

FF6LE Rogue CE ROM map changes

YY = Expanded Data bank

XX = Expanded Tilemaps starting bank

ZZ = XX + number of Expanded Tilemaps banks

DESCRIPTION	TYPE	OLD LOCATION	NEW LOCATION
Events	PTR	C40000 - C40341	C40000 - C40401
Events	DATA	C40342 - C41A0F	C40402 - C44401
NPCs	PTR	C41A10 - C41D51	YY0000 - YY0401
NPCs	DATA	C41D52 - C46ABF	YY0402 - YY8FFF
Exits (small)	PTR	DFBB00 - DFBF01	YY9000 - YY9401
Exits (small)	DATA	DFBF02 - DFD9FF	YY9402 - YYCFFF
Exits (long)	PTR	EDF480 - EDF881	YYD000 - YYD401
Exits (long)	DATA	EDF882 - EDFDFF	YYD402 - YYDFFF
Treasures	PTR	ED82F4 - ED8633	YYE000 - YYE3FF
Treasures	DATA	ED8634 - ED8E5A	YYE400 - YYF3FF
Free Space	N/A	N/A	YYF400 - YYFFFF
Tilemaps	PTR	D9CD90 - D9D1AF	D9CD90 - D9D38D
Tilemaps	DATA	D9D1B0 - DDDFFF	XX0000 - ZZFFFF
Map Properties	DATA	ED8F00 - EDC47F	DA0000 - DA41DE
Map Names	PTR	E68400 - E6877F	DA4200 - DA43FF
Map Names	DATA	CEF100 - CEF5FF	DA4400 - DA68FF

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