

FF6MMGEN

	Authors	madsur , Yousei
	Category	graphic palette
	Game	FF3us 1.0 FF3us 1.1
	Operating System	
	Version	1.1
	Release Date	2017/03/11
	Download	FF6MMGEN 1.1

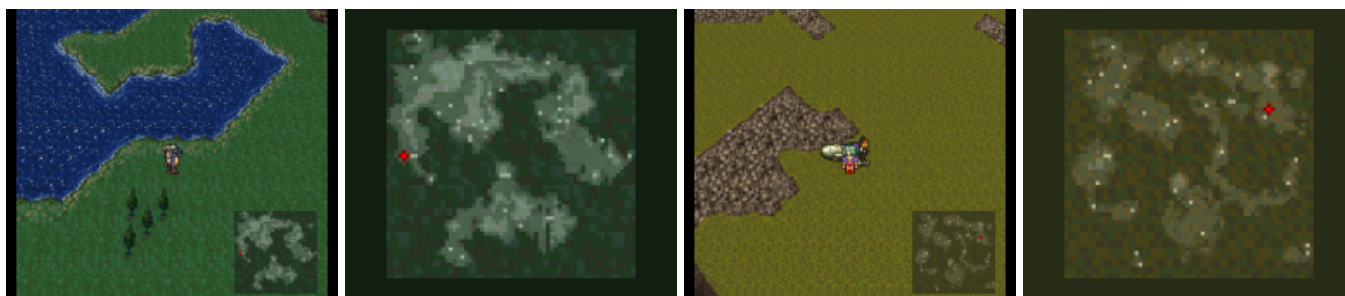
Description

This patch and small utility does one thing: generating the WOB and WOR mini-maps like FF3Edit does. However, FF3EDit does not take into account a color switch for the Sealed Gate that has different colors in order to mask it with the water color after the continent lifted up. The source code is included in the archive.

Links

- [Forum Thread](#)
- [GitHub Repository](#)
- [wiki entry](#)

Screenshots



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

Permanent link:
<https://www.ff6hacking.com/wiki/doku.php?id=ff3:ff3us:util:ff6mmgen>

Last update: **2019/02/12 12:40**

