Instruction Name	Length	Example / Info	History

{00} Nop	01	00
		typedef struct { // Ptr // Description
		UCHAR Opcode; // 0x00 // 0x00
		} Nop; // Nop
		This bytecode is used for alignment of 1 byte opcodes and ending ElseIf blocks.
			08-08-2023 Newly Added

{01} Evt_end	02	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
			08-08-2023 Newly Added

{02} Evt_next	01	02
		typedef struct { // Ptr // Description
		UCHAR Opcode; // 0x00 // 0x02
		} Evt_next; //
		This bytecode
			08-08-2023 Newly Added

{03} Evt_chain	02	03 ??
		typedef struct { // Ptr // Description
		UCHAR Opcode; // 0x00 // 0x03
		UCHAR Data1; // 0x01
		} Evt_chain;
		This bytecode
			08-08-2023 Newly Added

{04} Evt_exec	04	04 ?? ?? ??
		typedef struct { // Ptr // Description
		UCHAR Opcode; // 0x00 // 0x04
		UCHAR Data1; // 0x01
		UCHAR Data2; // 0x02
		UCHAR Data3; // 0x03
		} Evt_exec;
		This bytecode
			08-08-2023 Newly Added

{05} Evt_kill	02	05 ??
		typedef struct { // Ptr // Description
		UCHAR Opcode; // 0x00 // 0x05
		UCHAR Data1; // 0x01
		} Evt_kill;
		This bytecode
			08-08-2023 Newly Added

Instruction Name	Length	Example / Info	History

{06} Ifel_ck	04	06 ?? ?? ??
		typedef struct { // Ptr // Description
		UCHAR Opcode; // 0x00 // 0x06
		UCHAR zAlign; // 0x01
		USHORT data2; // 0x02
		} Ifel_ck;
		This bytecode
			08-08-2023 Newly Added

{07} Else_ck	04	07 ?? ?? ??
		typedef struct { // Ptr // Description
		UCHAR Opcode; // 0x00 // 0x07
		UCHAR zAlign; // 0x01
		USHORT data2; // 0x02
		} Else_ck;
		This bytecode
			08-08-2023 Newly Added

{08} Endif	02	08 ??
		typedef struct { // Ptr // Description
		UCHAR Opcode; // 0x00 // 0x08
		UCHAR zAlign; // 0x01
		} Endif;
		This bytecode
			08-08-2023 Newly Added

{09} Sleep	04	09 ?? ?? ??
		typedef struct { // Ptr // Description
		UCHAR Opcode; // 0x00 // 0x09
		UCHAR Data1; // 0x01
		USHORT data2; // 0x02
		} Sleep;
		This bytecode
			08-08-2023 Newly Added

{0A} Sleeping	03	0A ?? ?? typedef struct { // Ptr // Description UCHAR Opcode; USHORT data2; } Sleeping; This bytecode	08-08-2023 Newly Added
{0B} Wsleep	01	0B typedef struct { // Ptr // Description UCHAR Opcode; } Wsleep; This bytecode	08-08-2023 Newly Added

Instruction Name	Length	Example / Info	History
{0C} Wsleeping	01	0C typedef struct { // Ptr // Description UCHAR Opcode; } Wsleeping; This bytecode	08-08-2023 Newly Added
{0D} For	06	0D ?? ?? ?? ?? ?? typedef struct { // Ptr // Description UCHAR Opcode; UCHAR zAlign; SHORT data2; USHORT data4; } For; This bytecode	08-08-2023 Newly Added
{0E} Next	02	0E ?? typedef struct { // Ptr // Description UCHAR Opcode; UCHAR zAlign; } Next; This bytecode	08-08-2023 Newly Added
{0F} While	04	0F ?? ?? ?? typedef struct { // Ptr // Description UCHAR Opcode; UCHAR zAlign; SHORT data1; } While; This bytecode	08-08-2023 Newly Added
{10} Ewhile	02	10 ?? typedef struct { // Ptr // Description UCHAR Opcode; UCHAR data1; } Ewhile; This bytecode	08-08-2023 Newly Added
{11} Do	04	11 ?? ?? ?? typedef struct { // Ptr // Description UCHAR Opcode; UCHAR zAlign; SHORT data2; } Do; This bytecode	08-08-2023 Newly Added
{12} Edwhile	02	12 ?? typedef struct { // Ptr // Description UCHAR Opcode; UCHAR data1; } Edwhile; This bytecode	08-08-2023 Newly Added

Instruction Name	Length	Example / Info	History
{13} Switch	04	13 ?? ?? ?? typedef struct { // Ptr // Description UCHAR Opcode; UCHAR data1; USHORT data2; } Switch; This bytecode	08-08-2023 Newly Added
{14} Case	06	14 ?? ?? ?? ?? ?? typedef struct { // Ptr // Description UCHAR Opcode; UCHAR data1; USHORT data2; } Case; This bytecode	08-08-2023 Newly Added
{15} Default	02	15 ?? typedef struct { // Ptr // Description UCHAR Opcode; UCHAR zAlign; } Default; This bytecode	08-08-2023 Newly Added
{16} Eswitch	02	16 ?? typedef struct { // Ptr // Description UCHAR Opcode; UCHAR zAlign; } Eswitch; This bytecode	08-08-2023 Newly Added
{17} Goto	06	17 ?? ?? ?? ?? ?? typedef struct { // Ptr // Description UCHAR Opcode; UCHAR data1; UCHAR data2; UCHAR zAlign; SHORT data4; } Goto; This bytecode	08-08-2023 Newly Added
{18} Gosub	02	18 ?? typedef struct { // Ptr // Description UCHAR Opcode; UCHAR data1; } Gosub; This bytecode	08-08-2023 Newly Added

Instruction Name	Length	Example / Info	History
{19} Return	02	19 ?? typedef struct { // Ptr // Description UCHAR Opcode; UCHAR data[3]; } Return; This bytecode	08-08-2023 Newly Added
{1A} Break	02	1A ?? typedef struct { // Ptr // Description UCHAR Opcode; CHAR data1; } Break; This bytecode	08-08-2023 Newly Added
{1B} For2	06	1B ?? ?? ?? ?? ?? typedef struct { // Ptr // Description UCHAR Opcode; UCHAR zAlign0; SHORT data2; UCHAR zAlign1; UCHAR data5; } For2; This bytecode	08-08-2023 Newly Added
{1C} Break_point	01	1C typedef struct { // Ptr // Description UCHAR Opcode; } Break_point; This bytecode	08-08-2023 Newly Added
{1D} Work_copy	04	1D ?? ?? ?? typedef struct { // Ptr // Description UCHAR Opcode; UCHAR Source; UCHAR Destination; UCHAR Typecast; } Work_copy; This bytecode	08-08-2023 Newly Added

{1E} Nop1E	01	1E
		typedef struct { // Ptr // Description
		UCHAR Opcode; // 0x00 // 0x00
		} Nop; // Nop
		This bytecode is used for alignment of 1 byte opcodes and ending ElseIf blocks.
			08-08-2023 Newly Added

Instruction Name	Length	Example / Info	History

{1F} Nop1F	01	1F
		typedef struct { // Ptr // Description
		  UCHAR Opcode; // 0x00 // 0x00
		} Nop; // Nop
		This bytecode is used for alignment of 1 byte opcodes and ending ElseIf blocks.
			08-08-2023 Newly Added

{20} Nop	01	20
		typedef struct { // Ptr // Description
		  UCHAR Opcode; // 0x00 // 0x00
		} Nop; // Nop
		This bytecode is used for alignment of 1 byte opcodes and ending ElseIf blocks.
			08-08-2023 Newly Added

{21} Ck	04	21 ?? ?? ??
		typedef struct { // Ptr // Description
		  UCHAR Opcode; // 0x21
		  UCHAR Flag; // System_flg, etc
		  UCHAR Id; // Bit
		  UCHAR OnOff; // 00
		} Ck;
		This bytecode
			08-08-2023 Newly Added

{22} Set	04	22 ?? ?? ??
		typedef struct { // Ptr // Description
		  UCHAR Opcode; // 0x22
		  UCHAR Flag; // System_flg, etc
		  UCHAR Id; // Bit
		  UCHAR OnOff; // 00
		} Set;
		This bytecode
			08-08-2023 Newly Added

{23} Cmp	06	23 ?? ?? ?? ?? ??
		typedef struct { // Ptr // Description
		  UCHAR zAlign;
		  UCHAR Flag;
		  UCHAR Operator;
		  SHORT Value;
		} Cmp;
		This bytecode
			08-08-2023 Newly Added

{24} Save	04	24 ?? ?? ??
		typedef struct { // Ptr // Description
		  UCHAR Opcode;
		  UCHAR Destination;
		  SHORT Source;
		} Save;
		This bytecode
			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
{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
{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