

# Utilities / Tools

## Overview

This is a list of utilities that can be used to edit various aspects of FF6 on SNES and GBA. Below is also a section of genral ROM hacking utilities.

If you are looking for FF3us game specific documents, they are [here](#) while text and tables are found [here](#).

## FF3us / FF6j Utilities

This is a list of utilities that can be used to edit various aspects of FF3us and FF6j.

### Data Editing

| Name                            | Short Description                                                                            | Creator    | Download link            |
|---------------------------------|----------------------------------------------------------------------------------------------|------------|--------------------------|
| <a href="#">FF3usME</a>         | Multi-Editor for FF6j, FF3us 1.0 and 1.1.                                                    | Lord J     | <a href="#">Download</a> |
| <a href="#">FF6Tools</a>        | OS X Multi-Editor for FF6j, FF3us and FF6A. There is now an <a href="#">online version</a> . | Everything | <a href="#">Download</a> |
| <a href="#">FF6EEE</a>          | Can edit and expand esper data.                                                              | Drakkhen   | <a href="#">Download</a> |
| <a href="#">FF6MDE</a>          | Can edit chest data and animation strings in FF3us and FF6 Advance.                          | Drakkhen   | <a href="#">Download</a> |
| <a href="#">FF6 Shop Editor</a> | Can edit shop data in FF3us and FF6j.                                                        | JCE3000GT  | <a href="#">Download</a> |
| <a href="#">FF6 Name Editor</a> | Can edit strings in FF3us.                                                                   | JCE3000GT  | <a href="#">Download</a> |
| <a href="#">FF6 ExpED</a>       | Can expand and edit monster drops and stolen items and odds.                                 | Madsiur    | <a href="#">Download</a> |

### Map Editing

| Name                           | Short Description                                                                 | Creator     | Download link            |
|--------------------------------|-----------------------------------------------------------------------------------|-------------|--------------------------|
| <a href="#">FF6LE</a>          | Can edit world maps, regular maps as well as NPCs and event triggers.             | giangurgolo | <a href="#">Download</a> |
| <a href="#">FF6LE Rogue</a>    | Can edit world maps, regular maps as well as NPCs and event triggers.             | Lord J      | <a href="#">Download</a> |
| <a href="#">FF6LE Rogue CE</a> | FF6LE build that handle various expansions. Current version is 0.8.1              | madsiur     | <a href="#">Download</a> |
| <a href="#">Zone Doctor</a>    | Successor of FF6LE with extra features. This editor will likely corrupt your ROM. | giangurgolo | <a href="#">Download</a> |
| <a href="#">FF3 Map Editor</a> | Can edit regular and world maps. Somewhat limited compared to above editors.      | Sleepydude  | <a href="#">Download</a> |
| <a href="#">FF6MMGEN</a>       | Can generate WOB & WOR mini-maps like FF3Edit                                     | madsiur     | <a href="#">Download</a> |

## Graphic Editing

| Name                               | Short Description                                                                         | Creator      | Download link            |
|------------------------------------|-------------------------------------------------------------------------------------------|--------------|--------------------------|
| <a href="#">FF3SE</a>              | Can edit monsters, portraits and character sprites.                                       | Terii Senshi | <a href="#">Download</a> |
| <a href="#">FF3SE-M</a>            | Modified FF3SE version allowing monster GFX expansion.                                    | madsur       | <a href="#">Download</a> |
| <a href="#">FF3SpriteEd</a>        | Can edit character sprites and NPCs. Has been later integrated in <a href="#">FF3usME</a> | Lord J       | <a href="#">Download</a> |
| <a href="#">Peer Sprite Viewer</a> | Can compress / decompress FF6 and CT graphics.                                            | Geiger       | <a href="#">Download</a> |
| <a href="#">BBG Palette Helper</a> | Utilities and Battle Background images to allow palette edits with Gimp.                  | madsur       | <a href="#">Download</a> |

## Music Editing

| Name                         | Short Description                                                 | Creator   | Download link            |
|------------------------------|-------------------------------------------------------------------|-----------|--------------------------|
| <a href="#">nascentorder</a> | Music importer & randomizer. <a href="#">Github repository</a>    | emberling | <a href="#">Download</a> |
| <a href="#">mfvitools</a>    | Music importing & editing tool. <a href="#">Github repository</a> | emberling | <a href="#">Download</a> |
| <a href="#">MidiToMML</a>    | Automate the RS3exTools2 process.                                 | Xenovant  | <a href="#">Download</a> |
| <a href="#">RS3ExTools2</a>  | Convert a MML file to FF6 music data.                             | ?         | <a href="#">Download</a> |
| <a href="#">Tinymm</a>       | Convert a midi file to MML file.                                  | ?         | <a href="#">Download</a> |
| <a href="#">FF5ToFF6MSC2</a> | Can export FF5 songs to FF6.                                      | ?         | <a href="#">Download</a> |

## Misc

| Name                                    | Short Description                                    | Creator         | Download link              |
|-----------------------------------------|------------------------------------------------------|-----------------|----------------------------|
| FF6-T translation                       | A helper to go through the Japanese hack.            | Kain Stryder    | <a href="#">Wiki Entry</a> |
| <a href="#">SNES9X Savestate Editor</a> | SNES9X and ZSNES savestate editor.                   | toffy           | <a href="#">Download</a>   |
| <a href="#">ZSNES Savestate Editor</a>  | ZSNES savestate editor.                              | The_Fake_God    | <a href="#">Download</a>   |
| <a href="#">Save File Editor</a>        | Save file (.srm) editor.                             | Gendou Software | <a href="#">Download</a>   |
| <a href="#">FF3h</a>                    | Save file (.srm) editor.                             | Lord J, Jumper  | <a href="#">Download</a>   |
| <a href="#">C2FF6D (de)compressor</a>   | Can decompress/compress some data/code from the ROM. | abw             | <a href="#">Download</a>   |
| <a href="#">Beyond Chaos</a>            | Randomizer for FF3us.                                | Abyssonym       | <a href="#">Download</a>   |

## FF6A / GBA Utilities

This is a list of utilities that can be used to edit various aspects of FF6A or GBA games.

## Data Editing

These utilities can edit the data of the game, excluding graphical and maps specific utilities which are listed in their own categories.

| Name                  | Short Description                                                          | Creator  | Download link            |
|-----------------------|----------------------------------------------------------------------------|----------|--------------------------|
| FF6AE 3.1.1           | Multi-Editor for FF6A. A new WPF version coded from scratch is on the way. | Madsior  | <a href="#">Download</a> |
| FF6MDE 1.72           | Can edit chest data and animation strings in FF3us and FF6 Advance.        | Drakkhen | <a href="#">Download</a> |
| FF6A SRAM Editor      | Neat SRAM Editor. If you can make it work, write a guide.                  | Kaleid   | <a href="#">Download</a> |
| FFVIExplore 0.5c      | <b>Not for GBA</b> editor / unpacker for the Steam version.                | Nyxo     | <a href="#">Download</a> |
| FF6 Save Importer 0.6 | Bash shell scripts to migrate save files; includes checksum updaters.      | jvh147   | <a href="#">Download</a> |
| cb extractor 0.7      | Text/codepage -map for the Steam version; includes Bash text extractor.    | jvh147   | <a href="#">Download</a> |

## Graphic Editing

| Name                   | Short Description                                       | Creator      | Download link            |
|------------------------|---------------------------------------------------------|--------------|--------------------------|
| NLZ-GBA Advance 5.0    | A program to edit regular and LZ77 compressed graphics. | NintendoLord | <a href="#">Download</a> |
| Advance Palette Editor | A program to edit regular and LZ77 compressed palettes. | HackMew      | <a href="#">Download</a> |

## Sound Editing

| Name                | Short Description                                             | Creator | Download link            |
|---------------------|---------------------------------------------------------------|---------|--------------------------|
| Sappy 2006 Mod 17.1 | Can import / export songs and SFX. Read install.txt carefully | Nagona  | <a href="#">Download</a> |

## Assembly

| Name       | Short Description                                                          | Creator      | Download link            |
|------------|----------------------------------------------------------------------------|--------------|--------------------------|
| no\$gba    | The most complete GBA debugger <sup>1)</sup>                               | Martin Korth | <a href="#">Download</a> |
| VBA-SDL-H  | VBA version that support hacking features such as breakpoints and tracing. | Labmaster    | <a href="#">Download</a> |
| VBA Tracer | Tracing emulator based off of VisualBoy Advance 1.7.1.                     | g8z and al   | <a href="#">Download</a> |

## General Utilities

These are utilities not only good for FF6 but also for any kind of ROM hacking task.

## Hex Editors

| Name         | Short Description                          | Creator                                                                             | Download link            |
|--------------|--------------------------------------------|-------------------------------------------------------------------------------------|--------------------------|
| HxD          | Good general/all purpose hex editor.       |  | <a href="#">Download</a> |
| Windhex32    | ROM hacking hex editor with table support. | Bongo                                                                               | <a href="#">Download</a> |
| Crystallite2 | ROM hacking hex editor with many features. |  | <a href="#">Download</a> |

## Graphic Editing

| Name                          | Short Description                                                    | Creator | Download link            |
|-------------------------------|----------------------------------------------------------------------|---------|--------------------------|
| <a href="#">YY-CHR (C++)</a>  | General tile editor. Has more feature than the .NET build.           | yy      | <a href="#">Download</a> |
| <a href="#">YY-CHR (.NET)</a> | General tile editor. The .NET build is more recent than the C++ one. | yy      | <a href="#">Download</a> |
| SNESpal                       | Palette editor for SNES ROMs.                                        | Yousei  | <a href="#">Download</a> |

## Assembly

| Name                 | Short Description                                                  | Creator  | Download link            |
|----------------------|--------------------------------------------------------------------|----------|--------------------------|
| SNES9x 1.51 Debugger | A complete GUI debugger. Current version is Mark-10-R2             | Geiger   | <a href="#">Download</a> |
| bass v.14            | Command line SNES assembler.                                       | byuu     | <a href="#">Download</a> |
| xkas 0.06            | Command line SNES cross assembler.                                 | byuu     | <a href="#">Download</a> |
| xkas+ 14.1           | Fork of xkas that add syntax support and improve things.           | Revenant | <a href="#">Download</a> |
| Asar                 | SNES assembler based on xkas.                                      | Alcaro   | <a href="#">Download</a> |
| DUDE                 | 65816 GUI disassembler.                                            | Drakkhen | <a href="#">Download</a> |
| bsnes-plus 0.73-3a   | Fork of bsnes-classic with new debugging features and improvements | Revenant | <a href="#">Download</a> |

## Patching / Misc

| Name                  | Short Description                                      | Creator         | Download link                 |
|-----------------------|--------------------------------------------------------|-----------------|-------------------------------|
| Patch-Text            | Utility to edit data and do hex editing.               | m06             | <a href="#">Download</a>      |
| Beat                  | Good BPS Patcher.                                      | Alcaro          | <a href="#">Download</a>      |
| Floating IPS          | BPS and IPS Patcher.                                   | Alcaro          | <a href="#">Download</a>      |
| XDeltaUI              | XDelta patching utility.                               | KaioShin        | <a href="#">Download</a>      |
| Lunar IPS             | PS patches.                                            | FuSoYa's Niche  | <a href="#">Download</a>      |
| IPS Patch Creator     | Python patcher.                                        | NPCnextdoor     | <a href="#">Download</a>      |
| Rompatcher.js         | IPS / UPS / APS / BPS patcher hosted on ff6hacking.com | Marc Robledo    | <a href="#">RomPatcher.js</a> |
| Patch Conflict Finder | Find conflicts between two or more patches.            | Zephyr          | <a href="#">Download</a>      |
| Lunar Expand          | ROM expansion utility.                                 | Fusoya's Niche  | <a href="#">Download</a>      |
| SNESstuff             | All in one ROM expander, IPS and ASM patcher.          | spel werdz rite | <a href="#">Download</a>      |

## Source Code

| Name           | Version  | Type         | Language   | Author      | Download Link            |
|----------------|----------|--------------|------------|-------------|--------------------------|
| FF6Tools       | 0.5      | FF3us / FF6A | Swift OS/X | Everything  | <a href="#">Download</a> |
| FF6LE          | 20090114 | FF3us        | C#         | giangurgolo | <a href="#">Download</a> |
| FF6LE          | 20100921 | FF6j         | C#         | ?           | <a href="#">Download</a> |
| FF6LE Rogue    | 20130525 | FF3us        | C#         | Lord J      | <a href="#">Download</a> |
| FF6LE CE       | 0.8.1    | FF3us        | C#         | madsur      | <a href="#">Download</a> |
| Zone Doctor    | 3.18.4   | FF3us        | C#         | giangurgolo | <a href="#">Download</a> |
| Zone Doctor CE | 0.2.2    | FF3us        | C#         | madsur      | <a href="#">Download</a> |

| Name                   | Version    | Type          | Language | Author       | Download Link            |
|------------------------|------------|---------------|----------|--------------|--------------------------|
| FF3Edit                | 12/16/2000 | FF3us 1.0     | C++      | Yousei       | <a href="#">Download</a> |
| FF3SE                  | 2.11       | FF3us 1.0     | C++      | Terii Senshi | <a href="#">Download</a> |
| FF3h                   | 5.0        | FF3us SRAM    | C++      | Lord J       | <a href="#">Download</a> |
| Event Disassembler     | 1.0        | FF3us         | C++      | Yousei       | <a href="#">Download</a> |
| Event Disassembler     | 2.0        | FF3us         | C++      | Lord J       | <a href="#">Download</a> |
| SRM checksum Fix       | 1.0        | FF4/5/6 SNES  | Python   | m06          | <a href="#">Download</a> |
| FF6 Extract            | 20060528   | FF3us         | C++      | Geiger       | <a href="#">Download</a> |
| FF6ExpEd               | 0.2        | FF3us         | C#       | madsieur     | <a href="#">Download</a> |
| FF6AE (winform)        | 3.1.1      | FF6A (U)      | C#       | madsieur     | <a href="#">Download</a> |
| FF Analyzer            | 20030726   | FF4/5/6 SFC   | C        | Ino          | <a href="#">Download</a> |
| FF Analyzer+           | 20080412   | FF4/5/6 GBA-J | C        | Ino          | <a href="#">Download</a> |
| xkas                   | 0.06       | SNES          | C++      | byuu         | <a href="#">Download</a> |
| bass                   | 20090114   | SNES          | C++      | byuu         | <a href="#">Download</a> |
| brrtools               | 3.12       | SNES          | C        | Bregalad     | <a href="#">Download</a> |
| SnesBRR                | 20061213   | SNES          | C++      | DMV27        | <a href="#">Download</a> |
| SNES Tile Editor       | 1.0        | SNES          | Java     | Digisalt     | <a href="#">Download</a> |
| Tile Molestor          | 0.16       | SNES/multi    | Java     | SnowBro      | <a href="#">Download</a> |
| Tile LAYER Pro         | 1.1        | SNES/multi    | C++      | SnowBro      | <a href="#">Download</a> |
| Nameless Sprite Editor | 2.0        | GBA           | C#       | Link12552    | <a href="#">Download</a> |

1)

If you like the debugger, consider a donation since the guy does this for a living.

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