

FF6LE

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	Category	game data	level palette
	Game	FF3us 1.0	FF3us 1.1
	Operating System		
	Version	20090114	
	Release Date	2009/01/14	
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Description

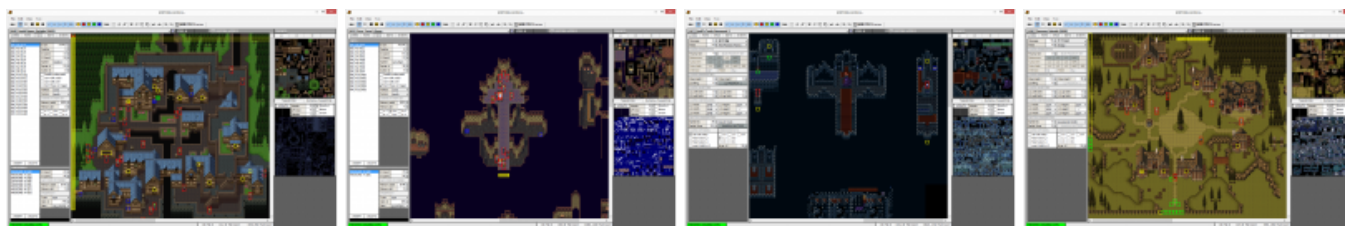
This editor allow editing of everything that touch maps except tilesets. You can modify and add / remove exits, NPCs, event triggers, chests and modify tilemaps. You can also edit maps properties and palettes. It is a mandatory editor for anyone wanting to make a complete hack.

There have been other versions built on this one, namely [FF6LE Rogue](#) and [FF6LE Rogue CE](#). There is also a version that can work with the FF6j ROM (see below).

Links

- [Source](#)
- [FF6j Version](#)
- [FF6j Version \(Source\)](#)

Screenshots



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