Complete FireRed Upgrade

Configuration 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**

|  |  |
| --- | --- |
| TERRAIN\_VAR | This var can be set before battle to initiate the battle with a specific field terrain in effect. This var is automatically cleared after every battle. 0x1: *Electric Terrain*  0x2: *Grassy Terrain*  0x3: *Misty Terrain*  0x4: *Psychic Terrain* |
| TOTEM\_VAR | This represents are series of vars using for initiating battles with totem Pokemon. There are four vars in total, each representing a specific Pokemon slot on the field. Adding the following values to the var will indicate which slot that var is for:  0: *Player Pokemon in Singles, Left Player Pokemon in Doubles*  1: *Enemy Pokemon in Singles, Right Enemy Pokemon in Doubles*  2: *Right Player Pokemon in Doubles*  3: *Right Enemy Pokemon 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, having the enemy Pokemon 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 **src/table/Trainer\_Backsprite\_Table.s** for a list of available backsprites. |
| BATTLE\_BG\_VAR | 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 |