FF7/Attack data

< FF7

KERNEL.BIN - Section 2: Attack data format

(Note: Akari and NFITC1 have some minor differences with respect to information on this page. Most of this page comes from NFITC1's work on WallMarket) This section contains the data for the different attacks. Each record is 28 bytes long.

Offset	Length	Description
0x00	1 byte	Attack %
0x01	1 byte	Impact Effect Id
0x02	1 byte	Target Hurt Action Index
0x03	1 byte	Unknown
0x04	2 byte	Casting cost
0x06	2 bytes	Impact Sound
0x08	2 bytes	Camera Movement Id for single target.
0x0A	2 bytes	Camera Movement Id for multiple targets.
0x0C	1 byte	Target Flags
0x0D	1 byte	Attack Effect Id
0x0E	1 byte	Damage Calculation
0x0F	1 byte	Strength of attack for damage calculation
0x10	1 byte	Condition sub-menu
	00	Party HP
	01	Party MP
	02	Party Status
	Other	None
0x11	1 byte	Status Effect Change
	3Fh	Chance to Inflict/Heal status (out of 63)
	40h	Cure if inflicted
	80h	Cure if inflicted, Inflict if not
0x12	1 byte	Attack Additional Effects
0x13	1 byte	Additional Effects Modifier
0x14	4 bytes	Status
0x18	2 bytes	Element
0x1A	2 bytes	Special Attack Flags

Retrieved from "https://wiki.ffrtt.ru/index.php?title=FF7/Attack_data&oldid=187"

This page was last edited on 23 May 2019, at 05:10.