

Utility Page Description

This page explain the **Utility Page Template**.

Namespace Creation

Each utility must have its own namespace. As an example **ff3:ff3us:util:ff3usme** is one. Put there the files that can be downloaded. If you add screenshots, you can put them in **ff3:ff3us:util:ff3usme:screenshots** for Gallery purpose. Other sub-namespaces are fine too if it keep thing ordered.

For FF6 Advance, create your utility namespace in **ff6a:utils** and for General ROM hacking in **rh:util**.

Creating a Page

Open the template page you need and in the **page id** textbox enter the wanted utility name which will become part of the namespace (such as ff3usme in ff3:ff3us:util:ff3usme). Click on the red link in yellow box after to edit your new page.

The FF3us / FF6j utility template page is available [here](#).

The FF6 Advance utility template page is available [here](#).

The ROM Hacking utility template page is available [here](#).

When your new page is opened and ready to be edited, remove the first section on top of page. It is similar to this but will differ a bit depending of which template you use. However it's always the first 5 lines:

```
<WRAP group>
<WRAP column leftalign>
~~OpenAS>rh:util:SAVEAS_PAGE#pagetemplates:utility-rh~~
</WRAP>
</WRAP>
```

Demo Page Explanation

Header

Notice: Any WRAP tag such as **<WRAP group>**, **<WRAP column>** or **</WRAP>** must not be removed from the template.

1) **~~NOTOC~~** at top of page is required for no table of content.

2) **===== utility name here =====** is replaced by the utility name. As an example **===== FF3usME =====**.

Info Table

1) The following images for FF6 utilities are available. Use the one that fit the most the utility.

FF3us



{{pagetemplates:title:ff3us.png}}

FF6j



{{pagetemplates:title:ff6j.png}}

FF6 Advance



{{pagetemplates:title:ff6a.png}}

The following images for ROM Hacking utilities are available. Use the one that fit the most the utility.

SNES / SFC



{{pagetemplates:title:snestitle.png}}

GBA



{{pagetemplates:title:gbatitle.png}}

SNES / SFC / GBA



{{pagetemplates:title:snes-gba.png}}

2) **author name here** is replaced with utility author's name.

3) The following table has the utility categories available. If you use more than one, put a space between each.

Description	Code	Image
Assembly utility	{{pagetemplates:type:asm.png?nolink}}	assembly
Compression / Decompression	{{pagetemplates:type:compression.png?nolink}}	compression
Debugging / Debuggers	{{pagetemplates:type:debugging.png?nolink}}	debugging
Game Data	{{pagetemplates:type:data.png?nolink}}	game data
Graphics	{{pagetemplates:type:graphic.png?nolink}}	graphic
Hex Editors	{{pagetemplates:type:hex.png?nolink}}	hex editor
Level / Map	{{pagetemplates:type:level.png?nolink}}	level
Music	{{pagetemplates:type:music.png?nolink}}	music
Palette	{{pagetemplates:type:palette.png?nolink}}	palette
Patching	{{pagetemplates:type:patching.png?nolink}}	patching
Save File	{{pagetemplates:type:savefile.png?nolink}}	save file
Save State	{{pagetemplates:type:savestate.png?nolink}}	save state
Sound / SFX	{{pagetemplates:type:sound.png?nolink}}	sound
Sprite	{{pagetemplates:type:sprite.png?nolink}}	sprite

4) The following table has the game categories available. If you use more than one, put a space between each.

Description	Code	Image
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FF3us 1.0	{{pagetemplates:game:ff3us10.png?nolink}}	
FF3us 1.1	{{pagetemplates:game:ff3us11.png?nolink}}	
FF6j	{{pagetemplates:game:ff6j.png?nolink}}	
FF6A (E)	{{pagetemplates:game:ff6ae.png?nolink}}	
FF6A (J)	{{pagetemplates:game:ff6aj.png?nolink}}	
FF6A (U)	{{pagetemplates:game:ff6au.png?nolink}}	
Steam	{{pagetemplates:game:steam.png?nolink}}	
General SNES	{{pagetemplates:game:snes.png?nolink}}	
General SFC	{{pagetemplates:game:sfc.png?nolink}}	
General GBA	{{pagetemplates:game:gba.png?nolink}}	

5) The following table has the Operating Systems available. If you use more than one, put a space between each.

Description	Code	Image
Windows	{{pagetemplates:os:windows.png?nolink}}	
OS X	{{pagetemplates:os:apple.png?nolink}}	
Linux	{{pagetemplates:os:linux.png?nolink}}	

6) **latest version number here** is replaced with most recent version number and the one matching the download link. In case you don't know, put **unknown**.

7) **YYYY/MM/DD** is replaced with release date of most recent version and the one matching the download link. In case of doubt, you can put just the year or **unknown**.

8) Thew download link is replaced with most recent version link.
{{ff3:ff3us:util:ff3usme:ff3usme6.8.0.zip|FF3usME 6.8.0}} is an example.

Description

Put anything you want here, as long as it is relevant.

Links

Links like author's website, old versions, file(s) required, tutorials, etc.

Gallery

if you use the gallery plugin, a syntax example would be

gallery>ff3:ff3us:util:ff3usme?260x200&lightbox. Alternatively the

ff3:ff3us:util:ff3usme:gallery or **ff3:ff3us:util:ff3usme:screenshots** namespaces could be an option. See the [Gallery documentation](#) for more info. Alternatively you can also display individual images if you want.

From:

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

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