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#65 wykm\_sp1 [\_P][\_e][\_g][\_a][\_s][\_u][\_s] [\_K][\_n]i[\_g][\_h][\_t] Urania

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#When importing to FEditorAdv delete # and after each line.

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/// - Mode 1 #Melee Animation

C03 #Start attack animation; need 07 right after this.

C07 #Start attack animation; need 03 right before this.

1 p- Lance\_000.png

4 p- Lance\_001.png

7 p- Lance\_002.png

C24 #Play sword slashing air SFE

4 p- Lance\_003.png

C21 #Play hit SFE (sounds like Knight Lord with sword's hit)

C04 #Prepare HP depletion routine; needed to animate return to standing frame after hit; Magic only.

C1A #Normal hit

2 p- Lance\_004.png

2 p- Lance\_005.png

2 p- Lance\_006.png

1 p- Lance\_007.png

C01 #NOP

3 p- Lance\_008.png

C22 #Play short sword swinging SFE

2 p- Lance\_009.png

2 p- Lance\_010.png

10 p- Lance\_011.png

C25 #Play wing flap SFE

5 p- Lance\_012.png

3 p- Lance\_013.png

7 p- Lance\_014.png

6 p- Lance\_015.png

C25 #Play wing flap SFE

3 p- Lance\_016.png

9 p- Lance\_017.png

7 p- Lance\_018.png

3 p- Lance\_019.png

C35 #Play longer wing flapping SFE

3 p- Lance\_020.png

2 p- Lance\_021.png

2 p- Lance\_022.png

4 p- Lance\_023.png

3 p- Lance\_024.png

4 p- Lance\_025.png

2 p- Lance\_026.png

C06 #Begin opponent's turn after hit.next code 0D.

2 p- Lance\_026.png

C25 #Play wing flap SFE

3 p- Lance\_027.png

C0D #End of dodge animation. preceeded by 0x06

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/// - Mode 3 #Melee Critical Animation

C03 #Start attack animation; need 07 right after this.

C07 #Start attack animation; need 03 right before this.

1 p- Lance\_000.png

3 p- Lance\_028.png

C38 #Play heavy spear spinning SFE

2 p- Lance\_029.png

1 p- Lance\_030.png

1 p- Lance\_031.png

2 p- Lance\_032.png

C38 #Play heavy spear spinning SFE

2 p- Lance\_029.png

1 p- Lance\_030.png

1 p- Lance\_031.png

2 p- Lance\_032.png

C38 #Play heavy spear spinning SFE

2 p- Lance\_029.png

1 p- Lance\_030.png

1 p- Lance\_031.png

2 p- Lance\_032.png

C38 #Play heavy spear spinning SFE

2 p- Lance\_029.png

1 p- Lance\_030.png

1 p- Lance\_031.png

2 p- Lance\_032.png

3 p- Lance\_033.png

2 p- Lance\_000.png

4 p- Lance\_001.png

7 p- Lance\_002.png

C24 #Play sword slashing air SFE

4 p- Lance\_003.png

C21 #Play hit SFE (sounds like Knight Lord with sword's hit)

C04 #Prepare HP depletion routine; needed to animate return to standing frame after hit; Magic only.

C0C #Critical hit

2 p- Lance\_004.png

2 p- Lance\_005.png

2 p- Lance\_006.png

1 p- Lance\_007.png

C01 #NOP

3 p- Lance\_008.png

C22 #Play short sword swinging SFE

2 p- Lance\_009.png

2 p- Lance\_010.png

12 p- Lance\_011.png

C25 #Play wing flap SFE

5 p- Lance\_012.png

3 p- Lance\_013.png

7 p- Lance\_014.png

6 p- Lance\_015.png

C25 #Play wing flap SFE

3 p- Lance\_016.png

9 p- Lance\_017.png

7 p- Lance\_018.png

3 p- Lance\_019.png

C35 #Play longer wing flapping SFE

3 p- Lance\_020.png

2 p- Lance\_021.png

2 p- Lance\_022.png

4 p- Lance\_023.png

3 p- Lance\_024.png

4 p- Lance\_025.png

2 p- Lance\_026.png

C06 #Begin opponent's turn after hit.next code 0D.

2 p- Lance\_026.png

C25 #Play wing flap SFE

3 p- Lance\_027.png

C0D #End of dodge animation. preceeded by 0x06

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/// - Mode 5 #Ranged Animation

C03 #Start attack animation; need 07 right after this.

C07 #Start attack animation; need 03 right before this.

1 p- Lance\_000.png

6 p- Lance\_034.png

10 p- Lance\_035.png

C05 #Call spell associated with equipped weapon

C01 #NOP

C06 #Begin opponent's turn after hit.next code 0D.

3 p- Lance\_033.png

C0D #End of dodge animation. preceeded by 0x06

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/// - Mode 6 #Ranged Critical Animation

C03 #Start attack animation; need 07 right after this.

C07 #Start attack animation; need 03 right before this.

1 p- Lance\_000.png

3 p- Lance\_028.png

6 p- Lance\_034.png

C38 #Play heavy spear spinning SFE

1 p- Lance\_029.png

1 p- Lance\_030.png

2 p- Lance\_031.png

2 p- Lance\_032.png

C38 #Play heavy spear spinning SFE

1 p- Lance\_029.png

1 p- Lance\_030.png

2 p- Lance\_031.png

2 p- Lance\_032.png

8 p- Lance\_034.png

12 p- Lance\_035.png

C05 #Call spell associated with equipped weapon

C01 #NOP

C06 #Begin opponent's turn after hit.next code 0D.

3 p- Lance\_033.png

C0D #End of dodge animation. preceeded by 0x06

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/// - Mode 7 #Dodge Melee Attack

C02 #Start of dodge

1 p- Lance\_000.png

C0E #Start of dodging frames (should go after standing frame and before dodging animation)

3 p- Lance\_036.png

1 p- Lance\_037.png

C01 #NOP

3 p- Lance\_036.png

C0D #End of dodge animation. preceeded by 0x06

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/// - Mode 8 #Dodge Ranged Attack

C02 #Start of dodge

1 p- Lance\_000.png

C0E #Start of dodging frames (should go after standing frame and before dodging animation)

3 p- Lance\_036.png

1 p- Lance\_037.png

C01 #NOP

3 p- Lance\_036.png

C0D #End of dodge animation. preceeded by 0x06

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/// - Mode 9 #Equiped with Melee Weapon

1 p- Lance\_000.png

C01 #NOP

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/// - Mode 10 #Standing motions

1 p- Lance\_000.png

C01 #NOP

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/// - Mode 11 #Equiped with Ranged weapon

1 p- Lance\_000.png

C01 #NOP

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/// - Mode 12 #Attack Missed Animation

C03 #Start attack animation; need 07 right after this.

C07 #Start attack animation; need 03 right before this.

1 p- Lance\_000.png

4 p- Lance\_001.png

7 p- Lance\_002.png

C24 #Play sword slashing air SFE

4 p- Lance\_003.png

C04 #Prepare HP depletion routine; needed to animate return to standing frame after hit; Magic only.

2 p- Lance\_038.png

2 p- Lance\_039.png

2 p- Lance\_040.png

1 p- Lance\_041.png

C01 #NOP

3 p- Lance\_042.png

C22 #Play short sword swinging SFE

2 p- Lance\_009.png

2 p- Lance\_010.png

10 p- Lance\_011.png

C25 #Play wing flap SFE

5 p- Lance\_012.png

3 p- Lance\_013.png

7 p- Lance\_014.png

6 p- Lance\_015.png

C25 #Play wing flap SFE

3 p- Lance\_016.png

9 p- Lance\_017.png

7 p- Lance\_018.png

3 p- Lance\_019.png

C35 #Play longer wing flapping SFE

3 p- Lance\_020.png

2 p- Lance\_021.png

2 p- Lance\_022.png

4 p- Lance\_023.png

3 p- Lance\_024.png

4 p- Lance\_025.png

2 p- Lance\_026.png

C06 #Begin opponent's turn after hit.next code 0D.

2 p- Lance\_026.png

C25 #Play wing flap SFE

3 p- Lance\_027.png

C0D #End of dodge animation. preceeded by 0x06

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/// - End of animation