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Instruction Name	Length	Example / Info	History
{00} Nop	01	typedef struct { // Ptr // Description UCHAR Opcode; // 0x00 // 0x00 } Nop; // Nop This bytecode is used for alignment of 1 byte opcodes and ending Elself blocks.	08-08-2023 Newly Added
{01} Evt_end	02	<pre>01 00 typedef struct {</pre>	08-08-2023 Newly Added
{02} Evt_next	01	<pre>typedef struct {</pre>	08-08-2023 Newly Added
{03} Evt_chain	02	<pre>03 ?? typedef struct {</pre>	08-08-2023 Newly Added
{04} Evt_exec	04	<pre>04 ?? ?? ?? typedef struct {</pre>	08-08-2023 Newly Added
{05} Evt_kill	02	<pre>05 ?? typedef struct {</pre>	08-08-2023 Newly Added

Instruction Name	Length	Example / Info	History
{06} Ifel_ck	04	<pre>06 ?? ?? ?? typedef struct {</pre>	08-08-2023 Newly Added
{07} Else_ck	04	<pre>07 ?? ??? typedef struct {</pre>	08-08-2023 Newly Added
{08} Endif	02	<pre>08 ?? typedef struct {</pre>	08-08-2023 Newly Added
{09} Sleep	04	<pre>09 ?? typedef struct {</pre>	08-08-2023 Newly Added
{0A} Sleeping	03		08-08-2023 Newly Added
{0B} Wsleep	01		08-08-2023 Newly Added
{OC} Wsleeping	01		08-08-2023 Newly Added
{0D} For {0E} Next	06		08-08-2023 Newly Added 08-08-2023 Newly Added
{OF} 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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Instruction Name	Length	Example / Info	History
{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
	02		
{3D} Member_copy			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

{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 {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_calc 04 08-08-2023 Newly Added {57} Sce_bgmtbl_set 08 08-08-2023 Newly Added {58} Pic_rot 04 08-08-2023 Newly Added {59} Xa_on 04 08-08-2023 Newly Added {58} Pic_cnt 02 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 {5O} Sce_key_ck 04 08-08-2023 Newly Added {51} Sce_bgm_control 06 08-08-2023 Newly Added {51} Sce_bgm_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_calc 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 {58} Ya_on 04 08-08-2023 Newly Added {58} Plc_cot 04 08-08-2023 Newly Added {58} Plc_cot 04 08-08-2023 Newly Added {58} Plc_cot 04 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 {50} Sce_key_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_calc 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 {5B} Plc_cnt 02 08-08-2023 Newly Added {5B} Plc_cnt 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
{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 {5B} Plc_cnt 02 08-08-2023 Newly Added
{4D} Door_model_set 22 {4E} Item_aot_set 22 {4F} Sce_key_ck 04 {50} Sce_trg_ck 04 {51} Sce_bgm_control 06 {52} Sce_espr_control 06 {53} Sce_fade_set 06 {54} Sce_espr3d_on 22 {55} Member_calc 06 {56} Member_calc2 04 {57} Sce_bgmtbl_set 08 08-08-2023 Newly Added {57} Sce_bgmtbl_set 08 08-08-2023 Newly Added {58} Plc_rot 04 08-08-2023 Newly Added {5A} Weapon_chg 02 08-08-2023 Newly Added 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
{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
{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} Pic_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} Pic_cnt 02 08-08-2023 Newly Added
{51} Sce_bgm_control 06 {52} Sce_espr_control 06 {53} Sce_fade_set 06 {54} Sce_espr3d_on 22 {55} Member_calc 06 {56} Member_calc 06 {57} Sce_bgmtbl_set 08-08-2023 Newly Added {57} Sce_bgmtbl_set 08 {58} Plc_rot 04 {59} Xa_on 04 {5A} Weapon_chg 02 {5B} Plc_cnt 02 08-08-2023 Newly Added {58} Plc_cnt 02
{52} Sce_espr_control 06 {53} Sce_fade_set 06 {54} Sce_espr3d_on 22 {55} Member_calc 06 {56} Member_calc2 04 {57} Sce_bgmtbl_set 08 08-08-2023 Newly Added {58} Plc_rot 04 (59} Xa_on 04 (5A) Weapon_chg 02 (5B) Plc_cnt 02 08-08-2023 Newly Added (5B) Plc_cnt 02
{53} Sce_fade_set 06 {54} Sce_espr3d_on 22 {55} Member_calc 06 {56} Member_calc2 04 {57} Sce_bgmtbl_set 08 {58} Plc_rot 04 {59} Xa_on 04 {5A} Weapon_chg 02 {5B} Plc_cnt 02 08-08-2023 Newly Added
{54} Sce_espr3d_on 22 {55} Member_calc 06 {56} Member_calc2 04 {57} Sce_bgmtbl_set 08 {58} Plc_rot 04 {59} Xa_on 04 {5A} Weapon_chg 02 {5B} Plc_cnt 02 08-08-2023 Newly Added 08-08-2023 Newly Added
{55} Member_calc 06 {56} Member_calc2 04 {57} Sce_bgmtbl_set 08 (58) Plc_rot 04 (59) Xa_on 04 (5A) Weapon_chg 02 (5B) Plc_cnt 02
{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
{57} Sce_bgmtbl_set 08 {58} Plc_rot 04 {59} Xa_on 04 {5A} Weapon_chg 02 {5B} Plc_cnt 02 08-08-2023 Newly Added 08-08-2023 Newly Added 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
{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
{5A} Weapon_chg 02 08-08-2023 Newly Added {5B} Plc_cnt 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
[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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Instruction Name	Length	Example / Info	History
{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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