

Equipment Check Event Command

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Patch data

Name	Equipment Check Event Command 1.1
Author	madsur
Link	Download

Rom data

ROM Name	Final Fantasy III (USA) 1.0
ROM SHA-1	4F37E4274AC3B2EA1BEDB08AA149D8FC5BB676E7
Header	No
ROM Name	Final Fantasy III (USA) 1.1
ROM SHA-1	057ADA1C641E3E0B3CA34E6E4F4EB1B05A87143A
Header	No

Offsets

Free space is required for the new function in the bank your are implementing the hack.

Bank \$C0 implementation	\$C1 bytes (bank \$C0)
Other bank implementation	\$07 bytes (bank \$C0), \$BD bytes (code bank)

Description

This event command (\$66) allows to check equipment on party member(s).

There are 5 parameters to the command:

Param A:

0x00-0x0F: Check specific character (must be in party otherwise condition fail).

0x10: Check if at least 1 character meet the condition (has the equipment).

0x20: Check if party leader meet the condition (has the equipment).

0x40: Check if all party members meet the condition (have the equipment).

anything else: condition may fail or succeed. Use at your own risk.

Param B: Equipment piece to check (0x00 to 0xFF)

Param C, D, E: Offset EEDDCC where (CA/0000 + EEDDCC) is offset to jump to if condition is met.

Examples

66 0C C9 10 EF 02: If gogo has one hero ring (or more) equipped, jump to CC/EF10 otherwise continue.

66 40 C9 B8 48 00: If all party members have 1 hero ring (or more) equipped, jump to CA/48B8 otherwise continue.

Links

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