

FF3usME

	Author	Lord J
	Category	Game Data Editor, Graphic Editor, Palette Editor
	Game	FF3us
	Operating System	Windows
	Version	6.80 (unofficial)
	Release Date	2017/02
	Download Link	Version 6.80

Description

FF3usME is the most complete editor as far as game data goes. It can basically edit everything outside maps, levels, monster sprites, chests and portraits. Most general data can be edited with the latest version. Version 6.70 also has an option to expand some things, notably dialogue space and AI scripts space.

FF3usME is a C++ MFC application. It has been developed since the late 90's and last version is already more than 5 years old. Its source code is not public which makes the application less flexible when you have data expanded or relocated. FF3usME has also been known to store application settings at the end of the event bank (end of bank \$CC). This has a result of overwriting any event you put there each time you save with the application.

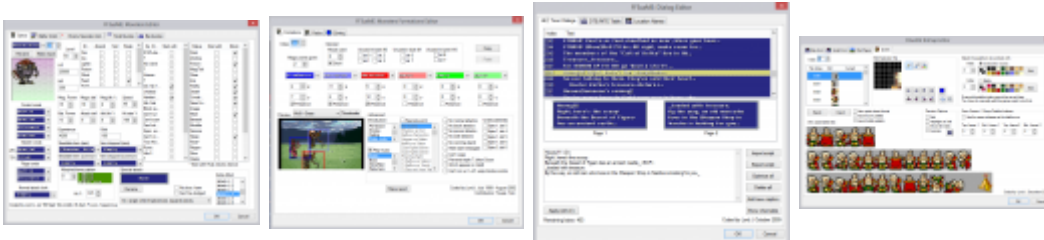
We don't know if a new version will come out someday but FF3usME pass the test of time as the premium editor for FF3us 1.0 and 1.1.

Links

- [Microsoft Visual C++ Redistribables 2010 x64](#) (required for 64-Bit 6.70)
- [Microsoft Visual C++ Redistribables 2010 x86](#) (required for 32-Bit 6.70)
- [Version 6.70 \(x86\)](#)
- [Version 6.60](#)
- [Version 6.50](#)
- [Version 6.42](#)
- [Version 6.41](#)
- [Version 6.31](#)
- [Version 6.3](#)
- [Version 6.2](#)
- [Version 6.1](#)
- [Version 6.0](#)
- [Version 5.2](#)
- [Version 5.1](#)
- [Version 5.0](#)
- [Version 4.0](#)
- [Version 3.0](#)

- [Version 2.2](#)
- [Version 2.1](#)
- [Version 1.0](#)

Screenshots



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

Permanent link:
<https://www.ff6hacking.com/wiki/doku.php?id=ff3:ff3us:util:ff3usme&rev=1486671370>

Last update: **2019/02/12 10:24**

