Status Check Event Command

Patch data

Name	Status Check Event Command 1.1
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Link	[Download](#)

Rom Data

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

Description

This hack was my first ever 65816 assembly hack, made in 2012. The previously unused event command $83 can now branch to another event address if party leader has either the blind, zombie, poison, magitek, vanish, petrified, wounded or float status.

The format of the command is "83 RR XX YY ZZ". "XX YY ZZ" is the $MM/YYXX event address, where "MM" is equal to "ZZ + 0xCA". Bank value being relative to bank $CA is a standard in FF6 event commands. The RR byte of the command can have the following values:

```
Blind      $01
Zombie     $02
Poison     $04
Magitek    $08
Vanish     $10
Imp        $20
Petrify    $40
Wounded    $80
Float      $C0
```

A usage example would be "83 C0 14 49 01", in others words, *"if party leader has float, branch to CB/4914, otherwise continue"*. Note that this new event command can only check one status at a time.

The default hack uses 120 bytes of free space at $EEAF01. This free space offsets can be changed in the bass asm file by changing the offset of the "FREE_SPACE_EX" constant. The hacks use four bytes of free space in bank $C0.

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

Links

[FF6Hacking forum thread](#)

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