Debilitator Reset

Back to patch list

Patch data

Name	Debilitator Reset 1.0a
Author	madsiur
Link	Download

Rom Data

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

Files

```
debilitator_C2_nh.ips: Patch using RAM that use free space in bank $C2
debilitator_C2.asm: bass assembly file of the above patch
debilitator_EX_nh.ips: Patch using RAM that use free space in bank $EE
debilitator_EX.asm: bass assembly file of the above patch
debilitator_NR_C2_nh.ips: Patch using no RAM that use free space in bank $C2
debilitator_NR_C2.asm: bass assembly file of the above patch
debilitator_NR_EX_nh.ips: Patch using no RAM that use free space in bank $EE
debilitator_NR_EX.asm: bass assembly file of the above patch
```

Description

This hack remove the last elemental weakness set by the debilitator on a monster before setting the current elemental weakness picked in the debilitator special effect code, meaning a monster can only have one current elemental weakness set by the debilitator.

To achive this, the RAM hack use 6 bytes of free RAM to store the last elemental weakness set by the debilitator; $3E2D, $3E2F, $3E31, $3E33, $3E35 and $3E37, also known as $3E25,Y (or $3E25,X) in the code for a character/monster. The "no RAM" hack use more ROM space and reload the elemental weaknesses from the monster data before applying the new weakness set by the debilitator.

The bank $C2 RAM hack use 23 bytes of free space at $C26469 and the EX hack use the same amount at $EEAF01. The "no RAM" hack use 59 bytes of free space at the same offsets. Those free space offsets can be changed in a ASM file by changing the offset of the "seek" macro call. All hacks insert a JSL or JSR in the debilitator special effect code at $C23AA8.

To assemble the hack use bass v14 by typing a command such as "bass -o rom.smc debilitator_C2.asm".

Links

[Forum Thread](#)

Back to patch list

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

Permanent link:
https://www.ff6hacking.com/wiki/doku.php?id=ff3:ff3us:patches:madsiur:debilitator

Last update: **2022/01/21 14:43**