

FF6LE Rogue CE readme.txt

FF6LE Rogue CE 0.8

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1.0 EXPANSIONS

See ROM_map.txt for details

This version of FF6LE Rogue allow many expansion: Tilemaps, Tilemaps max space, max Locations (maps), NPC max space, Exits max space, Event Triggers max space, Chests max space, Chests SRAM bits and Message Names. This version of FF6LE does not add any of the mentioned data (except blank tilemaps and location data to have working new maps), it only allow to have more of the said data in your project.

The default L1 tilemap ID (\$15F) on maps \$19F to \$1FF is shadow's dream (256x256 black map with layer 1 only).

Tilemaps \$15F to \$1FF are all the same, they take \$1A bytes of space each. To make the map bigger, you select your new tilemaps ID(s) (L1, L2 and L3 if necessary). Then you resize the layers (from 256x256 to 1024x1024 as an example) and set the other map properties. Then you can either import tilemaps (which should cover the correct layers sizes) or hand draw.

2.0 CHANGES

2.1 SETTING WINDOW

To access expansion, you must load a ROM first. You can select a setting file path. When you click "Expand Maps", the setting file is created. Map expansion give access to Chests expansion. Both expansion have an ASM validation that will

prompt a warning message if a ASM change does not have the expected value at its offset.

If you were using Zone Doctor+ or FF6LE+ before, you must check the checkbox before expansion. This will ensure all your data will be carried on from your project.

If you want to use a "vanilla" ROM with this editor, blank out the setting file path and click "Apply". If you want to allow expansion on a new ROM, change the filepath name or choose another directory for your XML file and click "Apply".

Once your ROM is expanded, you can increase the number of banks for tilemap space if at some point you are at the limit of the size originally input.

2.2 SETTING FILE

The settings are stored in a XML file. This file is read at editor loading to see if the project has expansions done. It is therefore important to have a valid setting file path in the setting window. I would suggest to not change settings in this files other than location names. Doing otherwise if you are not sure of what each setting does could limit or crash the editor depending on the ROM loaded.

2.3 LOCATIONS NAMES

You can change the names of the maps in the editor. This is mainly to name new maps. This feature doesn't change anything in the ROM, it was made to make map edit easier and to know which map is what. Location names are saved in the setting file. This feature is disabled if your ROM doesn't have the map expansion done. The [\$XXX] string starting the name is trimmed in setting file and in the editor textbox. It is applied automatically.

2.4 MESSAGE NAMES

In-Game map names can also be edited. Expansion allow 255 entries and max space is also expanded. Max length for a name is 37 characters. Allowed characters are A-Z a-z 0-9 ! ? : \ ' - . , ; # + () % ~

2.5 OTHERS

Maximum Event offsets for Event Triggers and Entrance Events are now \$35FFFE (\$FFFFFFE) instead of \$2FFFF (\$CCFFFF). This allow to put directly events outside the \$CA0000-\$CCFFFF range. This

feature was not possible for NPC event offsets
since the NPC data only allow 18 bits for the event (and not 3 full bytes).

3.0 BUG Fixes

Those bugfixes are original FF6LE bugfixes

3.1 EXIT ID BUG

When setting a location for an exit, value higher than 100 does not have the first digit cutoff anymore.

3.2 L2 & L3 TILEMAP IMPORT

The map is now correctly updated when importing a Layer 2 or Layer 3 tilemap.

3.3 COMPRESSION OVERFLOW

Some vanilla tilemaps gives an error when recompressing. This only occur if your force all tilemaps compression by changing the code.
I suspect those tilemaps generally not edited does not fit the compression algorithm of FF6LE. Some arrays overflow checks were put in the compression function. However I have never seen an edited tilemap giving that saving error.

3.4 CHECKSUM

Checksum and reverse checksum is now correctly calculated and written in the ROM.

Editor will also show a "(OK)" value for checksum when reloading the ROM.

4.0 Links

Source code: <https://github.com/madsiur/FF6LE-CE>

Previous versions: <https://github.com/madsiur/FF6LE-CE/releases>

Wiki Entry:

<http://www.ff6hacking.com/wiki/doku.php?id=ff3:ff3us:util:ff6lece>

Forum Thread: <http://www.ff6hacking.com/forums/showthread.php?tid=3327>

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