Internal Name	Value Type	Description	Additional Notes	Works with UNI/Dengeki	Works with MBAACC
PTCN	String (max size 255?)	Animation name for code reference using SetPattern() function.		YES	YES
PTT2	String (max size 255?)	Internal name just for reference in HA6 file.		YES	YES
PSTS					YES
PLVL	1 int32	Skill level. Set if is weak, medium or strong. Also has a separated classification for lever (elevation) moves.	0: For weak attacks. A cancel attack is possible with the same animation when hit. 10: For medium attack. Even if it hits, the same animation cannot be produced. 20: For heavy attacks. I think it's almost the same as 10, but I don't see a big difference. 25: Lever moves.		YES
PTIT			Never used on any of the three games. Maybe useless		YES
PUPS	1 int32	Set palette used in current animation.	00 is default. 01 is for _p1.pal extra palette, 02 is _p2.pal, and so on.	YES	NO
PFLG	1 int32	Info for the editor about the type of move. No use in game.	**Preset values, and only used for 01 and 02 in melty.** **0.**	YES	YES
PDST					YES
PDS2	8 int32	Animation general info header. Always the last parameter in Animation header.	List of values: 1. Always 20 hex value as int32. 2. Total number of frames (FSTR) 3. Total number of HRNM + HRAT 4. Total number of EF 5. Total number of IF 6. Total of ATST 7. Always 00. 8. Total of ASST 9. Total number of frames again	YES	YES

Internal Name	Value Type	Description	Additional Notes	Works with UNI/Dengeki	Works with MBAACC
AFID	1 int32	Add a number (called ID) that can be use in code.		YES	NO
AFD[X] / AFDL	AFD from 0 to 9 as char AFDL is 1 int32	Set time to current frame.		YES	YES
AFF[X] / AFFL	AFF1 or 2 as char. AFFL 1 int32.	AFF1 to continue to next frame. AFF2 for loop. AFFL value 3 for animation end.		YES	YES
AFFE	1 uint32	Binary bitwise that control AFJP, AFJC and AFF2	**Add bitwise list later**	YES	YES
AFPR	1 int32	Set a image priority. The values are fixed to a preset. If you exceed the preset max value, the parameter do nothing.	**Add preset list later**	YES	YES
AFHK	boolean as int32	Activate interpolation with value 1. Deactivate with 0.		YES	YES
AFCT	1 uint32	Loop counter for when you use finite loops.		YES	YES
AFJP	1 int32	When the frame ends, jump to the specified animation or frame. Which one depends on AFFE. AFJP controls the id only.	Depends on AFFE, this value can be positive or negative. Negative is for relative jump from current frame position.	YES	YES
AFJC	1 int32	Jump to another frame or animation when landing to ground during an in-Air animation.	AFFE decides if is animation or frame id.	YES	YES
AFPA	4 bytes	Set a value that can be used in character script. Much like AFID, but support from 1 to 255 value per each byte, so you can do 4 different reference as much in the same frame.		YES	NO
AFLP	boolean as int32	jump param when loop count matches afct and affe flags are set		YES	YES
AFJH	boolean as int32	?????		YES	NO
AFGP	1 boolean as int32 1 int32	First int32 is to set if is a sprite (value 0) or effect (PAT file. value 1). Second is to load the sprite/effect id.	This is like an old version of AFGX in layer, mostly for melty. It can use most of the parameters in layer sheet		YES

Internal Name	Value Type	Description	Additional Notes	Works with UNI/Dengeki	Works with MBAACC
AFGX	1 boolean as int32 2 int32	First int32 is to set the layer of current sprite/effect. Second int32 is to set if is a sprite (value 0) or effect (value 1). Third int32 is to load the sprite/effect id.	Each AFGX can use the parameters below until another AFGX or common property is found	YES	NO
AFOF	2 int32	Set x and y axis of sprite/effect position. This doesn't affect to the object position itself in-game	the unit used is pixel.	YES	YES
AFZM	2 float	Resize width and height respectively of the current sprite/effect. Use 1.0 float value for default size (same for other float props)	According to maso notes, this maybe have different behaviour on melty. It can only reduce the size, not enlarge	YES	YES
AFAL	1 int32 1 byte as int32	The first int32 is to set transparency filter mode. The second int32 is for transparency value (from 0 to 255)	0 is full transparency and 255 is full opaque. **Add mode preset values later.**	YES	YES
AFGR	3 int32	Set an overlay color with R G and B channel numbers respectively.		YES	YES
AFAX	1 float	Do rotation with X axis on current sprite/effect.		YES	YES
AFAY	1 float	Do rotation with Y axis on current sprite/effect.		YES	YES
AFAZ	1 float	Do rotation with Z axis on current sprite/effect. Its like rotate from the center of the image.		YES	YES
AFTN	2 boolean as int32	If first boolean is 1, sprite/effect rotate 180º on X axis. Second boolean is the same for Y.		YES	YES
AFAN	1 float	Same as AFAX???		YES	YES
AFPL	1 int32	Set a layer priority. Need to check if this for when you have several layers on same frame.	It goes before AFOF prop. List of preset values ->\n00 = None 01 = Always first 02 = Always last 03 = None? (test with three layers) 04 = None? (test with three layers) 05 and far make the game crash	YES	NO
AFRT	1 boolean(?) as int32	According to maso, is display????		YES	YES

Internal Name	Value Type	Description	Additional Notes	Works with UNI/Dengeki	Works with MBAACC
ASAA	1 int32	Set number of hits of the attack.	Once you set it, this value is retained for the entire animation, so you can set it in non-attack frames before an attack happens.	YES	YES
ASVX	1 int32	Stop vector movement.		YES	YES
ASV0	5 int32	Initialize vector movement.	1. Determines vector setting performance so as to avoid overwriting current vec values or to set _Vector_Keep 2. X speed movement. 3. Y speed movement. 4. X acceleration. 5. Y acceleration.	YES	YES
ASCT	1 int32	Set counter hit timing. Use preset values.	**0 = No set (設定なし)** **1 = HI check (HI発生)** **2 = LO check (LO発生)** **3 = Erase (消去)**	YES	YES
ASCN	1 boolean as int32	Cancel animation with basic attacks (6A, 6B, 6C...)	**0 = None** **1 = When hit (guarding or not)** **2 = Always** **3 = Only when damage enemy (HIT)**	YES	YES
ASS[X]	X is 1 or 2 as char.	Set frame state. No using this parameter treat it like standing. 1 treat it as in-air frame. 2 treat it as crouching frame.		YES	YES
ASMX	1 int32	Increase acceleration on X movement. Or set X max acceleration/speed, according to maso.	MaxX typically used to limit a negative addx to prevent reaching an x value below 0	YES	YES
ASCS	1 int32	Cancel animation with special or super attacks (236A, 63214BC, 2AB, ...) Use preset values (if like ha4)	**0 = None** **1 = When hit (guarding or not)** **2 = Always** **3 = Only when damage enemy (HIT)**	YES	YES
ASMV	1 boolean as int32	Player can Act (move and attack in general)		YES	YES
AST0	5 int32	Initialize vector movement. pretty sure this is the cursed preset vector anim version so bottom line: never use anything but asv0	1. Always 10 or 11 hex. 2. X speed movement. 3. Y speed movement. 4. X acceleration. 5. Y acceleration. 6. ???? 7. ????	YES	YES
ASV1	1 int32??		Unused		YES
ASVA	1 int32??		unused		YES
ASVC			unused		YES
ASYS	1 int32	playertimer esque invincibility on the ha6 side	this is the only way to add throw invincibility on the ha6 side but also allows you to set a dage invincibility flag as well		YES
ASCF	1 int32 as boolean		Shana 236A use this. always along asct and when use projectiles	YES	NO
ASDF	1 int32?		Unused		YES

ASCL	2 int32?		Unused		YES
ASSS			unused		YES
ASKV			unused		YES
ASF[X]	0, 1, 2, or 3 as char and 1 int32	AsStatusFlags	1 = EX 8 = ChainShift	YES	YES
ASSE	1 int32?		unused		YES
ASSM	1 int32	Reuse ASST of previous frames in current frame.		YES	YES

Internal Name	Value Type	Description	Additional Notes	Works with UNI/Dengeki	Works with MBAACC
ATGD	1 int32 as bitwise	Set flags for guard properties.	1. Blockable in Standing 2. Blockable in-Air 3. Blockable in Crouching 4. ????? 5.????? 6. ????? 7. ????? 8. ????? 9. Can't hit if enemy is Standing 10. Can't hit if enemy is in-Air 11. Can't hit if enemy is Crouching 12. Can't hit if enemy is in Bound 13. Can't hit if enemy is in Block Stun 14. ????? 15. Can hit only in Bound 16. Can't hit Playable Character	YES	YES
ATV2	14 int32	Set vector ids for the different states when hit the enemy, guarding or not.	1. Always 03 2. Always 02 3. Standing HIT vector id. 4. If 1, vector don't move on X. If 2, reverse the vector on X. 5. Standing GUARD vector id. 6. same as 4 property. 7. Air HIT vector id. 8. same as 4 prop. 9. Air GUARD vector id. 10. same as 4 prop. 11. Crouching HIT vector id. 12. same as 4 prop. 13.Crouching GUARD vector id. 14. same as 4 prop.	YES	NO
ATHE	2 int32	Set common effect used when hit. Second int32 is always 00?	HitMarkList defined in vectortable, hitmark mv created in charatblfunc	YES	YES
ATHH	1 int32	Damage proration. It works like a percentage, so 95 reduce base damage during combo 5. No proration is 100, and greater than that increase base damage	Its percentage value modify Hosei value in code?	YES	NO
ATHS	1 int32	Damage correction value if combo starter		YES	YES(at least it appears on exe)
ATAT	1 int32	Base damage of the move.		YES	YES
ATSU	1 int32	Set time that enemy can't do Ukemi (can't recover).		YES	YES

ATSP	1 int32	Preset values. Set the hit-stun stop time when hit the enemy, guarding or not.	0. Weak 1. Medium 2. Strong 3. None 4. Long 5. Very long 6. Very weak HitStopList is defined in vectortable	YES	YES
ATF1	1 int32 as bitwise	Set flags for attack various props.	1. Damage enemy in guard status 2. Can't KO enemy 3. Can't hit enemy again during Stun 4 5 6. Don't increase combo counter 7. Screen shaking effect during Stun 8 9 10. Child objects can damage Playable Char 11. Hit-Stun don't stop Playable Char 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26. No wait for Stun end on multihit 27 28 29 30. Block enemy blast during Stun 31 32	YES	YES
ATCA	1 int32	Add super meter on HIT.		YES	YES
ATSA	1 int32	Add player stun time. Time that the player is stunned when hit.		YES	NO
ATGN	1 int32	Used for general stun time on enemy if ATSH don't appear. If there is ATSH, this is to set stun time on GUARD status only.		YES	YES
ATSH	1 int32	Set stun time to enemy on HIT.		YES	NO

ATC0	3 int32	Hit stun time proration. Is like percentage, and higher values do higher reductions. Max value is 100.	1. Hit stun time reduction. 2. Combopoint set if combo starter 3. Combopoint SMP modifier (up to 255, higher is more extreme effect)	YES	NO
ATAM	1 int32	Attack minimum damage percentage		YES	NO
ATNG	1 int32 as bitwise	Grab properties as flags	1. Enabled 2. Target Colision 3. Target Origin 4. Beat Player Timer Invulnerability	YES	YES
ATUH					YES
ATS[X]					YES
ATF2	1 int32 as bitwise?	Looking at the name, I'm pretty sure is another set of flags like ATF1, but it's not confirmed.	Tried to use and flags do nothing???	YES	YES
ATBT	1 int32	break time? guard break?		NO	YES
ATKK	1 int32	Grant effect?			YES
ATSN					YES
ATGS					YES
ATHV	4 int32	HIT vector for standing, air and crouching state. First int32 is always 03	old version of ATV2		YES
ATHT					YES
ATGV	4 int32	GUARD vector for standing, air and crouching state. First int32 is always 03	old version of ATV2		YES
ATVV	4 short	First is stunning, second is attack power, third for guard reduction, fourth is super meter gain.			YES
ATKZ					YES
ATBG	1 int32	The attack can do guard break (nullify advanced guard pushblock).	only used with yusa emi in dengeki. value 02	YES	YES
ATBC					NO
ATAB					YES
ATGE	2 int32	Load a common sound effect? Second int32 is always 00?			YES
ATRF					NO