

# Patches Allocation

This page is made to document patch conflicts and space used by FF3us patches applied on a headerless 1.0 ROM.

## Mandatory fields:

- Offsets (beginning and ending)
- Free (whether the modified by range is in free space or not)
- Patch Type (there can be more than one)
- Patch Name (link optional)

## Patch Type:

- B = Bugfix
- I = Improvement / Customization
- G = Graphic
- T = Text
- A = Assembly
- E = Event
- 0 = Other

## Bank \$C0

| Offset Beg | Offset End | Free | Name | Type | Description |
|------------|------------|------|------|------|-------------|
|------------|------------|------|------|------|-------------|

## Bank \$C1

| Offset Beg | Offset End | Free | Name | Type | Description |
|------------|------------|------|------|------|-------------|
|------------|------------|------|------|------|-------------|

## Bank \$C2

| Offset Beg | Offset End | Free | Name                                       | Type | Description                                |
|------------|------------|------|--------------------------------------------|------|--------------------------------------------|
| C22DDC     | C22DE0     | Y    | <a href="#">Ignore Freeze for Monsters</a> | I, A | JSR to New Function + Freeze into position |
| C245C1     | C245CA     | N    | <a href="#">Muddle/Smoke Bomb Fix</a>      | B, A | Muddle - Clear                             |
| C2A65A     | C2A660     | Y    | <a href="#">Ignore Freeze for Monsters</a> | I, A | New Function                               |

## Bank \$C3

| Offset Beg | Offset End | Free | Name                             | Type | Description                            |
|------------|------------|------|----------------------------------|------|----------------------------------------|
| C32A40     | C32A42     | N    | <a href="#">Frozen Terra Fix</a> | B, A | JSR to new code                        |
| C3FFA9     | C3FFBA     | Y    | <a href="#">Frozen Terra Fix</a> | B, A | Object Data reset loop (\$0867-\$1068) |

## ASM (Other)

| Offset Beg | Offset End | Free | Name | Type | Description |
|------------|------------|------|------|------|-------------|
|------------|------------|------|------|------|-------------|

## Events

| Offset Beg | Offset End | Free | Name                                        | Type | Description                       |
|------------|------------|------|---------------------------------------------|------|-----------------------------------|
| CAC4C0     | CAC4C3     | N    | <a href="#">Opened Eyes Terra Fix (ALT)</a> | B, E | Subroutine \$D1F9ED call          |
| CAC512     | CAC515     | N    | <a href="#">Opened Eyes Terra Fix (ALT)</a> | B, E | Subroutine \$D1F9E4 call          |
| CAF004     | CAF010     | N    | <a href="#">Opened Eyes Terra Fix</a>       | B, E | Map \$E2 and \$E8 entrance events |
| CBD2D8     | CBD2D8     | N    | <a href="#">Wrong Way Idiot!</a>            | B, E |                                   |
| CC0922     | CC0922     | N    | <a href="#">Wrong Way Idiot!</a>            | B, E |                                   |
| D1F9D0     | D1F9E3     | N    | <a href="#">Opened Eyes Terra Fix</a>       | B, E | Relocated code, set eyes closed   |
| D1F9E4     | D1F9F5     | N    | <a href="#">Opened Eyes Terra Fix (ALT)</a> | B, E | Set eyes opened / closed          |

## Other

| Offset Beg | Offset End | Free | Name | Type | Description |
|------------|------------|------|------|------|-------------|
|------------|------------|------|------|------|-------------|

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Last update: 2019/02/12 12:19

