

Patches Allocation

This page is made to document patch conflicts and space used by FF3us patches applied on a headerless 1.0 ROM.

Mandatory fields:

- Offsets (beginning and ending)
- Free Space (whether the modified by range is in free space or not)
- Patch Type (there can be more than one)
- Patch Name

Patch Type:

- B = Bugfix
- I = Improvement / Tweak / Customization
- G = Graphic
- T = Text
- O = Other

Bank \$C0

Beginning	Ending	Free Space	Name	Type	Description
-----------	--------	------------	------	------	-------------

Bank \$C1

Beginning	Ending	Free Space	Name	Type	Description
-----------	--------	------------	------	------	-------------

Bank \$C2

Beginning	Ending	Free Space	Name	Type	Description
-----------	--------	------------	------	------	-------------

Bank \$C3

Beginning	Ending	Free Space	Name	Type	Description
C32A40	C32A42	N	Frozen Terra Fix	B	JSR to new code
C3FFA9	C3FFBA	Y	Frozen Terra Fix	B	Object Data reset loop (\$0867-\$1068)

ASM (Other)

Beginning	Ending	Free Space	Name	Type	Description
-----------	--------	------------	------	------	-------------

Events

Beginning	Ending	Free Space	Name	Type	Description
-----------	--------	------------	------	------	-------------

Other

Beginning	Ending	Free Space	Name	Type	Description
-----------	--------	------------	------	------	-------------

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

Permanent link:
<https://www.ff6hacking.com/wiki/doku.php?id=ff3:ff3us:patches:patchmap&rev=1485773984>

Last update: **2019/02/12 10:18**

