

Auction Chocobo Fix

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Patch data

Name	Auction Chocobo Fix 1.1
Author	madsur
Link	Download

Rom data

ROM Name	Final Fantasy III (USA) 1.0
ROM SHA-1	4F37E4274AC3B2EA1BEDB08AA149D8FC5BB676E7
Header	No
ROM Name	Final Fantasy III (USA) 1.1
ROM SHA-1	057ADA1C641E3E0B3CA34E6E4F4EB1B05A87143A
Header	No
ROM Name	Final Fantasy VI Advance (J)
ROM SHA-1	1850FEDDE7305C4BAF42E0594AAABE17C549D7E2
ROM Name	Final Fantasy VI Advance (U)
ROM SHA-1	E9A2A58BC56ACE26CB56D0CF5CDAD1A10AA5DEDF
ROM Name	Final Fantasy VI Advance (E)
ROM SHA-1	C5B27ED0870EA64E6A001C5BC367F76571ACE973

Description

The chocobo in the WOB auction house has two portions of his sprite cut off by the two lady NPC standing behind him. This is because those NPC sprites have priority over the chocobo one. To fix this, the property "can walk over" for the NPCs have been checked and bit 8:3 of their NPC data has been unchecked.

Offsets

\$C43FE8 - \$C43FE9	NPC A Data (SNES, SFC)
\$C43FF1 - \$C43FF2	NPC B Data (SNES, SFC)
\$71F924 - \$71F925	NPC A Data (GBA [JU])
\$71F92D - \$71F92E	NPC B Data (GBA [JU])
\$71F9D8 - \$71F9D9	NPC A Data (GBA [E])
\$71F9E1 - \$71F9E2	NPC B Data (GBA [E])

Links

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Screenshots



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