

List of Unused ROM Space

This is a list of free ROM space for FF3us 1.0. Note that if you plan on expanding some data you might need specific free space after the data you want to expand, and some editors like FF6LE do this for certain data, this is why we included what is before the free space. All offsets are for unheadered ROM. Note that we did not include free space lower than 6 bytes, because you cannot do anything with that size of free space.

Start	End	Before	Size Hex	Size Decimal
\$C0D613	\$C0DF9F	Bank \$C0 Code	\$098D	2445
\$C0EC20	\$C0EE9F	Sprite Overlay Graphics	\$0280	0640
\$C0FCAB	\$C0FCFF	Sprite Overlay Data	\$0055	0085
\$C0FF18	\$C0FFAF	IRQ JMP	\$0098	0152
\$C1FFE5	\$C1FFFF	Bank \$C1 Code	\$001B	0027
\$C26469	\$C267FF	Bank \$C2 Code	\$0397	0919
\$C2A65A	\$C2A7FF	Bank \$C2 Code	\$01A6	0422
\$C2FAA4	\$C2FC6C	Bank \$C2 Code	\$01C9	0457
\$C3F091	\$C3FFFF	Bank \$C3 Code	\$0F6F	3951
\$C46A6B	\$C46ABF	NPC Data	\$0054	0084
\$C4A4C0	\$C4B9FF	VWF Graphics	\$1540	5440
\$C4BFB9	\$C4C007	Ending Font	\$004E	0078
\$C4F1C2	\$C4F476	Ending Cinematic Graphics	\$02B4	0692
\$C4FF72	\$C4FFFF	Ending Cinematic Graphics	\$008E	0142
\$C9FCEC	\$C9FDFF	Song Data	\$0114	0276
\$CCFE1A	\$CCFFFF	Pointers to Dialog	\$01E6	0486
\$CEEFBB	\$CEF0FF	Dialog	\$0145	0325
\$CEF463	\$CEF5FF	Map Names	\$019D	0413
\$CEFEE0	\$CEFFFF	Rare Item Descriptions	\$0120	0288
\$CF3BAE	\$CF3C3F	Esper Attack Descriptions	\$0092	0146
\$CF3C9B	\$CF3CFF	SwdTech Names	\$0065	0101
\$CF83C0	\$CF83FF	Battle Data	\$0040	0064
\$CFCF50	\$CFD0CF	Monster Names	\$0180	0384
\$CFFB29	\$CFFBFF	Ending Cinematic Data	\$00D7	0215
\$CFFCE0	\$CFFCFF	Blitz Descriptions	\$0020	0032
\$CFFDA0	\$CFFDFF	SwdTech Descriptions	\$0060	0096
\$CFFF47	\$CFFF9D	Esper Bonus Names	\$0057	0087
\$CFFFBF	\$CFFFFF	Pointers to SwdTech Descriptions	\$0042	0066
\$D095E6	\$D097FF	Attack Animation Data	\$0220	0544
\$D0CF4A	\$D0CFFF	Battle Event Scripts	\$00B6	0182
\$D0FC7A	\$D0FCFF	Long Battle Dialog	\$0086	0134
\$D1E989	\$D1EAD7	Battle Animation Frame Data	\$014F	0335
\$D1F751	\$D1F79F	Battle Messages	\$004F	0079
\$D1F9D0	\$D1F9FF	Dance Battle Background Index	\$0030	0048
\$D26F6F	\$D26FFF	Item Symbol Names	\$0090	0144
\$D2B224	\$D2B2FF	Large Monster Graphic Maps	\$00DC	0220
\$D2EB44	\$D2EBFF	Battle Status Graphics	\$00BC	0188

\$D4C998	\$D4C9FF	Battle Animation Graphics	\$0068	0104
\$D4CF5B	\$D4CFFF	Additional Menu Program Code	\$00A5	0165
\$D4F646	\$D4FFFF	Pointers to Battle Animation Frame Data	\$09C0	2496
\$D86F29	\$D86FFF	Esper Data	\$00D6	0214
\$D8CE51	\$D8CE9F	Spell Descriptions	\$004F	0079
\$D8DCD2	\$D8DCFF	Airship on Fire Tile Formation	\$002E	0046
\$D8E7B1	\$D8E7FF	Serpent Trench Palettes	\$004E	0078
\$D8EE47	\$D8EFFF	Menu Sprite Data	\$01B9	0441
\$D99A51	\$D99D4A	Ending Cinematic Graphics	\$02FA	0762
\$D9A569	\$D9A7FF	Ending Cinematic Graphics	\$0297	0663
\$D9CC4B	\$D9CD0F	Map Tile Properties	\$00C5	0197
\$DFB3D4	\$DFB3FF	Map Tile Formations	\$002C	0044
\$DFBAE4	\$DFBAFF	Pointers to Map Tile Formations	\$001C	0028
\$DFD978	\$DFD9FF	Short Entrance Triggers	\$0088	0136
\$E6CD3D	\$E6CD5F	BG3 Graphics	\$0022	0034
\$E6F198	\$E6F1FF	BG3 Animation Graphics	\$0068	0104
\$E6F440	\$E6F48F	Palette Animation Color Palettes	\$0050	0080
\$E962C1	\$E962FF	Battle BG Graphics	\$003F	0063
\$ECE200	\$ECE3BF	Esper Graphics	\$01C0	0448
\$ED63E0	\$ED63FF	Character Palettes	\$0020	0032
\$ED7787	\$ED779F	Item Descriptions	\$0019	0025
\$ED8BCA	\$ED8E5A	Treasure Data	\$0291	0657
\$ED8E9B	\$ED8EFF	Battle Background Dance Indexes	\$0065	0101
\$EDFCAA	\$EDFDFF	Long Entrance Triggers	\$0156	0342
\$EEAF01	\$EEB1FF	Bank \$EE Code	\$02FF	0767
\$EFFBC8	\$EFFFEF	Palettes for Ending Airship Scene	\$0328	0808

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