

Instruction Name	Length	Example / Info	History
{00} Nop	01	<p>00++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x00 } Nop; This bytecode is used for alignment of 1-byte opcodes and ending Elself blocks.</p>	08-02-2024 Newly Added
{01} Evt_end	02	<p>01 00++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x01 UCHAR zAlign; // Always Zero (Alignment byte) } Evt_end; This bytecode ends the current Main/Sub script.</p>	08-02-2024 Newly Added
{02} Evt_next	01	<p>02++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x02 } Evt_next; This bytecode moves to the next event in the sequence.</p>	08-02-2024 Newly Added
{03} Evt_chain	02	<p>03 ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x03 UCHAR NextEventId; // Event ID to chain to } Evt_chain; This bytecode chains the current event to the specified next event ID, allowing the script to continue execution from the linked event.</p>	08-02-2024 Newly Added
{04} Evt_exec	04	<p>04 ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x04 UCHAR EventId; // Event ID to execute UCHAR Parameter1; // Parameter 1 for the event UCHAR Parameter2; // Parameter 2 for the event } Evt_exec; This bytecode executes the specified event with given parameters.</p>	08-02-2024 Newly Added
{05} Evt_kill	02	<p>05 ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x05 UCHAR EventId; // Event ID to terminate } Evt_kill; This bytecode terminates the specified event.</p>	08-02-2024 Newly Added

{06} Ifel_ck 04	<p>06 00 ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x06 UCHAR zAlign; // Always Zero (Alignment byte) USHORT Condition; // Condition to check } Ifel_ck; This bytecode checks a condition and branches accordingly.</p>	08-02-2024 Newly Added
{07} Else_ck 04	<p>07 00 ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x07 UCHAR zAlign; // Always Zero (Alignment byte) USHORT Offset; // Offset to jump if condition is met } Else_ck; This bytecode specifies the offset to jump to if the corresponding Ifel_ck condition is met.</p>	08-02-2024 Newly Added
{08} Endif 02	<p>08 00++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x08 UCHAR zAlign; // Always Zero (Alignment byte) } Endif; This bytecode marks the end of an If/Elseif/Else block.</p>	08-02-2024 Newly Added
{09} Sleep 04	<p>09 ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x09 UCHAR DurationLow; // Low byte of sleep duration UCHAR DurationHigh; // High byte of sleep duration USHORT zAlign; // Always Zero (Alignment bytes) } Sleep; This bytecode pauses script execution for the specified duration.</p>	08-02-2024 Newly Added
{0A} Sleeping 03	<p>0A ?? 00++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x0A USHORT Duration; // Duration of sleep } Sleeping; This bytecode pauses script execution for the specified duration.</p>	08-02-2024 Newly Added
{0B} Wsleep 01	<p>0B++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x0B } Wsleep; This bytecode causes the script to wait indefinitely.</p>	08-02-2024 Newly Added

<p>{0C} Wsleeping 01</p>	<p>0C++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x0C } Wsleeping; This bytecode causes the script to wait indefinitely.</p>	<p>08-02-2024 Newly Added</p>
<p>{0D} For 06</p>	<p>0D 00 ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x0D UCHAR zAlign; // Always Zero (Alignment byte) SHORT StartValue; // Start value of the loop counter USHORT EndValue; // End value of the loop counter } For; This bytecode begins a for-loop with the specified start and end values.</p>	<p>08-02-2024 Newly Added</p>
<p>{0E} Next 02</p>	<p>0E 00++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x0E UCHAR zAlign; // Always Zero (Alignment byte) } Next; This bytecode marks the end of a for-loop.</p>	<p>08-02-2024 Newly Added</p>
<p>{0F} While 04</p>	<p>0F 00 ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x0F UCHAR zAlign; // Always Zero (Alignment byte) SHORT Condition; // Condition to check } While; This bytecode begins a while-loop that continues as long as the specified condition is true.</p>	<p>08-02-2024 Newly Added</p>
<p>{10} Ewhile 02</p>	<p>10 ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x10 UCHAR LoopId; // ID of the while-loop to end } Ewhile; This bytecode ends the specified while-loop.</p>	<p>08-02-2024 Newly Added</p>
<p>{11} Do 04</p>	<p>11 00 ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x11 UCHAR zAlign; // Always Zero (Alignment byte) SHORT Condition; // Condition to check } Do; This bytecode begins a do-while loop that executes the loop body once before checking the condition.</p>	<p>08-02-2024 Newly Added</p>

<p>{12} Edwhile 02</p>	<p>12 ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x12 UCHAR LoopId; // ID of the do-while loop to end } Edwhile; This bytecode ends the specified do-while loop.</p>	<p>08-02-2024 Newly Added</p>
<p>{13} Switch 04</p>	<p>13 ??? ?++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x13 UCHAR SwitchId; // ID of the switch variable USHORT DefaultOffset; // Default offset to jump to if no case matches } Switch; This bytecode begins a switch-case block with the specified switch variable and default offset.</p>	<p>08-02-2024 Newly Added</p>
<p>{14} Case 06</p>	<p>14 ??? ? ?++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x14 UCHAR CaseValue; // Value to compare with the switch variable USHORT Offset; // Offset to jump to if the case matches } Case; This bytecode defines a case within a switch-case block.</p>	<p>08-02-2024 Newly Added</p>
<p>{15} Default 02</p>	<p>15 00++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x15 UCHAR zAlign; // Always Zero (Alignment byte) } Default; This bytecode marks the default case in a switch-case block.</p>	<p>08-02-2024 Newly Added</p>
<p>{16} Eswitch 02</p>	<p>16 00++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x16 UCHAR zAlign; // Always Zero (Alignment byte) } Eswitch; This bytecode ends the switch-case block.</p>	<p>08-02-2024 Newly Added</p>
<p>{17} Goto 06</p>	<p>17 ??? ? ? 00 00++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x17 UCHAR OffsetLow; // Low byte of the offset to jump to UCHAR OffsetHigh; // High byte of the offset to jump to USHORT zAlign; // Always Zero (Alignment bytes) } Goto; This bytecode jumps to the specified offset within the script.</p>	<p>08-02-2024 Newly Added</p>

<p>{18} Gosub 02</p>	<p>18 ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x18 UCHAR SubroutineId; // ID of the subroutine to call } Gosub; This bytecode calls the specified subroutine.</p>	<p>08-02-2024 Newly Added</p>
<p>{19} Return 02</p>	<p>19 ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x19 UCHAR SubroutineId; // ID of the subroutine to return from } Return; This bytecode returns from the specified subroutine.</p>	<p>08-02-2024 Newly Added</p>
<p>{1A} Break 02</p>	<p>1A ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x1A UCHAR LoopId; // ID of the loop to break from } Break; This bytecode breaks out of the specified loop.</p>	<p>08-02-2024 Newly Added</p>
<p>{1B} For2 06</p>	<p>1B 00 ?? ?? 00 ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x1B UCHAR zAlign0; // Always Zero (Alignment byte) SHORT StartValue; // Start value of the loop counter UCHAR zAlign1; // Always Zero (Alignment byte) UCHAR EndValue; // End value of the loop counter } For2; This bytecode begins a for-loop with the specified start and end values.</p>	<p>08-02-2024 Newly Added</p>
<p>{1C} Break_point 01</p>	<p>1C++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x1C } Break_point; This bytecode sets a breakpoint for debugging purposes.</p>	<p>08-02-2024 Newly Added</p>
<p>{1D} Work_copy 04</p>	<p>1D ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x1D UCHAR Source; // Source index UCHAR Destination; // Destination index UCHAR Typecast; // Typecast operation } Work_copy; This bytecode copies a value from the source index to the destination index with an optional typecast.</p>	<p>08-02-2024 Newly Added</p>

{1E} Nop1E 01	<pre>1E++ typedef struct { // Ptr // UCHAR Opcode; // 0x1E } Nop; Description This bytecode is used for alignment of 1-byte opcodes and ending Elself blocks.</pre>	08-02-2024 Newly Added
{1F} Nop1F 01	<pre>1F++ typedef struct { // Ptr // UCHAR Opcode; // 0x1F } Nop; Description This bytecode is used for alignment of 1-byte opcodes and ending Elself blocks.</pre>	08-02-2024 Newly Added
{20} Nop 01	<pre>20++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x20 } Nop; Description This bytecode is used for alignment of 1-byte opcodes and ending Elself blocks.</pre>	08-02-2024 Newly Added
{21} Ck 04	<pre>21 ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x21 UCHAR Flag; // System flag } Ck; to check UCHAR Id; // Bit ID to check UCHAR OnOff; // On/Off state to check } Ck; Description This bytecode checks the specified system flag and bit ID for the given On/Off state.</pre>	08-02-2024 Newly Added
{22} Set 04	<pre>22 ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x22 UCHAR Flag; // System flag } Set; to set UCHAR Id; // Bit ID to set UCHAR OnOff; // On/Off state to set } Set; Description This bytecode sets the specified system flag and bit ID to the given On/Off state.</pre>	08-02-2024 Newly Added
{23} Cmp 06	<pre>23 ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x23 UCHAR Flag; // System flag to compare UCHAR Operator; // Comparison operator USHORT Value; // Value to compare against } Cmp; Description This bytecode compares the specified system flag with the given value using the provided comparison operator.</pre>	08-02-2024 Newly Added

<p>{24} Save 04</p>	<p>24 ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x24 UCHAR Destination; // Destination index SHORT Source; // Source value } Save; This bytecode saves the specified source value to the destination index.</p>	<p>08-02-2024 Newly Added</p>
<p>{25} Copy 03</p>	<p>25 ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x25 UCHAR Source; // Source index UCHAR Destination; // Destination index } Copy; This bytecode copies the value from the source index to the destination index.</p>	<p>08-02-2024 Newly Added</p>
<p>{26} Calc 06</p>	<p>26 ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x26 UCHAR Operation; // Arithmetic operation to perform UCHAR Operand1; // First operand index UCHAR Operand2; // Second operand index UCHAR Result; // Result index UCHAR zAlign; // Always Zero (Alignment byte) } Calc; This bytecode performs the specified arithmetic operation on the operands and stores the result.</p>	<p>08-02-2024 Newly Added</p>
<p>{27} Calc2 04</p>	<p>27 ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x27 UCHAR Operation; // Arithmetic operation to perform UCHAR Operand; // Operand index UCHAR Result; // Result index } Calc2; This bytecode performs the specified arithmetic operation on the operand and stores the result.</p>	<p>08-02-2024 Newly Added</p>
<p>{28} Sce_rnd 01</p>	<p>28++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x28 } Sce_rnd; This bytecode generates a random value.</p>	<p>08-02-2024 Newly Added</p>

<p>{29} Cut_chg 02</p>	<p>29 ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x29 UCHAR CutsSceneId; // ID of the cutscene to change to } Cut_chg; This bytecode changes the current cutscene to the specified cutscene ID.</p>	<p>08-02-2024 Newly Added</p>
<p>{2A} Cut_old 01</p>	<p>2A++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x2A } Cut_old; This bytecode reverts to the previous cutscene.</p>	<p>08-02-2024 Newly Added</p>
<p>{2B} Message_on 06</p>	<p>2B ?? ?? ?? ?? ?? ++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x2B UCHAR MessageId; // ID of the message to display UCHAR DisplayTime; // Time to display the message UCHAR PositionX; // X position of the message UCHAR PositionY; // Y position of the message UCHAR zAlign; // Always Zero (Alignment byte) } Message_on; This bytecode displays the specified message at the given position for the specified duration.</p>	<p>08-02-2024 Newly Added</p>
<p>{2C} Aot_set 20</p>	<p>2C ?? ++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x2C UCHAR AotId; // ID of the AOT (Animation Object) UCHAR AotType; // Type of the AOT UCHAR Data1[17]; // Data specific to the AOT UCHAR zAlign[2]; // Always Zero (Alignment bytes) } Aot_set; This bytecode sets the properties of the specified AOT.</p>	<p>08-02-2024 Newly Added</p>
<p>{2D} Obj_model_set 38</p>	<p>2D ?? ++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x2D UCHAR ModelId; // ID of the object model UCHAR Data1[35]; // Data specific to the object model UCHAR zAlign[2]; // Always Zero (Alignment bytes) } Obj_model_set; This bytecode sets the properties of the specified object model.</p>	<p>08-02-2024 Newly Added</p>

<p>{2E} Work_set 03</p>	<p>2E ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x2E UCHAR WorkId; // ID of the work (task) UCHAR Data1; // Data specific to the work } Work_set; This bytecode sets the properties of the specified work (task).</p>	<p>08-02-2024 Newly Added</p>
<p>{2F} Speed_set 04</p>	<p>2F ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x2F UCHAR SpeedId; // ID of the speed setting UCHAR SpeedValue; // Value of the speed setting UCHAR zAlign; // Always Zero (Alignment byte) } Speed_set; This bytecode sets the specified speed setting.</p>	<p>08-02-2024 Newly Added</p>
<p>{30} Add_speed 01</p>	<p>30++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x30 } Add_speed; This bytecode increments the speed setting.</p>	<p>08-02-2024 Newly Added</p>
<p>{31} Add_aspeed 01</p>	<p>31++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x31 } Add_aspeed; This bytecode increments the angular speed setting.</p>	<p>08-02-2024 Newly Added</p>
<p>{32} Pos_set 08</p>	<p>32 ?? ?? ?? ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x32 UCHAR PosX[2]; // X position (2 bytes) UCHAR PosY[2]; // Y position (2 bytes) UCHAR PosZ[2]; // Z position (2 bytes) UCHAR zAlign; // Always Zero (Alignment byte) } Pos_set; This bytecode sets the position in 3D space.</p>	<p>08-02-2024 Newly Added</p>

<p>{33} Dir_set 08</p>	<pre> 33 ?? ?? ?? ?? ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x33 UCHAR DirX[2]; // X direction (2 bytes) UCHAR DirY[2]; // Y direction (2 bytes) UCHAR DirZ[2]; // Z direction (2 bytes) UCHAR zAlign; // Always Zero (Alignment byte) } Dir_set; This bytecode sets the direction in 3D space. </pre>	<p>08-02-2024 Newly Added</p>
<p>{34} Member_set 04</p>	<pre> 34 ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x34 UCHAR MemberId; // ID of the member UCHAR Property1; // Property 1 of the member UCHAR Property2; // Property 2 of the member UCHAR zAlign; // Always Zero (Alignment byte) } Member_set; This bytecode sets the properties of the specified member. </pre>	<p>08-02-2024 Newly Added</p>
<p>{35} Member_set2 03</p>	<pre> 35 ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x35 UCHAR MemberId; // ID of the member UCHAR Property; // Property of the member } Member_set2; This bytecode sets a single property of the specified member. </pre>	<p>08-02-2024 Newly Added</p>
<p>{36} Se_on 12</p>	<pre> 36 ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x36 UCHAR SeId; // ID of the sound effect UCHAR Volume; // Volume of the sound effect UCHAR Pitch; // Pitch of the sound effect UCHAR Pan; // Pan of the sound effect UCHAR Delay[8]; // Delay before playing the sound effect (8 bytes) UCHAR zAlign; // Always Zero (Alignment byte) } Se_on; This bytecode plays the specified sound effect with the given properties. </pre>	<p>08-02-2024 Newly Added</p>

<p>{37} Sca_id_set 04</p>	<pre> 37 ?? ?? ?? ?? ++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x37 UCHAR ScaId; // ID of the scale UCHAR ScaleX; // X scale value UCHAR ScaleY; // Y scale value UCHAR zAlign; // Always Zero (Alignment byte) } Sca_id_set; This bytecode sets the scale of the specified object. </pre>	<p>08-02-2024 Newly Added</p>
<p>{38} Flr_set 03</p>	<pre> 38 ?? ?? ++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x38 UCHAR FlrId; // ID of the floor UCHAR Height; // Height of the floor } Flr_set; This bytecode sets the height of the specified floor. </pre>	<p>08-02-2024 Newly Added</p>
<p>{39} Dir_ck 08</p>	<pre> 39 ?? ?? ?? ?? ?? ?? ?? ++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x39 UCHAR DirX[2]; // X direction to check (2 bytes) UCHAR DirY[2]; // Y direction to check (2 bytes) UCHAR DirZ[2]; // Z direction to check (2 bytes) UCHAR zAlign; // Always Zero (Alignment byte) } Dir_ck; This bytecode checks the direction in 3D space. </pre>	<p>08-02-2024 Newly Added</p>
<p>{3A} Sce_espr_on 16</p>	<pre> 3A ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x3A UCHAR EsprId; // ID of the ESPR (effect sprite) UCHAR PosX[2]; // X position of the effect sprite (2 bytes) UCHAR PosY[2]; // Y position of the effect sprite (2 bytes) UCHAR PosZ[2]; // Z position of the effect sprite (2 bytes) UCHAR ScaleX; // X scale of the effect sprite UCHAR ScaleY; // Y scale of the effect sprite UCHAR Rotation; // Rotation of the effect sprite UCHAR Alpha; // Alpha transparency of the effect sprite UCHAR Duration[4]; // Duration of the effect sprite (4 bytes) UCHAR zAlign[2]; // Always Zero (Alignment bytes) } Sce_espr_on; This bytecode activates the specified effect sprite with the given properties. </pre>	<p>08-02-2024 Newly Added</p>

<p>{3B} Door_aot_set 32</p>	<pre> 3B ?? typedef struct { // Ptr // Description UCHAR Opcode; // 0x3B UCHAR DoorId; // ID of the door UCHAR PosX[2]; // X position of the door (2 bytes) UCHAR PosY[2]; // Y position of the door (2 bytes) UCHAR PosZ[2]; // Z position of the door (2 bytes) UCHAR Rotation; // Rotation of the door UCHAR LockStatus; // Lock status of the door UCHAR KeyItemId; // ID of the key item required to unlock the door UCHAR zAlign[23]; // Always Zero (Alignment bytes) } Door_aot_set; This bytecode sets the properties of the specified door, including position, rotation, and lock status. </pre>	<p>08-02-2024 Newly Added</p>
<p>{3C} Cut_auto 02</p>	<pre> 3C ?? ++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x3C UCHAR CutsceneId; // ID of the cutscene to automatically start } Cut_auto; This bytecode starts the specified cutscene automatically. </pre>	<p>08-02-2024 Newly Added</p>
<p>{3D} Member_copy 03</p>	<pre> 3D ?? ?? ++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x3D UCHAR SourceMemberId; // ID of the source member UCHAR DestinationMemberId; // ID of the destination member } Member_copy; This bytecode copies the properties from the source member to the destination member. </pre>	<p>08-02-2024 Newly Added</p>
<p>{3E} Member_cmp 06</p>	<pre> 3E ?? ?? ?? ?? ?? ++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x3E UCHAR MemberId; // ID of the member UCHAR Property; // Property to compare USHORT Value; // Value to compare against UCHAR ComparisonType; // Type of comparison (e.g., equal, not equal) } Member_cmp; This bytecode compares the specified property of the member with the given value using the specified comparison type. </pre>	<p>08-02-2024 Newly Added</p>

<p>{3F} Plc_motion 04</p>	<pre> 3F ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x3F UCHAR MotionId; // ID of the motion to play UCHAR Speed; // Speed of the motion UCHAR Loop; // Loop flag (0 = no loop, 1 = loop) } Plc_motion; This bytecode sets the specified motion to play at the given speed with the optional loop flag. </pre>	<p>08-02-2024 Newly Added</p>
<p>{40} Plc_dest 08</p>	<pre> 40 ?? ?? ?? ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x40 UCHAR DestX[2]; // X destination (2 bytes) UCHAR DestY[2]; // Y destination (2 bytes) UCHAR DestZ[2]; // Z destination (2 bytes) UCHAR zAlign; // Always Zero (Alignment byte) } Plc_dest; This bytecode sets the destination position in 3D space. </pre>	<p>08-02-2024 Newly Added</p>
<p>{41} Plc_neck 10</p>	<pre> 41 ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x41 UCHAR NeckId; // ID of the neck motion UCHAR PosX[2]; // X position of the neck motion (2 bytes) UCHAR PosY[2]; // Y position of the neck motion (2 bytes) UCHAR PosZ[2]; // Z position of the neck motion (2 bytes) UCHAR RotationX; // X rotation of the neck motion UCHAR RotationY; // Y rotation of the neck motion UCHAR RotationZ; // Z rotation of the neck motion UCHAR zAlign[4]; // Always Zero (Alignment bytes) } Plc_neck; This bytecode sets the specified neck motion with the given position and rotation properties. </pre>	<p>08-02-2024 Newly Added</p>
<p>{42} Plc_ret 01</p>	<pre> 42++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x42 } Plc_ret; This bytecode returns control from the current motion or behavior. </pre>	<p>08-02-2024 Newly Added</p>

<p>{43} Plc_flg 04</p>	<pre> 43 ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x43 UCHAR Flag; // Flag to set UCHAR Value; // Value to set the flag to UCHAR zAlign; // Always Zero (Alignment byte) } Plc_flg; This bytecode sets the specified flag to the given value. </pre>	<p>08-02-2024 Newly Added</p>
<p>{44} Sce_em_set 22</p>	<pre> 44 ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x44 UCHAR EmId; // ID of the enemy or entity UCHAR PosX[2]; // X position (2 bytes) UCHAR PosY[2]; // Y position (2 bytes) UCHAR PosZ[2]; // Z position (2 bytes) UCHAR RotationX; // X rotation UCHAR RotationY; // Y rotation UCHAR RotationZ; // Z rotation UCHAR Speed; // Movement speed UCHAR Health; // Health value UCHAR zAlign[8]; // Always Zero (Alignment bytes) } Sce_em_set; This bytecode sets the specified enemy or entity with the given position, rotation, speed, and health properties. </pre>	<p>08-02-2024 Newly Added</p>
<p>{45} Col_chg_set 05</p>	<pre> 45 ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x45 UCHAR R; // Red color value UCHAR G; // Green color value UCHAR B; // Blue color value UCHAR Alpha; // Alpha transparency value } Col_chg_set; This bytecode sets the specified color change properties. </pre>	<p>08-02-2024 Newly Added</p>

<p>{46} Aot_reset 10</p>	<pre> 46 ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x46 UCHAR AotId; // ID of the AOT to reset UCHAR zAlign[11]; // Always Zero (Alignment bytes) } Aot_reset; This bytecode resets the specified AOT to its default state. </pre>	<p>08-02-2024 Newly Added</p>
<p>{47} Aot_on 02</p>	<pre> 47 ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x47 UCHAR AotId; // ID of the AOT to activate } Aot_on; This bytecode activates the specified AOT. </pre>	<p>08-02-2024 Newly Added</p>
<p>{48} Super_set 16</p>	<pre> 48 ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x48 UCHAR SuperId; // ID of the super effect UCHAR PosX[2]; // X position (2 bytes) UCHAR PosY[2]; // Y position (2 bytes) UCHAR PosZ[2]; // Z position (2 bytes) UCHAR ScaleX; // X scale UCHAR ScaleY; // Y scale UCHAR Rotation; // Rotation value UCHAR Alpha; // Alpha transparency value UCHAR Duration[4]; // Duration of the effect (4 bytes) UCHAR zAlign[2]; // Always Zero (Alignment bytes) } Super_set; This bytecode sets the specified super effect with the given properties. </pre>	<p>08-02-2024 Newly Added</p>
<p>{49} Super_reset 08</p>	<pre> 49 ?? ?? ?? ?? ?? ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x49 UCHAR SuperId; // ID of the super effect to reset UCHAR zAlign[7]; // Always Zero (Alignment bytes) } Super_reset; This bytecode resets the specified super effect to its default state. </pre>	<p>08-02-2024 Newly Added</p>

<p>{4A} Plc_gun 02</p>	<pre> 4A ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x4A UCHAR GunId; // ID of the gun to equip } Plc_gun; This bytecode equips the specified gun. </pre>	<p>08-02-2024 Newly Added</p>
<p>{4B} Cut_replace 03</p>	<pre> 4B ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x4B UCHAR OldCutId; // ID of the cutscene to replace UCHAR NewCutId; // ID of the new cutscene } Cut_replace; This bytecode replaces the specified cutscene with a new cutscene. </pre>	<p>08-02-2024 Newly Added</p>
<p>{4C} Sce_espr_kill 05</p>	<pre> 4C ?? ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x4C UCHAR EsprId; // ID of the effect sprite to kill UCHAR PosX[2]; // X position of the effect sprite (2 bytes) UCHAR PosY[2]; // Y position of the effect sprite (2 bytes) UCHAR PosZ[2]; // Z position of the effect sprite (2 bytes) } Sce_espr_kill; This bytecode kills the specified effect sprite at the given position. </pre>	<p>08-02-2024 Newly Added</p>
<p>{4D} Door_model_set 22</p>	<pre> 4D ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x4D UCHAR DoorId; // ID of the door model UCHAR PosX[2]; // X position of the door model (2 bytes) UCHAR PosY[2]; // Y position of the door model (2 bytes) UCHAR PosZ[2]; // Z position of the door model (2 bytes) UCHAR RotationX; // X rotation of the door model UCHAR RotationY; // Y rotation of the door model UCHAR RotationZ; // Z rotation of the door model UCHAR ScaleX; // X scale of the door model UCHAR ScaleY; // Y scale of the door model UCHAR zAlign[12]; // Always Zero (Alignment bytes) } Door_model_set; This bytecode sets the properties of the specified door model with position, rotation, and scale values. </pre>	<p>08-02-2024 Newly Added</p>

<p>{4E} Item_aot_set 22</p>	<pre> 4E ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x4E UCHAR ItemId; // ID of the item UCHAR PosX[2]; // X position of the item (2 bytes) UCHAR PosY[2]; // Y position of the item (2 bytes) UCHAR PosZ[2]; // Z position of the item (2 bytes) UCHAR RotationX; // X rotation of the item UCHAR RotationY; // Y rotation of the item UCHAR RotationZ; // Z rotation of the item UCHAR ScaleX; // X scale of the item UCHAR ScaleY; // Y scale of the item UCHAR zAlign[12]; // Always Zero (Alignment bytes) } Item_aot_set; This bytecode sets the properties of the specified item with position, rotation, and scale values. </pre>	<p>08-02-2024 Newly Added</p>
<p>{4F} Sce_key_ck 04</p>	<pre> 4F ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x4F UCHAR KeyId; // ID of the key to check UCHAR zAlign[2]; // Always Zero (Alignment bytes) USHORT Result; // Result of the key check } Sce_key_ck; This bytecode checks if the specified key is present and returns the result. </pre>	<p>08-02-2024 Newly Added</p>
<p>{50} Sce_trg_ck 04</p>	<pre> 50 ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x50 UCHAR TriggerId; // ID of the trigger to check UCHAR zAlign[2]; // Always Zero (Alignment bytes) USHORT Result; // Result of the trigger check } Sce_trg_ck; This bytecode checks if the specified trigger is activated and returns the result. </pre>	<p>08-02-2024 Newly Added</p>

<p>{51} Sce_bgm_control 06</p>	<pre>51 ?? ?? ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x51 UCHAR BgmId; // ID of the background music track UCHAR Volume; // Volume level UCHAR Loop; // Loop flag (0 = no loop, 1 = loop) UCHAR FadeIn; // Fade- in duration UCHAR FadeOut; // Fade- out duration } Sce_bgm_control; This bytecode controls the playback of the specified background music track with volume, loop, fade-in, and fade-out settings.</pre>	<p>08-02-2024 Newly Added</p>
<p>{52} Sce_espr_control 06</p>	<pre>52 ?? ?? ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x52 UCHAR EsprId; // ID of the effect sprite UCHAR Action; // Action to perform (e.g., start, stop) UCHAR PosX[2]; // X position of the effect sprite (2 bytes) UCHAR PosY[2]; // Y position of the effect sprite (2 bytes) UCHAR PosZ[2]; // Z position of the effect sprite (2 bytes) } Sce_espr_control; This bytecode controls the specified effect sprite with the given action and position settings.</pre>	<p>08-02-2024 Newly Added</p>
<p>{53} Sce_fade_set 06</p>	<pre>53 ?? ?? ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x53 UCHAR FadeId; // ID of the fade effect UCHAR StartIntensity; // Start intensity of the fade effect UCHAR EndIntensity; // End intensity of the fade effect UCHAR Duration; // Duration of the fade effect UCHAR Color; // Color of the fade effect } Sce_fade_set; This bytecode sets the properties of the specified fade effect with start intensity, end intensity, duration, and color values.</pre>	<p>08-02-2024 Newly Added</p>

<p>{54} Sce_espr3d_on 22</p>	<pre>54 ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x54 UCHAR Espr3dId; // ID of the 3D effect sprite UCHAR PosX[2]; // X position of the 3D effect sprite (2 bytes) UCHAR PosY[2]; // Y position of the 3D effect sprite (2 bytes) UCHAR PosZ[2]; // Z position of the 3D effect sprite (2 bytes) UCHAR RotationX; // X rotation of the 3D effect sprite UCHAR RotationY; // Y rotation of the 3D effect sprite UCHAR RotationZ; // Z rotation of the 3D effect sprite UCHAR ScaleX; // X scale of the 3D effect sprite UCHAR ScaleY; // Y scale of the 3D effect sprite UCHAR zAlign[12]; // Always Zero (Alignment bytes) } Sce_espr3d_on; This bytecode activates the specified 3D effect sprite with the given position, rotation, and scale values.</pre>	<p>08-02-2024 Newly Added</p>
<p>{55} Member_calc 06</p>	<pre>55 ?? ?? ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x55 UCHAR Operation; // Arithmetic operation to perform UCHAR Operand1; // First operand index UCHAR Operand2; // Second operand index UCHAR Result; // Result index UCHAR zAlign; // Always Zero (Alignment byte) } Member_calc; This bytecode performs the specified arithmetic operation on the operands and stores the result in a member.</pre>	<p>08-02-2024 Newly Added</p>
<p>{56} Member_calc2 04</p>	<pre>56 ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x56 UCHAR Operation; // Arithmetic operation to perform UCHAR Operand; // Operand index UCHAR Result; // Result index UCHAR zAlign; // Always Zero (Alignment byte) } Member_calc2; This bytecode performs the specified arithmetic operation on the operand and stores the result in a member.</pre>	<p>08-02-2024 Newly Added</p>

<p>{57} Sce_bgmtbl_set 08</p>	<pre>57 ?? ?? ?? ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x57 UCHAR BgmTblId; // ID of the background music table UCHAR TrackId[2]; // ID of the music track (2 bytes) UCHAR Volume; // Volume level UCHAR Loop; // Loop flag (0 = no loop, 1 = loop) UCHAR FadeIn; // Fade-in duration UCHAR FadeOut; // Fade- out duration UCHAR zAlign; // Always Zero (Alignment byte) } Sce_bgmtbl_set; This bytecode sets the properties of the specified background music table with track ID, volume, loop, fade-in, and fade-out settings.</pre>	<p>08-02-2024 Newly Added</p>
<p>{58} Plc_rot 04</p>	<pre>58 ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x58 UCHAR RotationX; // X rotation value UCHAR RotationY; // Y rotation value UCHAR RotationZ; // Z rotation value UCHAR zAlign; // Always Zero (Alignment byte) } Plc_rot; This bytecode sets the rotation values in 3D space.</pre>	<p>08-02-2024 Newly Added</p>
<p>{59} Xa_on 04</p>	<pre>59 ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x59 UCHAR XaId; // ID of the XA audio stream UCHAR Volume; // Volume level UCHAR Loop; // Loop flag (0 = no loop, 1 = loop) UCHAR zAlign; // Always Zero (Alignment byte) } Xa_on; This bytecode plays the specified XA audio stream with volume and loop settings.</pre>	<p>08-02-2024 Newly Added</p>
<p>{5A} Weapon_chg 02</p>	<pre>5A ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x5A UCHAR WeaponId; // ID of the weapon to change to } Weapon_chg; This bytecode changes the player's weapon to the specified weapon ID.</pre>	<p>08-02-2024 Newly Added</p>

<p>{5B} Plc_cnt 02</p>	<p>5B ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x5B UCHAR CounterId; // ID of the counter to increment } Plc_cnt; This bytecode increments the specified counter.</p>	<p>08-02-2024 Newly Added</p>
<p>{5C} Sce_shake_on 03</p>	<p>5C ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x5C UCHAR Intensity; // Intensity of the shake effect UCHAR Duration; // Duration of the shake effect UCHAR Frequency; // Frequency of the shake effect } Sce_shake_on; This bytecode activates the screen shake effect with the specified intensity, duration, and frequency.</p>	<p>08-02-2024 Newly Added</p>
<p>{5D} Mizu_div_set 02</p>	<p>5D ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x5D UCHAR Division; // Division factor for water effects } Mizu_div_set; This bytecode sets the division factor for water effects.</p>	<p>08-02-2024 Newly Added</p>
<p>{5E} Keep_Item_ck 02</p>	<p>5E ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x5E UCHAR ItemId; // ID of the item to check } Keep_Item_ck; This bytecode checks if the player has the specified item and returns the result.</p>	<p>08-02-2024 Newly Added</p>
<p>{5F} Xa_vol 02</p>	<p>5F ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x5F UCHAR Volume; // Volume level for XA audio stream } Xa_vol; This bytecode sets the volume level for the XA audio stream.</p>	<p>08-02-2024 Newly Added</p>

<p>{60} Kage_set 14</p>	<pre> 60 ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x60 UCHAR KageId; // ID of the shadow effect UCHAR PosX[2]; // X position of the shadow effect (2 bytes) UCHAR PosY[2]; // Y position of the shadow effect (2 bytes) UCHAR PosZ[2]; // Z position of the shadow effect (2 bytes) UCHAR ScaleX; // X scale of the shadow effect UCHAR ScaleY; // Y scale of the shadow effect UCHAR Rotation; // Rotation of the shadow effect UCHAR Alpha; // Alpha transparency of the shadow effect UCHAR Duration[4]; // Duration of the shadow effect (4 bytes) UCHAR zAlign[2]; // Always Zero (Alignment bytes) } Kage_set; </pre> <p>This bytecode sets the properties of the specified shadow effect with position, scale, rotation, alpha, and duration values.</p>	<p>08-02-2024 Newly Added</p>
<p>{61} Cut_be_set 04</p>	<pre> 61 ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x61 UCHAR CutsceneId; // ID of the cutscene to set UCHAR EventId; // ID of the event associated with the cutscene UCHAR TriggerId; // ID of the trigger associated with the cutscene UCHAR zAlign; // Always Zero (Alignment byte) } Cut_be_set; </pre> <p>This bytecode sets the properties of the specified cutscene with event and trigger associations.</p>	<p>08-02-2024 Newly Added</p>
<p>{62} Sce_Item_lost 02</p>	<pre> 62 ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x62 UCHAR ItemId; // ID of the item to remove } Sce_Item_lost; </pre> <p>This bytecode removes the specified item from the player's inventory.</p>	<p>08-02-2024 Newly Added</p>
<p>{63} Plc_gun_eff 01</p>	<pre> 63++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x63 } Plc_gun_eff; </pre> <p>This bytecode triggers the gun effect for the current weapon.</p>	<p>08-02-2024 Newly Added</p>

<p>{68} Door_aot_set_4p 40</p>	<pre> 68 ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x68 UCHAR DoorId; // ID of the door UCHAR PosX[2]; // X position of the door (2 bytes) UCHAR PosY[2]; // Y position of the door (2 bytes) UCHAR PosZ[2]; // Z position of the door (2 bytes) UCHAR RotationX; // X rotation of the door UCHAR RotationY; // Y rotation of the door UCHAR RotationZ; // Z rotation of the door UCHAR ScaleX; // X scale of the door UCHAR ScaleY; // Y scale of the door UCHAR zAlign[28]; // Always Zero (Alignment bytes) } Door_aot_set_4p; This bytecode sets the properties of the specified door with position, rotation, and scale values. </pre>	<p>08-02-2024 Newly Added</p>
<p>{69} Item_aot_set_4p 30</p>	<pre> 69 ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x69 UCHAR ItemId; // ID of the item UCHAR PosX[2]; // X position of the item (2 bytes) UCHAR PosY[2]; // Y position of the item (2 bytes) UCHAR PosZ[2]; // Z position of the item (2 bytes) UCHAR RotationX; // X rotation of the item UCHAR RotationY; // Y rotation of the item UCHAR RotationZ; // Z rotation of the item UCHAR ScaleX; // X scale of the item UCHAR ScaleY; // Y scale of the item UCHAR zAlign[18]; // Always Zero (Alignment bytes) } Item_aot_set_4p; This bytecode sets the properties of the specified item with position, rotation, and scale values. </pre>	<p>08-02-2024 Newly Added</p>

<p>{6A} Light_pos_set 06</p>	<p>6A ?? ?? ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x6A UCHAR PosX[2]; // X position of the light (2 bytes) UCHAR PosY[2]; // Y position of the light (2 bytes) UCHAR PosZ[2]; // Z position of the light (2 bytes) } Light_pos_set; This bytecode sets the position of the specified light in 3D space.</p>	<p>08-02-2024 Newly Added</p>
<p>{6B} Light_kido_set 04</p>	<p>6B ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x6B UCHAR Intensity; // Intensity of the light UCHAR Range; // Range of the light UCHAR Color; // Color of the light UCHAR zAlign; // Always Zero (Alignment byte) } Light_kido_set; This bytecode sets the intensity, range, and color of the specified light.</p>	<p>08-02-2024 Newly Added</p>
<p>{6C} Rbj_reset 01</p>	<p>6C++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x6C } Rbj_reset; This bytecode resets the RBJ (Resident Biohazard Jump) system to its default state.</p>	<p>08-02-2024 Newly Added</p>
<p>{6D} Sce_scr_move 04</p>	<p>6D ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x6D UCHAR PosX[2]; // X position of the screen (2 bytes) UCHAR PosY[2]; // Y position of the screen (2 bytes) UCHAR zAlign; // Always Zero (Alignment byte) } Sce_scr_move; This bytecode moves the screen to the specified position.</p>	<p>08-02-2024 Newly Added</p>
<p>{6E} Parts_set 06</p>	<p>6E ?? ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x6E UCHAR PartId; // ID of the part to set UCHAR PosX[2]; // X position of the part (2 bytes) UCHAR PosY[2]; // Y position of the part (2 bytes) UCHAR PosZ[2]; // Z position of the part (2 bytes) } Parts_set; This bytecode sets the properties of the specified part with position values.</p>	<p>08-02-2024 Newly Added</p>

<p>{6F} Movie_on 02</p>	<p>6F ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x6F UCHAR MovieId; // ID of the movie to play } Movie_on; This bytecode plays the specified movie.</p>	<p>08-02-2024 Newly Added</p>
<p>{70} Splc_ret 01</p>	<p>70++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x70 } Splc_ret; This bytecode returns from the current script location.</p>	<p>08-02-2024 Newly Added</p>
<p>{71} Splc_sce 01</p>	<p>71++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x71 } Splc_sce; This bytecode sets the specified scene.</p>	<p>08-02-2024 Newly Added</p>
<p>{72} Super_on 16</p>	<p>72 ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x72 UCHAR SuperId; // ID of the super effect UCHAR PosX[2]; // X position of the super effect (2 bytes) UCHAR PosY[2]; // Y position of the super effect (2 bytes) UCHAR PosZ[2]; // Z position of the super effect (2 bytes) UCHAR ScaleX; // X scale of the super effect UCHAR ScaleY; // Y scale of the super effect UCHAR Rotation; // Rotation of the super effect UCHAR Alpha; // Alpha transparency of the super effect UCHAR Duration[4]; // Duration of the super effect (4 bytes) UCHAR zAlign[2]; // Always Zero (Alignment bytes) } Super_on; This bytecode activates the specified super effect with position, scale, rotation, alpha, and duration values.</p>	<p>08-02-2024 Newly Added</p>

<p>{73} Mirror_set 08</p>	<pre>73 ?? ?? ?? ?? ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x73 UCHAR PosX[2]; // X position of the mirror (2 bytes) UCHAR PosY[2]; // Y position of the mirror (2 bytes) UCHAR PosZ[2]; // Z position of the mirror (2 bytes) UCHAR ScaleX; // X scale of the mirror UCHAR ScaleY; // Y scale of the mirror UCHAR Rotation; // Rotation of the mirror } Mirror_set; This bytecode sets the properties of the specified mirror with position, scale, and rotation values.</pre>	<p>08-02-2024 Newly Added</p>
<p>{74} Sce_fade_adjust 04</p>	<pre>74 ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x74 UCHAR FadeId; // ID of the fade effect UCHAR Adjustment; // Adjustment value for the fade effect UCHAR zAlign[2]; // Always Zero (Alignment bytes) } Sce_fade_adjust; This bytecode adjusts the properties of the specified fade effect.</pre>	<p>08-02-2024 Newly Added</p>
<p>{75} Sce_espr3d_on2 22</p>	<pre>75 ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x75 UCHAR Espr3dId; // ID of the 3D effect sprite UCHAR PosX[2]; // X position of the 3D effect sprite (2 bytes) UCHAR PosY[2]; // Y position of the 3D effect sprite (2 bytes) UCHAR PosZ[2]; // Z position of the 3D effect sprite (2 bytes) UCHAR RotationX; // X rotation of the 3D effect sprite UCHAR RotationY; // Y rotation of the 3D effect sprite UCHAR RotationZ; // Z rotation of the 3D effect sprite UCHAR ScaleX; // X scale of the 3D effect sprite UCHAR ScaleY; // Y scale of the 3D effect sprite UCHAR zAlign[12]; // Always Zero (Alignment bytes) } Sce_espr3d_on2; This bytecode activates the specified 3D effect sprite with position, rotation, and scale values.</pre>	<p>08-02-2024 Newly Added</p>

<p>{7A} Sce_parts_bomb 16</p>	<pre> 7A ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x7A UCHAR BombId; // ID of the bomb UCHAR PosX[2]; // X position of the bomb (2 bytes) UCHAR PosY[2]; // Y position of the bomb (2 bytes) UCHAR PosZ[2]; // Z position of the bomb (2 bytes) UCHAR ScaleX; // X scale of the bomb UCHAR ScaleY; // Y scale of the bomb UCHAR Rotation; // Rotation of the bomb UCHAR Alpha; // Alpha transparency of the bomb UCHAR Duration[4]; // Duration of the bomb (4 bytes) UCHAR zAlign[2]; // Always Zero (Alignment bytes) } Sce_parts_bomb; This bytecode sets the properties of the specified bomb with position, scale, rotation, alpha, and duration values. </pre>	<p>08-02-2024 Newly Added</p>
<p>{7B} Sce_parts_down 16</p>	<pre> 7B ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x7B UCHAR PartId; // ID of the part to set down UCHAR PosX[2]; // X position of the part (2 bytes) UCHAR PosY[2]; // Y position of the part (2 bytes) UCHAR PosZ[2]; // Z position of the part (2 bytes) UCHAR ScaleX; // X scale of the part UCHAR ScaleY; // Y scale of the part UCHAR Rotation; // Rotation of the part UCHAR Alpha; // Alpha transparency of the part UCHAR Duration[4]; // Duration of the part (4 bytes) UCHAR zAlign[2]; // Always Zero (Alignment bytes) } Sce_parts_down; This bytecode sets the properties of the specified part with position, scale, rotation, alpha, and duration values. </pre>	<p>08-02-2024 Newly Added</p>

<p>{7C} Light_color_set 06</p>	<pre> 7C ?? ?? ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x7C UCHAR R; // Red color value UCHAR G; // Green color value UCHAR B; // Blue color value UCHAR Intensity; // Intensity of the light UCHAR zAlign; // Always Zero (Alignment byte) } Light_color_set; This bytecode sets the color and intensity of the specified light. </pre>	<p>08-02-2024 Newly Added</p>
<p>{7D} Light_pos_set2 06</p>	<pre> 7D ?? ?? ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x7D UCHAR PosX[2]; // X position of the light (2 bytes) UCHAR PosY[2]; // Y position of the light (2 bytes) UCHAR PosZ[2]; // Z position of the light (2 bytes) } Light_pos_set2; This bytecode sets the position of the specified light in 3D space. </pre>	<p>08-02-2024 Newly Added</p>
<p>{7E} Light_kido_set2 06</p>	<pre> 7E ?? ?? ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x7E UCHAR Intensity; // Intensity of the light UCHAR Range; // Range of the light UCHAR Color; // Color of the light UCHAR zAlign[2]; // Always Zero (Alignment bytes) } Light_kido_set2; This bytecode sets the intensity, range, and color of the specified light. </pre>	<p>08-02-2024 Newly Added</p>
<p>{7F} Light_color_set2 06</p>	<pre> 7F ?? ?? ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x7F UCHAR R; // Red color value UCHAR G; // Green color value UCHAR B; // Blue color value UCHAR Intensity; // Intensity of the light UCHAR zAlign; // Always Zero (Alignment byte) } Light_color_set2; This bytecode sets the color and intensity of the specified light. </pre>	<p>08-02-2024 Newly Added</p>

<p>{80} Se_vol 02</p>	<p>80 ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x80 UCHAR Volume; // Volume level for the sound effect } Se_vol; This bytecode sets the volume level for the specified sound effect.</p>	<p>08-02-2024 Newly Added</p>
<p>{81} Sce_Item_cmp 03</p>	<p>81 ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x81 UCHAR ItemId; // ID of the item to compare UCHAR zAlign[2]; // Always Zero (Alignment bytes) } Sce_Item_cmp; This bytecode compares the specified item with the player's inventory.</p>	<p>08-02-2024 Newly Added</p>
<p>{82} Sce_espr_task 03</p>	<p>82 ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x82 UCHAR TaskId; // ID of the ESPR (effect sprite) task UCHAR zAlign[2]; // Always Zero (Alignment bytes) } Sce_espr_task; This bytecode activates the specified ESPR (effect sprite) task.</p>	<p>08-02-2024 Newly Added</p>
<p>{83} Plc_heal 01</p>	<p>83++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x83 } Plc_heal; This bytecode heals the player.</p>	<p>08-02-2024 Newly Added</p>
<p>{84} St_map_hint 02</p>	<p>84 ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x84 UCHAR HintId; // ID of the map hint } St_map_hint; This bytecode displays the specified map hint.</p>	<p>08-02-2024 Newly Added</p>
<p>{85} Sce_em_pos_ck 06</p>	<p>85 ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x85 UCHAR EmId; // ID of the enemy or entity UCHAR PosX[2]; // X position to check (2 bytes) UCHAR PosY[2]; // Y position to check (2 bytes) UCHAR zAlign[2]; // Always Zero (Alignment bytes) } Sce_em_pos_ck; This bytecode checks the position of the specified enemy or entity.</p>	<p>08-02-2024 Newly Added</p>

<p>{86} Poison_ck 01</p>	<p>86++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x86 } Poison_ck; This bytecode checks if the player is poisoned.</p>	<p>08-02-2024 Newly Added</p>
<p>{87} Poison_clr 01</p>	<p>87++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x87 } Poison_clr; This bytecode clears the player's poison status.</p>	<p>08-02-2024 Newly Added</p>
<p>{88} Sce_Item_lost2 03</p>	<p>88 ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x88 UCHAR ItemId; // ID of the item to remove UCHAR zAlign[2]; // Always Zero (Alignment bytes) } Sce_Item_lost2; This bytecode removes the specified item from the player's inventory.</p>	<p>08-02-2024 Newly Added</p>
<p>{89} Evt_next2 01</p>	<p>89++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x89 } Evt_next2; This bytecode moves to the next event in the sequence.</p>	<p>08-02-2024 Newly Added</p>
<p>{8A} Vib_set0 06</p>	<p>8A ?? ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x8A UCHAR Intensity; // Intensity of the vibration UCHAR Duration; // Duration of the vibration UCHAR Frequency; // Frequency of the vibration UCHAR zAlign[3]; // Always Zero (Alignment bytes) } Vib_set0; This bytecode sets the properties of the vibration effect with intensity, duration, and frequency values.</p>	<p>08-02-2024 Newly Added</p>
<p>{8B} Vib_set1 06</p>	<p>8B ?? ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x8B UCHAR Intensity; // Intensity of the vibration UCHAR Duration; // Duration of the vibration UCHAR Frequency; // Frequency of the vibration UCHAR zAlign[3]; // Always Zero (Alignment bytes) } Vib_set1; This bytecode sets the properties of the vibration effect with intensity, duration, and frequency values.</p>	<p>08-02-2024 Newly Added</p>

<p>{8E} Sce_em_set2 24</p>	<pre> 8E ??++ typedef struct { // Ptr // Description UCHAR Opcode; // 0x8E UCHAR EmId; // ID of the enemy or entity UCHAR PosX[2]; // X position (2 bytes) UCHAR PosY[2]; // Y position (2 bytes) UCHAR PosZ[2]; // Z position (2 bytes) UCHAR RotationX; // X rotation UCHAR RotationY; // Y rotation UCHAR RotationZ; // Z rotation UCHAR ScaleX; // X scale UCHAR ScaleY; // Y scale UCHAR Health; // Health value UCHAR zAlign[12]; // Always Zero (Alignment bytes) } Sce_em_set2; This bytecode sets the specified enemy or entity with the given position, rotation, scale, and health properties. </pre>	<p>08-02-2024 Newly Added</p>
----------------------------	--	-------------------------------

From: <https://classicremodification.com/> - **Classic RE Modification**

Permanent link: https://classicremodification.com/doku.php?id=re2_opcodes&rev=1722659929

Last update: **2024/08/02 21:38**

