

FF6A / GBA Utilities

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	Download
FF6MDE 1.72	Can edit chest data and animation strings in FF3us and FF6 Advance.	Drakkhen	Download
FF6A SRAM Editor	Neat SRAM Editor. If you can make it work, write a guide.	Kaleid	Download
FFVExplore 0.5c	Not for GBA The only editor / unpacker for the Steam version.	Nyxo	Download
FF6 Save Importer 0.6	Linux shell scripts to migrate save files; includes checksum updaters.	jvh147	Download

Graphic Editing

Name	Short Description	Creator	Download link
NLZ-GBA Advance 5.0	A program to edit regular and LZ77 compressed graphics.	NintendoLord	Download
Advance Palette Editor	A program to edit regular and LZ77 compressed palettes.	HackMew	Download

Sound Editing

Name	Short Description	Creator	Download link
Sappy 2006 Mod 17.1	Can import / export songs and SFX. Read install.txt carefully	Nagona	Download

Assembly

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

¹⁾

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

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