

# Utility Page Description

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

---

## 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**.

---

## 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](#).

When your new page is opened and ready to be edited, remove the first section on top of page. It is similar to this but will differ a bit depending of which template you use. However it's always the first 5 lines:

```
<WRAP group>
<WRAP column leftalign>
~~OpenAS>rh:util:SAVEAS_PAGE#pagetemplates:utility-rh~~
</WRAP>
</WRAP>
```

---

## Demo Page Explanation

### Header

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

---

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

---

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

---

## Info Table

1) The following images for FF6 utilities are 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}}

The following images for ROM Hacking utilities are available. Use the one that fit the most the utility.

### SNES / SFC



{{pagetemplates:title:snes.png}}

### GBA



{{pagetemplates:title:gba.png}}

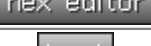
### SNES / SFC / GBA



{{pagetemplates:title:snes-gba.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}}   |  |
| General SNES | {{pagetemplates:game:snes.png?nolink}}    |  |
| General SFC  | {{pagetemplates:game:sfc.png?nolink}}     |  |
| General GBA  | {{pagetemplates:game:gba.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     | {{pagetemplates:os:windows.png?nolink}} |    |
| OS X        | {{pagetemplates:os:apple.png?nolink}}   |   |
| Linux       | {{pagetemplates:os:linux.png?nolink}}   |  |

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.

---

From:

<https://www.ff6hacking.com/wiki/> - ff6hacking.com wiki

Permanent link:

<https://www.ff6hacking.com/wiki/doku.php?id=pagetemplates:utility-main&rev=1504490977>

Last update: 2019/02/12 10:22

