Windower Development

FFXIV Memory Structures

Player Structure

Information

Base addresses can be obtained from character map or target pointers.

There are 16016 bytes (0x3E90) between the start of individual NPC entries. As such, this can be considered very incomplete.

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	*__vfptr*															
1																
2																
3	Name …															
4	…															
5	…															
6	…															
7	…				ID											
8	Name ID								Index		Type		*int8*	Dist.	*int8*	Dist.
9	*int16*															
A	X				Y				Z				W			
B	Heading				Scale				*float*				*float*			
C	Radius															
D																
E													*int32*			
F																

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
10																
11									Mark				Flags			
12	Name Plate X				Name Plate Y				Name Plate Z				Name Plate W			
13	Head X				Head Y				Head Z				Head W			
14																
15																
16																
17																
18													Status			
19													Icon		Anim.	
1A																
1B																
1C																
1D																
1E																
1F																

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
…																

Type – 0x01:Player, 0x02:Mob, 0x03:NPC

Player Status — 0x01:Idle, 0x02:Dead, 0x03:Sitting, 0x04:Mounted, 0x05:Crafting, 0x06:Gathering, 0x07:Melding, 0x08:Siege Machine

0xD58	4 Bytes	Target ID
0x1690	4 Bytes	Current HP
0x1694	4 Bytes	Max HP
0x1698	4 Bytes	Current MP
0x169C	4 Bytes	Max MP
0x16A0	2 Bytes	Current TP
0x16A2	2 Bytes	Current GP
0x16A4	2 Bytes	Max GP
0x2F48	348 Bytes(?)	Buff Array - Each buff is 12 Bytes

Buff Structure

Information

This is considering the base address as what's mentioned in the player structure. It may actually have its own header, etc..

This structure exists 29 times side-by-side.

Offset	Type/Length	Information
0x00	2 Bytes	Buff ID
0x03	2 Bytes	Param: Determines things like sprint speed
0x05	Float	Time Remaining
0x09	4 Bytes	Unknown: Perhaps ID of player who applied

Currently in the process of adding info.

ffxiv/structures/start.txt · Last modified: 2014/04/21 18:35 by Iryoku