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Patch data

Name: Synchronized Palettes
Version: 1.0
Author: HatZen08

File data

SHA1: ea1dc87ecb3ba90bbfb8c122f8ee23ca426f5991
Console: Super Nintendo Entertainment System (SNES)
Official name: Final Fantasy 3 (USA) / Final Fantasy 6 (JPN)
Language: English
Version: 1.0
Header: Yes

Introduction

Final Fantasy 6 has 22 characters with battle animations who can be usable in battle. Unfortunately, the game engine lacks a unified palette system for those characters. To synchronize a new palette for a specific character, it is necessary to edit many pieces of code and data scattered in different places without direct interaction between them. It includes palettes for battle, shops, selection screen, script events, NPC loaded from maps and more.

The patch will synchronize the palettes used in the game engine in a unique palette table. The C2/CE2B table of palettes will be used as a unique palette setting for the mentioned characters.

The patch is aimed for hackers interested in sprite editing and it is of limited use otherwise. Unfortunately, specific sprites don't have a good compatibility with palettes different from their original own or they have a narrow selection of palettes with good compatibility. Without sprite editing, the available number of palettes which a good match may be too low to be effectively useful.

Characters

| Address | Palette | Character | Address | Palette | Character |
|---------|---------|-----------|---------|---------|-------------|
| C2/CE2B | 02 | Terra | C2/CE37 | 03 | Gogo |
| C2/CE2C | 01 | Locke | C2/CE38 | 05 | Umaro |
| C2/CE2D | 04 | Cyan | C2/CE39 | 01 | Soldier |
| C2/CE2E | 04 | Shadow | C2/CE3A | 00 | Imp |
| C2/CE2F | 00 | Edgar | C2/CE3B | 00 | Leo |
| C2/CE30 | 00 | Sabin | C2/CE3C | 03 | Banon |
| C2/CE31 | 00 | Celes | C2/CE3D | 06 | Morphed |
| C2/CE32 | 03 | Strago | C2/CE3E | 01 | Merchant |
| C2/CE33 | 03 | Relm | C2/CE3F | 00 | Ghost |
| C2/CE34 | 04 | Setzer | C2/CE40 | 03 | Kefka |
| C2/CE35 | 05 | Mog | C2/CE41 | 03 | reserved(*) |
| C2/CE36 | 03 | Gau | C2/CE42 | 00 | reserved(*) |

(*) They are used in a unconventional manner as a jack-of-all-trades. Because of it, I choose to not use their palettes because of safety reasons. It is recommended to not alter their defined palettes, unless you know what you are doing.

Notes

Number of available palettes

The effective number of available palettes is six and it ranges from 0 to 5. Unfortunately, two palettes are reserved by the game engine and can't be used.

Grayed characters in load and save games

In the save and load screen, the cursor points one of three files to be loaded or saved. In the original game, the characters in the save slots who aren't selected are grayed. In summary, their palettes are changed to gray. The patch used this mechanism to alter the character palettes in OAM related graphics. As a side effect, unselected save files aren't set to gray anymore.

Wrong palettes in Locke's scenario

In Locke's scenario, Locke can have one of three sprites: himself, merchant and soldier. Because of hard coded events linked with the steal command, sometimes Locke's palette is set with a fixed palette value for the battle duration. Also, when the game is saved and Locke's sprite is a merchant or a soldier, the merchant or soldier palette in the save game may be displayed incorrectly.

The palette of the party leader doesn't update

The game engine saves the palettes in the save file. Unfortunately, it won't update the characters palette after the characters is created. If you load a saved game, it will load the palettes set in the saved game independently of whatever is set in the rom.

In summary, It is necessary to set all the palettes changes and start a new game. Sadly, old saved games without the palettes changes won't be updated for the leader of the party.

Script events

The patch expects the event script to only set the entity's palette after the entity's graphics is set. For custom event commands, please make sure that the setting of the palette is set after the setting of the graphics. It is the conventional way used in the original event scripts.

NPC palettes are overwritten

The patch will check the graphics when the palette is set. If the graphics belong to the mentioned characters, the palettes set at C2/CE2B are used instead. All palettes sets by the map or event scripts are plain ignored. Intentionally, all characters NPC will use the same palette. It includes characters who are designated as separated entities like brown and green soldiers, Banon and Duncan, Edgar and Gerad (in disguise), etc.

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>