

Mini-Maps Upgrade

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Patch data

| | |
|--------|--------------------------|
| Name | Mini-Maps Upgrade 1.1 |
| Author | madsieur |
| Link | Download |

Rom data

| | |
|-----------|--|
| ROM Name | Final Fantasy III (USA) 1.0 |
| ROM SHA-1 | 4F37E4274AC3B2EA1BEDB08AA149D8FC5BB676E7 |
| Header | No |
| ROM Name | Final Fantasy III (USA) 1.1 |
| ROM SHA-1 | 057ADA1C641E3E0B3CA34E6E4F4EB1B05A87143A |
| Header | No |

Offsets

| | |
|---------------------|---|
| \$D2EEA2 - \$D2EEB5 | Mini-Maps Palette |
| \$EFE49B - \$EFE8B2 | World of Balance Minimap Graphics |
| \$EFE8B3 - \$EFED25 | World of Ruin Minimap Graphics |
| \$EFED26 - \$EFFAC7 | Daryl's Airship Graphics (relocated right after WOR mini-map) |
| \$EFFAC8 - \$EFFBC7 | Palettes for Ending Airship Scene (relocated right after Airship GFX) |
| \$EFFBC8 - \$EFFEEF | Unused Space (beginning could be used due to data shifting) |

Description

This patch and small utility does one thing: generating the WOB and WOR mini-maps like FF3Edit does. However, FF3Edit does not take into account a color switch for the Sealed Gate that has different colors in order to mask it with the water color after the continent lifted up.

It also does not take into account location masking for the Sealed Gate entrance, resulting in a white dot in the water. I altered slightly the palette (color 9) and the original color assignation and made a reassignation for a rectangle on the map which represent the Sealed Gate continent. This rectangle can be made custom with the utility. Default coordinate are vanilla Sealed Gate continent.

I had to sacrifice a color for the Sealed Gate continent, so 2 color are reassigned to color 8. This does not make a significant difference. I had to do this to have a matching location color I would mask, it was a tough choice between the two but figured on a custom map the choice I've made could have been the obvious one to do.

I included the C# source so if anyone would like to tweak the color assignation or reassignation for his hack, he is welcome to do so. You could also tweak the ROM palette to get different results.

credits: Yousei, LeetSketcher

Code Changes

```
$EE9B0E:    NOP
$EE9B0F:    JSR $B1F7
$EE9B12:    PLP
$EE9B13:    RTS

$EEB1F7:    STA $7EE1B0
$EEB1FB:    STA $7EE1B2
$EEB1FF:    RTS
```

Palette Changes

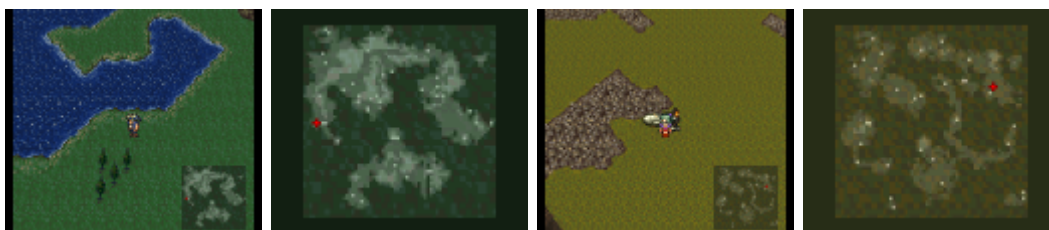
M = used on modified mini-maps
S = used for Sealed Gate contient

| ID | Offset | Description | Hex value | RGB value |
|-------|-----------|--------------------------|-----------|------------|
| ----- | | | | |
| 1- | \$D2EEA2: | sea (M) | \$1084 | (4,4,4) |
| 2- | \$D2EEA4: | land, dark (M) | \$294A | (10,10,10) |
| 3- | \$D2EEA6: | land, medium (M) | \$35AD | (13,13,13) |
| 4- | \$D2EEA8: | mountain edge (M) | \$4E73 | (19,19,19) |
| 5- | \$D2EEAA: | location (M) | \$7FFF | (31,31,31) |
| 6- | \$D2EEAC: | land, dark (S) | \$294A | (10,10,10) |
| 7- | \$D2EEAE: | land, medium (S) | \$35AD | (13,13,13) |
| 8- | \$D2EEB0: | mountain edge (S) | \$4E73 | (19,19,19) |
| 9- | \$D2EEB0: | location (S) | \$7FFF | (31,31,31) |
| 10- | \$D2EEB4: | mountain edge, light (M) | \$5AD6 | (22,22,22) |

Links

[Forum Thread](#)
[FF6MMGEN on Github](#)
[FF3Edit source](#)

Screenshots



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