FF3SE-M



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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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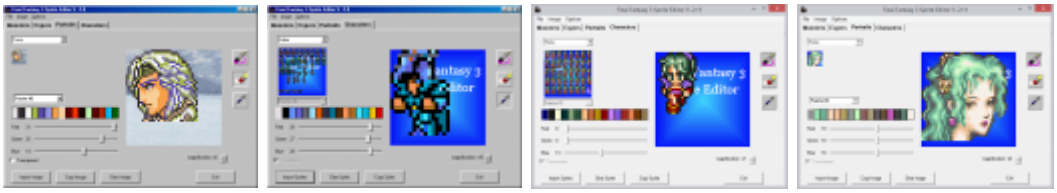
Description

This version of FF3SE is made to be used with relocated monster GFX and templates. There is a patch that will do the ASM changes and move the VANILLA GFX but you can make the data moves yourself as well if your hack is already started and monsters have been modified (see the forum thread). This version of FF3SE allow more space for extra GFX and moulds (templates). There is a limitation of the game that will prevent you from using the whole 0x10000 new bytes of new free space, that's because Monster GFX Data pointers would need to be expanded by one bit (and moving the 8bpp flag on a 6th byte) or make the game multiply the pointers by 16 instead of 8 to allow them to cover more space.

Links

- FF3SE-M 2.12
- FF3SE-M 2.11
- Source Code (2.13)
- Source Code (2.12)
- Forum Thread

Screenshots



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