

The logo consists of a solid black square. Inside the square, the words "NOISE" and "CROSS" are stacked vertically in a white, bold, sans-serif typeface. The letters are slightly irregular, giving it a hand-drawn or stencil-like appearance.

**NOISE  
CROSS**

# **FF5e\_Text\_Editor**

## **readme**

## Overview

The FF5e\_Text\_Editor is a specific tool to help in the edition of the text of the FFV game ROM. I would like to thank the people who make this work possible, sharing their researches and knowledge about the game as **Instructrtrepe**, **Jorgur**, **Samurai Goroh**, **LightPhoenix** and more or less all the people on the 'Final Fantasy V Research & Development' channel of **slickproductions.org**. This tool has been based and inspired on their previous work.

This tool reads only SMC files and it will only work on the extended version of the ROM made by the **RPGe**'s patch. If the ROM is zipped is mandatory to unzip it. The presence of a header will be auto detected and ignored.

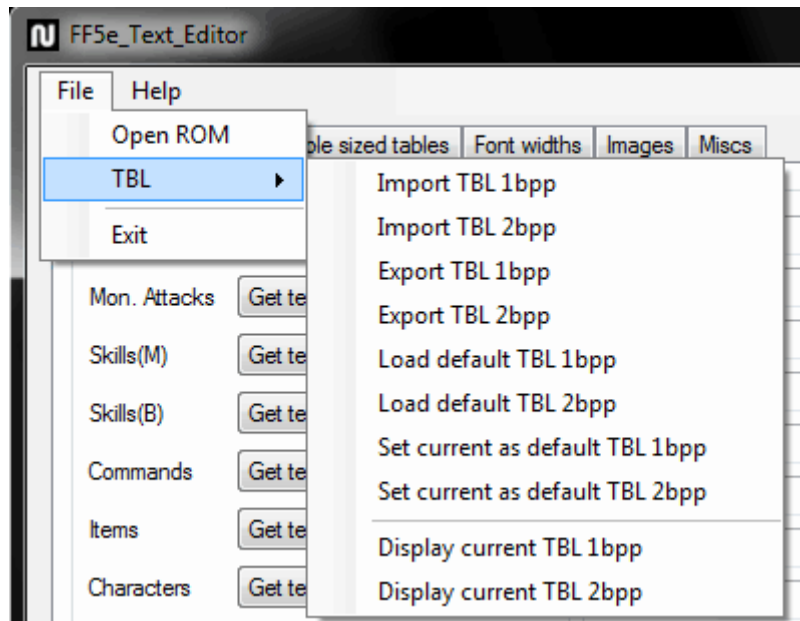
I put some effort to do a code as free from bugs as possible, but the tool has not been extensively tested. As its primary use is to help me to perform a translation of the game to my mother tongue (and it does the job perfectly) I am not offering support for the tool, so please, handle it with care.

To perform any operation, a ROM file must be open first of all. After that, every edition will be done on that file, so be sure to have a backup of the ROM before editing anything.

Every text table of the game can be exported as a CSV file, edited externally and injected back into the ROM. How the text is exported and how the text is codified in bytes during a text injection depends of the TLB loaded by the tool. The default TLB is very similar to the one used by **RPGe** on their translation, but it can be customized.

## TLB

To simplify the Editor development, it uses a very strict TLB format.



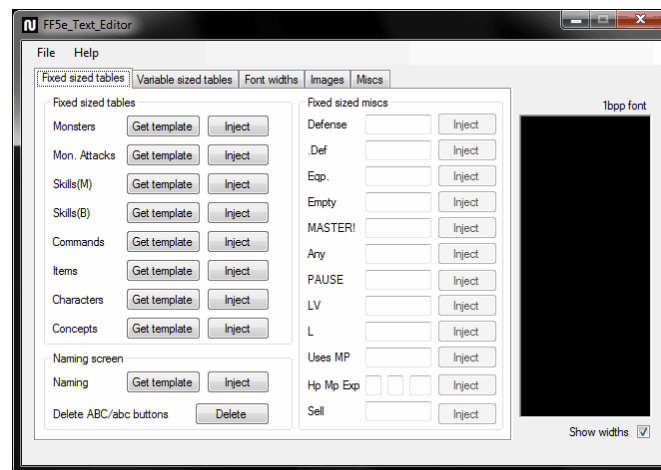
*Picture 1 TLB options detail*

The rules to import a new TLB are:

- The format of every line of the TLB is '**XX=Symbol**' where '**XX**' is the byte in hex format and '**Symbol**' is the symbol represented by that byte
- No words allowed. A byte can represent a symbol with some characters, but no symbol can be represented by a combination of some byte. That means the dictionary and some other escape sequences could be exported in a different way than expected
- The same symbol cannot be repeated in different bytes. That means, i.e., that the byte 0x52 and the byte 0xFF cannot represent the same symbol (i.e. the blank symbol)
- If the Editor load a new TLB, every byte not represented on it will be set as a concatenation of bracket plus the hex formatted byte plus another bracket. That means if the byte 0xCF is not defined on the TLB, the Editor will assume it as '[CF]'
- Every symbol using a '[' character must ALWAYS have the '[' as first character and a ']' as last character. Note than symbols nesting brackets will cause weird behaviors and malfunctions, so please avoid them

At the beginning of a run, the editor will read the '**default.tlb**' file. If that file format is not allowed or if the file is missing, the editor will load an internal default TLB inspired on the one used by **RPGe**. After loading a new TLB, it can be set as default using the TLB option '**Current TLB as default**'.

## Fixed sized tables



Picture 2 Fixed sized tables screen

## Fixed sized tables

The fixed sized tables are text tables where every register have a fixed size in bytes. Trying to import a template with registers longer than the maximum size to that table will cause an abort of the import and a warning message.

## Fixed sized miscellaneous

The fixed sized miscellaneous are 'hardcoded' words which have a maximum size and are not part of any text table.

## Naming screen

This section allows to modify the naming screen changing the characters, the order and to delete the useless 'ABC' and 'abc' buttons.



Picture 3 Unmodified naming screen



Picture 4 Modified and deleted 'ABC' and 'abc' buttons

## Variable sized tables



Picture 5 Variable sized tables screen

## Variable sized tables

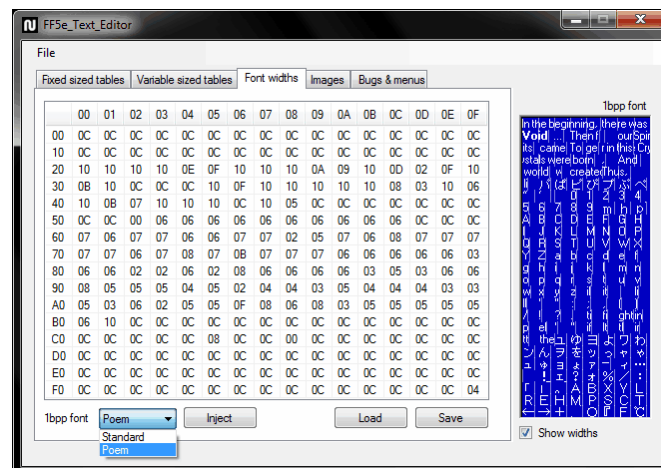
The variable sized tables are text tables where registers don't have a fixed size in bytes. Anyway, there is a size limit to fit that tables and trying to import a template bigger than that limit will cause an abort of the import and a warning message.

## Main speech

The main speech is a particular variable sized table and the biggest text table of the game. To check how the text fits the dialogue windows there is a panel to choose and preview any game dialogue.

The “edit” button allows also edit just one speech id. The data reallocation will be done automatically.

## Font widths



Picture 6 Font widths screen

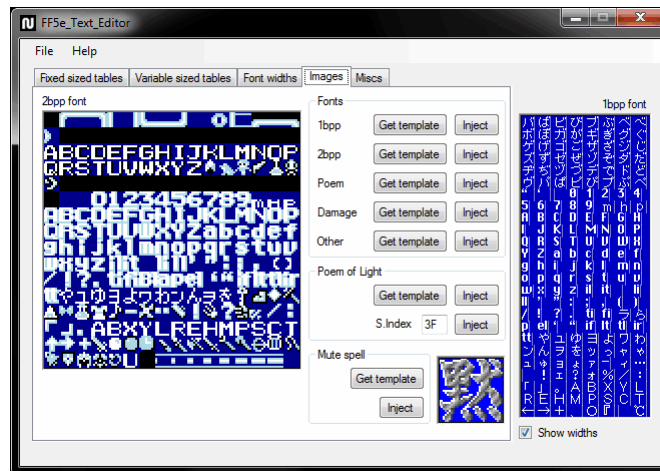
## Standard and poem fonts

There are two VWF in this game. Choosing between standard and poem will display the proper font in the right panel preview and will update the grid.

## Inject, Load and Save buttons

Changing values in the grid will not update the ROM automatically. To set the values of the grid in the ROM, the button Inject must be clicked. The buttons Save and Load will store the current values on a file or will load the values from a file respectively.

## Images



Picture 7 Images screen

## Fonts

The fonts are exported as 256 colors PNG files. That files can be edited and imported again in the ROM. To edit the pictures is important to note, that only the first's colors of the palette are used, so only colors 0 and 1 are allowed on 1bpp templates (1bpp and poem), only colors 0 to 3 are allowed on 2bpp templates, only colors 0 to 7 are allowed in 3bpp templates (damage) and only colors 0 to 15 are allowed in 4bpp templates (other).

## Poem of light text

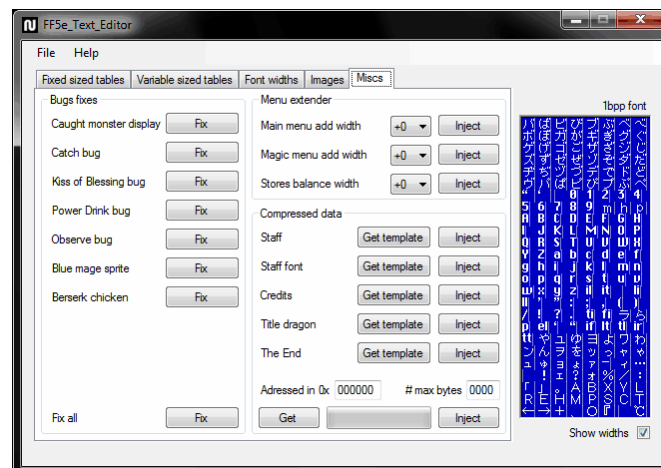
The text of the Poem of Light can be exported an imported here.

**Note:** In the version v0.9 of this tool, editing this table will produce the game sequence where the poem is displayed won't be correctly synchronized, causing the letters suddenly appear and disappear. After version v1.0, the scroll wait index (S. index) can be modified allowing re-synchronizing the scroll.

## Mute spell

The graphic of the mute spell can be exported an imported here.

## Miscs



Picture 8 Miscs screen

### Bug fixes

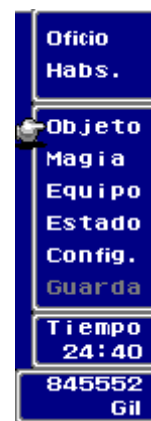
These buttons fix some known undesired behaviors of the game. The credits of that fixes are for **instructrtrepe** ('Catch bug', 'Kiss of Blessing bug', 'Power Drink bug' and 'Observe bug'), **Grond** ('Blue mage sprite glitch') and me, **Noisecross** ('Caught monster display' and 'Berserk chicken')

### Menu extender

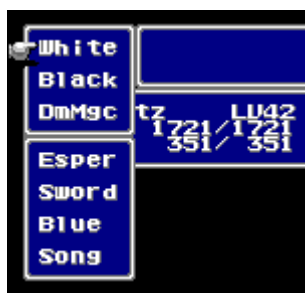
These options allow increasing the size of certain menu windows providing more space to fit longer texts. Credits to **LightPhoenix** for his research of how works the FFV windows system.



Picture 9 FFV menu



Picture 10 Menu extended in 1 tile



Picture 11 FFV magic menu

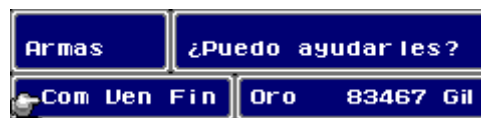


Picture 12 Magic menu extended in 1 tile





Picture 13 FFV store



Picture 14 FFV store extended in 3 tiles

## Compressed data

These options allow exporting and importing compressed tables. This section is the more experimental one so doubling care and making backups when one of these tools is used must be kept in mind. The compressed texts, tables, graphics and code is usually very fit in the ROM, so maybe after editing a section of the game, the compressed data won't fit in the place. Never try to force importing a table which doesn't fit or the game will crash **for sure** sooner or later.

The version v0.9 and afterwards, allow exporting and importing the credits and the staff of the game as well as the dragon image at the title screen. In future versions the "The End" and "Final Fantasy V" text images should be also editable.

The "Inject" button at the bottom of this section allows choosing a file, compressing it and injecting the data in an arbitrary place of the ROM. The file will be treated as raw binary data and will be injected on the ROM beginning at the hex address written on the textbox labeled as "Generic data in" and only if the compressed data is shorter than the hex value written on the textbox labeled as "maximum".

**Note:** The potential to break a ROM after every restoring possibility is very high when this tool is used. Please, don't use it if you are not very confident you know you are dealing with.

## Legal stuff

The following software has been developed by **Noisecross** and is offered to everyone as FREEWARE (not public domain). Since it is freeware, the author retains all copyrights to the software and places certain restrictions on its distribution. The tool is provided "as is" and no technical support will be offered. All bugs should be reported to **Noisecross** [dalastnecromancer@gmail.com](mailto:dalastnecromancer@gmail.com).

This End-User License Agreement ("EULA") is a legal agreement between a user and the author for the software product tool mentioned on this document. By installing, copying, or otherwise using the Software, you agree to be bound by the terms of this EULA. The Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. The Software is licensed, not sold, and ALL SOFTWARE IS PROVIDED "AS IS".

## GRANT OF LICENSE

This EULA grants the user the following rights:

- Installation and Use: You may install and use an unlimited number of copies of the Software. Any copies of the Software which this License authorizes you to make are subject to this EULA.
- Reproduction and Distribution: You may reproduce and distribute freely copies of the Software. The software must always be accompanied by this document and impersonating the authorship of the software is not allowed.

## COPYRIGHT

All right, title and interest in and to the Software (including the copyrights in the Software and including, but not limited to, any images, photographs, animations, video, audio, music, text, and "applets" incorporated into the Software), the accompanying printed materials (if any), and any copies of the Software are owned by **Noisecross**. The Software is protected by copyright laws and international treaty provisions. Except as permitted by applicable law and this License, you may not modify, rent, lease, loan, sublicense, or create derivative works from the Software.