

Utility Page Description

This page explain the **Utility Page Template**.

Demo Page

The utility demo page is available [here](#).

Demo Page Explanation

A) **~~NOTOC~~** at top of page is required for no table of content.

B) **===== utility name here =====** is replaced by the utility name. As an example **===== FF3usME =====**.

C) **<WRAP group><WRAP column 90%>** gives the width of the info table. Likely something like 40% or 50% is enough for a table that doesn't have all tags so adjust % after filling the table. The image is normally 256px wide so in case of a smaller image increase the percentage.

D) The following table has images available. Use the one that fit the most the utility.





{{pagetemplates:title:ff6j.png}}

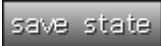


{{pagetemplates:title:ff6a.png}}

E) **author name here** is replaced with utility author's name.

F) The following table has the utility categories available. If you use more than one, put a space between each.

Description	Code	Image
Assembly utility	{{pagetemplates:type:asm.png?nolink}}	
Compression / Decompression	{{pagetemplates:type:compression.png?nolink}}	
Debugging / Debuggers	{{pagetemplates:type:debugging.png?nolink}}	
Game Data	{{pagetemplates:type:data.png?nolink}}	
Graphics	{{pagetemplates:type:graphic.png?nolink}}	
Hex Editors	{{pagetemplates:type:hex.png?nolink}}	
Level / Map	{{pagetemplates:type:level.png?nolink}}	
Music	{{pagetemplates:type:music.png?nolink}}	
Palette	{{pagetemplates:type:palette.png?nolink}}	

Patching	{{pagetemplates:type:patching.png?nolink}}	
Save File	{{pagetemplates:type:savefile.png?nolink}}	
Save State	{{pagetemplates:type:savestate.png?nolink}}	
Sound / SFX	{{pagetemplates:type:sound.png?nolink}}	
Sprite	{{pagetemplates:type:sprite.png?nolink}}	

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