

# Game Specific Documentation

These are documents specific to either FF3us 1.0, 1.1, FF6j or FF6 Advance. FF3us, FF6j, FF6A or general utilities are available here [here](#). We also have have text and table documents, for the SNES version they are available [here](#) and for the Advance version they are available [on this page](#).

## Hosted Documents

| Title                                 | Description                                                                  | Author         | Download                 |
|---------------------------------------|------------------------------------------------------------------------------|----------------|--------------------------|
| FF3info V1                            | General information document. Contains a lot of stuff.                       | Yousei         | <a href="#">Download</a> |
| FF3info V2                            | General information document. Contains even more stuff.                      | Yousei         | <a href="#">Download</a> |
| Banks \$C0, \$C1, \$C3, \$C5 and \$D4 | Map, battle GFX, menu and sound bank code.                                   | multiple       | <a href="#">download</a> |
| Bank \$C2                             | Assembly file of the battle engine. <a href="#">Github repository</a>        | seibaby        | <a href="#">Download</a> |
| Bank \$C2 Additional Code v5          | Cover what is not covered in assassin's \$C2 disassembly.                    | 13375K37CH3R   | <a href="#">Download</a> |
| \$C3 Compendium                       | Fully commented and optional optimized bank \$C3.                            | Novalia Spirit | <a href="#">Download</a> |
| Banks \$EE, \$7E, \$E5                | World engine and decompressed block banks.                                   | Novalia Spirit | <a href="#">Download</a> |
| Banks \$C0, \$C1, \$C3                | Outdated versions of the asm code hosted by Imzogelmo.                       | Imzogelmo      | <a href="#">Download</a> |
| \$7E5000 code                         | Fully relocatable code (title screen and opening credits)                    | abw            | <a href="#">Download</a> |
| Relocatable ASM code                  | Bank \$C2, \$C1 (incomplete) and intro code used for a Spanish translation . | magno          | <a href="#">Download</a> |
| Relocatable \$C3 Code                 | Bank \$C3 code used for a Spanish translation.                               | magno          | <a href="#">Download</a> |
| FF6j Disassemblies                    | Banks \$C3, \$C4 and partial \$C2 for ff6j.                                  | dn             | <a href="#">Download</a> |
| Event bits Document                   | Event bits list.                                                             | Novalia Spirit | <a href="#">Download</a> |
| NPC Event bits Document               | NPC event bits list.                                                         | Fast Moon      | <a href="#">Download</a> |
| FF6 SPC core code                     | FF6 SPC core code.                                                           | Novalia Spirit | <a href="#">Download</a> |
| Commented FF6 SPC core                | Commented FF6 SPC core code. <a href="#">Github repository</a>               | m06            | <a href="#">Download</a> |
| Cless Guide                           | Contain various data format though some of its content is outdated.          | Cless          | <a href="#">Download</a> |
| FF3us Ending Names                    | Explains the format and list the name data used for the ending event.        | Madsiur        | <a href="#">Download</a> |
| Battle Animations Scripts             | Disassembly of the animation scripts.                                        | Everything     | <a href="#">Download</a> |
| Battle Event Scripts                  | Disassembly of the battle events (with dialogues).                           | Madsiur        | <a href="#">Download</a> |
| Battle Event Scripts                  | Disassembly of the battle events and battle events animations.               | Everything     | <a href="#">Download</a> |
| Sound Effect Scripts                  | Disassembly of the sound effect scripts.                                     | Everything     | <a href="#">Download</a> |
| Song Scripts                          | Disassembly of the song data.                                                | Everything     | <a href="#">Download</a> |

| Title                       | Description                                                                                   | Author        | Download                 |
|-----------------------------|-----------------------------------------------------------------------------------------------|---------------|--------------------------|
| FF3us Music Chart           | Chart of the music notes in hex used by the music data.                                       | MetroidQuest  | <a href="#">Download</a> |
| Restrict Esper Source       | Code used to restrict Espers by characters, used notably in BNW.                              | Synchysi      | <a href="#">Download</a> |
| Lina Darkstar's Translation | Made to bring some dialogue closer to their Japanese meaning.                                 | Lina Darkstar | <a href="#">Download</a> |
| Event Editing tutorial      | Document to help people new to event to make their first steps.                               | xjCSx         | <a href="#">Download</a> |
| Event Command Doc           | Document explaining event commands and how to use them.                                       | Lockirby2     | <a href="#">Download</a> |
| Event Command List          | List of all event commands.                                                                   | Imzogelmo     | <a href="#">Download</a> |
| Event Dump                  | Event document detailing all events of the game.                                              | Imzogelmo     | <a href="#">Download</a> |
| Palettes Document           | Palettes events allocation guide.                                                             | RuneLancer    | <a href="#">Download</a> |
| Menu/Shop OAM Info          | OAM data breakdown for menu/shops (palettes and sprite poses).                                | B-Run         | <a href="#">Download</a> |
| BTB's FF6 docs              | Info on unused captions, battle scripts, S&T flags, hardcoded indexes and interior zone maps. | BTB           | <a href="#">Download</a> |
| Misc Data                   | NPC data, event triggers, chest data, entrance event pointers.                                | Imzogelmo     | <a href="#">Download</a> |
| FF6 Offsets                 | Detailed ROM map but somewhat outdated by the current wiki one                                | Geiger        | <a href="#">Download</a> |
| Patch Allocations           | Outdated document detailing usage of patches. Last updated in 2011.                           | Imzogelmo     | <a href="#">Download</a> |

## External Documents

| Title     | Description                                | Author                 | Download             |
|-----------|--------------------------------------------|------------------------|----------------------|
| Bank \$C2 | Anything regarding combat system and more. | terii senshi, assassin | <a href="#">Link</a> |

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

Permanent link:  
<https://www.ff6hacking.com/wiki/doku.php?id=ff3:ff3us:doc:game&rev=1644380332>

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