

# Mini-Maps Upgrade

## Patch data

Name	Mini-Maps Upgrade 1.1
Author	madsiur
Link	<a href="#">Download</a>

## 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 - \$EFFFEF	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

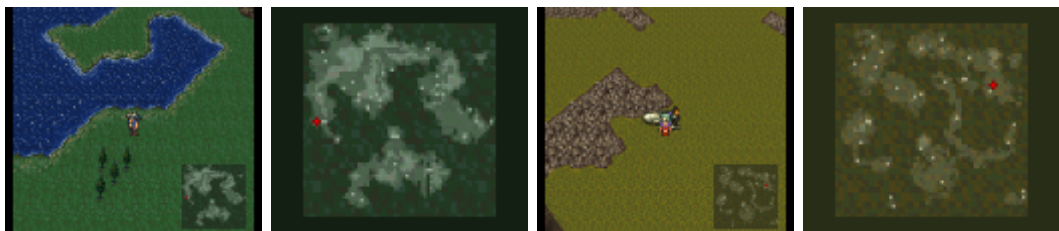
M = used on modified mini-maps  
S = used for Sealed Gate contient

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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