

Instruction Name	Length	Example / Info	History
{00} Nop	01	<pre>00 typedef struct { // Ptr // Description UCHAR Opcode; // 0x00 // 0x00 } Nop; // Nop This bytecode is used for alignment of 1 byte opcodes and ending Elself blocks.</pre>	08-08-2023 Newly Added
{01} Evt_end	02	<pre>01 00 typedef struct { // Ptr // Description UCHAR Opcode; // 0x00 // 0x01 UCHAR zAlign; // 0x01 // Always Zero } Evt_end; // End Current Script This bytecode ends the current Main/Sub script</pre>	08-08-2023 Newly Added
{02} Evt_next	01	<pre>02 typedef struct { // Ptr // Description UCHAR Opcode; // 0x00 // 0x02 } Evt_next; // This bytecode</pre>	08-08-2023 Newly Added
{03} Evt_chain	02	<pre>03 ??? typedef struct { // Ptr // Description UCHAR Opcode; // 0x00 // 0x03 UCHAR Data1; // 0x01 } Evt_chain; This bytecode</pre>	08-08-2023 Newly Added
{04} Evt_exec	04	<pre>04 ?? ?? ?? typedef struct { // Ptr // Description UCHAR Opcode; // 0x00 // 0x04 UCHAR Data1; // 0x01 UCHAR Data2; // 0x02 UCHAR Data3; // 0x03 } Evt_exec; This bytecode</pre>	08-08-2023 Newly Added
{05} Evt_kill	02	<pre>05 ??? typedef struct { // Ptr // Description UCHAR Opcode; // 0x00 // 0x05 UCHAR Data1; // 0x01 } Evt_kill; This bytecode</pre>	08-08-2023 Newly Added

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{06} Ifel_ck	04	<p>06 ?? ?? ??</p> <pre>typedef struct { // Ptr // Description UCHAR Opcode; // 0x00 // 0x06 UCHAR zAlign; // 0x01 USHORT data2; // 0x02 } Ifel_ck; This bytecode</pre>	08-08-2023 Newly Added
{07} Else_ck	04	<p>07 ?? ?? ??</p> <pre>typedef struct { // Ptr // Description UCHAR Opcode; // 0x00 // 0x07 UCHAR zAlign; // 0x01 USHORT data2; // 0x02 } Else_ck; This bytecode</pre>	08-08-2023 Newly Added
{08} Endif	02	<p>08 ??</p> <pre>typedef struct { // Ptr // Description UCHAR Opcode; // 0x00 // 0x08 UCHAR zAlign; // 0x01 } Endif; This bytecode</pre>	08-08-2023 Newly Added
{09} Sleep	04	<p>09 ??</p> <pre>typedef struct { // Ptr // Description UCHAR Opcode; // 0x00 // 0x09 UCHAR Data1; // 0x01 USHORT data2; // 0x02 } Sleep; This bytecode</pre>	08-08-2023 Newly Added
{0A} Sleeping	03		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		08-08-2023 Newly Added
{0F} While	04		08-08-2023 Newly Added
{10} Ewhile	02		08-08-2023 Newly Added
{11} Do	04		08-08-2023 Newly Added
{12} Edwhile	02		08-08-2023 Newly Added
{13} Switch	04		08-08-2023 Newly Added
{14} Case	06		08-08-2023 Newly Added
{15} Default	02		08-08-2023 Newly Added
{16} Eswitch	02		08-08-2023 Newly Added
{17} Goto	06		08-08-2023 Newly Added
{18} Gosub	02		08-08-2023 Newly Added
{19} Return	02		08-08-2023 Newly Added

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{1A} Break	02		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		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		08-08-2023 Newly Added
{3A} Sce_espr_on	16		08-08-2023 Newly Added
{3B} Door_aot_set	32		08-08-2023 Newly Added
{3C} Cut_auto	02		08-08-2023 Newly Added
{3D} Member_copy	03		08-08-2023 Newly Added
{3E} Member_cmp	06		08-08-2023 Newly Added
{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		08-08-2023 Newly Added
{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

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{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	03		08-08-2023 Newly Added
{4C} Sce_espr_kill	05		08-08-2023 Newly Added
{4D} Door_model_set	22		08-08-2023 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

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{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
{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	08		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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