2025/11/28 12:11 1/4 re2_opcodes

Instruction Name	Length	Example / Info		History
		00		
		typedef struct {	// Ptr //	
		Description UCHAR Opcode;	// 0×00	08-08-2023 Newly
{00} Nop	01	// 0x00	// 0/00	Added
		} Nop;	// Nop	
		This bytecode is used for a		
		opcodes and ending Elself	blocks.	
		01 00 typedef struct {	// Ptr //	
		Description	// FLI //	08-08-2023 Newly
		UCHAR Opcode;	// 0×00	
{01} Evt_end	02	// 0x01		
(01) 111_0	"-	UCHAR zAlign;	// 0×01	Added
		<pre>// Always Zero } Evt end;</pre>	// End Current	
		Script Script	// Lina carreire	
		This bytecode ends the cu	rrent Main/Sub script.	
{02} Evt_next	01 0	08-08-2023 Newly Added		
{03} Evt_chain	02 0	08-08-2023 Newly Added		
{04} Evt_exec	04 (08-08-2023 Newly Added		
{05} Evt_kill	02 (08-08-2023 Newly Added		
{06} Ifel_ck	04 0	08-08-2023 Newly Added		
{07} Else_ck	04 (08-08-2023 Newly Added		
{08} Endif	02 0	08-08-2023 Newly Added		
{09} Sleep	04 0	08-08-2023 Newly Added		
{0A} Sleeping	03 0	08-08-2023 Newly Added		
{0B} Wsleep	01	08-08-2023 Newly Added		
{0C} Wsleeping	01	08-08-2023 Newly Added		
{0D} For	06	08-08-2023 Newly Added		
{0E} Next	02 0	08-08-2023 Newly Added		
{0F} While	04 0	08-08-2023 Newly Added		
{10} Ewhile	02 0	08-08-2023 Newly Added		
{11} Do	04 0	08-08-2023 Newly Added		
{12} Edwhile	02 0	08-08-2023 Newly Added		
{13} Switch	04 0	08-08-2023 Newly Added		
{14} Case	06	08-08-2023 Newly Added		
{15} Default	02 0	08-08-2023 Newly Added		
{16} Eswitch	02 0	08-08-2023 Newly Added		
{17} Goto	06	08-08-2023 Newly Added		
{18} Gosub	02 0	08-08-2023 Newly Added		
{19} Return	02 0	08-08-2023 Newly Added		
{1A} Break	02 0	08-08-2023 Newly Added		
{1B} For2	06	08-08-2023 Newly Added		
{1C} Break_point	01	08-08-2023 Newly Added		
{1D} Work_copy	04 0	08-08-2023 Newly Added		
{1E} Nop1E	01	08-08-2023 Newly Added		
{1F} Nop1F	01	08-08-2023 Newly Added		

{20} Nop	01	08-08-2023 Newly Added
{21} Ck	04	08-08-2023 Newly Added
{22} Set	04	08-08-2023 Newly Added
{23} Cmp	06	08-08-2023 Newly Added
{24} Save	04	08-08-2023 Newly Added
{25} Copy	03	08-08-2023 Newly Added
{26} Calc	06	08-08-2023 Newly Added
{27} Calc2	04	08-08-2023 Newly Added
{28} Sce_rnd	01	08-08-2023 Newly Added
{29} Cut_chg	02	08-08-2023 Newly Added
{2A} Cut_old	01	08-08-2023 Newly Added
{2B} Message_on	06	08-08-2023 Newly Added
{2C} Aot_set	20	08-08-2023 Newly Added
{2D} Obj_model_set	38	08-08-2023 Newly Added
{2E} Work_set	03	08-08-2023 Newly Added
{2F} Speed_set	04	08-08-2023 Newly Added
{30} Add speed	01	08-08-2023 Newly Added
{31} Add aspeed	01	08-08-2023 Newly Added
{32} Pos_set	08	08-08-2023 Newly Added
{33} Dir set	08	08-08-2023 Newly Added
{34} Member_set	04	08-08-2023 Newly Added
{35} Member_set2	03	08-08-2023 Newly Added
{36} Se on	12	08-08-2023 Newly Added
{37} Sca_id_set	04	08-08-2023 Newly Added
{38} Flr_set	03	08-08-2023 Newly Added
{39} Dir ck	08	
{3A} Sce_espr_on	16	08-08-2023 Newly Added
{3B} Door_aot_set	-	08-08-2023 Newly Added
{3C} Cut_auto	02	08-08-2023 Newly Added
{3D} Member copy	03	
{3E} Member cmp	06	-
{3F} Plc motion	04	08-08-2023 Newly Added
{40} Plc dest	08	08-08-2023 Newly Added
{41} Plc neck	10	08-08-2023 Newly Added
{42} Plc ret	01	08-08-2023 Newly Added
{43} Plc flg	04	-
{44} Sce em set	22	08-08-2023 Newly Added
{45} Col chg set	05	08-08-2023 Newly Added
{46} Aot reset	10	08-08-2023 Newly Added
{47} Aot on	02	08-08-2023 Newly Added
{48} Super set	16	08-08-2023 Newly Added
{49} Super_reset	08	08-08-2023 Newly Added
{4A} Plc_gun	02	08-08-2023 Newly Added
{4B} Cut_replace		-
{4C} Sce_espr_kill	03	08-08-2023 Newly Added
		08-08-2023 Newly Added
140 \ DOOI _IIIOGEI ZEL	22	Job-00-2023 Newly Added

{4E} Item_aot_set	22	08-08-2023 Newly Added
{4F} Sce_key_ck	04	08-08-2023 Newly Added
{50} Sce_trg_ck	04	08-08-2023 Newly Added
{51} Sce_bgm_control	06	08-08-2023 Newly Added
{52} Sce_espr_control	06	08-08-2023 Newly Added
{53} Sce_fade_set	06	08-08-2023 Newly Added
{54} Sce_espr3d_on	22	08-08-2023 Newly Added
{55} Member_calc	06	08-08-2023 Newly Added
{56} Member_calc2	04	08-08-2023 Newly Added
{57} Sce_bgmtbl_set	08	08-08-2023 Newly Added
{58} Plc_rot	04	08-08-2023 Newly Added
{59} Xa_on	04	08-08-2023 Newly Added
{5A} Weapon_chg	02	08-08-2023 Newly Added
{5B} Plc_cnt	02	08-08-2023 Newly Added
{5C} Sce_shake_on	03	08-08-2023 Newly Added
{5D} Mizu_div_set	02	08-08-2023 Newly Added
{5E} Keep_Item_ck	02	08-08-2023 Newly Added
{5F} Xa_vol	02	08-08-2023 Newly Added
{60} Kage_set	14	08-08-2023 Newly Added
{61} Cut_be_set	04	08-08-2023 Newly Added
{62} Sce_Item_lost	02	08-08-2023 Newly Added
{63} Plc_gun_eff	01	08-08-2023 Newly Added
{64} Sce_espr_on2	16	08-08-2023 Newly Added
{65} Sce_espr_kill2	02	08-08-2023 Newly Added
{66} Plc_stop	01	08-08-2023 Newly Added
{67} Aot_set_4p	28	08-08-2023 Newly Added
{68} Door_aot_set_4p	40	08-08-2023 Newly Added
{69} Item_aot_set_4p	30	08-08-2023 Newly Added
{6A} Light_pos_set	06	08-08-2023 Newly Added
{6B} Light_kido_set	04	08-08-2023 Newly Added
{6C} Rbj_reset	01	08-08-2023 Newly Added
{6D} Sce_scr_move	04	08-08-2023 Newly Added
{6E} Parts_set	06	08-08-2023 Newly Added
{6F} Movie_on	02	08-08-2023 Newly Added
{70} Splc_ret	01	08-08-2023 Newly Added
{71} Splc_sce	01	08-08-2023 Newly Added
{72} Super_on	16	08-08-2023 Newly Added
{73} Mirror_set	08	08-08-2023 Newly Added
{74} Sce_fade_adjust	04	08-08-2023 Newly Added
{75} Sce_espr3d_on2	22	08-08-2023 Newly Added
{76} Sce_Item_get	03	08-08-2023 Newly Added
{77} Sce_line_start	04	08-08-2023 Newly Added
{78} Sce_line_main	06	08-08-2023 Newly Added
{79} Sce_line_end	01	08-08-2023 Newly Added
{7A} Sce_parts_bomb	16	08-08-2023 Newly Added
{7B} Sce parts down	16	08-08-2023 Newly Added
<u> </u>		, , , ,

Last update:	2023	/08/08	06.16

{7C} Light_color_set	06	08-08-2023 Newly Added
{7D} Light_pos_set2	06	08-08-2023 Newly Added
{7E} Light_kido_set2	06	08-08-2023 Newly Added
{7F} Light_color_set2	06	08-08-2023 Newly Added
{80} Se_vol	02	08-08-2023 Newly Added
{81} Sce_Item_cmp	03	08-08-2023 Newly Added
{82} Sce_espr_task	03	08-08-2023 Newly Added
{83} Plc_heal	01	08-08-2023 Newly Added
{84} St_map_hint	02	08-08-2023 Newly Added
{85} Sce_em_pos_ck	06	08-08-2023 Newly Added
{86} Poison_ck	01	08-08-2023 Newly Added
{87} Poison_clr	01	08-08-2023 Newly Added
{88} Sce_Item_lost2	03	08-08-2023 Newly Added
{89} Evt_next2	01	08-08-2023 Newly Added
{8A} Vib_set0	06	08-08-2023 Newly Added
{8B} Vib_set1	06	08-08-2023 Newly Added
{8C} Vib_fade_set	80	08-08-2023 Newly Added
{8D} Item_aot_set2	24	08-08-2023 Newly Added
{8E} Sce_em_set2	24	08-08-2023 Newly Added

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