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Patch data

Name: Custom Tools
Version: 1.0
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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

Unlike regular commands, the command *Tools* don't load the attack data from a data table. Instead, all attack data from the *Tools* command is implemented directly in assembly code. Because of it, all *Tools* items can't be fully customizable.

The patch changes the data loading for the *Tools* command. It now loads the data from the general table of spells and attacks. With the editing of the *Tools* items, it is possible to define custom attacks and animations for all eight tools items.

The patch is aimed for hackers and it is plain useless for players-only.

Instructions

The loading of the attack data is defined based on the *Tool* power and hit rate and their values must be edited. The easy way is to use a editor, like *Final Fantasy 3 Multi Editor*.

The *Tool* power corresponds to the index in the general data table for attack/spell/actions.

The *Tool* hit rate corresponds to the animation. *Tools* animations use values in the [0,8] range. Beyond these values, the default animation for the spell will be used instead.

The *Tool* targeting must be set to be compatible with the animation and the spell data used.

Tool Animations

Index	Animation
0	Noise Blaster
1	Bio Blaster
2	Flash
3	Chain Saw (damage animation)
4	Debilitator
5	Drill
6	Air Anchor
7	Auto Cross Bow
8	Chain Saw (one-hit KO)

Notes

Tool's quantity

The *Tool* window selection has the limit of eight *Tools* items. If there is more than eight *Tools* items, only eight of them will be selectable in the window. All others will be plain ignored. Because of this limitation, it is wasteful to have more than eight *Tool* items.

Targeting

When the *Tool* is selected, it will use the targeting defined by the *Tool* item. However, when the spell is loaded, the targeting will be overwritten. The game engine will try to adapt the targeting but sometimes the difference about the targeting can't be helped if they aren't compatible.

The recommended way is to set the targeting of the *Tool* item to be exactly equal to the targeting of the referenced spell. If there is trouble with the targeting, especially with the *Tools* animations, please check the compatibility of the targeting between the *Tool* item and the referenced spell.

Tools Animations

The default animations for *Tools* expects a defined type of targeting. As example, if the *Tool* animation requires a single target, to use multi-target setting may cause unexpected results. If the targeting of the spells or *Tools* looks somehow oddly, please, check the targeting and the animation used. The animations used by the game engine aren't necessarily compatible with all targeting configurations.

Links

Contact Info:
- http://www.romhacking.net/community/1902/

Floating IPS (*.ips patches, windows version):
- http://www.romhacking.net/utilities/1040/

Dual patcher (*.dua patches, linux version):
- http://www.romhacking.net/utilities/1058/