“A Link to the Past DX Volume Adjustment for Emulators” by VideogameScrapbook ([http://www.videogamescrapbook.com](http://www.videogamescrapbook.com/))

If you play A Link to the Past DX on an emulator without this patch, the streamed music volume is likely to be a lot louder than it should be. This patch reduces the volume to an appropriate level. It is based on the volume\_decrease.ips included with Conn's alttp\_msu1.ips, but adapted to work for A Link to the Past DX. Make sure that you first apply loz3-dx\_v1.2.ips before applying this patch.

The values that this patch replaces are in bold below. You can see them using a hexadecimal text editor (use the Go To line number feature with the numbers on the left):

3F906 (equivalent to alttp\_msu1 116926): **ea** // prevent fade out too fast (previously 3A)

3F908 (equivalent to alttp\_msu1 116933): c9 **05** // mute sound when volume is 05 (previously 20)

3F9AB (equivalent to alttp\_msu1 1169CA): a9 **60** 8d 06 20 // Global volume (previously FF)

3F9DE (equivalent to alttp\_msu1 1169FD): a9 **60** 8f 04 e0 7e // fade-out start volume (previously F1)  
3FA08 (equivalent to alttp\_msu1 116A27): a9 **30** 8d 06 20 // Open map volume (previously 75)  
3FA28 (equivalent to alttp\_msu1 116A57): a9 **60** 8d 06 20 // Close map volume (previously FF)  
3FA52 (equivalent to alttp\_msu1 116A8D): a9 **60** 8d 06 20 // Exit house volume (previously FF)

3FA67 (equivalent to alttp\_msu1 116A9E): a9 **30** 8d 06 20 // Enter house volume (previously 75)

3FA80 (equivalent to alttp\_msu1 116B0B): a9 **60** 8d 06 20 // return from flute map to game (previously FF)