



Introduction

This BRR database aim to include all Squaresoft BRR samples released in SNES and Satellaview games while having Final Fantasy 6 import option in mind. This is why ADSR Data, Looping Point Data and *hopefully* compatible Pitch Multiplier Data is included. All sample were ripped directly from ROMs and not with SPC files.

The Squaresoft SPC Engine had 4 major revision; 1st implementation was Revision 1 (Final Fantasy 4), then Revision 2 for Romancing Saga. Later came Revision 3 for Mystic Quest, Final Fantasy 5, Hanjuku Hero and Secret of Mana. For all subsequent games Revision 4 was used but likely some games had a different version sharing the Revision 4 differences from Revision 3. This is why while things like ADSR Data and Looping Data do not change, setting the Pitch Multiplier Data to an imported instrument from another Squaresoft games in Final Fantasy 6 might not give the same result as in the original game. This will require trial-error and some more serious testing.

Finally not all games have their instruments labeled and a standard for naming should be adopted on some less intuitive names. Feel free to label the unknown instruments or submit your instrument names list via the ff6hacking forum.

Games

- [Bahamut Lagoon](#)
- [Chrono Trigger](#)
- [DynamiTracer](#)
- [Final Fantasy 4](#)
- [Final Fantasy 5](#)
- [Final Fantasy 6](#)
- [Hanjuku Hero](#)
- [Koi ha Balance](#)
- [Live a Live](#)
- [Mystic Quest](#)
- [Radical Dreamers](#)
- [Romancing SaGa](#)
- [Romancing SaGa 2](#)
- [Romancing SaGa 3](#)
- [Seiken Densetsu 3](#)
- [Super Mario RPG](#)
- [Secret of Mana](#)
- [Treasure Conflux](#)
- [Treasure of the Rudras](#)

How to play BRR samples

There are a few ways to play BRR samples but I'll just mention two of interest for here. First you can play them individually in a BRR Player like [this one](#) made by *Vitor Vilela* at SMWC. You can even play with different parameters to as an example modify the pitch or modify the ADSR envelope.

The second method, that require more work, is importing samples in FF3us and play them with [FF3usME](#). You can also check the page of a Squaresoft game and import the BRR samples from the original ROM if you want to listen to them quickly. BRR sample import and BRR sample creation will be the subject of a complete future wiki tutorial. In the meanwhile you can read this [BRR samples Expansion Tutorial](#).

ADSR Data

Pitch Multiplier Data

Looping point Data

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