Insert Manually a Song Available on the Forum

In this tutorial we'll be importing in FF3us a song that is already in FF6 music format. There is no need for musical knowledge to be able to complete the following steps. The only things that will help is being familiar with the hexadecimal system as well as some basic ROM hacking knowledge like what is an offset, the difference between an absolute and hirom offset and how to use an hex editor.

1. Getting the file and tool

We'll be using the FFIV song "The Prologue" from our Song Database. The other thing you will need is a hex editor. There are many you can choose from but I'd suggest one that has a copy selection, paste-write and paste-insert functionalities. One good all purpose hex editor is HxD and this is what has been used to take the screenshots below.

2. Files we will be importing

Extract the files from **FF4_prologue.7z** and you will see the following files:

prologue.spc is the song in SNES format. Those can be played with a SPC player or with winamp and a plug-in. For more info on SPC file and how to play them, use Google or check the great extracted music tutorial at FantasyAnime.com. **prologue_DATA.bin** and **prologue_INST.bin** are two binary files, the first has the music data in FF6 format and the other the instruments used in the song. The DATA and INST files do not contain instrument samples, those are in the game.

All songs in our song database have the three same files. Some songs, mostly done by tsushiy and having a samll "p" next to their title need the instrument patch, available in the same thread. This patch install new BRR samples in the game, giving access to a wider range of instruments to use in songs. Some songs instrument file use those added instruments.This is not the case of our prologue song.

3. Choosing the right spot

The first thing that you have to ask yourself is *"do I want to replace an existing song or expand the number of existing songs?"* If you only want to replace a existing song you can skip to section 4. To expand the number of songs there are few thing to do. First you have to move the $C53E96-$C53F94 song pointers block because there is no room to add an extra one. To find a spot in non-expanded ROM, you can look here. The offsets in this list take in account the ROM header though while my whole tutorial assume you have a headerless ROM, so substract 0x200 from the offset you choose. You can also expand your ROM and put the pointers in the $FX banks.

I decided for the example to take the $EEAF01 spot, which has 767 free bytes, which is more than enough. As shown in the image below, I select with the mouse the pointer block, I do **Ctrl+c**, **Ctrl+g** to enter my destination (you can scroll a long time for the same result) and then **Right-Click→Paste writ**e:

Result in-game

sd-result.mp4

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Last update: **2019/02/12 09:42**