

Mastered Esper Icon

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Patch data

Name	Mastered Esper Icon 1.1
Author	madsieur
Link	Download

Rom Data

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

Files

```
mastered-nh.ips: IPS patch for vanilla ROM (user's color icon)
mastered-blue-nh.ips: IPS patch for vanilla ROM (blue icon)
mastered-ran-nh.ips: IPS patch compatible with the Restored Ability Names
hack (user's color icon)
mastered-blue-ran-nh.ips: IPS patch compatible with the Restored Ability
Names hack (blue icon)
asm/: folder containing the bass assembly files of the 4 hacks
asm/star.bin: 8x8 2BPP star icon used for the hack
```

Description

This hack adds a star icon to each mastered Esper in the Esper menu. An Esper is mastered when all its spells are learned. There's a version of the hack that draw a blue star instead of the user's color (white by default). There are also two hacks versions that are compatible with Angelo/Silent Enigma Restored Ability Names patch. You can specify a different icon and disable star icon insertion in any of the assembly files.

Each hack use between 110 (\$6E) bytes and 202 (\$CA) bytes of free space at \$EEAF01. This free space offsets can be changed in the bass asm file by changing the offset of the “seek(\$EEAF01)” macro call. The hacks use no free space in bank \$C3.

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

Screenshots



Links

Forum Thread
Restored Ability Names Patch

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