

No Gradient Hack

[Back to patch list](#)

Patch data

Name	No Gradient 1.0
Author	madsieur
Link	Download

Rom data

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

Description

This hack remove the gradient. There are two patches, one that removes it permanently, one that adds a menu option to toggle the gradient. Code could maybe be optimized (HDMA data and gradient table for no gradient option), but for now it is what it is.

For the free space used, \$C0F091 code can be relocated elsewhere in same bank and \$EFFBC8 code elsewhere in the ROM. I included some custom menu background screenshots examples with no gradient but these are not included with the hack.

no_gradient can be assembled with bass and menu_gradient with xkas (yeah, weird and this will change in future release if one).

Offsets

Bank \$C0, \$C1, \$C3, \$D4	See ASM files
-----------------------------	---------------

Free Space used (menu_gradient)

\$C3F091-\$C3F13C	Menu work
\$EFFBC8-\$EFFDF2	Gradient code and data

Links

[Forum Thread](#)

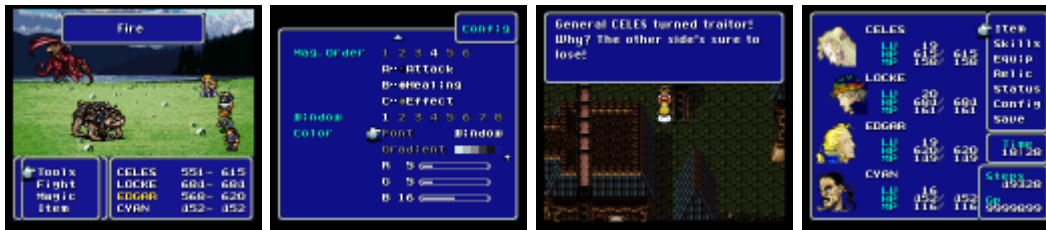
Screenshots

Last update:

2019/02/12

11:36

ff3:ff3us:patches:madsur:no_gradient https://www.ff6hacking.com/wiki/doku.php?id=ff3:ff3us:patches:madsur:no_gradient



[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:madsur:no_gradient

Last update: **2019/02/12 11:36**

