

Final Fantasy 6 Pixel Remaster

Welcome to the FF6PR modding wiki! While we may not be experts in Unity games modding, our knowledge of previous FF6 versions and FF6 in general might be a good starting point to understand the data and code of this new version of the game. For mods check out the [Nexus Mods page](#) of the game. If you want to join the conversation, show your work or ask questions, here's an invite to the [VGRM Discord server](#).

Documentation

- [Master CSV Files](#)
- [Event Scripts](#)
- [Monster Scripts](#)

Utilities

Name	Description	Author	Link
Memoria	Can extract all the game assets as well as implement some mods	Albeoris	Github
Magicite	BepInEx plugin that can replace existing assets and add new ones	Silvriss	Github
FF6 Save Editor	FF6PR and SNES save file editor	KiameV	Github
FFPR Debug Logger	BepInEx debug logger for all FF PR games	Silvriss	Github
Il2CppInspector	Application for reverse engineering and code analysis for all PR games	djkaty	Github
AssetStudio	Tool for exploring, extracting and exporting assets and assetbundle	Perfare	Github
UABEA	Tool for exporting and modifying assetbundle	nesrak1	Github
FFPR_FontTool	Tool for decrypting/encrypting the font_XX.bundle files across all FF PR games	Enfyve	Github
UnityPlayer	Modded UnityPlayer.dll required for all bundle mods	Enfyve	download

Documents

Name	Description	Author	Version	Link
FFVIPR CSV Legend	Spreadsheet document of some master CSV files with references to other relevant files info	fallacies	—	Google Doc
Event Scripts	Dump of the event scripts grouped by area/map with added messages/captions to ease search	madsieur	1.0.4a	download
Event Script Mnemonics	Event script mnemonic list with min/max iValues/rValues and lists of possible sValues	madsieur	1.0.4a	download

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