

Antifreeze Hack

[Back to patch list](#)

Patch data

Name	Antifreeze Hack v1.0a
Author	madsjur
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Rom Data

Final Fantasy III (USA) (1.0)
File/ROM SHA-1: 4F37E4274AC3B2EA1BEDB08AA149D8FC5BB676E7
File/ROM CRC32: A27F1C7A

Files

antifreeze-C2-nh.ips: Patch for monsters and characters that use free space in bank \$C2
antifreeze-EX-nh.ips: Patch for monsters and characters that use free space in bank \$EE
antifreeze-character-C2-nh.ips: Patch for characters only that use free space in bank \$C2
antifreeze-character-EX-nh.ips: Patch for characters only that use free space in bank \$EE
antifreeze-monster-C2-nh.ips: Patch for monsters only that use free space in bank \$C2
antifreeze-monster-EX-nh.ips: Patch for monsters only that use free space in bank \$EE
/asm: Folder containing the bass assembly file of each hack

Description

This hack repurpose the unused “repel Magitek” item flag in FF3usME to make it repel the Freeze status instead (\$D85006 bit 3 in the item data). It also repurpose the “block Magitek” flag in the monster data for the same purpose (\$CF0014 bit 3). Although you can't set Freeze on a monster in the original game, that option could be useful for a spell or a rage that set Freeze.

The bank \$C2 hack use free space at \$C26480 and the EX hack use some at \$EEAF01. At most antifreeze-XX-nh will use 44 (\$2C) bytes of free space and the character or monster only hacks use about half that amount. Those free space offsets can be changed in a ASM file by changing the offset of the “seek” macro call.

To assemble the hack use bass v14 by typing a command such as “bass -o rom.smc antifreeze-C2.asm”.

Links

[Forum Thread](#)

[Back to patch list](#)

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