

FF3SE-M

	Author	Terii Senshi, madsieur , substraction_soup
	Category	graphic palette
	Game	FF3us 1.0
	Operating System	
	Version	2.12
	Release Date	2018/05/01
	Download	FF3SE-M 2.13

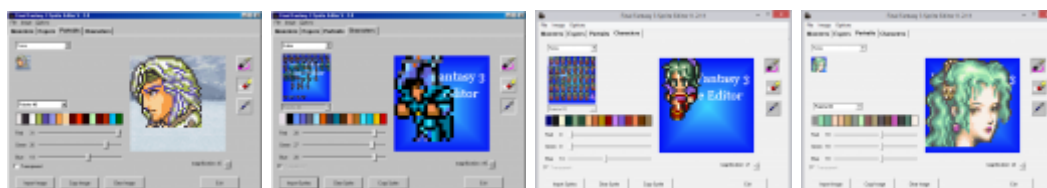
Description

This version of [FF3SE](#) is made to be used with relocated monster GFX and templates. There is a patch for this but you can make the data moves yourself as well if your hack is already started and monsters have been modified. This version of [FF3SE](#) allow more space for extra GFX and moulds (templates).

Links

- [Source Code](#) (2.13)
- [Source Code](#) (2.12)
- [Forum Thread](#)

Screenshots



From:
<https://www.ff6hacking.com/wiki/> - **ff6hacking.com** wiki

Permanent link:
<https://www.ff6hacking.com/wiki/doku.php?id=ff3:ff3us:util:ff3semod&rev=1624347880>

Last update: **2021/06/22 07:44**

