

# Adding an Intro to FF3us

This short tutorial will cover how to add an intro, or commonly called *splash screen*, to FF3us. The code and process is based on a [more general tutorial](#) that is somewhat outdated due to the utilities used not being able to run on x64 systems.

## Requirements

You'll need the following to complete the tutorial:

1. [the files used in this tutorial](#)
2. [bass](#)
3. [superfamiconv](#) (or [snesgfx262](#))
4. [snesgfx262](#) (or [superfamiconv](#))
5. an image editor (as an example [Gimp](#))
6. a hex editor (optional, as an example [HxD](#))
7. an IPS patching utility (optional, as an example [Floating IPS](#))
8. an expanded FF6 ROM (32Mbit is enough)

## Preparing the Image

You'll need first to have an image in PNG format. The image must be 256×224 and indexed to 256 colors. The image can have less than 256 colors though. This preparation can be done with Gimp and showing in detail how to do these steps is a bit out of scope for this tutorial. However to index to 256 color, you need to select Image → mode → Indexed and then select an optimal palette of 256 colors.

The image used in this tutorial is the following one and was based on [this](#).



## Using superfamiconv

This is the most straightforward conversion method. If you really want a GUI application, go to next section right away.

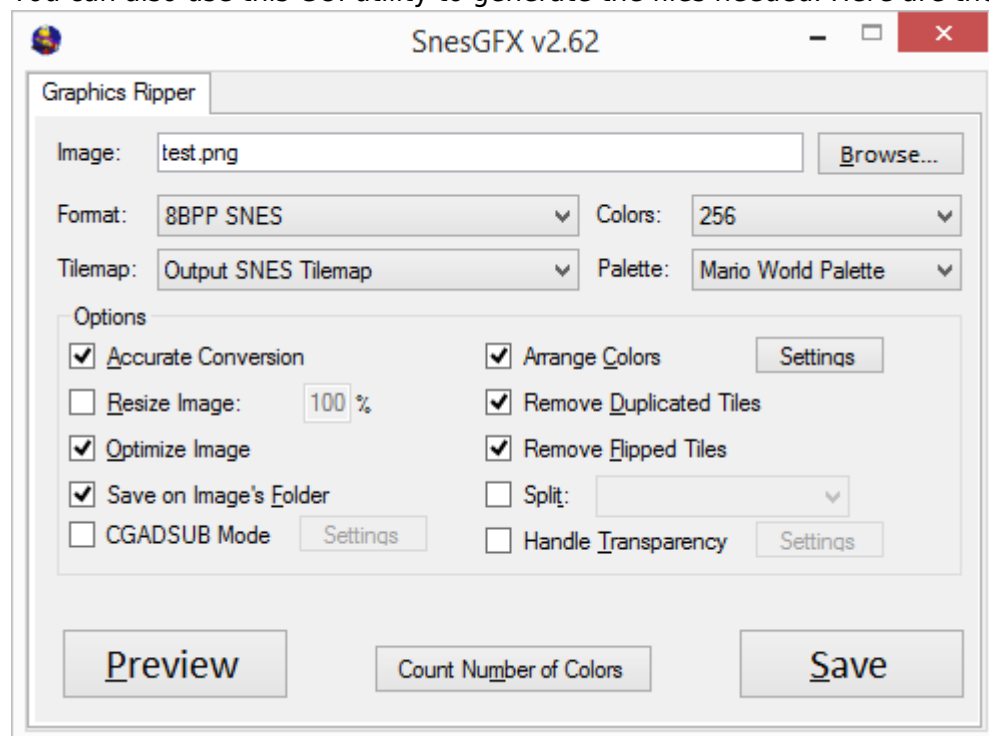
You simply put your image (here test.png) in same folder as the superfamiconv utility and type the following in Windows command prompt (after moving in said directory):

```
superfamiconv -i test.png -p palette.bin -t tiles.bin -m map.bin --no-flip -  
-bpp 8 --map-width 32 --map-height 28
```

This will generate 3 files: tiles.bin, palette.bin and map.bin. You can now skip next section and continue after.

## Using snesgfx262

You can also use this GUI utility to generate the files needed. Here are the suggested settings:



Now after the conversion you'll need to rename the 3 files:

test.bin → tiles.bin

pal.mw3 → palette.bin

test\_map\_16.bin → map.bin

You can optionally trim the [last two bytes of palette file](#) and the [extra \\$100 byte on map file](#) but anyway the DMA transfers coded are transferring 0x200 and 0x700 bytes so there is no worry. These extra step will make you save a bit of space that's all.

## Assembling the intro

When you have your 3 files ready, move them in same directory as bass and intro.asm. You can edit the ASM file to specify a bank for your code and data; since the hack take almost a full bank, it is suggested to input an offset of a bank start, here \$F30000. You can also specify if you need to press a key to proceed to the beginning of FF6 intro or not. In this case input a 1 instead of the 0 on the varKeyPress variable:

```
// splash screen data and code offset
constant slashScreen($F30000)           // change this offset, it is recommended
                                         // to use a whole bank.

// variable to toggle keypress option
constant varKeyPress(0)                 // 0 = wait for keypress
                                         // 1 = automatic fadeout after a few seconds
```

After this all is needed is assembling the hack with bass:

```
bass -o romname.smc intro.asm
```

## Removing the white FF3us logo

If you want to remove this logo, you can simply remove the JSR here:

```
7E/501A:    20F750    JSR $50F7    (Handler for white logo)
```

If you have a vanilla \$C2 compressed block, no need to decompress and recompress it, the 3 bytes are directly accessible:

Offset(h)	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
00026850	A0	00	50	84	F6	A9	7E	85	F8	8B	A9	7E	48	AB	22	6D
00026860	FF	C2	AB	C2	30	2B	AB	7A	FA	68	28	60	F4	21	FF	4C
00026870	0C	50	4C	F3	57	4C	C4	FF	69	4C	F2	6C	08	C2	30	48
00026880	FF	DA	5A	8B	0B	20	2F	50	20	FF	7F	50	EA	EA	EA	20

A patch is available for this small hack in the archive you are supposed to have downloaded. A patch for the splash screen use in this tutorial is also available.

This is all for this tutorial!

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