

Utility Page Description

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

Namespace Creation

Each utility must have its own namespace. As an example **ff3:ff3us:util:ff3usme** is one. Put there the files that can be downloaded. If you add screenshots, you can put them in **ff3:ff3us:util:ff3usme:screenshots** for Gallery purpose. Other sub-namespaces are fine too if it keep thing ordered.

For FF6 Advance, create your utility namespace in **ff6a:utils** and for General ROM hacking in **rh:util**.

Creating a Page from a Template

Open the template page you need and in the **page id** textbox enter the wanted utility name which will become part of the namespace (such as ff3usme in ff3:ff3us:util:ff3usme). Click on the red link in yellow box after to edit your new page.

The FF3us / FF6j utility template page is available [here](#). The FF6 Advance utility template page is available [here](#). The ROM Hacking utility template page is available [here](#).

Demo Page Explanation

Header

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

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

3) **<WRAP group><WRAP column>** is left intact.

Info Table

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

FF3us



{{pagetemplates:title:ff3us.png}}

FF6j



{{pagetemplates:title:ff6j.png}}

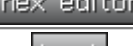
FF6 Advance



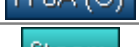
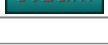
{{pagetemplates:title:ff6a.png}}

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

3) 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}}	

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

Description	Code	Image
FF3us 1.0	{{pagetemplates:game:ff3us10.png?nolink}}	
FF3us 1.1	{{pagetemplates:game:ff3us11.png?nolink}}	
FF6j	{{pagetemplates:game:ff6j.png?nolink}}	
FF6A (E)	{{pagetemplates:game:ff6ae.png?nolink}}	
FF6A (J)	{{pagetemplates:game:ff6aj.png?nolink}}	
FF6A (U)	{{pagetemplates:game:ff6au.png?nolink}}	
Steam	{{pagetemplates:game:steam.png?nolink}}	

5) The following table has the Operating Systems available. If you use more than one, put a space between each.

Description	Code	Image
Windows	{{pagetemplates:os:windows.png?nolink}}	
OS X	{{pagetemplates:os:apple.png?nolink}}	
Linux	{{pagetemplates:os:linux.png?nolink}}	

6) **latest version number here** is replaced with most recent version number and the one matching the download link. In case you don't know, put **unknown**.

7) **YYYY/MM/DD** is replaced with release date of most recent version and the one matching the download link. In case of doubt, you can put just the year or **unknown**.

8) Thew download link is replaced with most recent version link.
{{ff3:ff3us:util:ff3usme:ff3usme6.8.0.zip|FF3usME 6.8.0}} is an example.

Description

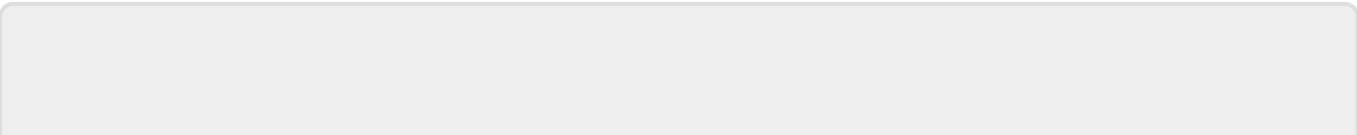
Put anything you want here, as long as it is relevant.

Links

Links like author's website, old versions, file(s) required, tutorials, etc.

Gallery

if you use the gallery plugin, a syntax example would be **gallery>ff3:ff3us:util:ff3usme?260x200&lightbox**. Alternatively the **ff3:ff3us:util:ff3usme:gallery** or **ff3:ff3us:util:ff3usme:screenshots** namespaces could be an option. See the [Gallery documentation](#) for more info. Alternatively you can also display individual images if you want.



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