

# Frozen Terra Fix

[Back to patch list](#)

## Patch data

|        |                          |
|--------|--------------------------|
| Name   | Frozen Terra Fix 1.3     |
| Author | madsur                   |
| Link   | <a href="#">Download</a> |

## 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                                       |

## Description

Objects RAM (\$0867-\$1068) is not reset on game reset. This can lead to a bug where characters x and y positions (\$1FD3-\$1FF2) loaded from the save file can be overwritten after save file loading by the objects x and y position RAM values.

As specific example is saying three time no to Banon with Terra, watch the wounded returner event and reset the game after the end of event. Loading the game and repeating the wounded soldier event will freeze the event because Edgar, Sabin and Locke appear on the map with their old position before their position is set on the right side of the map by event. Terra will be unable to move because of those characters blocking her way hence the event freeze.

To fix this, all Objects RAM is cleared at game loading.

*Thanks to Lenophis and Leetsketcher for assisting me in the patch creation.*

## Offsets

|                     |                    |
|---------------------|--------------------|
| \$C32A40 - \$C32A42 | JSR to new code    |
| \$C3FFA9 - \$C3FFBA | New resetting loop |

## Code Changes

```
; Sustain Load confirmation (A button pressed)
org $C32A40
JSR bugfix

org $C3FFA9      ;code ends at $C3FFBA
```

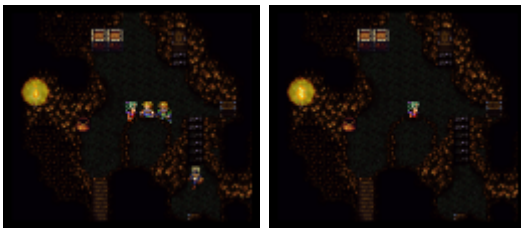
```
bugfix:
REP #$20
LDX #$0800      ;covers $0867 to $1068
branch:
STZ $0867,X
DEX
DEX
BPL branch
SEP #$20
LDY $1863      ;previously at $C324A0
RTS
```

## Links

[Forum Thread](#)

[Video of the bug](#)

## Screenshots



[Back to patch list](#)

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

Permanent link:  
[https://www.ff6hacking.com/wiki/doku.php?id=ff3:ff3us:patches:madsieur:frozen\\_terra](https://www.ff6hacking.com/wiki/doku.php?id=ff3:ff3us:patches:madsieur:frozen_terra)

Last update: **2019/02/12 09:33**

