

Insert Manually a Song Available on the Forum

In this tutorial we'll be importing in FF3us a song that is already in FF6 music format. There is no need for musical knowledge to be able to complete the following steps. The only things that will help is being familiar with the hexadecimal system as well as some basic ROM hacking knowledge like what is an offset, the difference between an absolute and hrom offset and how to use an hex editor.

1. Getting the file and tool

We'll be using the FFIV song "[The Prologue](#)" from our [Song Database](#). The other thing you will need is a hex editor. There are many you can choose from but I'd suggest one that has a copy selection, paste-write and paste-insert functionalities. One good all purpose hex editor is [HxD](#) and this is what has been used to take the screenshots below.

2. Files we will be importing

Extract the files from **FF4_prologue.7z** and you will see the following files:

Name	Date modified	Type	Size
 prologue.spc	2015-01-31 12:01 ...	Chipamp SNES Ch...	65 KB
 prologue_DATA.bin	2015-01-30 12:39 ...	BIN File	2 KB
 prologue_INST.bin	2015-01-29 7:34 PM	BIN File	1 KB

prologue.spc is the song in SNES format. Those can be played with a SPC player or with winamp and a plug-in. For more info on SPC file and how to play them, use Google or check the great [extracted music tutorial](#) at FantasyAnime.com. **prologue_DATA.bin** and **prologue_INST.bin** are two binary files, the first has the music data in FF6 format and the other the instruments used in the song. The DATA and INST files do not contain instrument samples, those are in the game.

All songs in our song database have the three same files. Some songs, mostly done by tsushiy and having a small "p" next to their title need the instrument patch, available in the same thread. This patch install new BRR samples in the game, giving access to a wider range of instruments to use in songs. Some songs instrument file use those added instruments. This is not the case of our prologue song.

Result in-game

[sd-result.mp4](#)

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