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

#BB bgl\_mg1 [\_F][\_a]l[\_c][\_o][\_n] [\_K][\_n]i[\_g][\_h][\_t] Wind Lance

#

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

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/// - Mode 1 #Melee Animation

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

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

1 p- Lance\_000.png

3 p- Lance\_001.png

2 p- Lance\_002.png

C25 #Play wing flap SFE

5 p- Lance\_003.png

9 p- Lance\_004.png

7 p- Lance\_005.png

C25 #Play wing flap SFE

2 p- Lance\_006.png

3 p- Lance\_007.png

2 p- Lance\_008.png

3 p- Lance\_009.png

3 p- Lance\_010.png

C25 #Play wing flap SFE

2 p- Lance\_011.png

14 p- Lance\_012.png

C23 #Play shorter sword swinging SFE

C04 #Prepare HP depletion routine; needed to animate return to standing frame after hit; Magic only.

3 p- Lance\_013.png

C1A #Normal hit

C24 #Play sword slashing air SFE

C21 #Play hit SFE (sounds like Knight Lord with sword's hit)

4 p- Lance\_014.png

4 p- Lance\_015.png

1 p- Lance\_016.png

C01 #NOP

3 p- Lance\_017.png

12 p- Lance\_018.png

7 p- Lance\_019.png

C25 #Play wing flap SFE

3 p- Lance\_020.png

2 p- Lance\_021.png

1 p- Lance\_022.png

15 p- Lance\_023.png

C35 #Play longer wing flapping SFE

3 p- Lance\_024.png

1 p- Lance\_025.png

2 p- Lance\_026.png

2 p- Lance\_027.png

2 p- Lance\_028.png

2 p- Lance\_029.png

2 p- Lance\_030.png

2 p- Lance\_031.png

2 p- Lance\_032.png

2 p- Lance\_033.png

2 p- Lance\_034.png

1 p- Lance\_035.png

1 p- Lance\_036.png

1 p- Lance\_037.png

C25 #Play wing flap SFE

2 p- Lance\_038.png

1 p- Lance\_039.png

2 p- Lance\_040.png

1 p- Lance\_041.png

2 p- Lance\_042.png

2 p- Lance\_043.png

1 p- Lance\_044.png

2 p- Lance\_045.png

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

3 p- Lance\_002.png

3 p- Lance\_001.png

C0D #End of dodge animation. preceeded by 0x06

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/// - 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- Lance\_000.png

4 p- Lance\_046.png

C38 #Play heavy spear spinning SFE

2 p- Lance\_047.png

3 p- Lance\_048.png

1 p- Lance\_049.png

2 p- Lance\_050.png

C38 #Play heavy spear spinning SFE

2 p- Lance\_047.png

1 p- Lance\_048.png

1 p- Lance\_049.png

2 p- Lance\_050.png

C38 #Play heavy spear spinning SFE

2 p- Lance\_047.png

1 p- Lance\_048.png

1 p- Lance\_049.png

2 p- Lance\_050.png

C38 #Play heavy spear spinning SFE

2 p- Lance\_047.png

1 p- Lance\_048.png

1 p- Lance\_049.png

1 p- Lance\_050.png

4 p- Lance\_046.png

1 p- Lance\_000.png

5 p- Lance\_001.png

5 p- Lance\_002.png

C25 #Play wing flap SFE

4 p- Lance\_003.png

11 p- Lance\_004.png

6 p- Lance\_005.png

C25 #Play wing flap SFE

2 p- Lance\_006.png

3 p- Lance\_007.png

10 p- Lance\_008.png

3 p- Lance\_009.png

4 p- Lance\_010.png

C25 #Play wing flap SFE

2 p- Lance\_011.png

17 p- Lance\_012.png

C23 #Play shorter sword swinging SFE

C04 #Prepare HP depletion routine; needed to animate return to standing frame after hit; Magic only.

3 p- Lance\_013.png

C0C #Critical hit

C24 #Play sword slashing air SFE

C21 #Play hit SFE (sounds like Knight Lord with sword's hit)

4 p- Lance\_014.png

4 p- Lance\_015.png

1 p- Lance\_016.png

C01 #NOP

3 p- Lance\_017.png

12 p- Lance\_018.png

7 p- Lance\_019.png

C25 #Play wing flap SFE

3 p- Lance\_020.png

2 p- Lance\_021.png

1 p- Lance\_022.png

15 p- Lance\_023.png

C35 #Play longer wing flapping SFE

3 p- Lance\_024.png

1 p- Lance\_025.png

2 p- Lance\_026.png

2 p- Lance\_027.png

2 p- Lance\_028.png

2 p- Lance\_029.png

2 p- Lance\_030.png

2 p- Lance\_031.png

2 p- Lance\_032.png

2 p- Lance\_033.png

2 p- Lance\_034.png

1 p- Lance\_035.png

1 p- Lance\_036.png

1 p- Lance\_037.png

C25 #Play wing flap SFE

2 p- Lance\_038.png

1 p- Lance\_039.png

2 p- Lance\_040.png

1 p- Lance\_041.png

2 p- Lance\_042.png

2 p- Lance\_043.png

1 p- Lance\_044.png

2 p- Lance\_045.png

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

3 p- Lance\_002.png

3 p- Lance\_001.png

C0D #End of dodge animation. preceeded by 0x06

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/// - Mode 5 #Ranged Animation

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

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

1 p- Lance\_000.png

4 p- Lance\_046.png

7 p- Lance\_051.png

4 p- Lance\_052.png

8 p- Lance\_053.png

19 p- Lance\_054.png

C05 #Call spell associated with equipped weapon

C01 #NOP

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

4 p- Lance\_046.png

C0D #End of dodge animation. preceeded by 0x06

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/// - 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- Lance\_000.png

4 p- Lance\_046.png

C38 #Play heavy spear spinning SFE

2 p- Lance\_047.png

2 p- Lance\_048.png

2 p- Lance\_049.png

2 p- Lance\_050.png

10 p- Lance\_051.png

4 p- Lance\_052.png

8 p- Lance\_053.png

17 p- Lance\_054.png

C23 #Play shorter sword swinging SFE

C05 #Call spell associated with equipped weapon

C01 #NOP

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

4 p- Lance\_046.png

C0D #End of dodge animation. preceeded by 0x06

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/// - Mode 7 #Dodge Melee Attack

C02 #Start of dodge

4 p- Lance\_000.png

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

3 p- Lance\_055.png

1 p- Lance\_056.png

C01 #NOP

3 p- Lance\_055.png

C0D #End of dodge animation. preceeded by 0x06

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/// - Mode 8 #Dodge Ranged Attack

C02 #Start of dodge

4 p- Lance\_000.png

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

3 p- Lance\_055.png

1 p- Lance\_056.png

C01 #NOP

3 p- Lance\_055.png

C0D #End of dodge animation. preceeded by 0x06

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/// - Mode 9 #Equiped with Melee Weapon

1 p- Lance\_000.png

C01 #NOP

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/// - Mode 10 #Standing motions

1 p- Lance\_000.png

C01 #NOP

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/// - Mode 11 #Equiped with Ranged weapon

1 p- Lance\_000.png

C01 #NOP

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/// - 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- Lance\_000.png

3 p- Lance\_001.png

2 p- Lance\_002.png

C25 #Play wing flap SFE

5 p- Lance\_003.png

10 p- Lance\_004.png

6 p- Lance\_005.png

C25 #Play wing flap SFE

2 p- Lance\_006.png

3 p- Lance\_007.png

2 p- Lance\_008.png

3 p- Lance\_009.png

3 p- Lance\_010.png

C25 #Play wing flap SFE

2 p- Lance\_011.png

11 p- Lance\_012.png

C23 #Play shorter sword swinging SFE

C04 #Prepare HP depletion routine; needed to animate return to standing frame after hit; Magic only.

2 p- Lance\_057.png

C24 #Play sword slashing air SFE

2 p- Lance\_058.png

2 p- Lance\_059.png

1 p- Lance\_060.png

C01 #NOP

3 p- Lance\_061.png

8 p- Lance\_018.png

5 p- Lance\_019.png

C25 #Play wing flap SFE

3 p- Lance\_020.png

2 p- Lance\_021.png

1 p- Lance\_022.png

15 p- Lance\_023.png

C35 #Play longer wing flapping SFE

3 p- Lance\_024.png

1 p- Lance\_025.png

2 p- Lance\_026.png

2 p- Lance\_027.png

2 p- Lance\_028.png

2 p- Lance\_029.png

2 p- Lance\_030.png

2 p- Lance\_031.png

2 p- Lance\_032.png

2 p- Lance\_033.png

2 p- Lance\_034.png

1 p- Lance\_035.png

1 p- Lance\_036.png

1 p- Lance\_037.png

C25 #Play wing flap SFE

2 p- Lance\_038.png

1 p- Lance\_039.png

2 p- Lance\_040.png

1 p- Lance\_041.png

2 p- Lance\_042.png

2 p- Lance\_043.png

1 p- Lance\_044.png

2 p- Lance\_045.png

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

3 p- Lance\_002.png

3 p- Lance\_001.png

C0D #End of dodge animation. preceeded by 0x06

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/// - End of animation