

FF6LE



FINAL FANTASY III

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Author	giangurgolo & d3tl4		
Category	game data level palette		
Game	FF3us 1.0 FF3us 1.1		
Operating System			
Version	20090114		
Release Date	2009/01/14		
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Description

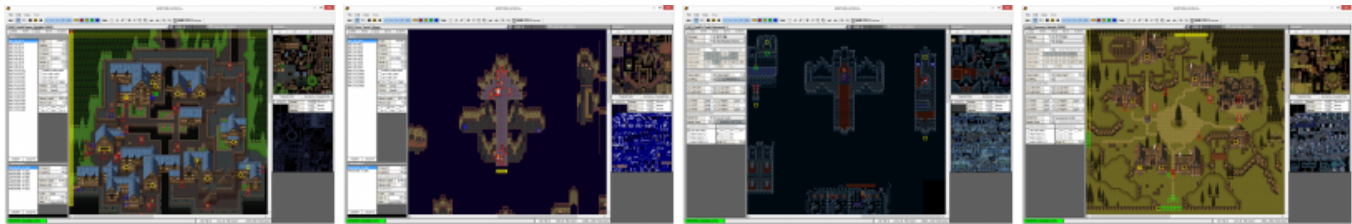
This editor allow editing of everything that touch maps except tilesets. You can modify and add / remove exits, NPCs, event triggers, chests and modify tilemaps. You can also edit maps properties and palettes. It is a mandatory editor for anyone wanting to make a complete hack.

There have been other versions built on this one namely, FF6LE Rogue and FF6LE CE. There is also a version that can work with the FF6j ROM.

Links

- [Source](#)
- [FF6j Version](#)
- [FF6j Version \(Source\)](#)

Screenshots



From:

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