

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:

- Offsets (beginning and ending)
- Free Space (whether the modified by range is in free space or not)
- Patch Type (there can be more than one)
- Patch Name (link optional)

Patch Type:

- B = Bugfix
- I = Improvement / Tweak / Customization
- G = Graphic
- T = Text
- A = Assembly
- E = Event
- O = Other

Bank \$C0

Beginning	Ending	Free Space	Name	Type	Description
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Bank \$C1

Beginning	Ending	Free Space	Name	Type	Description
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Bank \$C2

Beginning	Ending	Free Space	Name	Type	Description
C22DDC	C22DE0	Y	Ignore Freeze for Monsters	I, A	JSR to New Function + Freeze into position
C245C1	C245CA	N	Muddle/Smoke Bomb Fix	B, A	Muddle - Clear
C2A65A	C2A660	Y	Ignore Freeze for Monsters	I, A	New Function

Bank \$C3

Beginning	Ending	Free Space	Name	Type	Description
C32A40	C32A42	N	Frozen Terra Fix	B, A	JSR to new code
C3FFA9	C3FFBA	Y	Frozen Terra Fix	B, A	Object Data reset loop (\$0867-\$1068)

ASM (Other)

Beginning	Ending	Free Space	Name	Type	Description
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Events

Beginning	Ending	Free Space	Name	Type	Description
CBD2D8	CBD2D8	N	Wrong Way Idiot!	B, E	
CC0922	CC0922	N	Wrong Way Idiot!	B, E	

Other

Beginning	Ending	Free Space	Name	Type	Description
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