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Patch data

Name: Automatic Healing
Version: 1.0
Author: HatZen08

File data

Console: Super Nintendo Entertainment System (SNES)
Official name: Final Fantasy 3 (USA) / Final Fantasy 6 (JPN)
Language/Version: English, version 1.0
Header: Yes

Introduction

After every battle, all injuries should be healed for the next battle. All negative status should be removed and all HP should be fully recovered. Unfortunately, this procedure must be done manually. Because it should be done after every single battle, it can be repetitive and boring.

This patch automates the healing procedure. In the end of every battle, all status are healed, with few exceptions, and the HP of all members of the party are set to full.

This patch doesn't recovery the MP of the characters.

Faq

Which status are removed?

All status except for two special status: Interceptor status and Magitek status.

Does it remove positive status?

Yes. However, only *Float* and *Vanish* are affected. All other status are of negative nature or they are special cases used by the game engine.

You can cast *Float* outside of battle. It will only endure for one single battle.

How about other positive status, like Haste or Safe?

The game engine only saves 16 status from the 32 status present in battle. The list of savable status is:

Bit	Byte 1	Byte 2	Byte 3	Byte 4
#\$01	Dark	Condemned	Dance	Rage
#\$02	Zombie	Near Fatal	Regen	Freeze
#\$04	Poison	Image	Slow	Life 3
#\$08	Magitek	Mute	Haste	Morph
#\$10	Vanish	Berserk	Stop	Chant
#\$20	Imp	Muddle	Shell	Dissapear
#\$40	Petrify	Seizure	Safe	Interceptor
#\$80	Death	Sleep	Reflect	Float
Savable	Yes	No	No	Yes

Why occasionally the HP isn't set to full?

After the character level up, the max HP is increased. However, because of technical reasons, the actual HP of the character is set to the max HP before the level up. The difference of HP isn't significant and it will be updated in the end of the next battle.

Bug Tracker

If you have found a bug, you can post it in the forum:

<http://www.romhacking.net/forum/index.php/topic,15577.0.html>