

# Utility Page Description

This page explain the **Utility Page Template**.

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## Namespace Creation

Each utility must have its own namespace. As an example **ff3:ff3us:util:ff3usme** is one. Put there the files that can be downloaded. If you add screenshots, you can put them in **ff3:ff3us:util:ff3usme:screenshots** for Gallery purpose. Other sub-namespaces are fine too if it keep thing ordered.

For FF6 Advance, create your utility namespace in **ff6a:utils** and for General ROM hacking in **rh:util**.

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## Creating a Page from a Template

Open the template page you need and in the **page id** textbox enter the wanted utility name which will become part of the namespace (such as ff3usme in ff3:ff3us:util:ff3usme). Click on the red link in yellow box after to edit your new page.

The FF3us / FF6j utility template page is available [here](#). The FF6 Advance utility template page is available [here](#). The ROM Hacking utility template page is available [here](#).

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## Demo Page Explanation

### Header

1) **~~NOTOC~~** at top of page is required for no table of content.

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2) **===== utility name here =====** is replaced by the utility name. As an example **===== FF3usME =====**.

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3) **<WRAP group><WRAP column>** is left intact.

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Info Table

1) The following table has images available. Use the one that fit the most the utility.

FF3us



{{pagetemplates:title:ff3us.png}}

FF6j



{{pagetemplates:title:ff6j.png}}

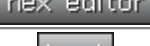
FF6 Advance



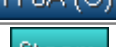
{{pagetemplates:title:ff6a.png}}

2) **author name here** is replaced with utility author's name.

3) The following table has the utility categories available. If you use more than one, put a space between each.

| Description                 | Code                                          | Image                                                                                 |
|-----------------------------|-----------------------------------------------|---------------------------------------------------------------------------------------|
| Assembly utility            | {{pagetemplates:type:asm.png?nolink}}         |    |
| Compression / Decompression | {{pagetemplates:type:compression.png?nolink}} |    |
| Debugging / Debuggers       | {{pagetemplates:type:debugging.png?nolink}}   |    |
| Game Data                   | {{pagetemplates:type:data.png?nolink}}        |    |
| Graphics                    | {{pagetemplates:type:graphic.png?nolink}}     |    |
| Hex Editors                 | {{pagetemplates:type:hex.png?nolink}}         |    |
| Level / Map                 | {{pagetemplates:type:level.png?nolink}}       |    |
| Music                       | {{pagetemplates:type:music.png?nolink}}       |    |
| Palette                     | {{pagetemplates:type:palette.png?nolink}}     |  |
| Patching                    | {{pagetemplates:type:patching.png?nolink}}    |  |
| Save File                   | {{pagetemplates:type:savefile.png?nolink}}    |  |
| Save State                  | {{pagetemplates:type:savestate.png?nolink}}   |  |
| Sound / SFX                 | {{pagetemplates:type:sound.png?nolink}}       |  |
| Sprite                      | {{pagetemplates:type:sprite.png?nolink}}      |  |

4) The following table has the game categories available. If you use more than one, put a space between each.

| Description | Code                                      | Image                                                                                 |
|-------------|-------------------------------------------|---------------------------------------------------------------------------------------|
| FF3us 1.0   | {{pagetemplates:game:ff3us10.png?nolink}} |  |
| FF3us 1.1   | {{pagetemplates:game:ff3us11.png?nolink}} |  |
| FF6j        | {{pagetemplates:game:ff6j.png?nolink}}    |  |
| FF6A (E)    | {{pagetemplates:game:ff6ae.png?nolink}}   |  |
| FF6A (J)    | {{pagetemplates:game:ff6aj.png?nolink}}   |  |
| FF6A (U)    | {{pagetemplates:game:ff6au.png?nolink}}   |  |
| Steam       | {{pagetemplates:game:steam.png?nolink}}   |  |

5) The following table has the Operating Systems available. If you use more than one, put a space between each.

| Description | Code                                                 | Image                                                                               |
|-------------|------------------------------------------------------|-------------------------------------------------------------------------------------|
| Windows     | <code>{{pagetemplates:os:windows.png?nolink}}</code> |  |
| OS X        | <code>{{pagetemplates:os:apple.png?nolink}}</code>   |  |
| Linux       | <code>{{pagetemplates:os:linux.png?nolink}}</code>   |  |

6) **latest version number here** is replaced with most recent version number and the one matching the download link. In case you don't know, put **unknown**.

7) **YYYY/MM/DD** is replaced with release date of most recent version and the one matching the download link. In case of doubt, you can put just the year or **unknown**.

8) Thew download link is replaced with most recent version link.  
**{{ff3:ff3us:util:ff3usme:ff3usme6.8.0.zip|FF3usME 6.8.0}}** is an example.

### Description

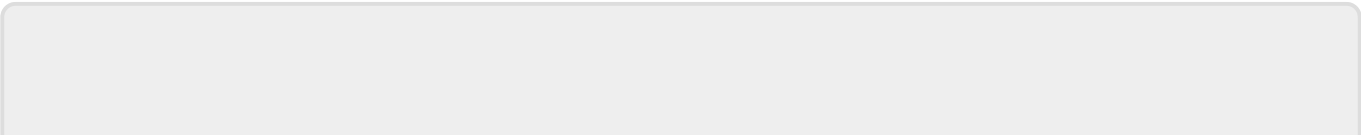
Put anything you want here, as long as it is relevant.

### Links

Links like author's website, old versions, file(s) required, tutorials, etc.

### Gallery

if you use the gallery plugin, a syntax example would be **gallery>ff3:ff3us:util:ff3usme?260x200&lightbox**. Alternatively the **ff3:ff3us:util:ff3usme:gallery** or **ff3:ff3us:util:ff3usme:screenshots** namespaces could be an option. See the [Gallery documentation](#) for more info. Alternatively you can also display individual images if you want.



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