Patch Data

Name	Custom Items 1.2
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Rom Data

No-Intro Name	Final Fantasy III (USA)
No-Intro version	20130701-030720
File SHA-1	EA1DC87ECB3BA90BBFB8C122F8EE23CA426F5991
ROM SHA-1	4F37E4274AC3B2EA1BEDB08AA149D8FC5BB676E7
Game Version	1.0
Language	English
Console	Super Nintendo (SNES)
Header	Yes

Offsets

Address	Description
$C22708 - $C22719	null hard coded settings for tools/skean
$C24329 - $C2432B	new pointer for special effect: multiplier
$C22ADC - $C22B63	item adjustments
$C38C4F - $C38C57	hp healing adjustment (field use)
$C38C68 - $C38C70	mp healing adjustment (field use)
$C38B3D - $C38C2B	erase item check and multiply routines (field use)

Description

Because of bad design, items are hard coded for its original purpose and they can't be altered without assembler modifications. The patch changes the items system and allows it to be more versatile for modification.

The patch changes how the items are handled and affects commands related to items. They are:

- Tools items, used by the tools command
- Skean items, used by the throw command
- Magical items, a new resource now used by item command
- Common items, used by the items command

The mentioned items can be altered with Final fantasy 3 Multi Editor (ff3usme). The items data must be updated for the patch. The old values will not work correctly.

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