

Shadow's Shadow Fix

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Patch data

Name	Shadow's Shadow Fix 1.0
Author	madsior
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
ROM Name	Final Fantasy VI Advance (J)
ROM SHA-1	1850FEDDE7305C4BAF42E0594AAABE17C549D7E2
ROM Name	Final Fantasy VI Advance (U)
ROM SHA-1	E9A2A58BC56ACE26CB56D0CF5CDAD1A10AA5DEDF
ROM Name	Final Fantasy VI Advance (E)
ROM SHA-1	C5B27ED0870EA64E6A001C5BC367F76571ACE973

Offsets

SNES

\$CAEBA1 - \$CAEBC0	Modified South Figaro entrance event code
\$D1F9F8 - \$D1F9FE	Modified South Figaro entrance event code

GBA

\$7AEA53 - \$7AEA72	Modified South Figaro entrance event code
\$7FFBF2 - \$7FfBF8	Modified South Figaro entrance event code

Description

Quoting Novalia Spirit:

“As everybody knows, the first time you step foot into South Figaro, you normally see Shadow walk towards the Cafe. As expected, in the case you follow him into the building, he'll be there. It is once Vargas is killed that Shadow disappears from the Cafe. Now here's the bug: ignore South Figaro till you beat Vargas. Retrace your steps to South Figaro, and you will, here again, see Shadow walk towards the Cafe. BUT, he won't be in it. And there's even worse: if you ignore the scene until you play Locke's scenario, Shadow'll be stuck behind the guard and the M-TekArmor sprites by the town's

entrance. Note that going into a building will destroy your chances of seeing the bug occur, so you MUST beat the HeavyArmor as you make your way to Shadow."

To fix the bug, an additional check is made in South Figaro entrance event. If Vargas is beaten or you saw Shadow walk in town, Shadow NPC is not created and its movement queue not executed.

Code (SNES)

```
CA/EBA1: C0    If ($1E80($1B6) [$1EB6, bit 6] is set), branch to $CA5EB3  
              (simply returns)  
CA/EBA7: C1    If ($1E80($00A) [$1E81, bit 2] is set or $1E80($010) [$1E82,  
              bit 0] is set), branch to $CAEBC1  
CA/ECAF: B2    Call subroutine $D1F9F8  
CA/EBB3: 45    Refresh objects  
CA/EBB4: 15    Begin action queue for character $15 (NPC $15), 11 bytes long  
CA/EBB6: 8E    Move vehicle/entity down 4 tiles  
CA/EBB7: 99    Move vehicle/entity right 7 tiles  
CA/EBB8: A1    Move vehicle/entity right/down 1x1 tiles  
CA/EBB9: A1    Move vehicle/entity right/down 1x1 tiles  
CA/EBBA: 86    Move vehicle/entity down 2 tiles  
CA/EBBB: 95    Move vehicle/entity right 6 tiles  
CA/EBBC: 92    Move vehicle/entity down 5 tiles  
CA/EBBD: 89    Move vehicle/entity right 3 tiles  
CA/EBBE: 80    Move vehicle/entity up 1 tile  
CA/EBBF: D1    Make vehicle/entity disappear  
CA/EBC0: FF    End queue  
  
D1/F9F8: D0    Set event bit $1E80($00A) [$1E81, bit 2]  
D1/F9FA: 3D    Create object $15  
D1/F9FC: 41    Show object $15  
D1/F9FE: FE    Return
```

Links

[Forum Thread](#)

[Novalia Spirit's Post](#) (see #5)

Screenshots



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