Patches Allocation

This page is made to document patch conflicts and space used by FF3us patches applied on a headerless 1.0 ROM.

Mandatory fields:

- Offset (begin and end)
- Free Space (whether the modified by range is in free space or not)
- Author
- Patch Type (there can be more than one)

Patch Type:

- B = Bugfix
- I = Improvement / Tweak / Customization
- G = Graphic
- T = Text
- O = Other