

Compression

Overview

FF3us contains a number of compressed data chunks to save space. The compression algorithm is a variation of the LZSS compression algorithm.

The decompression routine can be found at C2/FF6D there is also a [perl script](#) available to decompress and recompress chunks.

List of compressed chunks

Start	End	Description
C0F500	C0FCFF	Sprite Overlay Data (45 items, compressed, 16 + 256 bytes each)
C2686C	C28A6F	Title, Intro, Floating Island, & World Cinematic Program (compressed)
C4BA00	C4C007	Ending Font (compressed)
C4C008	C4F476	Ending Cinematic Graphics and Tile Formation (compressed)
C4F477	C4F6FA	Ending Cinematic Graphics (compressed)
C4F6FB	C4FFFF	Ending Cinematic Graphics (compressed)
D2E000	D2EBFF	Battle Status Graphics, etc. (compressed)
D8D000	D8DAF1	Setzer's Airship on Fire Graphics (compressed)
D8DAF2	D8DCFF	Setzer's Airship on Fire Tile Formation (compressed)
D8DD00	D8DFB7	Pointers to Magitek Train Ride Tile Graphics (29 items, 12x2 bytes each, +\$7E0000)
D8DFB8	D8E5BE	Vector Panorama Graphics (compressed)
D8E5BF	D8E6B9	Vector Panorama Tile Formation (compressed)
D8E6BA	D8E7FF	Serpent Trench Palettes (compressed)
D8F000	D94E95	Title/Intro Graphics (compressed)
D94E96	D9568E	Floating Island Cinematic Graphics (compressed)
D9568F	D99D4A	Ending Cinematic Graphics (compressed)
D99D4B	D9A4E4	Ending Cinematic Graphics (compressed)
D9A4E5	D9A7FF	Ending Cinematic Graphics (compressed)
D9A800	D9CD0F	Map Tile Properties (42 items, compressed)
D9D1B0	DDFFFF	Map Formations (350 items, compressed)
DE0000	DFB3FF	Map Tile Formations (75 items, compressed)
E68780	E6CD5F	BG3 Graphics (19 items, compressed)
E6CDC0	E6F1FF	BG3 Animation Graphics (6 items, compressed)
E71928	E7A9E6	Battle BG Tile Formations (50 items, 2048 bytes each, compressed)
E7A9E7	E962FF	Battle BG Graphics (75 items, compressed)
ECE900	ECFFFF	World Getting Torn Apart Cinematic Graphics (compressed)
EEB290	EEC294	World Map Clouds Graphics (compressed)
EEC295	EEC701	World Map Clouds Tile Formation (compressed)
EEC702	EED433	Setzer's Airship Graphics (compressed)
EED434	EF114E	World of Balance Map Formation (compressed)
EF114F	EF324F	World of Balance Graphics (compressed)
EF3250	EF4845	Magitek Train Ride Graphics (variable size tiles, compressed)

Start	End	Description
EF4A46	EF6A55	World of Ruin Graphics (compressed)
EF6A56	EF9D16	World of Ruin Map Formation (compressed)
EF9D17	EFB630	Serpent Trench Map Formation (compressed)
EFB631	EFC623	Serpent Trench Graphics (compressed)
EFC624	EFCE76	Some Chocobo Graphics (compressed)
EFCEB7	EFCFB8	Airship Shadow and Perspective Graphics (compressed)
EFCFB9	EFDC4B	Various Sprites (ship, esper terra, figaro, etc., compressed)
EFDC4C	EFE49A	More Chocobo Graphics (world map, compressed)
EFE49B	EFE8B2	World of Balance Minimap Graphics (compressed)
EFE8B3	EFED25	World of Ruin Minimap Graphics (compressed)
EFED26	EFFAC7	Daryl's Airship Graphics (compressed)

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