

Battle Backgrounds

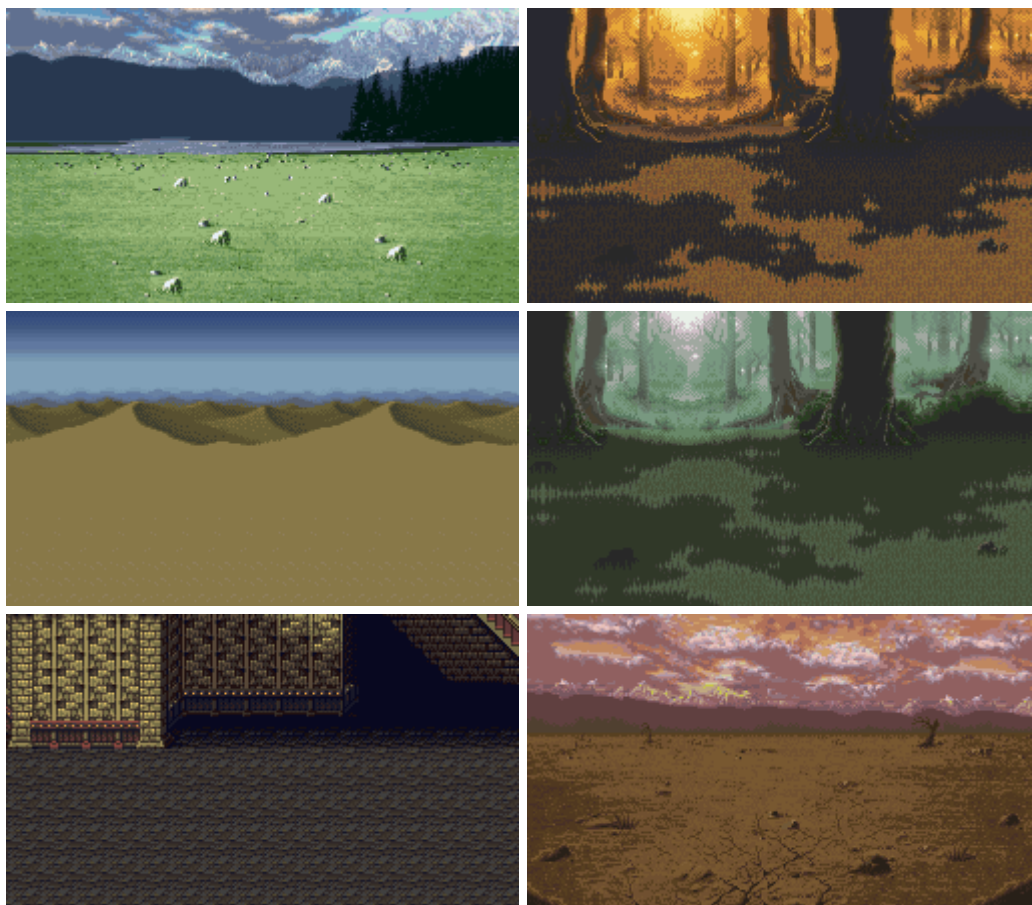
This page contain all the battle backgrounds ripped in 256×147 pixels. All rips from the internet are 240×141. Removing the game window black border allow almost a full rip, except for a row of 1 pixel. Images are 8bpp indexed 256 PNG files and the palette order follow the ROM palette order. Palette entries from #00 to #47 are the background colors and #48 to #255 are simply using black (0, 0, 0) as a filler.

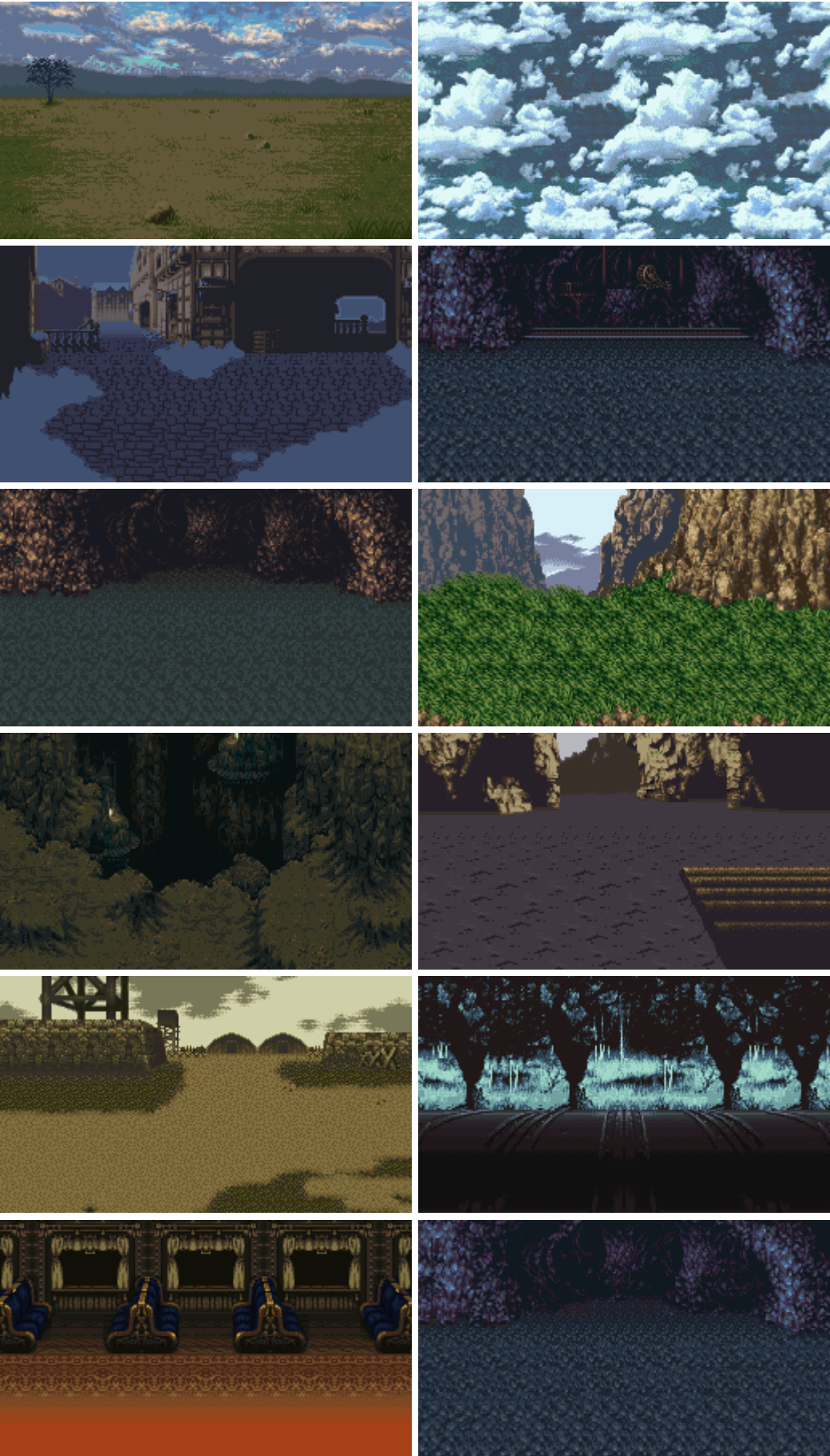
BBG Palette Helper

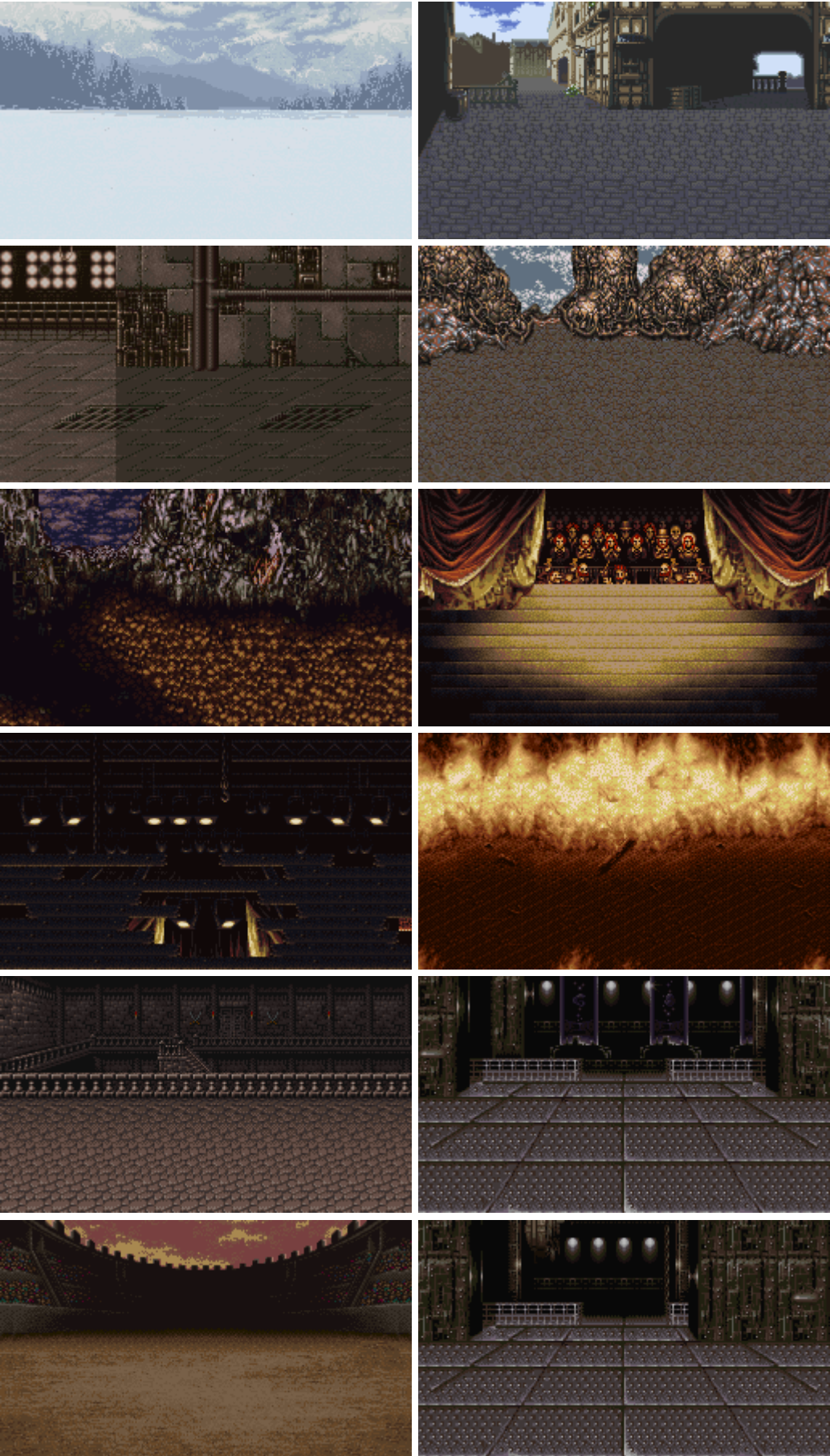
In one sentence, what this archive contain ease the battle background (BBG) palette editing by allowing correct background images to be edited in Gimp, then their palettes imported in the ROM. The archive contain all default palette, BBG rips and final BBG rips with correct palette order (which are those displayed here). The archive also contain a palette exporter, image converter and palette importer. See the readme included for all details. A [forum thread](#) for this project has also been made, if you want to comment or have questions you can post there.

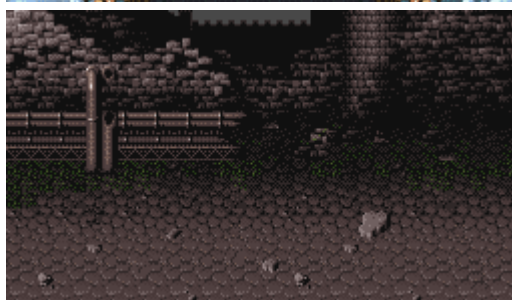
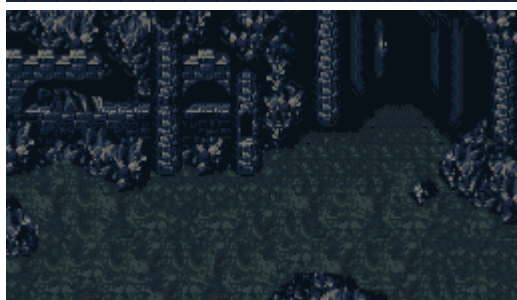
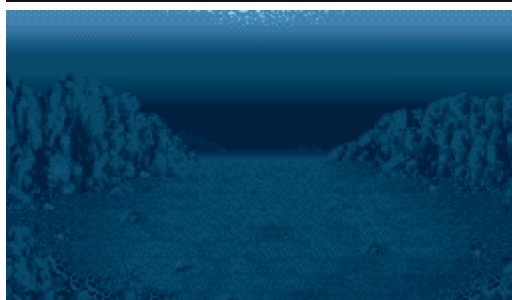
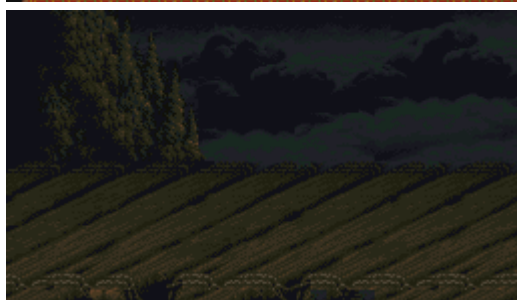
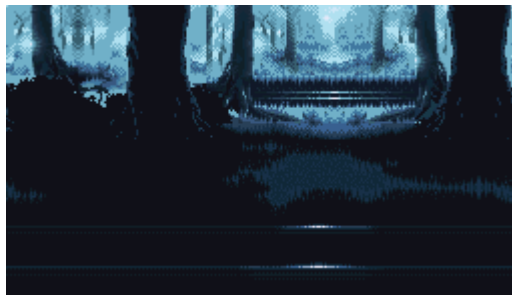
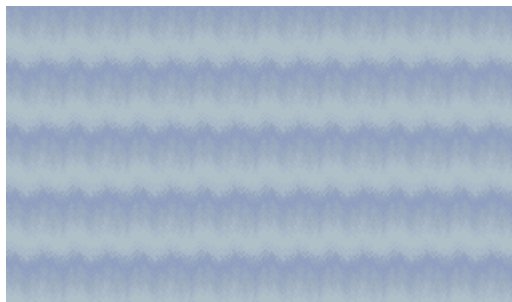
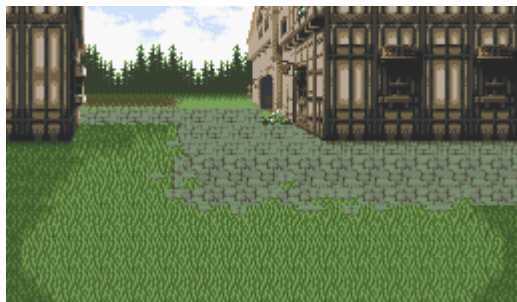
[Download BBG Palette Helper v1.01](#)

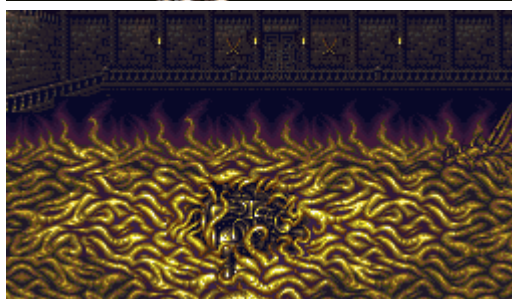
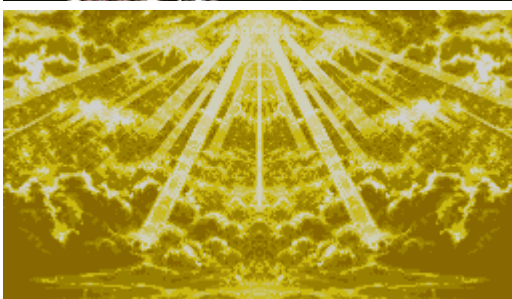
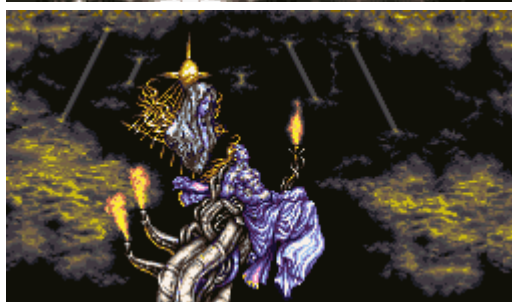
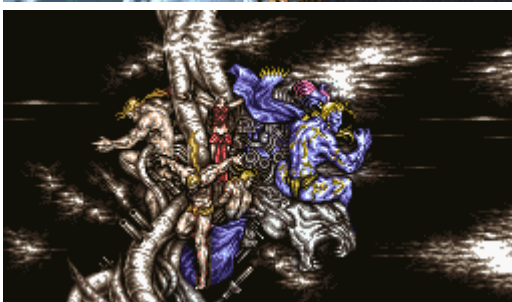
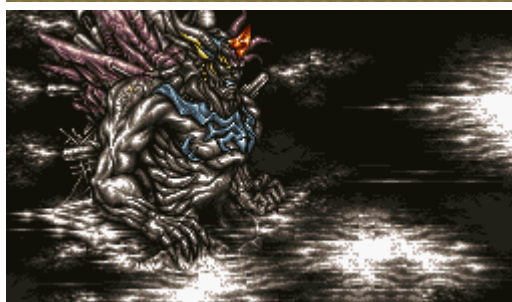
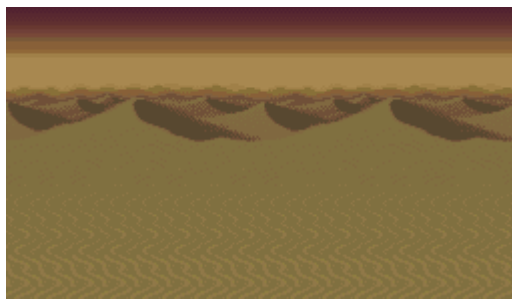
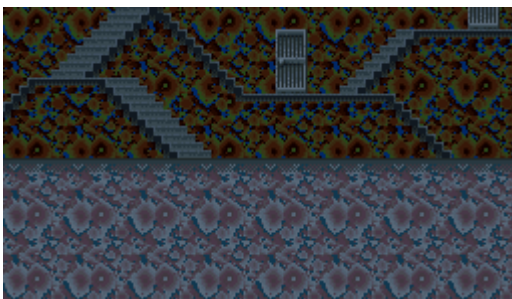
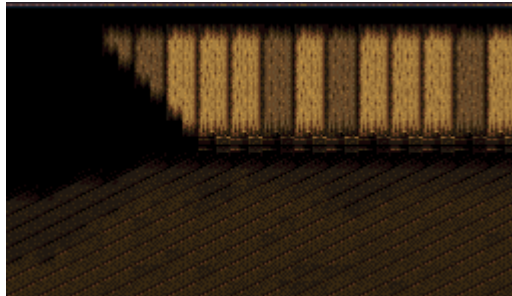
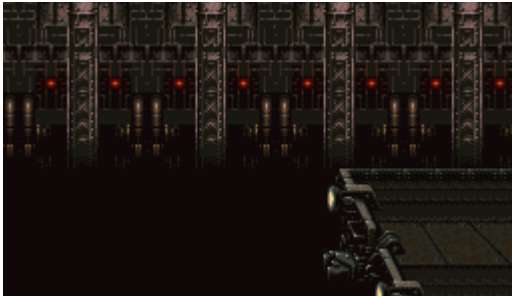
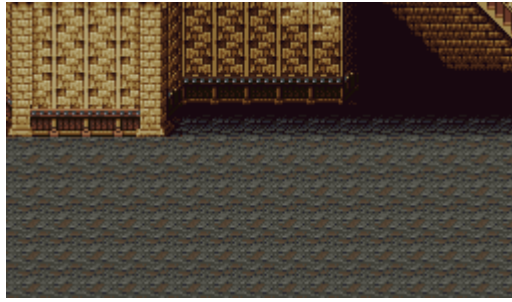
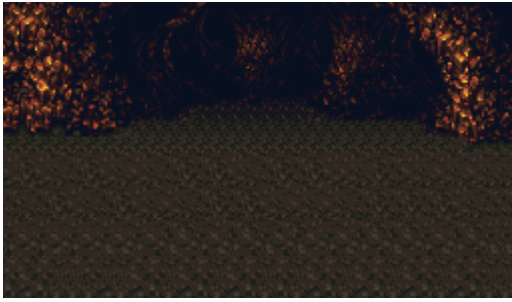
Normal Backgrounds



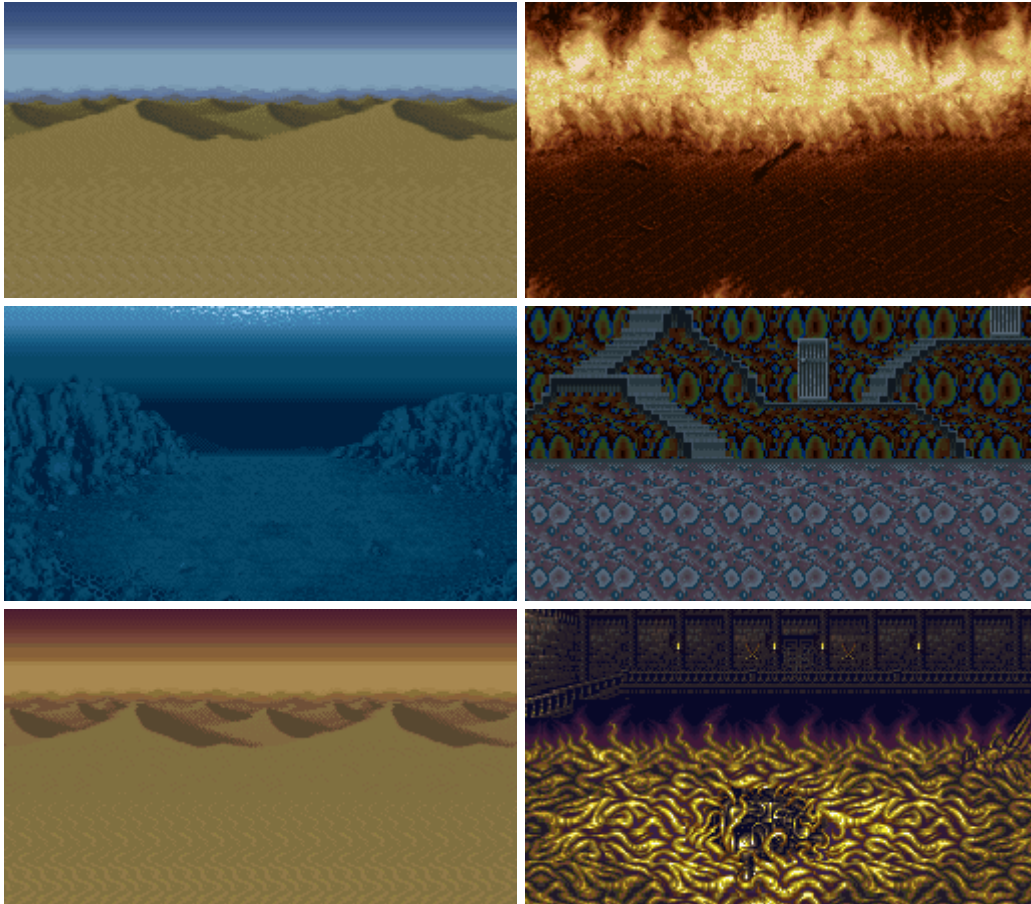








Heat Effect Backgrounds



From:

<https://www.ff6hacking.com/wiki/> - **ff6hacking.com** wiki

Permanent link:

<https://www.ff6hacking.com/wiki/doku.php?id=sprite:bgs>

Last update: **2019/02/12 11:21**

