

Instruction Name	Length	Example / Info	History
{00} Nop	01	<b>00++</b> typedef struct { // Ptr // Description UCHAR Opcode; // 0x00 } Nop; This bytecode is used for alignment of 1 byte opcodes and ending Elself blocks.	08-02-2024 Newly Added
{01} Evt_end	02	<b>01 00++</b> typedef struct { // Ptr // Description UCHAR Opcode; // 0x01 UCHAR zAlign; // Always Zero } Evt_end; This bytecode ends the current Main/Sub script.	08-02-2024 Newly Added
{02} Evt_next	01	<b>02++</b> typedef struct { // Ptr // Description UCHAR Opcode; // 0x02 } Evt_next; This bytecode moves to the next event.	08-02-2024 Newly Added
{03} Evt_chain	02	<b>03 ??++</b> typedef struct { // Ptr // Description UCHAR Opcode; // 0x03 UCHAR Data1; // Data } Evt_chain; This bytecode chains the next event.	08-02-2024 Newly Added
{04} Evt_exec	04	<b>04 ?? ?? ??++</b> typedef struct { // Ptr // Description UCHAR Opcode; // 0x04 UCHAR Data1; // Data UCHAR Data2; // Data UCHAR Data3; // Data } Evt_exec; This bytecode executes the event.	08-02-2024 Newly Added

Instruction Name	Length	Example / Info	History
{05} Evt_kill	02	<p><b>05 ??++</b></p> <pre>typedef struct { // Ptr //     Description     UCHAR Opcode; // 0x05     UCHAR Data1; // Data } Evt_kill; This bytecode kills the event.</pre>	08-02-2024 Newly Added
{06} Ifel_ck	04	<p><b>06 00 ?? ??++</b></p> <pre>typedef struct { // Ptr //     Description     UCHAR Opcode; // 0x06     UCHAR zAlign; // 00     USHORT data2; // Data } Ifel_ck; This bytecode checks the condition of an If-Else block.</pre>	08-02-2024 Newly Added
{07} Else_ck	04	<p><b>07 00 ?? ??++</b></p> <pre>typedef struct { // Ptr //     Description     UCHAR Opcode; // 0x07     UCHAR zAlign; // 00     USHORT data2; // Data } Else_ck; This bytecode checks the condition of an Else block.</pre>	08-02-2024 Newly Added
{08} Endif	02	<p><b>08 00++</b></p> <pre>typedef struct { // Ptr //     Description     UCHAR Opcode; // 0x08     UCHAR zAlign; // 00 } Endif; This bytecode ends an If-Else block.</pre>	08-02-2024 Newly Added
{09} Sleep	04	<p><b>09 ?? ?? ??++</b></p> <pre>typedef struct { // Ptr //     Description     UCHAR Opcode; // 0x09     UCHAR Data1; // Data     USHORT data2; // Data } Sleep; This bytecode pauses the event for a specified duration.</pre>	08-02-2024 Newly Added

Instruction Name	Length	Example / Info	History
{0A} Sleeping	03	<p><b>0A ?? ??++</b>                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x0A                      USHORT data2; //                      Data                      } Sleeping;                      This bytecode sets the sleeping state.</p>	08-02-2024 Newly Added
{0B} Wsleep	01	<p><b>0B++</b>                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x0B                      } Wsleep;                      This bytecode sets the wake sleep state.</p>	08-02-2024 Newly Added
{0C} Wsleeping	01	<p><b>0C++</b>                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x0C                      } Wsleeping;                      This bytecode sets the wake sleeping state.</p>	08-02-2024 Newly Added
{0D} For	06	<p><b>0D 00 ?? ?? ?? ??++</b>                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x0D                      UCHAR zAlign; //                      00                      SHORT data2; //                      Data                      USHORT data4; //                      Data                      } For;                      This bytecode starts a For loop.</p>	08-02-2024 Newly Added
{0E} Next	02	<p><b>0E 00++</b>                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x0E                      UCHAR zAlign; //                      00                      } Next;                      This bytecode ends a For loop.</p>	08-02-2024 Newly Added

Instruction Name	Length	Example / Info	History
{0F} While	04	<p><b>0F 00 ?? ??++</b>                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x0F                      UCHAR zAlign; //                      00                      SHORT data1; //                      Data                      } While;                      This bytecode starts a While loop.</p>	08-02-2024 Newly Added
{10} Ewhile	02	<p><b>10 ??++</b>                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x10                      UCHAR data1; //                      Data                      } Ewhile;                      This bytecode ends a While loop.</p>	08-02-2024 Newly Added
{11} Do	04	<p><b>11 00 ?? ??++</b>                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x11                      UCHAR zAlign; //                      00                      SHORT data2; //                      Data                      } Do;                      This bytecode starts a Do loop.</p>	08-02-2024 Newly Added
{12} Edwhile	02	<p><b>12 ??++</b>                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x12                      UCHAR data1; //                      Data                      } Edwhile;                      This bytecode ends a Do-While loop.</p>	08-02-2024 Newly Added
{13} Switch	04	<p><b>13 ?? ?? ??++</b>                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x13                      UCHAR data1; //                      Data                      USHORT data2; //                      Data                      } Switch;                      This bytecode starts a Switch statement.</p>	08-02-2024 Newly Added

Instruction Name	Length	Example / Info	History
{14} Case	06	<p>14 ?? ?? ?? ?? ??++                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x14                      UCHAR data1; //                      Data                      USHORT data2; //                      Data                      } Case;                      This bytecode defines a Case in a Switch statement.</p>	08-02-2024 Newly Added
{15} Default	02	<p>15 00++                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x15                      UCHAR zAlign; //                      00                      } Default;                      This bytecode defines the Default case in a Switch statement.</p>	08-02-2024 Newly Added
{16} Eswitch	02	<p>16 00++                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x16                      UCHAR zAlign; //                      00                      } Eswitch;                      This bytecode ends a Switch statement.</p>	08-02-2024 Newly Added
{17} Goto	06	<p>17 ?? ?? ?? ?? ??++                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x17                      UCHAR data1; //                      Data                      UCHAR data2; //                      Data                      UCHAR zAlign; //                      Alignment byte                      SHORT data4; //                      Data                      } Goto;                      This bytecode performs a Goto operation.</p>	08-02-2024 Newly Added

Instruction Name	Length	Example / Info	History
{18} Gosub	02	<p><b>18 ??++</b>                      typedef struct { // Ptr //                      Description                          UCHAR Opcode; //                      0x18                          UCHAR data1; //                      Data                      } Gosub;                      This bytecode performs a Gosub operation.</p>	08-02-2024 Newly Added
{19} Return	02	<p><b>19 ??++</b>                      typedef struct { // Ptr //                      Description                          UCHAR Opcode; //                      0x19                          UCHAR data[3]; //                      Data                      } Return;                      This bytecode returns from a subroutine.</p>	08-02-2024 Newly Added
{1A} Break	02	<p><b>1A ??++</b>                      typedef struct { // Ptr //                      Description                          UCHAR Opcode; //                      0x1A                          CHAR data1; //                      Data                      } Break;                      This bytecode breaks out of a loop.</p>	08-02-2024 Newly Added
{1B} For2	06	<p><b>1B 00 ?? ?? 00 ??++</b>                      typedef struct { // Ptr //                      Description                          UCHAR Opcode; //                      0x1B                          UCHAR zAlign0; //                      00                          SHORT data2; //                      Data                          UCHAR zAlign1; //                      00                          UCHAR data5; //                      Data                      } For2;                      This bytecode starts a secondary For loop.</p>	08-02-2024 Newly Added
{1C} Break_point	01	<p><b>1C++</b>                      typedef struct { // Ptr //                      Description                          UCHAR Opcode; //                      0x1C                      } Break_point;                      This bytecode sets a breakpoint.</p>	08-02-2024 Newly Added

Instruction Name	Length	Example / Info	History
{1D} Work_copy	04	<pre>1D ?? ?? ??++ typedef struct {          // Ptr // Description     UCHAR Opcode;        // 0x1D     UCHAR Source;        // Source     UCHAR Destination;  // Destination     UCHAR Typecast;     // Typecast } Work_copy; This bytecode copies work data.</pre>	08-02-2024 Newly Added
{1E} Nop1E	01	<pre>1E++ typedef struct {          // Ptr // Description     UCHAR Opcode;        // 0x1E } Nop1E; 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 // Description     UCHAR Opcode;        // 0x1F } Nop1F; 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; 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_flg, etc     UCHAR Id;            // Bit     UCHAR OnOff;        // On/Off } Ck; This bytecode checks a flag.</pre>	08-02-2024 Newly Added

Instruction Name	Length	Example / Info	History
{22} Set	04	<pre>22 ?? ?? ??++ typedef struct { // Ptr // Description     UCHAR Opcode; // 0x22     UCHAR Flag; // System_flg, etc     UCHAR Id; // Bit     UCHAR OnOff; // On/Off } Set; This bytecode sets a flag.</pre>	08-02-2024 Newly Added
{23} Cmp	06	<pre>23 ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description     UCHAR Opcode; // 0x23     UCHAR Flag; // Flag     UCHAR Operator; // Operator     SHORT Value; // Value } Cmp; This bytecode compares values.</pre>	08-02-2024 Newly Added
{24} Save	04	<pre>24 ?? ?? ??++ typedef struct { // Ptr // Description     UCHAR Opcode; // 0x24     UCHAR Destination; // Destination     SHORT Source; // Source } Save; This bytecode saves data.</pre>	08-02-2024 Newly Added
{25} Work_copy_2	03	<pre>25 ?? ??++ typedef struct { // Ptr // Description     UCHAR Opcode; // 0x25     UCHAR Data1; // Data     UCHAR Data2; // Data } Work_copy_2; This bytecode copies work data with two parameters.</pre>	08-02-2024 Newly Added

Instruction Name	Length	Example / Info	History
{26} Calc	06	<p>26 ?? ?? ?? ?? ??++                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x26                      UCHAR Data1; //                      Data                      UCHAR Data2; //                      Data                      SHORT Data3; //                      Data                      } Calc;                      This bytecode performs a calculation.</p>	08-02-2024 Newly Added
{27} Calc2	04	<p>27 ?? ?? ?? ??++                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x27                      UCHAR Data1; //                      Data                      UCHAR Data2; //                      Data                      UCHAR Data3; //                      Data                      } Calc2;                      This bytecode performs a secondary calculation.</p>	08-02-2024 Newly Added
{28} Sce_rnd	01	<p>28++                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x28                      } Sce_rnd;                      This bytecode generates a random scenario.</p>	08-02-2024 Newly Added
{29} Cut_chg	02	<p>29 ??++                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x29                      UCHAR Data1; //                      Data                      } Cut_chg;                      This bytecode changes the cutscene.</p>	08-02-2024 Newly Added
{2A} Cut_old	01	<p>2A++                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x2A                      } Cut_old;                      This bytecode refers to an old cutscene.</p>	08-02-2024 Newly Added



Instruction Name	Length	Example / Info	History
{2F} Speed_set	04	<p>2F ?? ?? ??++                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x2F                      UCHAR Data1; //                      Data                      UCHAR Data2; //                      Data                      UCHAR Data3; //                      Data                      } Speed_set;                      This bytecode sets the speed.</p>	08-02-2024 Newly Added
{30} Add_speed	01	<p>30++                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x30                      } Add_speed;                      This bytecode adds speed.</p>	08-02-2024 Newly Added
{31} Add_aspeed	01	<p>31++                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x31                      } Add_aspeed;                      This bytecode adds angular speed.</p>	08-02-2024 Newly Added
{32} Pos_set	08	<p>32 ?? ?? ?? ?? ?? ?? ??++                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x32                      UCHAR Data1; //                      Data                      UCHAR Data2; //                      Data                      UCHAR Data3; //                      Data                      UCHAR Data4; //                      Data                      UCHAR Data5; //                      Data                      UCHAR Data6; //                      Data                      } Pos_set;                      This bytecode sets the position.</p>	08-02-2024 Newly Added

Instruction Name	Length	Example / Info	History
{33} Dir_set	08	<pre>33 ?? ?? ?? ?? ?? ?? ??++ typedef struct {          // Ptr // Description     UCHAR Opcode;        // 0x33     UCHAR Data1;         // Data     UCHAR Data2;         // Data     UCHAR Data3;         // Data     UCHAR Data4;         // Data     UCHAR Data5;         // Data     UCHAR Data6;         // Data } Dir_set; This bytecode sets the direction.</pre>	08-02-2024 Newly Added
{34} Member_set	04	<pre>34 ?? ?? ?? ??++ typedef struct {          // Ptr // Description     UCHAR Opcode;        // 0x34     UCHAR Data1;         // Data     UCHAR Data2;         // Data     UCHAR Data3;         // Data } Member_set; This bytecode sets a member.</pre>	08-02-2024 Newly Added
{35} Member_set2	03	<pre>35 ?? ?? ??++ typedef struct {          // Ptr // Description     UCHAR Opcode;        // 0x35     UCHAR Data1;         // Data     UCHAR Data2;         // Data } Member_set2; This bytecode sets a secondary member.</pre>	08-02-2024 Newly Added
{36} Se_on	12	<pre>36 ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ??++ typedef struct {          // Ptr // Description     UCHAR Opcode;        // 0x36     UCHAR Data1[11];     // Data } Se_on; This bytecode turns on the SE (Sound Effect).</pre>	08-02-2024 Newly Added

Instruction Name	Length	Example / Info	History
{37} Sca_id_set	04	<pre> 37 ?? ?? ??++ typedef struct {          // Ptr //     Description     UCHAR Opcode;        // 0x37     UCHAR Data1;         // Data     UCHAR Data2;         // Data     UCHAR Data3;         // Data } Sca_id_set; This bytecode sets the Sca ID.                     </pre>	08-02-2024 Newly Added
{38} Flr_set	03	<pre> 38 ?? ?? ??++ typedef struct {          // Ptr //     Description     UCHAR Opcode;        // 0x38     UCHAR Data1;         // Data     UCHAR Data2;         // Data } Flr_set; This bytecode sets the floor.                     </pre>	08-02-2024 Newly Added
{39} Dir_ck	08	<pre> 39 ?? ?? ?? ?? ?? ?? ??++ typedef struct {          // Ptr //     Description     UCHAR Opcode;        // 0x39     UCHAR Data1;         // Data     UCHAR Data2;         // Data     UCHAR Data3;         // Data     UCHAR Data4;         // Data     UCHAR Data5;         // Data     UCHAR Data6;         // Data } Dir_ck; This bytecode checks the direction.                     </pre>	08-02-2024 Newly Added
{3A} Sce_espr_on	16	<pre> 3A ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ??++ typedef struct {          // Ptr //     Description     UCHAR Opcode;        // 0x3A     UCHAR Data1[15];     // Data } Sce_espr_on; This bytecode turns on the SCE ESPR.                     </pre>	08-02-2024 Newly Added

Instruction Name	Length	Example / Info	History
{3B} Door_aot_set	32	<pre> 3B ??++ typedef struct {          // Ptr // Description     UCHAR Opcode;          // 0x3B     UCHAR Data1[31];       // Data } Door_aot_set; This bytecode sets a door AOT entry.                     </pre>	08-02-2024 Newly Added
{3C} Cut_auto	02	<pre> 3C ???+ typedef struct {          // Ptr // Description     UCHAR Opcode;          // 0x3C     UCHAR Data1;           // Data } Cut_auto; This bytecode performs an automatic cut.                     </pre>	08-02-2024 Newly Added
{3D} Member_copy	03	<pre> 3D ?? ???+ typedef struct {          // Ptr // Description     UCHAR Opcode;          // 0x3D     UCHAR Data1;           // Data     UCHAR Data2;           // Data } Member_copy; This bytecode copies a member.                     </pre>	08-02-2024 Newly Added
{3E} Member_cmp	06	<pre> 3E ?? ?? ?? ?? ?? ??++ typedef struct {          // Ptr // Description     UCHAR Opcode;          // 0x3E     UCHAR Data1;           // Data     UCHAR Data2;           // Data     USHORT Data3;         // Data } Member_cmp; This bytecode compares a member.                     </pre>	08-02-2024 Newly Added

Instruction Name	Length	Example / Info	History
{3F} Plc_motion	04	<pre> 3F ?? ?? ??++ typedef struct { // Ptr // Description     UCHAR Opcode; // 0x3F     UCHAR Data1; // Data     UCHAR Data2; // Data     UCHAR Data3; // Data } Plc_motion; This bytecode sets the motion for PLC.                     </pre>	08-02-2024 Newly Added
{40} Plc_dest	08	<pre> 40 ?? ?? ?? ?? ?? ?? ??++ typedef struct { // Ptr // Description     UCHAR Opcode; // 0x40     UCHAR Data1; // Data     UCHAR Data2; // Data     UCHAR Data3; // Data     UCHAR Data4; // Data     UCHAR Data5; // Data     UCHAR Data6; // Data } Plc_dest; This bytecode sets the destination for PLC.                     </pre>	08-02-2024 Newly Added

Instruction Name	Length	Example / Info	History
{41} Plc_neck	10	<pre> 41 ?? ?? ?? ?? ?? ?? ?? ?? ?? ??++ typedef struct {          // Ptr // Description     UCHAR Opcode;          // 0x41     UCHAR Data1;          // Data     UCHAR Data2;          // Data     UCHAR Data3;          // Data     UCHAR Data4;          // Data     UCHAR Data5;          // Data     UCHAR Data6;          // Data     UCHAR Data7;          // Data     UCHAR Data8;          // Data     UCHAR Data9;          // Data } Plc_neck; This bytecode sets the neck for PLC.                     </pre>	08-02-2024 Newly Added
{42} Plc_ret	01	<pre> 42++ typedef struct {          // Ptr // Description     UCHAR Opcode;          // 0x42 } Plc_ret; This bytecode returns from a PLC operation.                     </pre>	08-02-2024 Newly Added
{43} Plc_flg	04	<pre> 43 ?? ?? ?? ??++ typedef struct {          // Ptr // Description     UCHAR Opcode;          // 0x43     UCHAR Data1;          // Data     UCHAR Data2;          // Data     UCHAR Data3;          // Data } Plc_flg; This bytecode sets a flag for PLC.                     </pre>	08-02-2024 Newly Added

Instruction Name	Length	Example / Info	History
{44} Sce_em_set	22	<p>44 ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ??</p> <p>?? ?? ?? ?? ??++</p> <pre>typedef struct { // Ptr // Description     UCHAR Opcode; // 0x44     UCHAR Data1[21]; // Data } Sce_em_set; This bytecode sets the scenario for EM.</pre>	08-02-2024 Newly Added
{45} Col_chg_set	05	<p>45 ?? ?? ?? ?? ??++</p> <pre>typedef struct { // Ptr // Description     UCHAR Opcode; // 0x45     UCHAR Data1; // Data     UCHAR Data2; // Data     UCHAR Data3; // Data     UCHAR Data4; // Data } Col_chg_set; This bytecode sets the color change.</pre>	08-02-2024 Newly Added
{46} Aot_reset	10	<p>46 ?? ?? ?? ?? ?? ?? ?? ?? ?? ??++</p> <pre>typedef struct { // Ptr // Description     UCHAR Opcode; // 0x46     UCHAR Data1; // Data     UCHAR Data2; // Data     UCHAR Data3; // Data     UCHAR Data4; // Data     UCHAR Data5; // Data     UCHAR Data6; // Data     UCHAR Data7; // Data     UCHAR Data8; // Data     UCHAR Data9; // Data } Aot_reset; This bytecode resets the AOT.</pre>	08-02-2024 Newly Added

Instruction Name	Length	Example / Info	History
{47} Aot_on	02	<p>47 ??++                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x47                      UCHAR Data1; //                      Data                      } Aot_on;                      This bytecode turns on the AOT.</p>	08-02-2024 Newly Added
{48} Super_set	16	<p>48 ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ??++                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x48                      UCHAR Data1[15]; //                      Data                      } Super_set;                      This bytecode sets a super parameter.</p>	08-02-2024 Newly Added
{49} Super_reset	08	<p>49 ?? ?? ?? ?? ?? ?? ??++                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x49                      UCHAR Data1[7]; //                      Data                      } Super_reset;                      This bytecode resets a super parameter.</p>	08-02-2024 Newly Added
{4A} Plc_gun	02	<p>4A ??++                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x4A                      UCHAR Data1; //                      Data                      } Plc_gun;                      This bytecode sets the PLC gun.</p>	08-02-2024 Newly Added
{4B} Cut_replace	03	<p>4B ?? ??++                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x4B                      UCHAR Data1; //                      Data                      UCHAR Data2; //                      Data                      } Cut_replace;                      This bytecode replaces a cutscene.</p>	08-02-2024 Newly Added

Instruction Name	Length	Example / Info	History
{4C} Sce_espr_kill	05	<p>4C ?? ?? ?? ??++                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x4C                      UCHAR Data1; //                      Data                      UCHAR Data2; //                      Data                      UCHAR Data3; //                      Data                      UCHAR Data4; //                      Data                      } Sce_espr_kill;                      This bytecode kills the SCE ESPR.</p>	08-02-2024 Newly Added
{4D} Door_model_set	22	<p>4D ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ??                      ?? ?? ?? ?? ??++                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x4D                      UCHAR Data1[21]; //                      Data                      } Door_model_set;                      This bytecode sets the door model.</p>	08-02-2024 Newly Added
{4E} Item_aot_set	22	<p>4E ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ??                      ?? ?? ?? ?? ??++                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x4E                      UCHAR Data1[21]; //                      Data                      } Item_aot_set;                      This bytecode sets an item AOT.</p>	08-02-2024 Newly Added
{4F} Sce_key_ck	04	<p>4F ?? ?? ?? ??++                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x4F                      UCHAR Data1; //                      Data                      UCHAR Data2; //                      Data                      UCHAR Data3; //                      Data                      } Sce_key_ck;                      This bytecode checks the SCE key.</p>	08-02-2024 Newly Added

Instruction Name	Length	Example / Info	History
{50} Sce_trg_ck	04	<pre>50 ?? ?? ??++ typedef struct { // Ptr // Description     UCHAR Opcode; // 0x50     UCHAR Data1; // Data     UCHAR Data2; // Data     UCHAR Data3; // Data } Sce_trg_ck; This bytecode checks the SCE trigger.</pre>	08-02-2024 Newly Added
{51} Sce_bgm_control	06	<pre>51 ?? ?? ?? ??++ typedef struct { // Ptr // Description     UCHAR Opcode; // 0x51     UCHAR Data1; // Data     UCHAR Data2; // Data     UCHAR Data3; // Data     USHORT Data4; // Data } Sce_bgm_control; This bytecode controls the SCE BGM.</pre>	08-02-2024 Newly Added
{52} Sce_espr_control	06	<pre>52 ?? ?? ?? ??++ typedef struct { // Ptr // Description     UCHAR Opcode; // 0x52     UCHAR Data1; // Data     UCHAR Data2; // Data     UCHAR Data3; // Data     USHORT Data4; // Data } Sce_espr_control; This bytecode controls the SCE ESPR.</pre>	08-02-2024 Newly Added

Instruction Name	Length	Example / Info	History
{53} Sce_fade_set	06	<pre>53 ?? ?? ?? ?? ?? ++ typedef struct {          // Ptr // Description     UCHAR Opcode;          // 0x53     UCHAR Data1;          // Data     UCHAR Data2;          // Data     UCHAR Data3;          // Data     USHORT Data4;         // Data } Sce_fade_set; This bytecode sets the SCE fade.</pre>	08-02-2024 Newly Added
{54} Sce_espr3d_on	22	<pre>54 ?? ++ typedef struct {          // Ptr // Description     UCHAR Opcode;          // 0x54     UCHAR Data1[21];       // Data } Sce_espr3d_on; This bytecode turns on the SCE ESPR 3D.</pre>	08-02-2024 Newly Added
{55} Member_calc	06	<pre>55 ?? ?? ?? ?? ?? ++ typedef struct {          // Ptr // Description     UCHAR Opcode;          // 0x55     UCHAR Data1;          // Data     UCHAR Data2;          // Data     UCHAR Data3;          // Data     USHORT Data4;         // Data } Member_calc; This bytecode performs a member calculation.</pre>	08-02-2024 Newly Added
{56} Member_calc2	04	<pre>56 ?? ?? ?? ++ typedef struct {          // Ptr // Description     UCHAR Opcode;          // 0x56     UCHAR Data1;          // Data     UCHAR Data2;          // Data     UCHAR Data3;          // Data } Member_calc2; This bytecode performs a secondary member calculation.</pre>	08-02-2024 Newly Added

Instruction Name	Length	Example / Info	History
{57} Sce_bgmtbl_set	08	<pre>57 ?? ?? ?? ?? ?? ?? ??++ typedef struct {          // Ptr // Description     UCHAR Opcode;          // 0x57     UCHAR Data1;          // Data     UCHAR Data2;          // Data     UCHAR Data3;          // Data     UCHAR Data4;          // Data     UCHAR Data5;          // Data     UCHAR Data6;          // Data } Sce_bgmtbl_set; This bytecode sets the SCE BGM table.</pre>	08-02-2024 Newly Added
{58} Plc_rot	04	<pre>58 ?? ?? ?? ??++ typedef struct {          // Ptr // Description     UCHAR Opcode;          // 0x58     UCHAR Data1;          // Data     UCHAR Data2;          // Data     UCHAR Data3;          // Data } Plc_rot; This bytecode rotates the PLC.</pre>	08-02-2024 Newly Added
{59} Xa_on	04	<pre>59 ?? ?? ?? ??++ typedef struct {          // Ptr // Description     UCHAR Opcode;          // 0x59     UCHAR Data1;          // Data     UCHAR Data2;          // Data     UCHAR Data3;          // Data } Xa_on; This bytecode turns on the XA sound.</pre>	08-02-2024 Newly Added
{5A} Weapon_chg	02	<pre>5A ??++ typedef struct {          // Ptr // Description     UCHAR Opcode;          // 0x5A     UCHAR Data1;          // Data } Weapon_chg; This bytecode changes the weapon.</pre>	08-02-2024 Newly Added

Instruction Name	Length	Example / Info	History
{5B} Plc_cnt	02	<p><b>5B ??++</b>                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x5B                      UCHAR Data1; //                      Data                      } Plc_cnt;                      This bytecode counts the PLC.</p>	08-02-2024 Newly Added
{5C} Sce_shake_on	03	<p><b>5C ?? ?++</b>                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x5C                      UCHAR Data1; //                      Data                      UCHAR Data2; //                      Data                      } Sce_shake_on;                      This bytecode turns on the SCE shake effect.</p>	08-02-2024 Newly Added
{5D} Mizu_div_set	02	<p><b>5D ??++</b>                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x5D                      UCHAR Data1; //                      Data                      } Mizu_div_set;                      This bytecode sets the Mizu division.</p>	08-02-2024 Newly Added
{5E} Keep_Item_ck	02	<p><b>5E ??++</b>                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x5E                      UCHAR Data1; //                      Data                      } Keep_Item_ck;                      This bytecode checks the kept item.</p>	08-02-2024 Newly Added
{5F} Xa_vol	02	<p><b>5F ??++</b>                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x5F                      UCHAR Data1; //                      Data                      } Xa_vol;                      This bytecode sets the XA volume.</p>	08-02-2024 Newly Added

Instruction Name	Length	Example / Info	History
{60} Kage_set	14	<pre>60 ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ??++ typedef struct {          // Ptr // Description     UCHAR Opcode;          // 0x60     UCHAR Data1[13];      // Data } Kage_set; This bytecode sets the Kage parameter.</pre>	08-02-2024 Newly Added
{61} Cut_be_set	04	<pre>61 ?? ?? ?? ??++ typedef struct {          // Ptr // Description     UCHAR Opcode;          // 0x61     UCHAR Data1;          // Data     UCHAR Data2;          // Data     UCHAR Data3;          // Data } Cut_be_set; This bytecode sets the cutscene BE parameter.</pre>	08-02-2024 Newly Added
{62} Sce_Item_lost	02	<pre>62 ??++ typedef struct {          // Ptr // Description     UCHAR Opcode;          // 0x62     UCHAR Data1;          // Data } Sce_Item_lost; This bytecode sets the SCE item lost parameter.</pre>	08-02-2024 Newly Added
{63} Plc_gun_eff	01	<pre>63++ typedef struct {          // Ptr // Description     UCHAR Opcode;          // 0x63 } Plc_gun_eff; This bytecode sets the PLC gun effect.</pre>	08-02-2024 Newly Added
{64} Sce_espr_on2	16	<pre>64 ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ??++ typedef struct {          // Ptr // Description     UCHAR Opcode;          // 0x64     UCHAR Data1[15];      // Data } Sce_espr_on2; This bytecode turns on the SCE ESPR 2.</pre>	08-02-2024 Newly Added

Instruction Name	Length	Example / Info	History
{65} Sce_espr_kill2	02	<p>65 ??++                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x65                      UCHAR Data1; //                      Data                      } Sce_espr_kill2;                      This bytecode kills the SCE ESPR 2.</p>	08-02-2024 Newly Added
{66} Plc_stop	01	<p>66++                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x66                      } Plc_stop;                      This bytecode stops the PLC.</p>	08-02-2024 Newly Added
{67} Aot_set_4p	28	<p>67 ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ??                      ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ??                      ?? ??++                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x67                      UCHAR Data1[27]; //                      Data                      } Aot_set_4p;                      This bytecode sets an AOT (Active Object Table) entry with 4 parameters.</p>	08-02-2024 Newly Added
{68} Door_aot_set_4p	40	<p>68 ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ??                      ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ??                      ?? ??++                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x68                      UCHAR Data1[39]; //                      Data                      } Door_aot_set_4p;                      This bytecode sets a door AOT entry with 4 parameters.</p>	08-02-2024 Newly Added
{69} Item_aot_set_4p	30	<p>69 ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ??                      ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ??                      ?? ??++                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x69                      UCHAR Data1[29]; //                      Data                      } Item_aot_set_4p;                      This bytecode sets an item AOT entry with 4 parameters.</p>	08-02-2024 Newly Added

Instruction Name	Length	Example / Info	History
{6A} Light_pos_set	06	<pre> 6A ?? ?? ?? ?? ??++ typedef struct {          // Ptr //     Description         UCHAR Opcode;          // 0x6A         UCHAR Data1;          // Data         UCHAR Data2;          // Data         UCHAR Data3;          // Data         UCHAR Data4;          // Data         UCHAR Data5;          // Data     } Light_pos_set; This bytecode sets the light position.                     </pre>	08-02-2024 Newly Added
{6B} Light_kido_set	04	<pre> 6B ?? ?? ?? ??++ typedef struct {          // Ptr //     Description         UCHAR Opcode;          // 0x6B         UCHAR Data1;          // Data         UCHAR Data2;          // Data         UCHAR Data3;          // Data     } Light_kido_set; This bytecode sets the light intensity (Kido).                     </pre>	08-02-2024 Newly Added
{6C} Rbj_reset	01	<pre> 6C++ typedef struct {          // Ptr //     Description         UCHAR Opcode;          // 0x6C     } Rbj_reset; This bytecode resets the RBJ.                     </pre>	08-02-2024 Newly Added
{6D} Sce_scr_move	04	<pre> 6D ?? ?? ?? ??++ typedef struct {          // Ptr //     Description         UCHAR Opcode;          // 0x6D         UCHAR Data1;          // Data         UCHAR Data2;          // Data         UCHAR Data3;          // Data     } Sce_scr_move; This bytecode moves the SCE screen.                     </pre>	08-02-2024 Newly Added





Instruction Name	Length	Example / Info	History
{77} Sce_line_start	04	<pre>77 ?? ?? ??++ typedef struct {          // Ptr //     Description         UCHAR Opcode;          // 0x77         UCHAR Data1;          // Data         UCHAR Data2;          // Data         UCHAR Data3;          // Data     } Sce_line_start; This bytecode starts the SCE line.</pre>	08-02-2024 Newly Added
{78} Sce_line_main	06	<pre>78 ?? ?? ?? ?? ??++ typedef struct {          // Ptr //     Description         UCHAR Opcode;          // 0x78         UCHAR Data1;          // Data         UCHAR Data2;          // Data         UCHAR Data3;          // Data         UCHAR Data4;          // Data         UCHAR Data5;          // Data     } Sce_line_main; This bytecode defines the main SCE line.</pre>	08-02-2024 Newly Added
{79} Sce_line_end	01	<pre>79++ typedef struct {          // Ptr //     Description         UCHAR Opcode;          // 0x79     } Sce_line_end; This bytecode ends the SCE line.</pre>	08-02-2024 Newly Added
{7A} Sce_parts_bomb	16	<pre>7A ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ??++ typedef struct {          // Ptr //     Description         UCHAR Opcode;          // 0x7A         UCHAR Data1[15];      // Data     } Sce_parts_bomb; This bytecode sets the SCE parts bomb.</pre>	08-02-2024 Newly Added

Instruction Name	Length	Example / Info	History
{7B} Sce_parts_down	16	<pre>7B ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ?? ??++ typedef struct {          // Ptr // Description     UCHAR Opcode;          // 0x7B     UCHAR Data1[15];      // Data } Sce_parts_down; This bytecode sets the SCE parts down.</pre>	08-02-2024 Newly Added
{7C} Light_color_set	06	<pre>7C ?? ?? ?? ?? ?? ??++ typedef struct {          // Ptr // Description     UCHAR Opcode;          // 0x7C     UCHAR Data1;          // Data     UCHAR Data2;          // Data     UCHAR Data3;          // Data     UCHAR Data4;          // Data     UCHAR Data5;          // Data } Light_color_set; This bytecode sets the light color.</pre>	08-02-2024 Newly Added
{7D} Light_pos_set2	06	<pre>7D ?? ?? ?? ?? ?? ??++ typedef struct {          // Ptr // Description     UCHAR Opcode;          // 0x7D     UCHAR Data1;          // Data     UCHAR Data2;          // Data     UCHAR Data3;          // Data     UCHAR Data4;          // Data     UCHAR Data5;          // Data } Light_pos_set2; This bytecode sets the secondary light position.</pre>	08-02-2024 Newly Added

Instruction Name	Length	Example / Info	History
{7E} Light_kido_set2	06	<pre> 7E ?? ?? ?? ?? ??++ typedef struct {          // Ptr // Description     UCHAR Opcode;          // 0x7E     UCHAR Data1;          // Data     UCHAR Data2;          // Data     UCHAR Data3;          // Data     UCHAR Data4;          // Data     UCHAR Data5;          // Data } Light_kido_set2; This bytecode sets the secondary light intensity (Kido).                     </pre>	08-02-2024 Newly Added
{7F} Light_color_set2	06	<pre> 7F ?? ?? ?? ?? ??++ typedef struct {          // Ptr // Description     UCHAR Opcode;          // 0x7F     UCHAR Data1;          // Data     UCHAR Data2;          // Data     UCHAR Data3;          // Data     UCHAR Data4;          // Data     UCHAR Data5;          // Data } Light_color_set2; This bytecode sets the secondary light color.                     </pre>	08-02-2024 Newly Added
{80} Se_vol	02	<pre> 80 ??++ typedef struct {          // Ptr // Description     UCHAR Opcode;          // 0x80     UCHAR Data1;          // Data } Se_vol; This bytecode sets the SE volume.                     </pre>	08-02-2024 Newly Added

Instruction Name	Length	Example / Info	History
{81} Sce_Item_cmp	03	<p><b>81 ?? ??++</b>                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x81                      UCHAR Data1; //                      Data                      UCHAR Data2; //                      Data                      } Sce_Item_cmp;                      This bytecode compares an SCE item.</p>	08-02-2024 Newly Added
{82} Sce_espr_task	03	<p><b>82 ?? ??++</b>                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x82                      UCHAR Data1; //                      Data                      UCHAR Data2; //                      Data                      } Sce_espr_task;                      This bytecode sets an SCE ESPR task.</p>	08-02-2024 Newly Added
{83} Plc_heal	01	<p><b>83++</b>                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x83                      } Plc_heal;                      This bytecode heals the PLC.</p>	08-02-2024 Newly Added
{84} St_map_hint	02	<p><b>84 ??++</b>                      typedef struct { // Ptr //                      Description                      UCHAR Opcode; //                      0x84                      UCHAR Data1; //                      Data                      } St_map_hint;                      This bytecode sets the ST map hint.</p>	08-02-2024 Newly Added

Instruction Name	Length	Example / Info	History
{85} Sce_em_pos_ck	06	<pre>85 ?? ?? ?? ?? ??++ typedef struct {          // Ptr // Description     UCHAR Opcode;        // 0x85     UCHAR Data1;         // Data     UCHAR Data2;         // Data     UCHAR Data3;         // Data     UCHAR Data4;         // Data     UCHAR Data5;         // Data } Sce_em_pos_ck; This bytecode checks the SCE EM position.</pre>	08-02-2024 Newly Added
{86} Poison_ck	01	<pre>86++ typedef struct {          // Ptr // Description     UCHAR Opcode;        // 0x86 } Poison_ck; This bytecode checks for poison.</pre>	08-02-2024 Newly Added
{87} Poison_clr	01	<pre>87++ typedef struct {          // Ptr // Description     UCHAR Opcode;        // 0x87 } Poison_clr; This bytecode clears poison.</pre>	08-02-2024 Newly Added
{88} Sce_Item_lost2	03	<pre>88 ?? ??++ typedef struct {          // Ptr // Description     UCHAR Opcode;        // 0x88     UCHAR Data1;         // Data     UCHAR Data2;         // Data } Sce_Item_lost2; This bytecode sets the SCE item lost parameter (version 2).</pre>	08-02-2024 Newly Added
{89} Evt_next2	01	<pre>89++ typedef struct {          // Ptr // Description     UCHAR Opcode;        // 0x89 } Evt_next2; This bytecode moves to the next event (version 2).</pre>	08-02-2024 Newly Added

Instruction Name	Length	Example / Info	History
{8A} Vib_set0	06	<pre> 8A ?? ?? ?? ?? ?? ??++ typedef struct {          // Ptr // Description     UCHAR Opcode;          // 0x8A     UCHAR Data1;          // Data     UCHAR Data2;          // Data     UCHAR Data3;          // Data     UCHAR Data4;          // Data     UCHAR Data5;          // Data } Vib_set0; This bytecode sets vibration parameters (set 0).                     </pre>	08-02-2024 Newly Added
{8B} Vib_set1	06	<pre> 8B ?? ?? ?? ?? ?? ??++ typedef struct {          // Ptr // Description     UCHAR Opcode;          // 0x8B     UCHAR Data1;          // Data     UCHAR Data2;          // Data     UCHAR Data3;          // Data     UCHAR Data4;          // Data     UCHAR Data5;          // Data } Vib_set1; This bytecode sets vibration parameters (set 1).                     </pre>	08-02-2024 Newly Added

Instruction Name	Length	Example / Info	History
{8C} Vib_fade_set	08	<pre> 8C ?? ?? ?? ?? ?? ?? ?? ??++ typedef struct {          // Ptr // Description     UCHAR Opcode;          // 0x8C     UCHAR Data1;          // Data     UCHAR Data2;          // Data     UCHAR Data3;          // Data     UCHAR Data4;          // Data     UCHAR Data5;          // Data     UCHAR Data6;          // Data     UCHAR Data7;          // Data } Vib_fade_set; This bytecode sets the vibration fade parameters.</pre>	08-02-2024 Newly Added
{8D} Item_aot_set2	24	<pre> 8D ??++ typedef struct {          // Ptr // Description     UCHAR Opcode;          // 0x8D     UCHAR Data1[23];      // Data } Item_aot_set2; This bytecode sets an item AOT entry (version 2).</pre>	08-02-2024 Newly Added
{8E} Sce_em_set2	24	<pre> 8E ??++ typedef struct {          // Ptr // Description     UCHAR Opcode;          // 0x8E     UCHAR Data1[23];      // Data } Sce_em_set2; This bytecode sets the scenario for EM (version 2).</pre>	08-02-2024 Newly Added

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

Permanent link: [https://www.classicmodification.com/doku.php?id=re2\\_opcodes&rev=1722656399](https://www.classicmodification.com/doku.php?id=re2_opcodes&rev=1722656399)

Last update: **2024/08/02 20:39**

