Event Commands

Command	Byte0	Byte1	Byte2	Byte3	Byte4	Byte5	Byte6	Byte7	Byte8	Byte9	Byte10	Byte 11	Byte12	Byte13
Event Start Data	ID Sprite Appearance	Bit 1: Sprite over Player if Set	?	-	-	-	-	-	-	-	-	-	-	-
Check if Player is on a Map	0xAD	0x44	0xA6	0xC9	ID Map	0x00	0xD0							
Remove Equipped Item	0x00	0x8D	0x22											
Skip a number of bytes	0x80	Number of bytes (Negative and positive values!)	-	-	-	-	-	-	-	-	-	-	-	-
0x04 - Play music??	0x02	0x04	ID Music											
0x07 -	0x02	0x07	?											
0x08 - Play two sound effects simultaneously	0x02	0x08	ID Sound Effect 1	ID Sound Effect 2										
0x0B - Set event layer: Same as hero	0x02	0x0B	-	-	-	-	-	-	-	-	-	-	-	-
0x0C - Set event layer: Below hero	0x02	0x0C	-	-	-	-	-	-	-	-	-	-	-	-
0x0D - Create Tile Barrier	0x02	0x0D	X Position (-3..4)	Y Position (-3..4)	-	-	-	-	-	-	-	-	-	-
0x10 - Remove Tile Barrier	0x02	0x10	X Position Tile	Y Position Tile										
0x12 - Make tile passable	0x02	0x12	X Position Tile	Y Position Tile										
0x15 - ?	0x02	0x15	Address Low Byte	Address high byte	?	?	?	?	?	?	?	?		
0x16 - ?	0x02	0x16	Address Low Byte	Address high byte	?	?	?	?	?	?	?	?		
0x17 - ?	0x02	0x17	Address Low Byte	Address high byte	?	?	?	?	?	?	?	?		
0x18 - ?	0x02	0x18	Address Low Byte	Address high byte	?	?	?	?	?	?	?	?		
0x19 -Play music and wait	0x02	0x19	ID Music											
0x21 - Check if player is in distance	0x02	0x21	Distance	Command Address Low Byte	Command Address High Byte									
0x23 - ?	0x02	0x23	…12 Bytes (?)											
0x25 - Change event position	0x02	0x25	X Position	Y Position										
0x26 - Teleport to Map	0x02	0x26	ID Map	X Position | X Pixel Offset	X Area	Y Position | Y Pixel Offset	Y Area	Face Direction	Screen Offset	?				
0x27 - ?	0x02	0x27	-	-	-	-	-	-	-	-	-	-	-	-
0x28 - Check if player is on map position	0x02	0x28	X Position Player | ?	? | X Area Player	Y Position Player | ?	? | Y Area Player	Command Address Low Byte	Command Address High Byte						
0x2A -	0x02	0x2A	?	?	Command Address 1 (Low Byte)	Command Address 1 (High Byte)	Command Address 2 (Low Byte)	Command Address 2 (High Byte)	Command Address 3 (Low Byte)	Command Address 3 (High Byte)	-	-	-	-
0x2B -	0x02	0x2B	?	?	Command Address 1 (Low Byte)	Command Address 1 (High Byte)	Command Address 2 (Low Byte)	Command Address 2 (High Byte)	Command Address 3 (Low Byte)	Command Address 3 (High Byte)	-	-	-	-
0x32 - Change map arrangement	0x02	0x32	Map Arrangement Change ID											
0x33 - ? (Kommt immer nach 0x32)	0x02	0x33												
0x40 - ?	0x02	0x40	?	?	Command Address Low Byte	Command Address High Byte	-	-	-	-	-	-	-	-
0x44 - ?	0x02	0x44	?	?	?	?	Command Address Low Byte	Command Address High Byte	-	-	-	-	-	-
0x45 - Check if hero is on map area	0x02	0x45	X Position Start Point	Y Position Start Point	X Position Start Point	Y Position End Point	Command Address Low Byte	Command Address High Byte						
0x65 - Set World Map X Position	0x02	0x65	X Position | X Pixel Offset	X Area	Y Position | Y Offset	Y Area	?	?	ID World Map Movement					
0x67 - World Map Movement	0x02	0x67	?	ID World Map Movement										

Command															
0x80 - Change Sprite Appearance	0x02	0x80	Sprite Offset												
0x81 - Movement (Left/Right)	0x02	0x81	ID Sprite	ID Movement											
0x82 - Movement (Up/Down)	0x02	0x82	ID Sprite	ID Movement											
0x83 - Movement (Continuous)	0x02	0x83	ID Sprite	ID Movement (Left/Right)	ID Movement (Up/Down)										
0x84 - Change Sprite Appearance (with Speed)	0x02	0x84	ID Sprite	Change Speed											
0x85 - Movement (Left/Right)	0x02	0x85	ID Sprite	Number of Steps	ID Movement										
0x86 - Movement (Up/Down)	0x02	0x86	ID Sprite	Number of Steps	ID Movement										
0x87 - Movement (Concurrent)	0x02	0x87	ID Sprite	Number of Steps	ID Movement (Left/Right)	ID Movement (Up/Down)									
0x88 - Set Spriteset (?)	0x02	0x88	Spriteset Address Byte 1	Spriteset Address Byte 2	Spriteset Address Byte 3										
0x89 - Movement Stop	0x02	0x89													
0x8A - ? (Stop byte of 0xca command??)	0x02	0x8A	-	-	-	-	-	-	-	-	-	-	-	-	-
0x8D - Change Sprite Appearance	0x02	0x8D	Sprite Offset												
0x8F - ?	0x02	0x8F													
0x9B - ??	0x02	0x9B	Address Byte 1	Address Byte 2	Address Byte 3	-	-	-	-	-	-	-	-	-	-
0x9C - Jump to Address ??	0x02	0x9C	Address Byte 1	Address Byte 2	Address Byte 3	-	-	-	-	-	-	-	-	-	-
0x99 - ?	0x02	0x99	Address Byte 1	Address Byte 2	Address Byte 3	-	-	-	-	-	-	-	-	-	-
0x9E - Place New Sprite (??)	0x02	0x9E	Sprite Commands Address Byte 1	Sprite Commands Address Byte 2	Sprite Commands Address Byte 3	??	X Position Sprite (relative to event?)	Y Position Sprite (relative to event)							
0xA0 - ?	0x02	0xA0	Address Byte 1	Address Byte 2	Address Byte 3	X Position | X Pixel Offset	X Area	Y Position | Y Pixel Offset	Y Area	?	?				
0xA2 - Call Event Script	0x02	0xA2	Event Script Address Byte	Event Script Address Byte 2	Event Script Address Byte 3	?	?	-	-	-	-	-	-	-	-
0xB2 - Set Event Layer: Over Hero (?)	0x02	0xB2													
0xB4 - ?	0x02	0xB4													
0xB6 - Set Sprite Properties	0x02	0xB6	Sprite Property (Bit 0: Tileset Offset, Bit 1..3: Palette Offset)												
0xB7 - Set Sprite Properties	0x02	0xB7	Sprite Property (Bit 0: Tileset Offset, Bit 1..3: Palette Offset)												
0xBB - Mirror sprite graphics (vertical)	0x02	0xBB	?												
0xBC - Set Position Offset	0x02	0xBC	X Pixel Offset (Signed Value)	Y Pixel Offset (Signed Value)											
0xBE - Text Choice	0x02	0xBE	Text Choice Count	Text Line	Choice Address Table Address Low Byte	Choice Address Table Address High Byte	Cancel Command Address Low Byte	Cancel Command Address High Byte	Choice 1 Command Address Low Byte	Choice 1 Command Address High Byte	Choice 2 Command Address Low Byte	Choice 2 Command Address High Byte	Choice 3 Command Address Low Byte	Choice 3 Command Address High Byte
0xBF - Text Message	0x02	0xBF	Text Address Low Byte	Text Address High Byte	0x6B										
0xC0 - Action on Key Input	0x02	0xC0	Address Low Byte	Address High Byte											
0xC1 - ?	0x02	0xC1													
0xC2 - ?	0x02	0xC2													
0xC3 - Action After Delay	0x02	0xC3	Action Address Byte 1	Action Address Byte 2	Action Address Byte 3	Delay Low Byte	Delay High Byte								
0xC4 - Jump to address if ??	0x02	0xC4	Address Byte 1	Address Byte 2	Address Byte 3	-	-	-	-	-	-	-	-	-	-
0xC8 - ?	0x02	0xC8	Address Low Byte	Address High											
0xCA - Set Sound Effect Repeat Rate (?) -> Also event/command sequence repeat rate (?)	0x02	0xCA	Number of Repeats												
0xCB - ?	0x02	0xCB													

0xCC - Set Switch	0x02	0xCC	Switch Number											
0xCD - Set Map Arrangement	0x02	0xCD	Map Arrangement ID	Set Map Arrangement State (0 = Don't Save, 1 = 1 Save)										
0xCE - Clear Switch	0x02	0xCE	Switch Number											
0xD0 - If Switch is Activated	0x02	0xD0	Switch Number	Check if Switch is Activated or Not (?)	Address if Activated Low Byte	Address if Activated High Byte	(Command if not Activated)							
0xD1 - Map Arrangement Condition	0x02	0xD1	Map Arrangement ID	Map Arrangement State	? (Same as Map Arrangement Status?)	Address if check is valid (Low Byte)	Address if check is valid (High Byte)							
0xD2 - Wait for Switch Condition	0x02	0xD2	Switch Number	Switch Value										
0xD4 - Add item	0x02	0xD4	ID Item	Command when Inventory is Full (Low Byte)	Command when Inventory is Full (High Byte)									
0xD5 - Remove Item	0x02	0xD5	ID Item											
0xD6 - Item Possession Condition	0x02	0xD6	ID Item	Command when Item is in Inventory (Low Byte)	Command when Item is in Inventory (High Byte)	Command when Item is not in Inventory (Low Byte)	Command when Item is not in Inventory (High Byte)							
0xD9 - ?	0x02	0xD9	?											
0xDA - Delay	0x02	0xDA	Delay Time											
0xE0 - Disable Event	0x02	0xE0												