#######################################################

#8C asnm\_sw1 Witch Dark

#

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

#######################################################

/// - Mode 1 #Melee Animation

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

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

1 p- Staff\_000.png

2 p- Staff\_001.png

3 p- Staff\_002.png

2 p- Staff\_003.png

2 p- Staff\_004.png

2 p- Staff\_005.png

3 p- Staff\_006.png

2 p- Staff\_007.png

4 p- Staff\_008.png

C05 #Call spell associated with equipped weapon

4 p- Staff\_008.png

C01 #NOP

2 p- Staff\_007.png

2 p- Staff\_006.png

3 p- Staff\_005.png

3 p- Staff\_004.png

3 p- Staff\_003.png

3 p- Staff\_002.png

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

3 p- Staff\_001.png

4 p- Staff\_000.png

C0D #End of dodge animation. preceeded by 0x06

~~~

/// - 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- Staff\_000.png

2 p- Staff\_001.png

3 p- Staff\_002.png

2 p- Staff\_003.png

2 p- Staff\_004.png

2 p- Staff\_005.png

3 p- Staff\_006.png

2 p- Staff\_007.png

16 p- Staff\_008.png

C49 #Play sage's magic firing SFE

2 p- Staff\_009.png

2 p- Staff\_008.png

2 p- Staff\_009.png

2 p- Staff\_008.png

2 p- Staff\_009.png

2 p- Staff\_008.png

2 p- Staff\_009.png

2 p- Staff\_008.png

2 p- Staff\_010.png

2 p- Staff\_008.png

2 p- Staff\_010.png

2 p- Staff\_008.png

2 p- Staff\_010.png

2 p- Staff\_008.png

2 p- Staff\_010.png

2 p- Staff\_008.png

2 p- Staff\_011.png

2 p- Staff\_008.png

2 p- Staff\_011.png

2 p- Staff\_008.png

2 p- Staff\_011.png

2 p- Staff\_008.png

2 p- Staff\_011.png

2 p- Staff\_008.png

2 p- Staff\_011.png

2 p- Staff\_008.png

2 p- Staff\_011.png

2 p- Staff\_008.png

C05 #Call spell associated with equipped weapon

4 p- Staff\_008.png

C01 #NOP

2 p- Staff\_007.png

2 p- Staff\_006.png

3 p- Staff\_005.png

3 p- Staff\_004.png

3 p- Staff\_003.png

3 p- Staff\_002.png

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

3 p- Staff\_001.png

4 p- Staff\_000.png

C0D #End of dodge animation. preceeded by 0x06

~~~

/// - Mode 5 #Ranged Animation

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

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

1 p- Staff\_000.png

2 p- Staff\_001.png

3 p- Staff\_002.png

2 p- Staff\_003.png

2 p- Staff\_004.png

2 p- Staff\_005.png

3 p- Staff\_006.png

2 p- Staff\_007.png

4 p- Staff\_008.png

C05 #Call spell associated with equipped weapon

4 p- Staff\_008.png

C01 #NOP

2 p- Staff\_007.png

2 p- Staff\_006.png

3 p- Staff\_005.png

3 p- Staff\_004.png

3 p- Staff\_003.png

3 p- Staff\_002.png

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

3 p- Staff\_001.png

4 p- Staff\_000.png

C0D #End of dodge animation. preceeded by 0x06

~~~

/// - 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- Staff\_000.png

2 p- Staff\_001.png

3 p- Staff\_002.png

2 p- Staff\_003.png

2 p- Staff\_004.png

2 p- Staff\_005.png

3 p- Staff\_006.png

2 p- Staff\_007.png

16 p- Staff\_008.png

C49 #Play sage's magic firing SFE

2 p- Staff\_009.png

2 p- Staff\_008.png

2 p- Staff\_009.png

2 p- Staff\_008.png

2 p- Staff\_009.png

2 p- Staff\_008.png

2 p- Staff\_009.png

2 p- Staff\_008.png

2 p- Staff\_010.png

2 p- Staff\_008.png

2 p- Staff\_010.png

2 p- Staff\_008.png

2 p- Staff\_010.png

2 p- Staff\_008.png

2 p- Staff\_010.png

2 p- Staff\_008.png

2 p- Staff\_011.png

2 p- Staff\_008.png

2 p- Staff\_011.png

2 p- Staff\_008.png

2 p- Staff\_011.png

2 p- Staff\_008.png

2 p- Staff\_011.png

2 p- Staff\_008.png

2 p- Staff\_011.png

2 p- Staff\_008.png

2 p- Staff\_011.png

2 p- Staff\_008.png

C05 #Call spell associated with equipped weapon

4 p- Staff\_008.png

C01 #NOP

2 p- Staff\_007.png

2 p- Staff\_006.png

3 p- Staff\_005.png

3 p- Staff\_004.png

3 p- Staff\_003.png

3 p- Staff\_002.png

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

3 p- Staff\_001.png

4 p- Staff\_000.png

C0D #End of dodge animation. preceeded by 0x06

~~~

/// - Mode 7 #Dodge Melee Attack

C02 #Start of dodge

1 p- Staff\_000.png

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

3 p- Staff\_012.png

3 p- Staff\_013.png

3 p- Staff\_014.png

C01 #NOP

3 p- Staff\_013.png

3 p- Staff\_012.png

1 p- Staff\_000.png

C0D #End of dodge animation. preceeded by 0x06

~~~

/// - Mode 8 #Dodge Ranged Attack

C02 #Start of dodge

1 p- Staff\_000.png

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

3 p- Staff\_012.png

3 p- Staff\_013.png

3 p- Staff\_014.png

C01 #NOP

3 p- Staff\_013.png

3 p- Staff\_012.png

1 p- Staff\_000.png

C0D #End of dodge animation. preceeded by 0x06

~~~

/// - Mode 9 #Equiped with Melee Weapon

1 p- Staff\_000.png

C01 #NOP

~~~

/// - Mode 10 #Standing motions

1 p- Staff\_000.png

C01 #NOP

~~~

/// - Mode 11 #Equiped with Ranged weapon

1 p- Staff\_000.png

C01 #NOP

~~~

/// - 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- Staff\_000.png

2 p- Staff\_001.png

3 p- Staff\_002.png

2 p- Staff\_003.png

2 p- Staff\_004.png

2 p- Staff\_005.png

3 p- Staff\_006.png

2 p- Staff\_007.png

4 p- Staff\_008.png

C05 #Call spell associated with equipped weapon

4 p- Staff\_008.png

C01 #NOP

2 p- Staff\_007.png

2 p- Staff\_006.png

3 p- Staff\_005.png

3 p- Staff\_004.png

3 p- Staff\_003.png

3 p- Staff\_002.png

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

3 p- Staff\_001.png

4 p- Staff\_000.png

C0D #End of dodge animation. preceeded by 0x06

~~~

/// - End of animation