Pokémon is not of selected type.

*2*: Pokémon is smaller.

*3*: Pokémon is bigger, also stores biggest value in variable in *Var 0x8005.*

*4*: Sizes are equal.

Special 0x9C – Old Man Battle

**Details**: Initiate an old man battle with a specific Pokémon species and level.

**Input**:

*Var 0x8004:* Species.

*Var 0x8005:* Level.

**Returns:** Nothing.

**Example Script:**

setvar 0x8004 PKMN\_BEEDRILL

setvar 0x8005 50

special 0x9C

waitstate



Special 0x18B – Show Fossil Image

**Details**: Load a custom image into the fossil image window.

|  |  |  |
| --- | --- | --- |
| Pointer Table - Defined in **src/config.h**  Table can also be generated by the engine in **src/script\_specials.c**. Search for *gFossilImageTable*. | | |
| Name | Bytes | Description |
| Fossil Pointer | 4 | Pointer to a section of data that has the needed information for the function to work. |
| Palette Pointer | 4 | A simple uncompressed palette must be on the other end. |
| Fossil Data (Pointed to from “Fossil Pointer”) | | |
| Image Pointer | 4 | Pointer to the actual image. Uncompressed, 64x64 pixel, so each should take 4kb worth of space. |
| Constant bytes | 4 | Don’t know what they do, but when changed they mess up the whole picture. Must be 0008581b. |
| Null bytes | 8 | 8 zeros. Changing them will result in the same as messing with the above bytes. |

**Input**:

*Var 0x8004:* Image number.

*Var 0x8005:* X coordinate on screen.

*Var 0x8006:* Y coordinate on screen.

**Returns: Nothing.**

**Example Script:**

setvar 0x8004 0x2 'Show third image in table

setvar 0x8005 0x0 'At (0x0)

setvar 0x8006 0x0 'At (0x0)

Special 0x18B

#### Time-Based Specials

Special 0xA0 - Check And/Or Set Daily Event

**Details**: Checks if a daily event has been run. It can also simultaneously set a daily event to “done”.

**Input**:

*Var 0x8000*: The first of a pair of vars containing the daily event data. Note that the var after this var is used as well (hence why “pair” was mentioned).

*Var 0x8001*: Set to 0 if you just want to check if the event has been done. Any other value sets the daily event as “done”.

**Returns**: 0 if the event has already been completed. 1 otherwise.

Special 0xA1- Update Time in Vars

**Details**: Updates the time stored in a pair of vars to the current time.

**Input**:

*Var 0x8000*: The first of a pair of vars containing the daily event data. Note that the var after this var is used as well (hence why “pair” was mentioned).

Special 0xA2 - Get Time Difference

**Details**: Gets the time difference between the data stored in a pair of vars and the current time. These vars should be set by *special 0xA1* or *special 0xA2*.

**Input**:

*Var 0x8000*: The first of a pair of vars containing the daily event data. Note that the var after this var is used as well (hence why “pair” was mentioned).

*Var 0x8001*: Set to one of the following values:

* *0* - Get the minute difference.
* *1* - Get the hour difference.
* *2* - Get the day difference.
* *3* - Get the month difference.
* *4* - Get the year difference.

**Example Script**:

#define SP\_DAILY\_EVENT 0xA0

#define SP\_UPDATE\_TIME\_IN\_VARS 0xA1

#define SP\_GET\_TIME\_DIFFERENCE 0xA2

#define DAILY\_EVENT\_VAR 0x50D2 'Also uses 0x50D3

#dynamic 0x740000

#org @start

setvar 0x8000 DAILY\_EVENT\_VAR

setvar 0x8001 0x0 'Don’t set daily event var to done

special2 LASTRESULT SP\_DAILY\_EVENT

compare LASTRESULT 0x0

if == goto @AlreadyDid

setvar 0x8000 DAILY\_EVENT\_VAR

special SP\_UPDATE\_TIME\_IN\_VARS

msgbox @havenot ‘“I have not done it.”

callstd MSG\_FACEPLAYER

end

#org @AlreadyDid

setvar 0x8000 DAILY\_EVENT\_VAR

setvar 0x8001 0x0 'Minute difference

special2 LASTRESULT SP\_GET\_TIME\_DIFFERENCE

buffernumber 0x0 LASTRESULT

msgbox @already ‘“\v\h02 minutes ago I did it.”

callstd MSG\_FACEPLAYER

end

# Creating New Battle Mechanics

## Moves

## Abilities

## Poke Balls

# Credits

**Graphics**:

*Golche* - Attack Particles, Battle Backgrounds, Other Graphics

*Bela* - Poke Balls

*Solo993* - Backsprites

*canstockphoto.ca* - Battle Backgrounds

**Code**:

*Skeli* - A Bunch of Stuff

*Ghoulslash* - Attack Animations, Various Code

*Lixdel* - Attack Animations

*Pret* - PokeRuby, PokeFireRed, PokeEmerald

*Sagiri* - Trainer Class Poke Balls, Pickup Update

*DizzyEgg* - Emerald Battle Engine Upgrade V1 & V2, Dizzy's Emerald Hacked Engine

*FBI* - Expanded Saveblock, Dexnav

Navenatox – Dynamic Overworld Palettes

1. Credits to the [Emerald Battle Engine Upgrade V2.0](https://github.com/DizzyEggg/pokeemerald/tree/battle_engine_v2) for the original source code. [↑](#footnote-ref-1)
2. Credits to [Sagiri](https://github.com/Sagiri/bpre-field-pickup) for the original code. [↑](#footnote-ref-2)
3. Credits to [FBI](https://github.com/EternalCode/Dexnav) for this feature. [↑](#footnote-ref-3)
4. Credits to [Navenatox](https://github.com/Navenatox/DynamicOverworldPalettes) for this feature. [↑](#footnote-ref-4)
5. Credits to [DizzyEgg](https://github.com/DizzyEggg/pokeemerald/tree/battle_engine_v2) for this feature. [↑](#footnote-ref-5)
6. Credits to [azurile13](https://www.pokecommunity.com/showthread.php?t=355328) for this feature. [↑](#footnote-ref-6)