

## Overview

This is a list of utilities that can be used to edit various aspects of the game. For general utilities such as hex editors, please visit the [utility page](#) of the ROM hacking section. For FF6 utilities (SNES ROM), check the FF3us and FF6j [utility page](#).

## Data Editing

These utilities can edit the data of the game, excluding graphical and maps specific utilities which are listed in their own categories.

| Name             | Short Description                                                          | Creator  | Download link            |
|------------------|----------------------------------------------------------------------------|----------|--------------------------|
| FF6AE 3.1.1      | Multi-Editor for FF6A. A new WPF version coded from scratch is on the way. | Madsior  | <a href="#">Download</a> |
| FF6MDE 1.72      | Can edit chest data and animation strings in FF3us and FF6 Advance.        | Drakkhen | <a href="#">Download</a> |
| FF6A SRAM Editor | Neat SRAM Editor. If you can make it work, write a guide.                  | Kaleid   | <a href="#">Download</a> |
| FFVExplore 0.4b  | The only editor / unpacker for the Steam version.                          | Nyxo     | <a href="#">Download</a> |

## Graphic Editing

| Name                   | Short Description                                       | Creator      | Download link            |
|------------------------|---------------------------------------------------------|--------------|--------------------------|
| NLZ-GBA Advance 5.0    | A program to edit regular and LZ77 compressed graphics. | NintendoLord | <a href="#">Download</a> |
| Advance Palette Editor | A program to edit regular and LZ77 compressed palettes. | HackMew      | <a href="#">Download</a> |

## Assembly

| Name       | Short Description                                                          | Creator      | Download link            |
|------------|----------------------------------------------------------------------------|--------------|--------------------------|
| no\$gba    | The most complete GBA debugger <sup>1)</sup>                               | Martin Korth | <a href="#">Download</a> |
| VBA-SDL-H  | VBA version that support hacking features such as breakpoints and tracing. | Labmaster    | <a href="#">Download</a> |
| VBA Tracer | Tracing emulator based off of VisualBoy Advance 1.7.1.                     | g8z and al   | <a href="#">Download</a> |

<sup>1)</sup>

If you like the debugger, consider a donation since the guy does this for a living.

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Last update: **2019/02/12 10:17**

