

Mastered Esper Icon

Patch data

Name	Mastered Esper Icon 1.3
Author	madsjur
Link	Download

Rom Data

ROM Name	Final Fantasy III (USA) 1.0
ROM SHA-1	4F37E4274AC3B2EA1BEDB08AA149D8FC5BB676E7
Header	No

Files

mastered-nh.ips: IPS patch for vanilla ROM (user's color icon)
mastered-yellow-nh.ips: IPS patch for vanilla ROM (yellow icon)
asm/: folder containing the bass assembly files of the 4 hacks
asm/star.bin: 8x8 2BPP star icon used for the hack

Description

This hack adds a star icon to each mastered Esper in the Esper menu. An Esper is mastered when all its spells are learned. There's a version of the hack that draws a yellow star instead of the user's color (white by default). This yellow option was made possible with bits of BNW and BC randomizer code (thanks to Myria and Ryo_Hazukiyo). You can specify a different icon and disable star icon insertion in any of the assembly files.

The default hack uses 130 bytes of free space while the yellow option uses 190 bytes of free space at `\$\$EEAF01`. This free space offsets can be changed in the bass asm file by changing the offset of the `seek(\$EEAF01)` macro call. The hacks use no free space in bank \$C3.

To assemble the hack use bass v14 by typing a command such as `bass -o rom.smc mastered.asm`.

Screenshots



Links

[Personal website page](#)

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