FF3SE



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Category	graphic palette
Game	FF3us 1.0
Operating System	
Version	2.13
Release Date	2021/06/06
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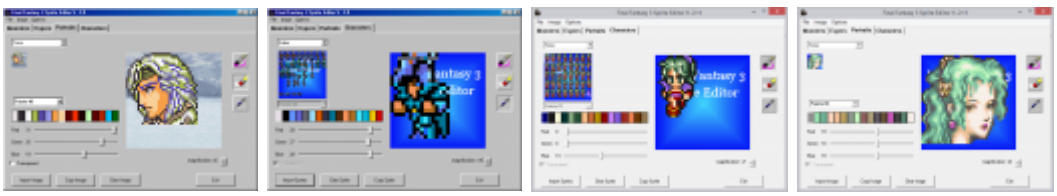
Description

This utility can edit monsters GFX, sprites and portraits. Version 2.13 additions are the ability to edit the 165 character/NPC sprites, export import in bin format and the ability to edit the death and riding sprite for actor sprites.

Links

- FF3SE 2.12
- FF3SE 2.11
- FF3SE 2.0
- Source Code (2.13)
- Source Code (2.12)
- Source Code (2.11)
- Author's website

Screenshots



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Last update: **2021/06/22 08:56**