Name (bold = rename)	Internal Name	Size	Rel.	(U) 1.0	(E) Debug	(J) 1.0	Rel. (J)	Notes (bold data is uncertain)	(U) Demo	(U) GC	(E) 1.0	(E) 1.1	(E) GC	(J) 1.1	(J) GC	VC-U	VC-J
Save Data (working set)				801EF670	8023F790	801EF460		0x100C in size for regular saves, 0x3CA0 for owls	801EEE80	801ED830	801E6B50	801E6EF0	801E5480	801EF710	801ED820	110C750	1111630
Exit Value	scene_no	4	0	801EF670	8023F790	801EF460		bits 0-3: offset; bits 4-8: entrance; bits 9-15: scene; high bits: unused									
Mask Being Worn	player_mask	1	4	801EF674	8023F794	801EF464		used to preserve state across loads, perhaps NPC dialog as well?									
Has Completed Intro	opening_flag	1	5	801EF675	8023F795	801EF465		set to 1 after leaving clock tower. if 0 on load, starts intro sequence.									
anti-mash timer		1	6	801EF676	8023F796	801EF466		set to 20 by actors asking for items to stop you from skipping prompt									
?		1	7	801EF677	8023F797	801EF467		**something to do with picking up items?**									
Cutscene ID	link_age	4	8	801EF678	8023F798	801EF468		set to 0xFFFx during cutscenes									
Time of Day	day_time	2	C	801EF67C	8023F79C	801EF46C											
Owl ID	zelda_time	2	E	801EF67E	8023F79E	801EF46E		ID of owl to load from									
Day/Night	asahiru_fg	4	10	801EF680	8023F7A0	801EF470		set to 0 during day, 1 at night									
Time Speed	change_zelda_time	4	14	801EF684	8023F7A4	801EF474		0 = normal speed; -2 = ISoT speed; -3 = stopped									
Day	totalday	4	18	801EF688	8023F7A8	801EF478		**0 to 4. modulo 5?**									
Days Elapsed	eventday	4	1C	801EF68C	8023F7AC	801EF47C		**used for anything?**									
Current Transformation	player_character	1	20	801EF690	8023F7B0	801EF480		from 0: fierce deity, goron, zora, deku, human									
?	spring_flag	1	21	801EF691	8023F7B1	801EF481											
Have Tatl	bell_flag	1	22	801EF692	8023F7B2	801EF482											
Owl Save		1	23	801EF693	8023F7B3	801EF483		nonzero: attempt to start game at owl									
string: "ZELDA3"	newf	6	24	801EF694	8023F7B4	801EF484		save considered invalid if missing									
Song of Time Count	savect	2	2A	801EF69A	8023F7BA	801EF48A		displayed on save select on (J)									
Player Name	player_name	8	2C	801EF69C	8023F7BC	801EF48C											
Max Hearts	max_life	2	34	801EF6A4	8023F7C4	801EF494		0x10 per full heart									
Hearts	now_life	2	36	801EF6A6	8023F7C6	801EF496		0x10 per full heart									
Magic Level	magic_max	1	38	801EF6A8	8023F7C8	801EF498		1: normal; 2: double									
Magic	magic_now	1	39	801EF6A9	8023F7C9	801EF499		0x30 = normal, 0x60 = double									
Rupees	lupy_count	2	3A	801EF6AA	8023F7CA	801EF49A											
Navi Timer	navi_timer	4	3C	801EF6AC	8023F7CC	801EF49C											
has Normal Magic	magic_mode	1	40	801EF6B0	8023F7D0	801EF4A0		boolean, also set when double									
has Double Magic	magic_ability	1	41	801EF6B1	8023F7D1	801EF4A1		boolean									
Double Defense	life_ability	2	42	801EF6B2	8023F7D2	801EF4A2											
?		2	44	801EF6B4	8023F7D4	801EF4A4											
Owls Hit (bitfield)		2	46	801EF6B6	8023F7D6	801EF4A6		higher bits go unused (besides 15 for hidden owl)									
?		4	48	801EF6B8	8023F7D8	801EF4A8											
Human B Button Item	register_item	1	4C	801EF6BC	8023F7DC	801EF4AC		also used for fierce deity									
C Left Item		1	4D	801EF6BD	8023F7DD	801EF4AD											
C Down Item		1	4E	801EF6BE	8023F7DE	801EF4AE											
C Right Item		1	4F	801EF6BF	8023F7DF	801EF4AF											
Goron B Button Item		4	50	801EF6C0	8023F7E0	801EF4B0		3 unused bytes for what would be C buttons (same struct)									
Zora B Button Item		4	54	801EF6C4	8023F7E4	801EF4B4		3 unused bytes for what would be C buttons (same struct)									
Deku B Button Item		4	58	801EF6C8	8023F7E8	801EF4B8		3 unused bytes for what would be C buttons (same struct)									
Equipped Item Slots	register_item_pt	4	5C	801EF6CC	8023F7EC	801EF4BC		which slots the equipped C items link to (0 to 47). first byte unused?									
?		4	60	801EF6D0	8023F7F0	801EF4C0											
?		4	64	801EF6D4	8023F7F4	801EF4C4											
?		4	68	801EF6D8	8023F7F8	801EF4C8											
Tunic & Boots		1	6C	801EF6DC	8023F7FC	801EF4CC		**zora and goron tunic still have their effects?**									
Sword & Shield		1	6D	801EF6DD	8023F7FD	801EF4CD		bits 0-3: sword slot; bits 4-7: shield slot									
?		2	6E	801EF6DE	8023F7FE	801EF4CE											
Inventory: Items	item_register	18	70	801EF6E0	8023F800	801EF4D0											
Inventory: Masks		18	88	801EF6F8	8023F818	801EF4E8											
Inventory: Item Quantities	item_count	18	A0	801EF710	8023F830	801EF500		only 7 of the 24 are normally used									
Upgrades	collect_register	4	B8	801EF728	8023F848	801EF518		follows same format as OoT (except deku stick upgrades?)									
Quest Items (bitfield)	**non_equip_register**	1	BC	801EF72C	8023F84C	801EF51C		bit 0: Lullaby Intro; bits 4-7: heart pieces									
Quest Items (bitfield)		1	BD	801EF72D	8023F84D	801EF51D		bits 0-1: songs; bit 2: Bomber's Notebook; bit 3: unknown									
Quest Items (bitfield)		1	BE	801EF72E	8023F84E	801EF51E		bits 0-7: songs									
Quest Items (bitfield)		1	BF	801EF72F	8023F84F	801EF51F		bits 0-3: Remains; bits 6-7: songs									
Dungeon Items: Woodfall	key_compass_map	1	C0	801EF730	8023F850	801EF520		bit 0: Big Key; bit 1: Compass; bit 2: Map									
Dungeon Items: Snowhead		1	C1	801EF731	8023F851	801EF521		"									
Dungeon Items: Great Bay		1	C2	801EF732	8023F852	801EF522		"									
Dungeon Items: Stone Tower		1	C3	801EF733	8023F853	801EF523		"									
Unused Dungeon Items?		6	C4	801EF734	8023F854	801EF524		"									
Keys: Woodfall	key_register	1	CA	801EF73A	8023F85A	801EF52A		0xFF = hide key display									
Keys: Snowhead		1	CB	801EF73B	8023F85B	801EF52B		"									
Keys: Great Bay		1	CC	801EF73C	8023F85C	801EF52C		"									

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Keys: Stone Tower		1	CD	801EF73D	8023F85D	801EF52D		"									
Unused Keys?		5	CE	801EF73E	8023F85E	801EF52E		"									
Doubled Hearts		1	D3	801EF743	8023F863	801EF533		set to 20 by the game									
Fairies: Woodfall	orange_fairy	1	D4	801EF744	8023F864	801EF534											
Fairies: Snowhead		1	D5	801EF745	8023F865	801EF535											
Fairies: Great Bay		1	D6	801EF746	8023F866	801EF536											
Fairies: Stone Tower		1	D7	801EF747	8023F867	801EF537											
?		6	D8	801EF748	8023F868	801EF538											
strange string		18	DE	801EF74E	8023F86E	801EF53E		says "LINK[eol]LINK[eol]LINK[eol]" in the game's encoding									
?		37A	F6	801EF766	8023F886	801EF556											
Scene Flags (for saving)		960	470	801EFAE0	8023FC00	801EF8D0		only read when loading a save, 0x14 per scene									
?		AA	DD0	801F0440	80240560	801F0230											
Pictograph Special		1	E7A	801F04EA	8024060A	801F02DA		01 = tingle, 04 = deku king									
Pictograph Quality		1	E7B	801F04EB	8024060B	801F02DB		bit 1: taken in swamp?; bit 2: great picture (20 rupees)									
Pictograph ?		1	E7C	801F04EC	8024060C	801F02DC		seen as 20, A0, B0, E0									
?		27	E7D	801F04ED	8024060D	801F02DD											
Minimaps (bitfields)		1C	EA4	801F0514	80240634	801F0304		**one bit per scene**									
Skulltula Count - Woodfall		2	EC0	801F0530	80240650	801F0320											
Skulltula Count - Great Bay		2	EC2	801F0532	80240652	801F0322											
?			EC4	801F0534	80240654	801F0324											
Item Takkuri steals			ED4	801F0544	80240664	801F0334											
?				#VALUE!	#VALUE!	#VALUE!											
Rupees in Bank		2	EDE	801F054E	8024066E	801F033E		messes up text past 9999									
?		18	EE0	801F0550	80240670	801F0340											
week_event_reg	week_event_reg	64	EF8	801F0568	80240688	801F0358											
Map: Places visited (bitfield)	area_arrival	4	F5C	801F05CC	802406EC	801F03BC		the selectable dots (upper 2 bytes unused)									
Map: Places visible (bitfield)	cloud_clear	4	F60	801F05D0	802406F0	801F03C0		the terrain not covered by clouds (upper 2 bytes unused)									
Has Scarecrow's Song	oca_rec_flag	2	F64	801F05D4	802406F4	801F03C4											
Scarecrow's Song	oca_rec_flag8	80	F66	801F05D6	802406F6	801F03C6											
Number of Bombers Caught	aikotoba_index	1	FE6	801F0656	80240776	801F0446											
Bombers Caught in Order	aikotoba_table	5	FE7	801F0657	80240777	801F0447											
Lottery Codes	numbers_table	9	FEC	801F065C	8024077C	801F07D0	1370	one byte per digit									
Spider House Mask Order	kinsta_color_table	6	FF5	801F0665	80240785	801F07D9	1379	0: red; 1: blue; 2: green; 3: yellow									
Bomber's Code	bombers_aikotoba_tab	5	FFB	801F066B	8024078B	801F07DF	137F	one byte per digit									
Stored Epona Scene ID	spot_no	2	1000	801F0670	80240790	801F07E4	1384										
Stored Epona Angle	horse_x	2	1002	801F0672	80240792	801F07E6	1386										
Stored Epona Y	horse_y	2	1004	801F0674	80240794	801F07E8	1388										
Stored Epona Z	horse_z	2	1006	801F0676	80240796	801F07EA	138A										
Stored Epona Angle	horse_a	2	1008	801F0678	80240798	801F07EC	138C										
Checksum	check_sum	2	100A	801F067A	8024079A	801F07EE	138E	a uint16 sum of bytes up to this point, +0x24 if owl									
event_inf		8	100C	801F067C	8024079C	#VALUE!											
Rock Sirloin		1	1014	801F0684	802407A4	801F33B5	3F55	nonzero: carrying rock sirloin									
B Button Enabled?		1	1015	801F0685	802407A5	#VALUE!		**0 = can use, -1 = can't use**									
Powder Keg Timer	big_bom_timer	2		#VALUE!	#VALUE!	801F33B4	3F54										
Bubble Timer		2	1016	801F0686	802407A6	801F33B8	3F58	the blue bubble effect that disables sword									
Rupee Accumulator	lupy_udct	2	1018	801F0688	802407A8	801F34D8	4078	one added to rupee count each frame									
Hot Spring Timer Statuses		6	101A	801F068A	802407AA	801F362C	41CC	1: active; anything else: inactive									
unused?		6				801F3632	41D2										
Hot Spring Water Timers		C0	1020	801F0690	802407B0	801F3638	41D8	0x20 each									
Pictograph Picture		2BC0	10E0	801F0750	80240870	801F07F0	1390	160 by 112 pixels, 5 bits per pixel (100 bytes per row)									
Current Save File	file_no	4	3CA0	801F3310	80243430	801F33B0	3F50	0, 1, or 255. this marks the first byte not saved by owl saves.									
Title Screen mod		4	3CA8	801F3318	80243438	801F33BC	3F5C	nonzero: hide hud, disable pause, other effects...									
Entrance mod		4	3CAC	801F331C	8024343C	801F33C0	3F60	**adds offset to exit value, can trigger cutscenes?**									
Zoneout Type		4	3CB0	801F3320	80243440	801F33C4	3F64	0: normal; -1: load area as though voided out; -4: reloaded area; -5: regular void									
Zoneout Respawn X		4	3CB4	801F3324	80243444	801F33C8	3F68	float									
Zoneout Respawn Y		4	3CB8	801F3328	80243448	801F33CC	3F6C	float									
Zoneout Respawn Z		4	3CBC	801F332C	8024344C	801F33D0	3F70	float									
Zoneout Respawn Angle		2	3CC0	801F3330	80243450	801F33D4	3F74										
Zoneout Respawn Link "Variable"		2	3CC2	801F3332	80243452	801F33D6	3F76										
Zoneout Respawn Entrance Index		2	3CC4	801F3334	80243454	801F33D8	3F78										
Zoneout Respawn Room Number		2	3CC6	801F3336	80243456	801F33DA	3F7A										
Zoneout Unknown		8	3CC8	801F3338	80243458	801F33DC	3F7C										

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Zoneout Copy 1?		20	3CD0	801F3340	80243460	#VALUE!		**used for reloading area on new days?**									
Zoneout Copy 2?		20	3CF0	801F3360	80243480	#VALUE!		**used for entrance only?**									
?		1	3DBB	801F342B	8024354B	#VALUE!		set to 1 while loading area?									
Dog Spawner	dog_flag	2	3DBC	801F342C	8024354C	801F34D0	4070	**>= 0x9000: spawns a dog (try in SCT)**									
?		1	3DBF	801F342F	8024354F	#VALUE!		set to zero after loading new area									
Timer Flags		4	3DD0	801F3440	80243560	801F34EC	408C	various timer flags. default action is moon crash.									
Postman Timer		4	3DE4	801F3454	80243574	#VALUE!											
Majora Timer		4	3DFC	801F346C	8024358C	#VALUE!											
Minigame Timer		4	3E04	801F3474	80243594	#VALUE!											
Drown Timer		4	3E0C	801F347C	8024359C	#VALUE!											
Timer X	event_xp	2	3EFA	801F356A	8024368A	801F3618	41B8										
Timer Y	event_yp	2	3F08	801F3578	80243698	801F3626	41C6										
B Button Enabled		1	3F18	801F3588	802436A8	801F36FC	429C	0 = can use, -1 = can't use									
C Left Enabled		1	3F19	801F3589	802436A9	801F36FD	429D	0 = can use, -1 = can't use									
C Down Enabled		1	3F1A	801F358A	802436AA	801F36FE	429E	0 = can use, -1 = can't use									
C Right Enabled		1	3F1B	801F358B	802436AB	801F36FF	429F	0 = can use, -1 = can't use									
Magic Status		4	3F28	801F3598	802436B8	801F370C	42AC	triggers various effects, like use magic, flash magic, restore magic									
Max Magic	magic_now_max	2	3F2E	801F359E	802436BE	801F3712	42B2	0x30 = normal, 0x60 = double									
Magic?	**magic_now_now**	2	3F30	801F35A0	802436C0	801F3714	42B4	**what is this used for?**									
weird button text		1	3F42	801F35B2	802436D2	801F372E	42CE	1: makes A/B button text larger; 2+: corrupted graphics									
Z-Targetting Style	z_attention	1	3F45	801F35B5	802436D5	801F3731	42D1	0 for Switch, 1 for Hold									
Music modifier		2	3F46	801F35B6	802436D6	801F3732	42D2	nonzero: override music in next scene									
Cutscene Setter		2	3F4A	801F35BA	802436DA	801F3736	42D6	**sets entrance mod value above, values 0xFFF0 to 0xFFFF?**									
Title Screen Trigger		1	3F4C	801F35BC	802436DC	801F3738	42D8	nonzero: triggers title screen sequence, or crash if ingame									
transition_mod		2	3F55	801F35C5	802436E5	#VALUE!											
Sun's Song Effect	flash_flag	2	3F58	801F35C8	802436E8	801F3744	42E4	nonzero: set to 2 and zoom through time									
Health mod		2	3F5A	801F35CA	802436EA	801F3746	42E6										
Screen Scale Enable	framescale_flag	1	3F60	801F35D0	802436F0	801F374C	42EC	nonzero: scale the screen by the screen scaling value below									
Screen Scale	framescale_scale	4	3F64	801F35D4	802436F4	801F3750	42F0	float (used for the last few minutes of a day)									
Scene Flags (ingame)	scene_id_mix	960	3F68	801F35D8	802436F8	801F3754	42F4	read when a scene is loaded, 0x14 per scene									
Random Number		4		80097530				last RNG value, can change multiple times per frame									
OSTime?		8		8009E5B0				unsigned long; increments rapidly. read for Hot Spring Water									
Timestop		2		801BD8B0													
Stored Epona		1		801BDA9F		801B892F		whether to load Link on Epona in the next scene (requires song!)									
Room Number (alt)		1			80207AFF			only changed after fully entering a room									
Table of 32-bit bitmasks		80		801C1D30	8020AE00			(only useful in code)									
Object Table				801C2738	8020B808												
Entrance Table				801C43B0	8020D480	801BF2C0		mixed entrance data and pointers to entrance data									
Scene Table				801C5720	8020E7F0	801C0624		12 bytes each: # of entrances, ptr to entrances, ptr to scene name									
Default Save Data	no_save	D4		801C6898				first byte equivalent to relative 0x24 (ZELDA3)									
Debug Save Data					801C696C			first byte equivalent to relative 0x24 (ZELDA3)									
Owl Table				801C6A58	802107A8	n/a		exit values, 2 bytes each									
Stored Song		1		801C6A7D	802107CD	801C18ED		takes effect after next text box									
Height				801EDC04													
mask_mask_bit		3		801F3F3A	8024405A												
?				801F8180				table of pointers (minus the leading 0x80) used by scene commands									
Visual Frame		4		801F9F80				increments by one every screen update									
buttons 2		2		801FB870													
buttons 3		2		801FB876													
Music-related bytes		A		802050D0													
Music Speed		1		802050D8													
some linked list, item 0					803824C0	803E4020	80382610		**item size of 0x15E0.**									
(?)					803824D0	803E4050	80382640		the following addresses are relative to this									
Time Speed (for area)	kankyo_time	2	32	80382502	803E4082	80382672		0 hides the clock altogether									
Link's Acceleration		2	3A	8038250A	803E408A	8038267A		normally 0x00C8									
Link's Turn Speed		2	4A	8038251A	803E409A	8038268A		normally 0x07D0									
Link's Gravity		2	9C	8038256C	803E40EC	803826DC		normally 0xFF9C									
Motion Blur		1	189	80382659	803E41D9	803827C9		next 2 bytes enable it, followed by another motion blur									
draw distance limiter		2	21A	803826EA	803E426A	8038285A		**not quite what it is but starting from 0 has that kinda effect**									
color overlay		C	454	80382924													
some linked list, item 1						80383C20		**item size of 0x4B040.**									

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frame buffer?		25800		80383AC0	803E5680	80383C80		**320x240, 2 bytes per pixel**									
some linked list, item 2						803CEC90		item size of 0x18000. entirely 0xABABABAB on debug rom.									
some linked list, item 3					804486D0	803E6CC0		item size of 0x19240. this begins with global context.									
Global Context				803E6B20	80448700	803E6CF0		http://wiki.cloudmodding.com/oot/Global_Context	803E63B0	80381260	803DDFC0	803DE360	80378EB0	803E6FB0	80381250	1303C00	1308ED0
buttons 1		2	1A	803E6B3A	8044871A	803E6D0A											
???		1	9B	803E6BBB	8044879B	803E6D8B		set to 0 to break rendering thread?									
Framerate Divisor		1	A2	803E6BC2	804487A2	803E6D92		1: 60 fps; 2: 30 fps; 3: 20 fps; 4: 15fps; etc.									
Current Scene Number		2	A4	803E6BC4	804487A4	803E6D94											
Screen Top		4	C0	803E6BE0	804487C0	803E6DB0		normally 0									
Screen Bottom		4	C4	803E6BE4	804487C4	803E6DB4		normally 240									
Screen Left		4	C8	803E6BE8	804487C8	803E6DB8		normally 0									
Screen Right		4	CC	803E6BEC	804487CC	803E6DBC		normally 320									
Camera Field of View		4	D0	803E6BF0	804487D0	803E6DC0		degrees (float)									
Camera E X		4	E0	803E6C00	804487E0	803E6DD0		**Camera Center (float)**									
Camera E Y		4	E4	803E6C04	804487E4	803E6DD4		**Camera Center (float)**									
Camera E Z		4	E8	803E6C08	804487E8	803E6DD8		**Camera Center (float)**									
Camera C X		4	EC	803E6C0C	804487EC	803E6DDC		**Camera Target (float)**									
Camera C Y		4	F0	803E6C10	804487F0	803E6DE0		**Camera Target (float)**									
Camera C Z		4	F4	803E6C14	804487F4	803E6DE4		**Camera Target (float)**									
Camera Rotation ?		4	F8	803E6C18	804487F8	803E6DE8		range -1 to 1 (float)									
Camera Rotation Y?		4	FC	803E6C1C	804487FC	803E6DEC		range -1 to 1 (float)									
Camera Rotation ?		4	100	803E6C20	80448800	803E6DF0		range -1 to 1 (float)									
Camera: Actor to Follow (ptr)		4	2B0	803E6DD0	804489B0	803E6FA0		normally to Link's Actor (see below)									
Z Target Camera thing?		1	360	803E6E80	80448A60	803E7050											
Camera Mode		2	362	803E6E82	80448A62	803E7052											
Current Mini Cutscene Playing			4E0	803E7000	80448BE0	803E71D0		http://wiki.cloudmodding.com/mm/Notes:Mini-Cutscenes									
Ambient Light		3	81C	803E733C	80448F1C	803E750C											
Lens of Truth?		4	1CA0	803E87C0	8044A3A0	803E8990											
Lens of Truth Radius		1	1CA4	803E87C4	8044A3A4	803E8994											
Total Actors Loaded?		4	1CAC	803E87CC	8044A3AC	803E899C											
Actors Loaded, First Actor		C	1CB0	803E87D0	8044A3B0	803E89A0		uint32 count, pointer to first actor, uint32 unknown. 12 of each.									
Bomb Counter		4	1CD4	803E87F4	8044A3D4	803E89C4		used to prevent having more than 3 bombs out at once									
Actor under Z Cursor (ptr)		4	1DF8	803E8918	8044A4F8	803E8AE8											
Actor being Z-Targeted (ptr)		4	1DFC	803E891C	8044A4FC	803E8AEC											
Current Scene Flags		8	1E58	803E8978	8044A558	803E8B48		offset 0x4 in SRAM									
Current Scene Flags		4	1E68	803E8988	8044A568	803E8B58		offset 0x0 in SRAM									
Current Scene Flags		4	1E6C	803E898C	8044A56C	803E8B5C		offset 0xC in SRAM									
Current Scene Flags		4	1E74	803E8994	8044A574	803E8B64		offset 0x10 in SRAM									
Cutscene Pointer		4	1F28	803E8A48	8044A628	803E8C18											
another cutscene status		1	1F2C	803E8A4C	8044A62C	803E8C1C		set to 3 to cancel cutscenes and walk around in them									
Cutscene Frame		2	1F34	803E8A54	8044A634	803E8C24		shown as "FLAME" on debug									
Cutscene entries pointer		4	1F74	803E8A94	8044A674	803E8C64											
Item to Release			86B4	803EF1D4	80450DB4	803EF3A4		**confirm?**									
Amount of Magic to Use			DA10	803F4530	80456110	803F4700		**confirm?**									
Magic Actor to Load			DD80	803F48A0	80456480	803F4A70		**confirm?**									
Next Text Box ID?		1	162F3	803FCE13	8045E9F3	803FCFE3											
Text Buffer			162FB	803FCE1B	8045E9FB	803FCFEB		**how long is this?**									
Message Number			1680C	803FD32C	8045EF0C	803FD4FC		For the message pointer table									
Some Item Thing			1680E	803FD32E	8045EF0E	803FD4FE											
Text Active		4	16818	803FD338	8045EF18	803FD508		nonzero: text box is open / open text box									
Text Status		1	1682A	803FD34A	8045EF2A	803FD51A		various values up to 0x43									
Soar Behaviour			16930	803FD450	8045F030	803FD620											
Start of Message Table			1698C	803FD4AC	8045F08C	803FD67C											
A Button Action ID			16BFE	803FD71E	8045F2FE	803FD8EE											
B Button Action ID			16C04	803FD724	8045F304	803FD8F4											
Notebook			16F20	803FDA40	8045F620	803FDC10											
Song of Soaring Cursor			16F72	803FDA92	8045F672	803FDC62											
Wind X		2	170B0	803FDBD0	8045F7B0	803FDD80	-20										
Wind Y		2	170B2	803FDBD2	8045F7B2	803FDD82	-20										
Wind Z		2	170B4	803FDBD4	8045F7B4	803FDD84	-20										
Wind Power		4	170B8	803FDBD8	8045F7B8	803FDD88	-20	float									
Room Number		1	186E0	803FF200	80460DE0	803FF3B0	-20	set immediately, possibly used for loading new rooms?									

Name (bold = rename)	Internal Name	Size	Rel.	(U) 1.0	(E) Debug	(J) 1.0	Rel. (J)	Notes (bold data is uncertain)	(U) Demo	(U) GC	(E) 1.0	(E) 1.1	(E) GC	(J) 1.1	(J) GC	VC-U	VC-J
Room Pointer		4	186EC	803FF20C	80460DEC	803FF3BC	−20										
Frames Spent in Scene		4	18840	803FF360	80460F40	803FF510	−20										
Actor Disabler		2	18846	803FF366	80460F46	803FF516	−20	actually a number of actors, goes negative after all have been initiated. written to by the actor (0x01) scene command.									
(ptr)		4	18854	803FF374	80460F54	803FF524	−20	pointer to actor data from scene command?									
Warp		1	18875	803FF395	80460F75	803FF545	−20	nonzero: begin warping to Warp Destination									
Screen Dim		1	18877	803FF397	80460F77	803FF547	−20	**actually opacity?**									
Warp Destination / Exit Setter		4	18878	803FF398	80460F78	803FF548	−20	sets Exit Value (used for more than just warps)									
1A Command Pointer			1886C	803FF38C	80460F6C	803FF53C	−20	For animating textures									
Fade-in/Fade-out type		1	1887F	803FF39F	80460F7F	803FF54F	−20	quirk: Song of Time transition uses the last type written here									
Entrance Scene Entered From		1	18B48	803FF668	80461248	803FF818	−20										
Fade-in/Fade-out Timer		1	18C01	803FF721	80461301	803FF8D1	−20										
some linked list, item 4				803FFD80	80461960	803FFF30		item size of 0x3800A0. this begins with Link's actor.									
(?)		10		803FFD90	80461990	803FFF60		**stuff to look into**									
another linked list, item 0				803FFDA0	804619A0	803FFF70		**item size of 0xD80.**									
Current item highlighted						803FDC5D											
Current song highlighted						803FDCA0											
Link's Actor				803FFDB0	804619D0	803FFFA0			803FF680	8039A4F0	803F7250	803F75F0	80392140	80400260	8039A4E0	131CE90	1322180
Actor Number		2	0	803FFDB0	804619D0	803FFFA0											
Actor Type		1	2	803FFDB2	804619D2	803FFFA2											
Flags?		1	4	803FFDB4	804619D4	803FFFA4											
Flags?		1	5	803FFDB5	804619D5	803FFFA5											
Flags		1	6	803FFDB6	804619D6	803FFFA6											
Flags		1	7	803FFDB7	804619D7	803FFFA7	bit 1: z-targetable; bit 6: onscreen									
XYZ (copy)		C	8	803FFDB8	804619D8	803FFFA8	floats, used for collision detection									
X		4	24	803FFDD4	804619F4	803FFFC4	float									
Y		4	28	803FFDD8	804619F8	803FFFC8	float									
Z		4	2C	803FFDDC	804619FC	803FFFCC	float									
C-Up Vertical Angle		2	48	803FFDF8	80461A18	803FFFE8											
C-Up Horizontal Angle		2	4A	803FFDFA	80461A1A	803FFFEA											
Model Scale X		4	58	803FFE08	80461A28	803FFFF8	float, normally 0.01									
Model Scale Y		4	5C	803FFE0C	80461A2C	803FFFFC	float, normally 0.01									
Model Scale Z		4	60	803FFE10	80461A30	80400000	float, normally 0.01									
X Velocity		4	64	803FFE14	80461A34	80400004	float									
Y Velocity		4	68	803FFE18	80461A38	80400008	float, normally -4.0 for gravity									
Z Velocity		4	6C	803FFE1C	80461A3C	8040000C	float									
Linear Velocity (last frame)		4	70	803FFE20	80461A40	80400010	float									
Ground Y		4	88	803FFE38	80461A58	80400028	float									
Relative to Link XYZ?		C	90	803FFE40	80461A60	80400030	floats; unused for Link?									
Difference in Height vs. Link		4	9C	803FFE4C	80461A6C	804091CC	float									
Damage Table (ptr)		4	A0	803FFE50	80461A70	80400040	Link has none									
Hit Points		1	B7	803FFE67	80461A87	80400057	for enemies that use it									
Angle		2	BE	803FFE6E	80461A8E	8040005E											
Link's Left Foot XYZ		C	D4	803FFE84	80461AA4	80400074	floats									
Link's Right Foot XYZ		C	E0	803FFE90	80461AB0	80400080	floats									
Relative to Camera XYZ		C	EC	803FFE9C	80461ABC	8040008C	floats									
Z relative to camera?		4	F8	803FFEA8	80461AC8	80400098	float									
Link's XYZ (last frame)		C	108	803FFEB8	80461AD8	804000A8	floats									
Pointer to epona? 1		4	120	803FFED0	80461AF0	804000C0											
Prev Actor in List (ptr)		4	128	803FFED8	80461AF8	804000C8											
Next Actor in List (ptr)		4	12C	803FFEDC	80461AFC	804000CC											
Item in Hand		1	148	803FFEF8	80461B18	804000E8	can be used for quick draw glitch									
Current action		2	14A	803FFEFA	80461B1A	804000EA											
Current mask equipped		1	153	803FFF03	80461B23	804000F3											
Link's Current Animation ID		4	248	803FFFF8	80461C18	804001E8	starts with bank number (04)									
Pointer to epona? 2		4	390	80400140	80461D60	80400330											
Z-Target Cooldown		4	738	804004E8	80462108	804006D8	set to 15 with target, set to 5 with no target or existing target									
Collision? (ptr)		4	A68	80400818	80462438	80400A08	also used for voice sounds									
various flags (bitfields)		C	A6C	8040081C	8046243C	80400A0C	"Z target flags"									
some actions		1	AA5	80400855	80462475	80400A45	1=C-Up; 2=Pictograph; 3=(?); 4=locks up link?; 5=Ocarina									
Linear Velocity		4	AD0	80400880	804624A0	80400A70	float									
Movement Angle		2	AD4	80400884	804624A4	80400A74	forces Link to move in this direction									

Name (bold = rename)	Internal Name	Size	Rel.	(U) 1.0	(E) Debug	(J) 1.0	Rel. (J)	Notes (bold data is uncertain)	(U) Demo	(U) GC	(E) 1.0	(E) 1.1	(E) GC	(J) 1.1	(J) GC	VC-U	VC-J
Sword Active		1	ADB	8040088B	804624AB	80400A7B		set to 1 for ISG									
Sword Swing Succession		1	ADD	8040088D	804624AD	80400A7D											
checks for movement						80400A80											
Blast Mask Timer		2	B60	80400910	80462530	80400B00											