

Antifreeze Hack

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Patch data

Name	Antifreeze Hack 1.0
Author	madsur
Link	Download

Rom Data

ROM Name	Final Fantasy III (USA) 1.0
ROM SHA-1	4F37E4274AC3B2EA1BEDB08AA149D8FC5BB676E7
Header	No

Files

antifreeze-C2-nh.ips: Patch for monsters and characters that use free space in bank \$C2
antifreeze-EX-nh.ips: Patch for monsters and characters that use free space in bank \$EE
antifreeze-character-C2-nh.ips: Patch for characters only that use free space in bank \$C2
antifreeze-character-EX-nh.ips: Patch for characters only that use free space in bank \$EE
antifreeze-monster-C2-nh.ips: Patch for monsters only that use free space in bank \$C2
antifreeze-monster-EX-nh.ips: Patch for monsters only that use free space in bank \$EE
/asm: Folder containing the bass assembly file of each hack

Description

This hack repurpose the unused “repel Magitek” item flag in FF3usME to make it repel the Freeze status instead (\$D85006 bit 3 in the item data). This hack does not alter any equipment data to make use of the new flag.

The bank \$C2 hack use 19 bytes of free space at \$C26480 and the EX hack use the same amount at \$EEAF1A. Those free space offsets can be changed in a ASM file by changing the offset of the “seek” macro call. Both hacks insert a JSL or JSR in the code that set equipment properties at \$C2291A.

To assemble the hack use bass v14 by typing a command such as “bass -o rom.smc antifreeze_C2.asm”.

Links

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