1. For RAM ID's there's the object wiki page (I still need to update the visuals on the latter half!) [https://dinosaurpla.net/Main/Tech/Documentation/Objects/](https://dinosaurpla.net/Main/Tech/Documentation/Objects/" \o "https://dinosaurpla.net/Main/Tech/Documentation/Objects/" \t "_blank) In ROM There's MusicalProgrammers list called "DPObjects2.txt", that's been really helpful with cutscene objects for this and SFA Kiosk. Then there's the object visual in ROM which is here : [https://drive.google.com/file/d/1Fax7ODXSRMZC\_x1GEsaBm5IoWJk7LDc6/view](https://drive.google.com/file/d/1Fax7ODXSRMZC_x1GEsaBm5IoWJk7LDc6/view" \o "https://drive.google.com/file/d/1Fax7ODXSRMZC_x1GEsaBm5IoWJk7LDc6/view" \t "_blank) ^^^ That one was put up over a year ago but still helpul getting a general idea of what is what! (Bearbeitet)

Google Docs

**[Internal IDs of Objects & Characters.txt](https://drive.google.com/file/d/1Fax7ODXSRMZC_x1GEsaBm5IoWJk7LDc6/view" \t "_blank)**

1. [22:39]

The object visual is usually around here after each entry (Or after all the FFFF's as a good indicator lol) some have more than one entry, like differen states - eg. WC Sun and Moon pads change after stepping on them