FF6LE Rogue CE readme.txt

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FF6LE Rogue CE 0.8
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1.0 EXPANSIONS
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See ROM_map.txt for details


This version of FF6LE Rogue allow many expansion: Tilemaps, Tilemaps max
space, max Locations (maps),
NPC max space, Exits max space, Event Triggers max space, Chests max space,
Chests SRAM bits and
Message Names. This version of FF6LE does not add any of the mentioned data
(except blank tilemaps and
location data to have working new maps), it only allow to have more of the
said data in your project.


The default L1 tilemap ID ($15F) on maps $19F to $1FF is shadow's dream
(256x256 black map with
layer 1 only). Tilemaps $15F to $1FF are all the same, they take $1A bytes
of space each.
To make the map bigger, you select your new tilemaps ID(s) (L1, L2 and L3 if
neccesary).
Then you resize the layers (from 256x256 to 1024x1024 as an example) and set
the other map properties.
Then you can either import tilemaps (which should cover the correct layers
sizes) or hand draw.



2.0 CHANGES
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2.1 SETTING WINDOW


To access expansion, you must load a ROM first. You can select a setting
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file path. When you
click "Expand Maps", the setting file is created. Map expansion give access
to Chests expansion.
Both expansion have an ASM validation that will prompt a warning message if
a ASM change does not
have the expected value at its offset.

If you were using Zone Doctor+ or FF6LE+ before, you must check the checkbox
before expansion.
This will ensure all your data will be carried on from your project.

If you want to use a "vanilla" ROM with this editor, blank out the setting
file path and click "Apply".
If you want to allow expansion on a new ROM, change the filepath name or
choose another directory for
your XML file and click "Apply".

Once your ROM is expanded, you can increase the number of banks for tilemap
space if at some point
you are at the limit of the size originally input.

2.2 SETTING FILE

The settings are stored in a XML file. This file is read at editor loading
to see if the project has
expansions done. It is therefore important to have a valid setting file path
in the setting window.
I would suggest to not change settings in this files other than location
names. Doing otherwise if
you are not sure of what each setting does could limit or crash the editor
depending on the ROM loaded.

2.3 LOCATIONS NAMES

You can change the names of the maps in the editor. This is mainly to name
new maps. This feature
doesn't change anything in the ROM, it was made to make map edit easier and
to know which map is what.
Location names are saved in the setting file. This feature is disabled if
your ROM doesn't have the
map expansion done. The [$XXX] string starting the name is trimmed in
setting file and in the editor
textbox. It is applied automatically.

2.4 MESSAGE NAMES

In-Game map names can also be edited. Expansion allow 255 entries and max
space is also expanded.

Max length for a name is 37 characters.

Allowed characters are A-Z a-z 0-9 ! ? : \ ' - . , ; # + ( ) % ~

2.5 OTHERS

Maximum Event offsets for Event Triggers and Entrance Events are now $35FFFE
($FFFFFE) instead
of $2FFFF ($CCFFFF). This allow to put directly events outside the $CA0000-
$CCFFFF range.
This feature was not possible for NPC event offsets since the NPC data only
allow 18 bits for the
event (and not 3 full bytes).

3.0 BUG Fixes

Those bugfixes are original FF6LE bugfixes

3.1 EXIT ID BUG

When setting a location for an exit, value higher than 100 does not have the
first digit
cutoff anymore.

3.2 L2 & L3 TILEMAP IMPORT

The map is now correctly updated when importing a Layer 2 or Layer 3
tilemap.

3.3 COMPRESSION OVERFLOW

Some vanilla tilemaps gives an error when recompressing. This only occur if
your force all
tilemaps compression by changing the code. I suspect those tilemaps
generally not edited does
not fit the compression algorithm of FF6LE. Some arrays overflow checks were
put in
the compression function. However I have never seen an edited tilemap giving
that saving error.

3.4 CHECKSUM

Checksum and reverse checksum is now correctly calculated and written in the
ROM.
Editor will also show a "(OK)" value for checksum when reloading the ROM.

4.0 Links

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Source code: https://github.com/madsiur/FF6LE-CE
Previous versions: https://github.com/madsiur/FF6LE-CE/releases
Wiki Entry:
http://www.ff6hacking.com/wiki/doku.php?id=ff3:ff3us:util:ff6lece
Forum Thread: http://www.ff6hacking.com/forums/showthread.php?tid=3327

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