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Requirements

Aridia runs on the Microsoft .NET Framework 4. If you have Windows XP, Vista, or Windows 7 then you might already have received it through Windows Update. If you need to manually install the .NET Framework it can be obtained from the Microsoft download center at:

<http://www.microsoft.com/downloads/en/details.aspx?FamilyID=9cfb2d51-5ff4-4491-b0e5-b386f32c0992>

Aridia requires a copy of a Phantasy Star III binary ROM image. "**Phantasy Star 3 - Generations of Doom (UE) [!].bin**" as verified by GoodGen (<http://www.allgoodthings.us/>). Aridia has not been tested with any other ROM version.

Do not send requests for a copy of the ROM image.

For the record, I've purchased every version of Phantasy Star III that's been released in the United States (Sega Genesis, Phantasy Star Collection GBA, Sega Genesis Collection, and so on). I don't pretend to know the legality of emulation and ROM images but I figure you should probably own a copy of the game if you're going to play the ROM. Legal copies of Phantasy Star III are available on about a dozen different Sega Genesis collections.

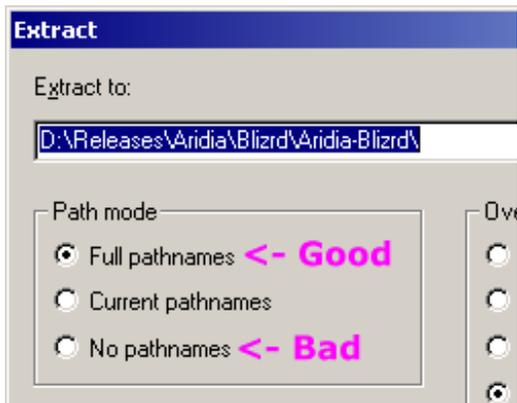
Running



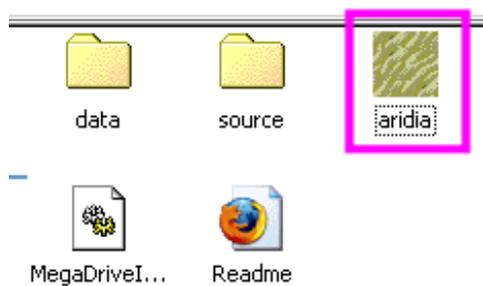
Aridia is packaged in a .zip file. Extract the .zip file.

If you need a utility to extract .zip files, try 7-Zip (<http://www.7-zip.org/>) which is a free compression program.

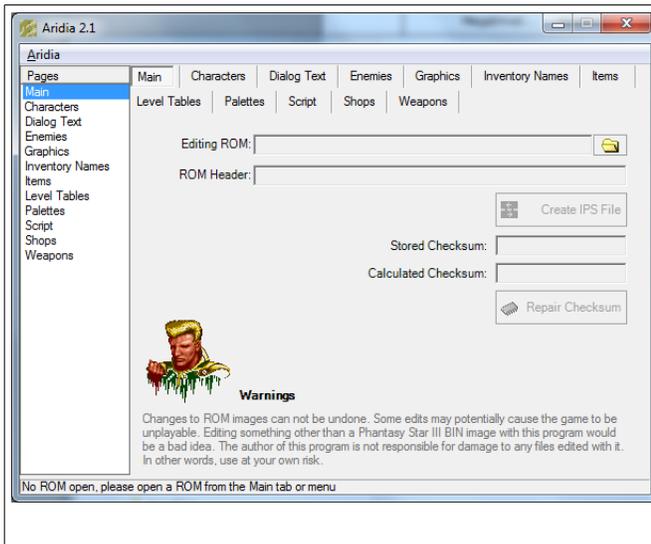
The file name won't match this picture because it changes with each release.



Extract using full pathnames, this is usually the default setting.



The extracted files should look remarkably like this. Double-click on aridia.exe to start Aridia.



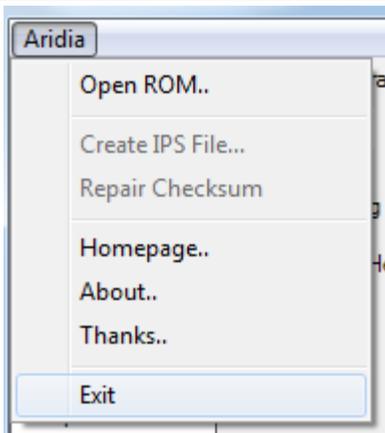
The main application window should load.

If it doesn't load then you need to make sure you have the correct version of the .NET framework installed (see [Requirements](#)).

GUI Basics

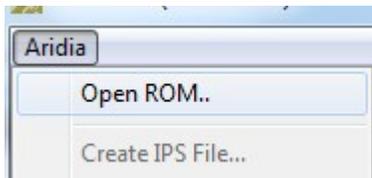


Aridia works like any other Windows application. You can move it around by clicking and dragging the title bar, close it by clicking the 'X' in the top corner, or minimize it with the line thingy. The Window can not be maximized or resized though.

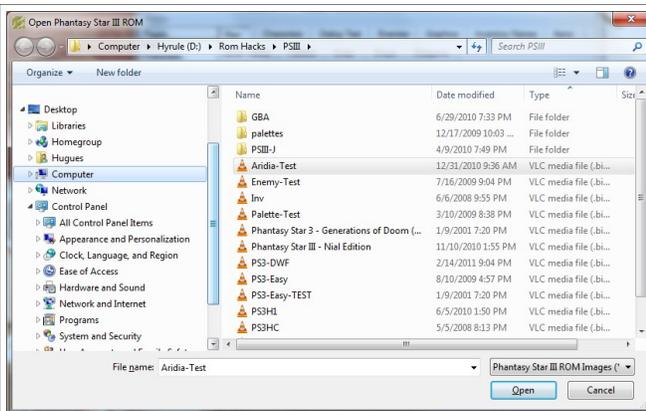


You can also exit from the menu by selecting **Aridia->Exit**.

From this menu you can also launch your default browser to the Aridia homepage by selecting **Aridia->Homepage...** The latest version of this document can be found there.



The first thing you'll want to do is open a ROM image. Select **Open ROM..** from the Aridia menu or click the folder icon on the **Main** tab.



A standard Windows Open dialog will load. Select the ROM image you want to edit.

It's probably a good idea to work off a backup copy because there's no "undo" feature in Aridia.

Editing ROM: D:\Rom Hacks\PSIII\Aridia-Test.bin
ROM Header: SEGA MEGA DRIVE (C)SEGA 1991.APLTO

If everything went well, the **Main** tab should now be updated with the file path you selected and ROM header.

The ROM Header should be "SEGA MEGA DRIVE (C)SEGA 1991.APLTOKINO KEISHOUSA PHANTASY STAR 3 PHANTASY STAR 3 GENERATIONS OF DOOM GM 1303-01" (select the text in the field with the mouse and drag to scroll). If your ROM header is different, chances are it's not a supported image. Editing anything other than a supported image may produce wacky results. Please see the [Requirements](#) section.

ROM Checksum

Sega Genesis games contain a checksum which is used by the console (or emulator) to ensure the integrity of the game. After editing a ROM image the checksum will need to be repaired.

Stored Checksum: 55951 (0xDA8F)
Calculated Checksum: 27348 (0x6AD4)


The **Stored Checksum** field shows the value in the current ROM header. This is what the console (or emulator) is expecting

The **Calculated Checksum** is the actual checksum of the ROM. If these values do not match then the **Repair Checksum** button will be enabled. Click this button to repair the stored checksum.

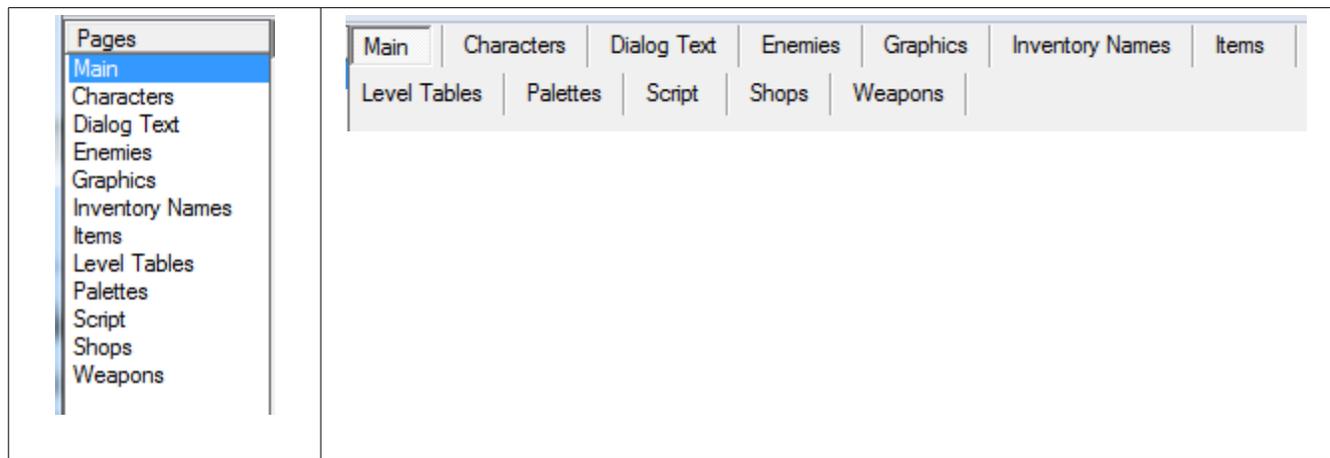
Aridia
Open ROM..
Create IPS File..
Repair Checksum
Homepage..

The **Repair Checksum** menu item can also be used at any time. It does the same thing as the Repair Checksum button and can be used from any tab.

It's a good idea to repair the checksum before testing a game that has been edited.

Navigation

Aridia contains several pages that edit specific parts of the Phantasy Star III ROM image. Pages can be changed from the **Pages** list on the side of the UI or by clicking the headings in the tabstrip along the top.



The pages available are:

- Main – View the path of the ROM being edited, view the ROM header, view & regenerate the checksum.
- Characters – Edit character attributes.
- Dialog Text – Edit text that appears in game dialogs (i.e. character menu, shops, marriage proposals).
- Enemies – Edit enemy attributes.
- Graphics – Edit font, title logo, and dialog borders
- Font – Edit the appearance of the game font.
- Inventory Names – Edit the names of items that appear in the inventory menu.
- Items – Edit item attributes.
- Level Tables – Edit the tables that determine how many XP are needed to gain a level.
- Palette – Edit color palettes.
- Script – Edit the game script (i.e. text of conversations, cut scene text).
- Shops – Edit what items are sold in shops.
- Weapons – Edit the attributes of weapons and armor.

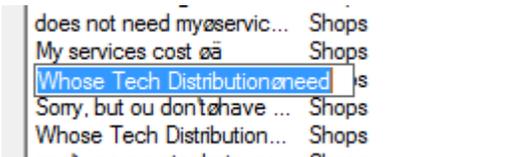
Dialog Text

The dialog text page edits (you guessed it) text that appears in dialogs. "Dialog" is used in the sense of "screen where you select something" and not "a conversation with someone".

Main Characters Dialog Text Enemies Graphics Inventory Names It					Click on the column headers to sort by that column.
Level Tables Palettes Script Shops Weapons					
Current Value	Category	Description	Address	Length	
Foi	Techniques	Foi Technique N...	235696	6	
Zan	Techniques	Zan Technique ...	235712	6	
Gra	Techniques	Gra Technique ...	235728	6	
Tsu	Techniques	Tsu Technique ...	235744	6	

The columns are:

- Current Value – The current value of the text.
- Category – Used to group dialog entries together, the categories are:
 - Techniques – Each technique is listed twice, once for what appears in the character menu, once for what appears when an enemy uses it.
 - Marriage – Text from the marriage dialogs.
 - Character-Menu – Stuff that appears on the character menu (the thing that comes up when you press 'Start' while playing).
 - Battle-Messages – Anything that appears in a battle (except for enemy names).
 - Shops – Text from all the shops, inns, hospitals, etc.. (except for the item names).
 - Save-Load – Text from the save/load screens, either the one at the start of the game or the one at the inn.
 - Title-Screen – Text on the title screen.
- Description – A (very) brief description of the entry, useful if you change a value and forgot what the original was.
- Address – Where in the ROM image the text appears, you probably don't care about it.
- Length – The maximum length of the text.

	To edit an entry, either double-click on the Current Value or select it and press the Enter key. The text must be less than the maximum length and not
---	---

	contain any non-ascii characters. Click away or hit Enter again to save the value.
--	---

I will marry Maia.⓪ will marry Lena. I will marry Thea.⓪ will marry Sari I will marry Laya.⓪ will marry Alair Item⓪ Techniq⓪ Stats⓪ Equip	In the entry you may see these odd characters that resemble a lower-case 'o' with a slash through it Technically I think it's a " <i>Latin Small Letter O with stroke</i> ". Whatever the case, these text representations of line breaks . Deleting them will cause the resulting dialog to look wacky. Increasing the length of text before a line break may have the same result.
--	--

Script Editing

The script page edits the majority of game and cut scene dialog. Basically anything that appears when you talk to someone is here.

Level Tables	Palettes	Script	Shops	Weapons
Current Value	Address	Length		
The legends of the past	107326	23		
shape our lives and	107352	19		
those of our children.	107374	22		
One such legend is of a	107400	23		
struggle that almost	107426	20		

Click on the column headers to sort by that column.

The columns are:

- Current Value – The current value of the text.
- Address – Where in the ROM image the text appears, you probably don't care about it.
- Length – The maximum length of the text.

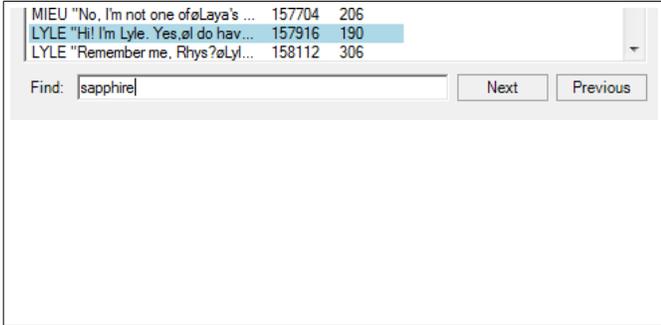
Level Tables	Palettes	Script	Shops	Weapons
Current Value	Address	Length		
The people of Cille are insulted th...	156218	91		
Luckily for you, Laya's Law forbid...	156314	93		
Hurray!	156412	8		
Please stay on the other side of the counter		45		
Maia awaits in the castle, Prince ...	156476	39		
You may not pass! Your doom aw...	156520	45		
I, Rhys, do take thee, Maia, to be...	156570	41		
Either Orlinn or Maia will not be...	156616	40		

To edit an entry, either double-click on the **Current Value** or select it and press the Enter key. The text must be less than the maximum length and not contain any non-ascii characters.

Click away or hit Enter again to save the value.

MIEU "No, I'm not one of Laya's people, Prince. I am a co... LYLE "Hi! I'm Lyle. Yes, I do have the Sapphire. I don't rea... LYLE "Remember me, Rhys? I'm Lyle, with the Sapphire. I'll ne... MIUN "Orakio? No, you don't have his sword. Why has Or... WREN "I'm a Wren-type cyborg, programmed to serve you... Now it's time to see you really fight, Rhys!	In the entry you may see these odd characters that resemble a lower-case 'o' with a slash through it. Technically I think it's a "Latin Small Letter O with stroke". Whatever the case, these text representations of line breaks .
	Deleting them will cause the resulting dialog to look wacky. Increasing the length of text before a line break may have the same result.
	Not sure about the other funky

characters, better off not deleting them.



The script tab has a handy find feature. Enter text in there to jump to the first row found containing it. The "Next" and "Previous" buttons do about what you'd expect. The find feature matches those odd special characters as blank spaces so don't worry about trying to type them in the field.

Inventory Names

The inventory names page edits the name of every item that appears in the game inventory.

Main	Characters	Dialog Text	Enemies	Graphics	Inventory Names
Level Tables	Palettes	Script	Shops	Weapons	

Current Value	Category	Address	Length
Monomate	Items	234050	8
Dimate	Items	234059	6
Trimate	Items	234066	7
Antidote	Items	234074	8

Click on the column headers to sort by that column.

The columns are:

- Current Value – The current value of the text.
- Category – Used to group dialog entries together, the categories are:
 - Items – Healing and utility items.
 - Weapons – All the weapons.
 - Armor – All the armor items.
 - Gems – The various gems that are found in the game (i.e. Sapphire, Twins's Ruby)
 - Transport – All the parts for Wren and Laya's Pendant.
- Address – Where in the ROM image the text appears, you probably don't care about it.
- Length – The maximum length of the text.

Current Value	Cat
Monomate	Item
Dimate	Item
Trimate	Item
Antidote	Item
Star Mist	Item
Moon Dew	Item
Escapipe	Item
Monitr	Item
Short Swd	We
Sword	We

To edit an entry, either double-click on the **Current Value** or select it and press the Enter key. The text must be less than the maximum length and not contain any non-ascii characters.

Click away or hit Enter again to save the value.

Items

The items page edits the attributes of the healing and utility items.

Select Item:	Star Mist
Address:	Monomate Dimate Trimate Antidote
Cost:	Star Mist
Technique:	Moon Dew Escapipe
Effectiveness:	Monitor

Select the item to edit from the **Select Item** drop-down list.

The values in this list are the default names for items, if you changed the names they will not be reflected here.

Select Item:	Star Mist
Address:	231344
Cost:	5600
Technique:	Gires
Effectiveness:	99

The **Cost** of the item is how much stores charge for the item. It also effects how much items will be bought back for. This must be an integer between 1-65535.

The **Effectiveness** refers to how strong the **Technique** (see below) the cast is. This must be an integer between 1-255. For example the default value for Monomate is 6, Dimate is 12, and Trimate is 99.

New values are automatically saved when they are changed.

Address:	231344
Cost:	5600
Technique:	Gires
Effectiveness:	Res Anti Gires Rever Escapipe Monitor

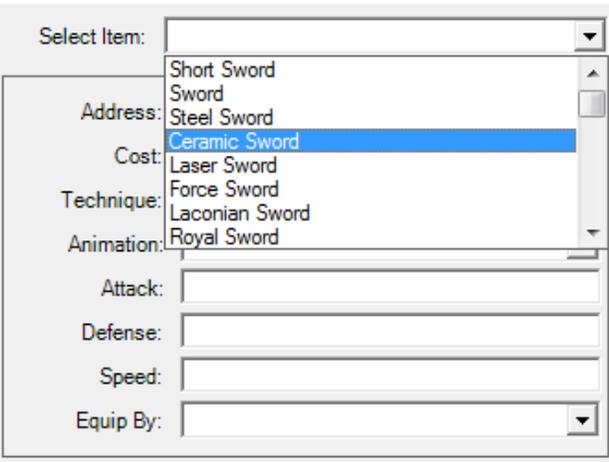
Use the **Technique** drop-down list to change the technique cast by using the item.

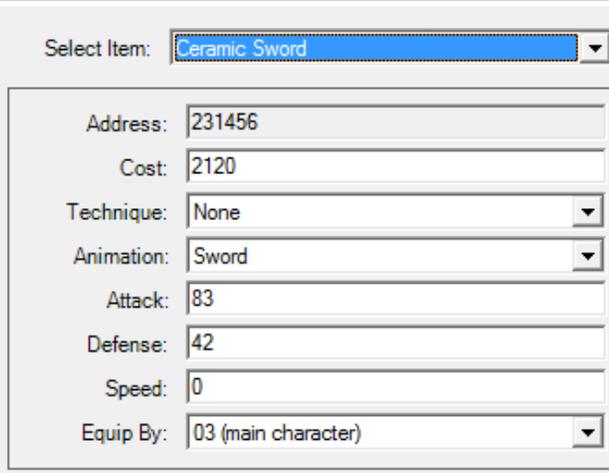
The Escapipe and Monitor don't cast a technique and just have their items names listed. I suppose you could assign them to other items and see what happens.

New values are automatically saved when they are changed.

Weapons & Armor

The weapons page edits the attributes for weapons and armor.

	<p>Select the item to edit from the Select Item drop-down list.</p> <p>The values in this list are the default names for items, if you changed the names they will not be reflected here.</p> <p>The items in the list are roughly grouped by type (i.e. all the swords are together)</p>
---	--

	<p>The Cost of the item is how much stores charge for the item. If also effects how much items will be bought back for. This must be an integer between 1-65535.</p> <p>The Attack, Defense, and Speed fields specify how much attributes are modified when the item is equipped. These must be an integer between 1-255.</p> <p>New values are automatically saved when they are changed.</p>
--	--

Select Item: Ceramic Sword

Address: 231456

Cost: 2120

Technique: None

Animation: None

Attack: Foi (2)

Defense: Shu

Speed: Rever (1)

Equip By: 03 (main character)

Use the **Technique** drop-down list to change the technique cast by using the item.

Some techniques are listed more than once (still haven't figured out what the difference is).

New values are automatically saved when they are changed.

Select Item: Ceramic Sword

Address: 231456

Cost: 2120

Technique: None

Animation: Sword

Attack: Sword

Defense: Staff

Speed: Bow

Equip By: Shot

The **Animation** drop-down changes the animation that is rendered during battle.

Each weapon group has an associated animation. Changing this for armor has no impact.

New values are automatically saved when they are changed.

Equip By: 03 (main character)

03 (main character)

F3 (all except Mieu and Wren)

C3 (Sari, Lena, Laya, Gwyn, main character)

43 (all Orakians)

B0 (all Layans)

20 (Lyle, Ryan)

10 (Thea, Kara)

04 (Mieu)

Use the **Equip By** drop-down to change which characters can equip the item.

To make a long story short, there is a set of values this field supports that maps to characters or groups of characters.

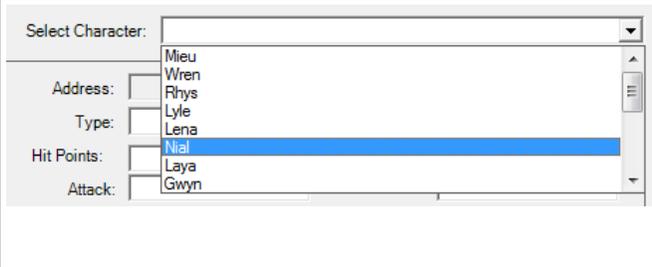
If you change the character type then changing this value will not have the desired effect. For example, if you change Rhys to the "Mieu" character type then he will not be able to use a sword unless you also change the sword Equip By to include Mieu.

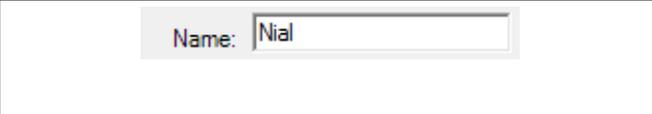
	New values are automatically saved when they are changed.
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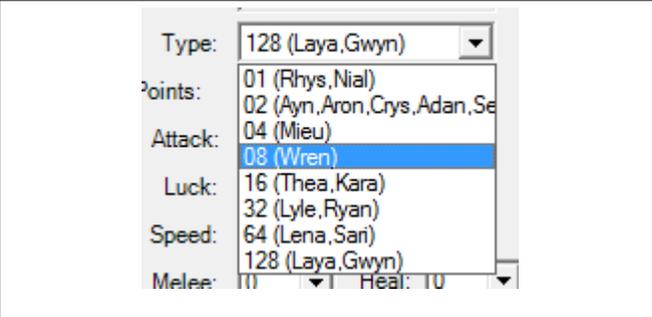
Word of caution, editing items that characters have equipped by default can produce odd results.

Characters

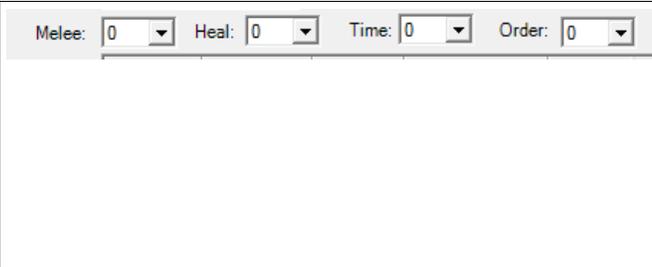
This page edits character attributes and inventory.

	<p>Select the character to edit from the Select Character drop-down list.</p> <p>The values in this list are the default names for characters, if you changed the names they will not be reflected here.</p>
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	<p>The Name can only be four characters and can not contain any non-ascii characters.</p>
---	--

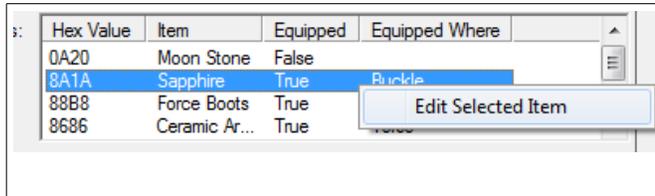
	<p>The Type field affects which weapons and armor the character can equip.</p> <p>This is related to the Equip By field on the Weapons & Armor page.</p>
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	<p>Editing the Hit Points, Tech Points, Attack, Defense, Luck, Skill, and Speed change the initial attribute values for a character.</p>
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	<p>The four technique drop-down lists modify the initial values for all techniques in a group. Individual techniques can not be modified in Aridia (it is possible to do so but can lead to problems in the game if done wrong, this way is bug-free).</p>
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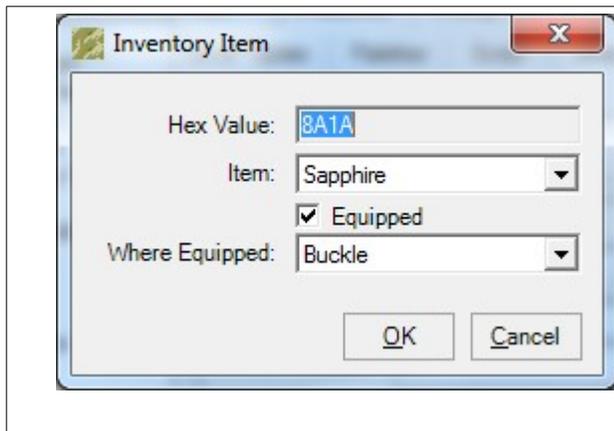
Inventory

Editing the character inventory changes what items they start with. In the case of Wren and Mieu these are the items they have when Rhys first meets them (as opposed to what they start with in subsequent generations).



Hex Value	Item	Equipped	Equipped Where
0A20	Moon Stone	False	
8A1A	Sapphire	True	Buckle
88B8	Force Boots	True	
8686	Ceramic Ar...	True	

Double-click or right-click on an item to open the **Inventory Item** dialog.



Inventory Item

Hex Value: 8A1A

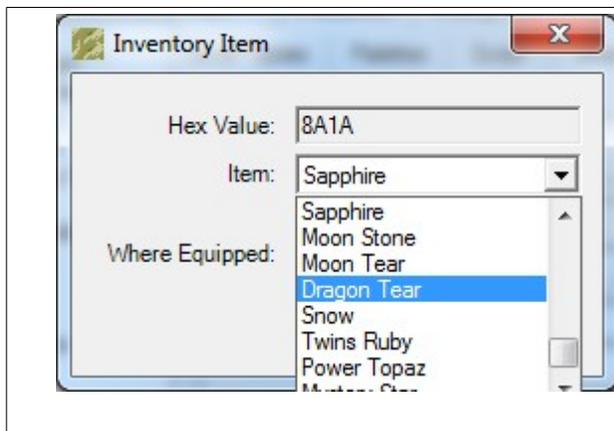
Item: Sapphire

Equipped

Where Equipped: Buckle

OK Cancel

The **OK** button on the **Inventory Item** dialog saves the item. The **Cancel** button closes the dialog with saving changes.



Inventory Item

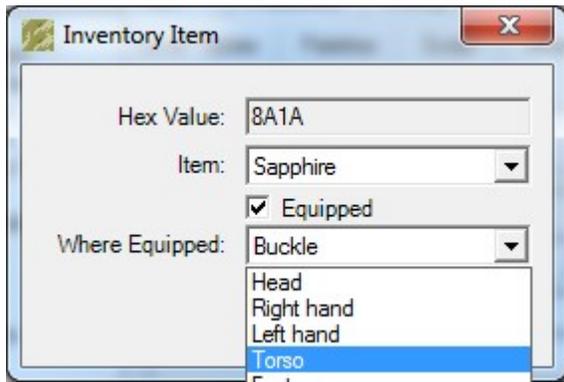
Hex Value: 8A1A

Item: Sapphire

Where Equipped:

- Sapphire
- Moon Stone
- Moon Tear
- Dragon Tear
- Snow
- Twins Ruby
- Power Topaz
- Mystic Stone

The **Item** drop-down list selects the item.



Use the **Equipped** checkbox to set whether an item is equipped.

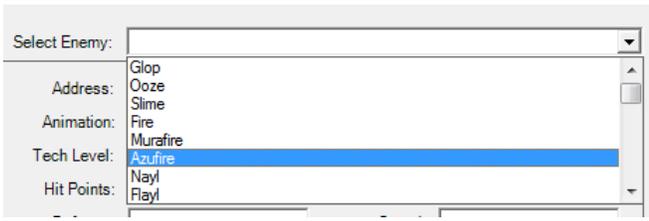
If it's checked the **Where Equipped** drop-down will be enabled. Use it to set where the item is equipped.

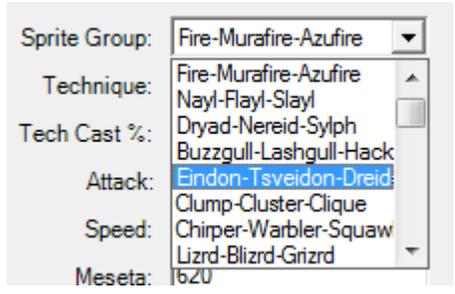
There is no validation on this field. If you want to equip a Monomate on a character's head there's nothing to stop you.

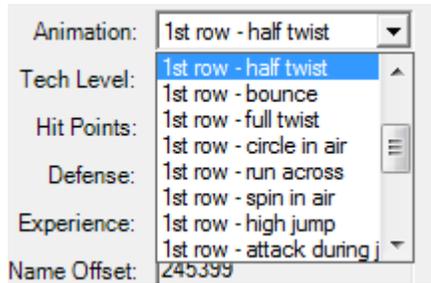
Changing the initial inventory count for a character introduces an overflow bug that modifies their techniques and statistics, sometimes drastically. A lot of experimentation has been done in this area and it appears to be a bug in the game code that loads the character into memory from the ROM.

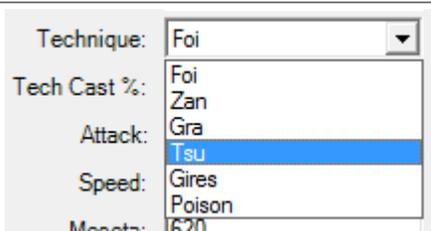
Enemies

The enemies page edits the attributes for enemies (including bosses).

	<p>Select the enemy to edit from the Select Enemy drop-down list.</p> <p>The values in this list are the default names for enemies, if you changed the names they will not be reflected here.</p> <p>The enemies in the list are roughly grouped by type.</p>
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	<p>The Sprite Group drop-down list changes which sprite is displayed during an encounter. One sprite group is used for up to three different enemies.</p> <p>New values are automatically saved when they are changed.</p>
---	---

	<p>The Animation list affects the encounter animation. The animation for small, first row enemies can be changed to any "1st row" value listed. Changing the animation for the large, second row enemies usually doesn't work out so well.</p> <p>New values are automatically saved when they are changed.</p>
---	--

	<p>The Technique drop-down list changes which technique an enemy can use during an encounter.</p> <p>New values are automatically saved when they are changed.</p>
---	---

Tech Level: <input type="text" value="4"/>	Tech Cast %: <input type="text" value="60"/>	<p>The Tech Level is the level of the technique, ranges from 1-99.</p> <p>The Tech Cast % is probability that the enemy will cast the technique in a round. 0-99 are valid values.</p>
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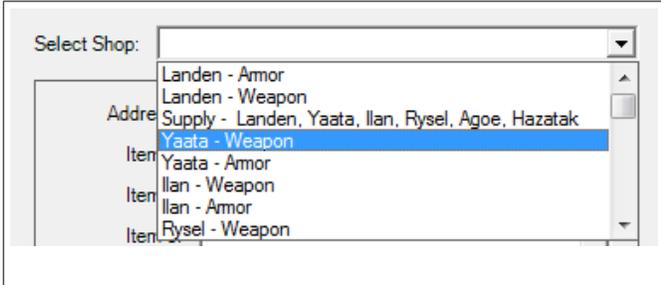
Hit Points: <input type="text" value="120"/>	Attack: <input type="text" value="30"/>	<p>The next few fields all modify enemy attributes. Hit Points, Attack, Defense, Experience, and Meseta can range from 1-65535. Speed can range from 1-255.</p> <p>New values are automatically saved when they are changed.</p>
Defense: <input type="text" value="64"/>	Speed: <input type="text" value="77"/>	
Experience: <input type="text" value="790"/>	Meseta: <input type="text" value="620"/>	

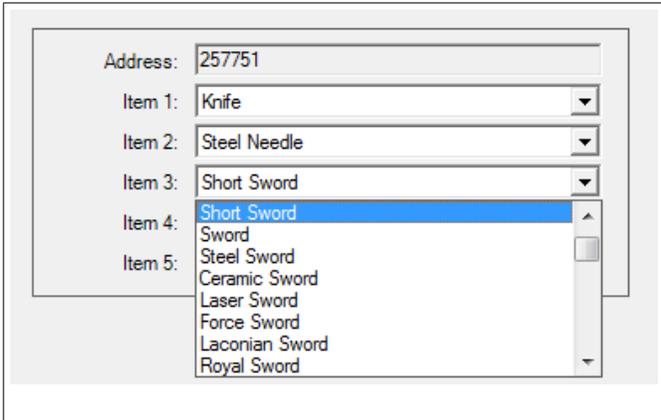
Name: <input type="text" value="Azufire"/>	<p>The Name field changes the name displayed during an encounter. Names can not be made longer than their default length.</p> <p>New values are automatically saved when they are changed.</p>
--	---

Escape %: <input type="text" value="80"/>	<p>The Escape % is probability of successfully running away from an enemy. The valid values are 0-99.</p> <p>Setting to 0 means the party will not be able to run from an encounter with the enemy. It's a bad idea to set this to above 0 for bosses.</p>
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Shop Editing

The **Shops** page edits the items for sale at shops.

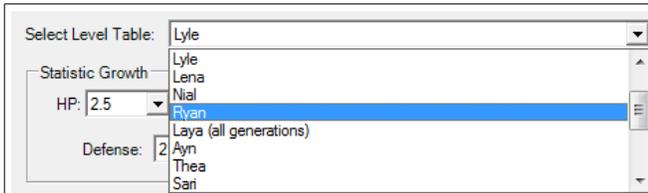
	<p>Select the shop to edit from the Select Shop drop-down list.</p> <p>The values in this list are the default names for items, if you changed the names they will not be reflected here.</p>
---	--

	<p>Stores have five slots for items. Use the five drop-down lists to modify the items.</p> <p>Select "Empty" to have an empty slot.</p> <p>There are no restrictions around what shops can sell. i.e. Weapon shops can sell armor or healing items no problem.</p>
--	--

Note: Some supply shops share the same data and can't be edited independently.

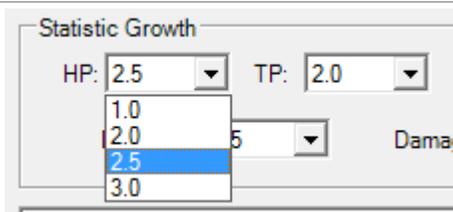
Level Table Editing

The **Level Table** page edits the XP/level tables (how many XP required to gain a level) and statistic growth rate for characters.



Select the level table to edit from the **Select Level Table** drop-down list.

Mieu and Gwyn share a table for some reason. There's also an unused one floating around.



Use the drop-down lists to change the growth rate for a statistic. Values outside of this range don't seem to work or produce odd results.

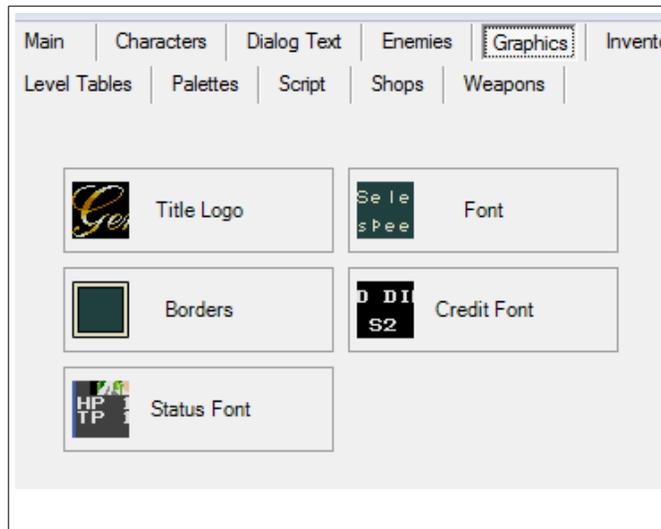
XP	Level	Address
231	2	125158
508	3	125162
840	4	125166
1239	5	125170
1718	6	125174
2293	7	125178
2983	8	125182
3811	9	125186

The XP value is the number of XP points required to advance to the level in the level column. Double-click on an XP value to change it.

Graphics

Tile Editing

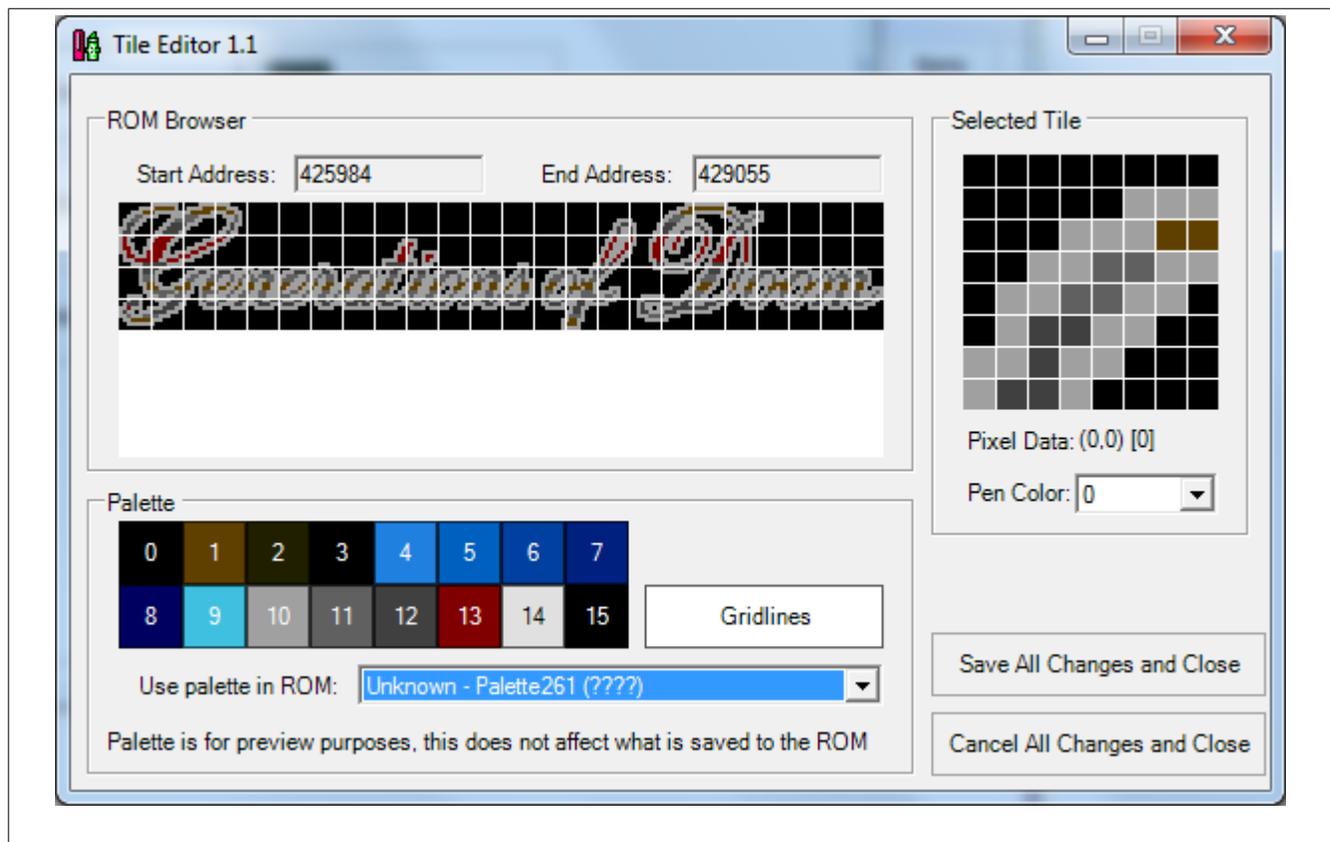
All the tile-based graphics in Phantasy Star III can be edited in Aridia.



From the Graphics tab, press any of the following to launch the tile editor:

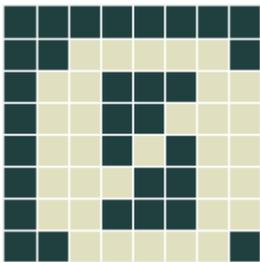
- **Title Logo:** The "Generations of Doom" logo on the title screen.
- **Font:** The main game font used in dialogs.
- **Borders:** The borders for dialog frames.
- **Credit Font:** The font used in the opening marquee credits.
- **Status Font:** The font used on the status screen for HP and TP.

All of these launch in the tile editor dialog:

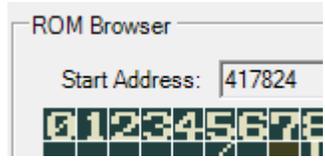


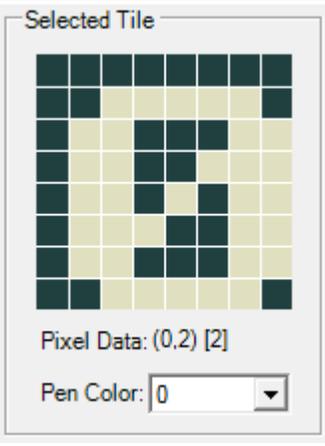
First, a brief explanation of how tiles are stored in the ROM image.. tiles are basically 8x8 bitmaps stored across 32 bytes. Each byte contains the palette entry for two pixels. The palette entry is a number between 0 and 16 (0x0-0xF) where 0 indicates blank pixel. The palette entry doesn't correspond to a specific color, but a color index in the currently loaded palette. For example, the same font tiles are used in the blue/gray and green/tan color schemes but different palettes are in memory.

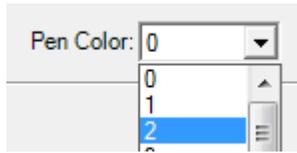
Here is how a zero character tile is stored:

	22 22 22 22
	22 11 11 12
	21 12 22 11
	21 12 21 11
	21 12 12 11
	21 11 22 11
	21 12 22 11
	22 11 11 12

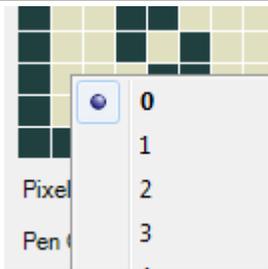
So when you edit a tile you're really changing palette entries for pixels. It's slightly important to understand how this works before being able to edit tiles effectively.

	<p>The Rom Browser section shows all the tiles in the current set. Click on a tile to edit it.</p>
---	---

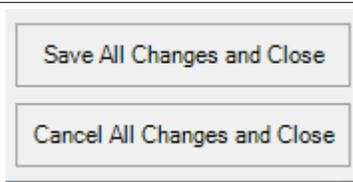
	<p>The tile will open in the Selected Tile section. Left-click on a pixel to set it to the current pen color (palette entry). You can also hold down the left mouse button and drag across to fill multiple squares.</p>
---	---



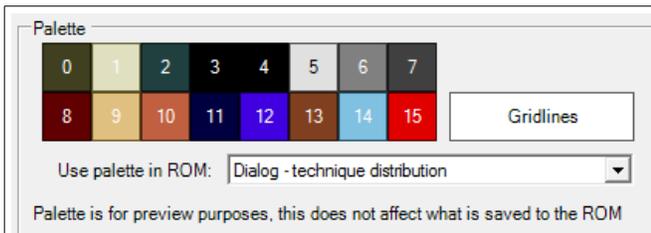
Change the pen color (palette entry) with the **Pen Color** drop down..



..or right-click on the selected tile.



Click **Save All Changes and Close** to commit all changes back to the ROM image. Click **Cancel All Changes and Close** to cancel all changes. If you click cancel it cancels **all** changes made in this dialog.



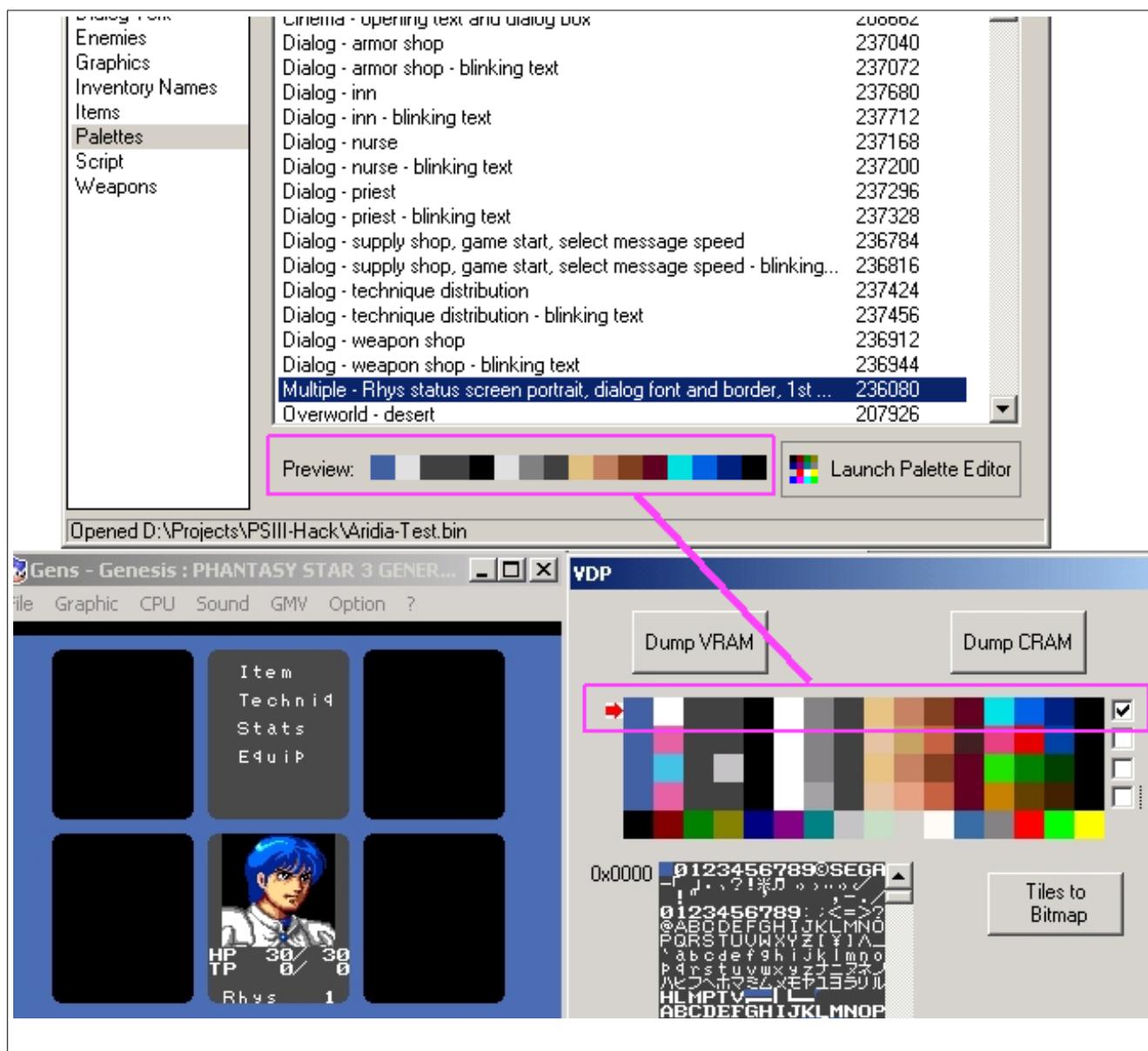
Click on the palette buttons to change the current color palette. This is for preview purposes and does not affect the data saved to the ROM.

Alternately, select a palette stored in the ROM from the drop-down list.

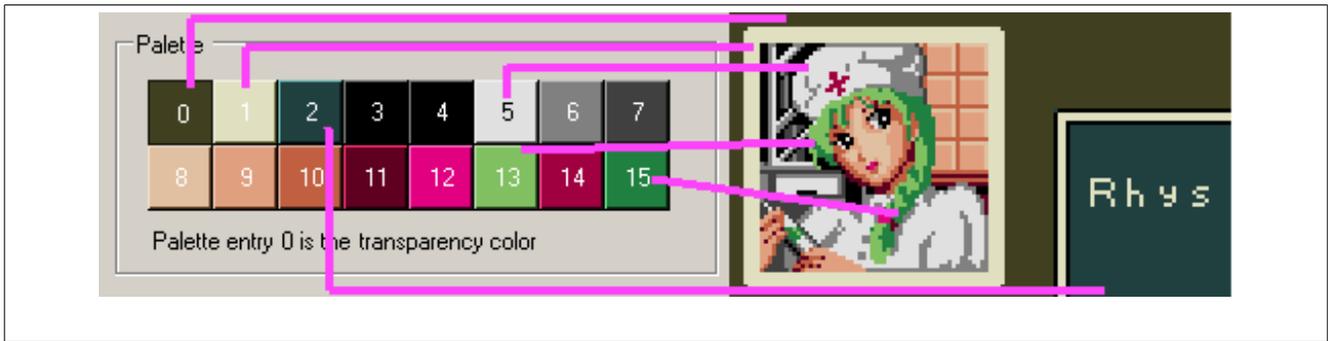
Palettes

Palette Basics

The way palettes are stored in a Genesis ROM is directly related to how they're held in memory at runtime. The Genesis VDP stores 4 palettes of 16 colors for a maximum of 64 distinct on-screen colors. In the Phantasy Star III ROM image, and presumably many others, there are blocks of data that store palettes. The palettes map up nicely with ones loaded in the VDP:



The difficult part is visualizing how the palette maps to what it's being applied to.



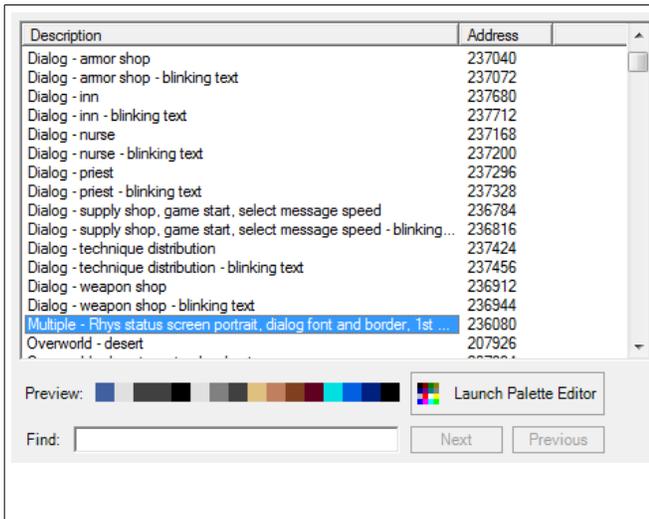
Given infinite time, energy, and know-how I could add a preview feature. Don't hold your breath on it.

The palette entries have an R (red), G (green), and B (blue) value that's combined into one 16-bit number. The R, G, and B values can range from 0-7 so only 12-bits are actually used. It's just like how RGB colors work, only there are 8^3 (512) total combinations instead of 256^3 (16,777,216). Only colors in this 512 range can be used.

So, when you edit a palette you're really taking a block of 16 colors and adjusting the R, G, and B values.

Palette Editor

<ul style="list-style-type: none"> Main Characters Dialog Text Enemies Graphics Inventory Names Items Level Tables Palettes 	<p>Level Tables Palettes S</p> <table border="1"> <thead> <tr> <th>Description</th> </tr> </thead> <tbody> <tr> <td>Dialog - armor shop</td> </tr> <tr> <td>Dialog - armor shop - blinking</td> </tr> <tr> <td>Dialog - inn</td> </tr> <tr> <td>Dialog - inn - blinking text</td> </tr> <tr> <td>Dialog - nurse</td> </tr> </tbody> </table>	Description	Dialog - armor shop	Dialog - armor shop - blinking	Dialog - inn	Dialog - inn - blinking text	Dialog - nurse	<p>Click on Palettes from either the navigation panel or tabstrip.</p>
Description								
Dialog - armor shop								
Dialog - armor shop - blinking								
Dialog - inn								
Dialog - inn - blinking text								
Dialog - nurse								



Click on the **Description** or **Address** column to sort.

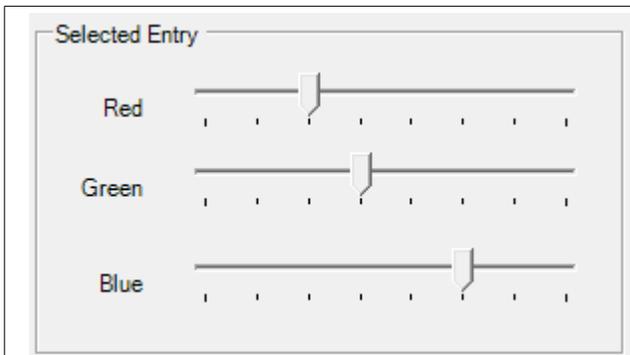
Double-click on an entry, or click the **Launch Palette Editor** button, to start the palette editor.

The preview is there to help with the identification process and because it looks neat.

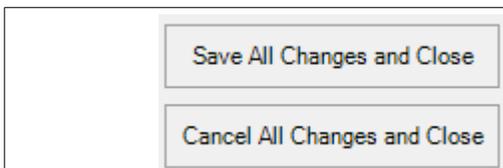
The Find/Next/Previous controls can be used to locate a palette by description.



In the palette editor, click on one of the colors in the **Palette** panel to edit it.



The sliders in the **Selected Entry** pane will update with the selected color. Use the sliders to modify the R, G, and B values for the color.



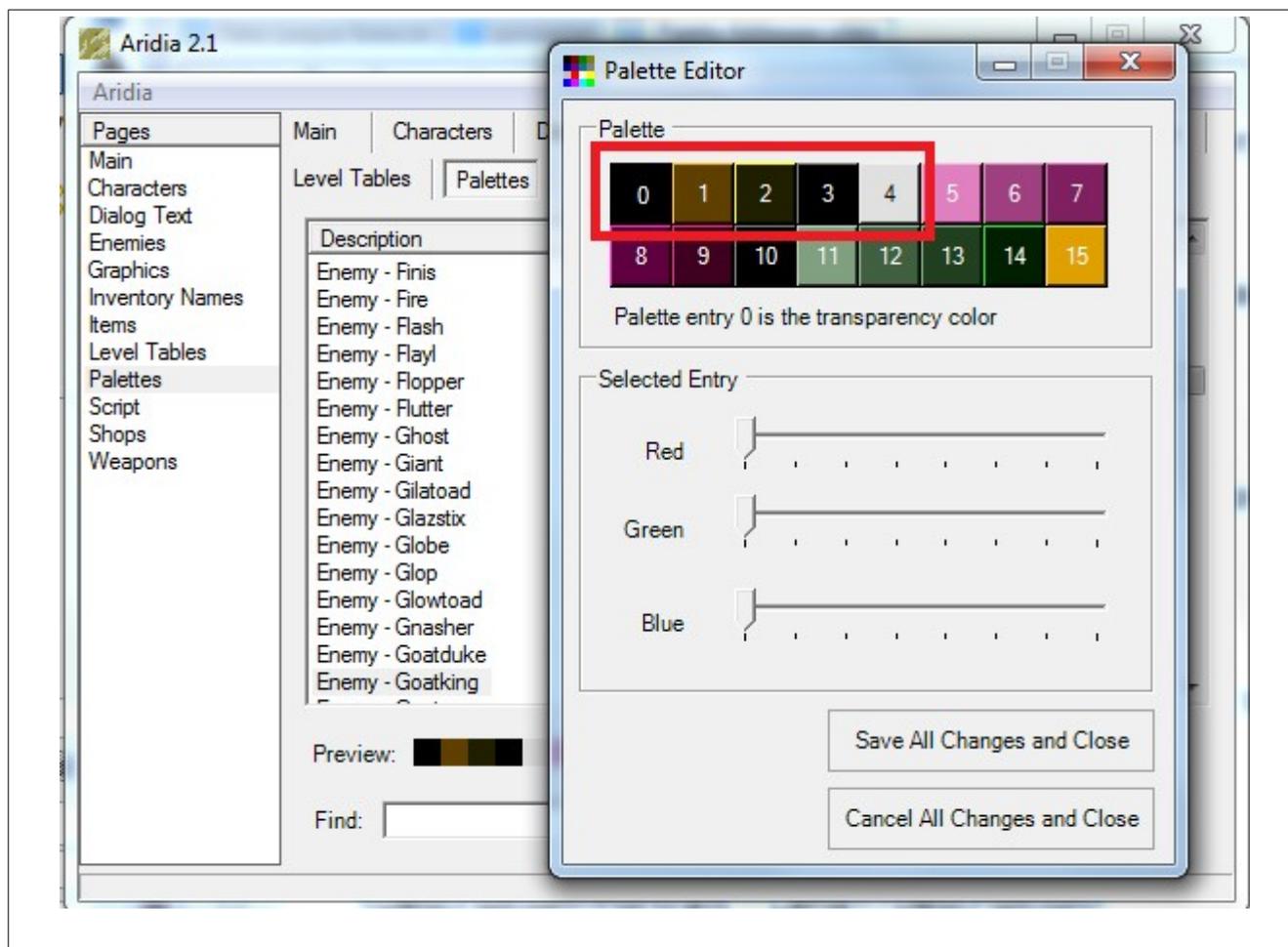
Click **Save All Changes and Close** to commit all changes back to the ROM image. Click **Cancel All Changes and Close** to cancel all changes. If you click cancel it cancels **all** changes made in this dialog.

Palette Editing Limitations

What about all those "Unknown" and "Not Used" palettes? There are over 400 palettes stored in the Phantasy Star III ROM image, ~100 appear to be unused as far as I can tell.

Palettes are reused quite a bit. For example, changing the portrait for Rhys changes other portraits that appear in dialogs (like Lyle's). Despite this limitation, there are tons of possibilities for what can be accomplished with palette editing.

When editing an enemy palette, do not change the first five values. At run time the battle background colors are loaded into these positions. Only editing entries 5-15 will have the desired effect.



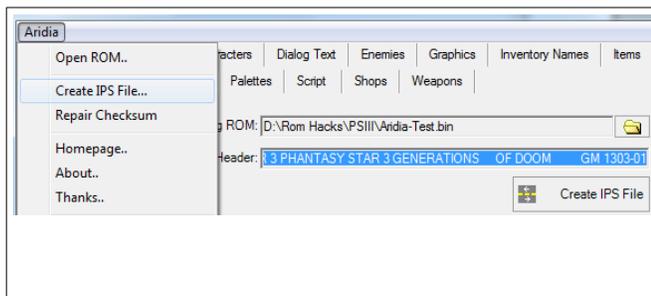
Creating an IPS File

Alright, so you've finished editing your ROM and now you want to distribute it to others. Most sites will only distribute IPS patches because a) they're really small and b) to avoid legal headaches. To make your life easier, Aridia can create an IPS file based on your Phantasy Star III hack.

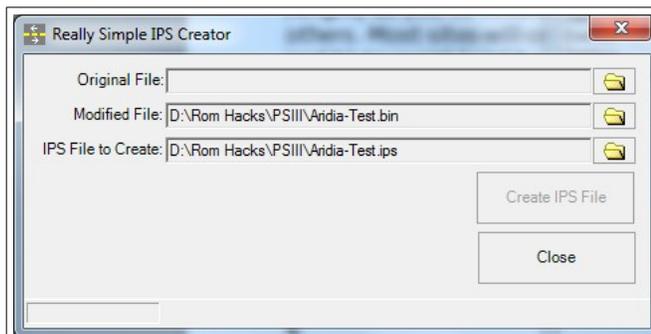
What is an IPS file anyway?

It's a file that lists all the differences between two files. One file is considered the source and the other the target.

Before creating an IPS file [repair the checksum](#).



From the main menu select **Create IPS File...** or click the **Create IPS File** button on the main tab.



There are three fields on the IPS dialog:

Original File – This needs to be an original, untouched copy of Phantasy Star III. Click the little folder icon to browse for it.

Modified File – This is the ROM you have open in Aridia. You can click the little folder icon to select a different file too. This IPS creator isn't limited to Phantasy Star III of course so you can use it for other stuff.

IPS File to Create – The name of the file you want to create. Click the little folder icon to change it.



Create IPS File

Once you've selected everything, click the **Create IPS File** button to create the file.



Create IPS File

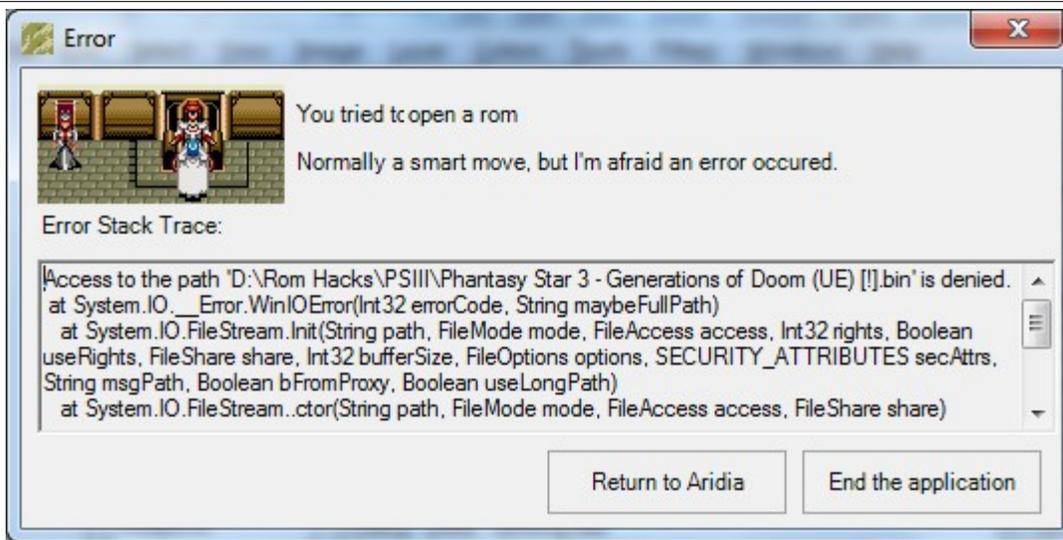
Close

Done

When it's done you'll see a notification in the bottom corner. It should only take a couple seconds to run.

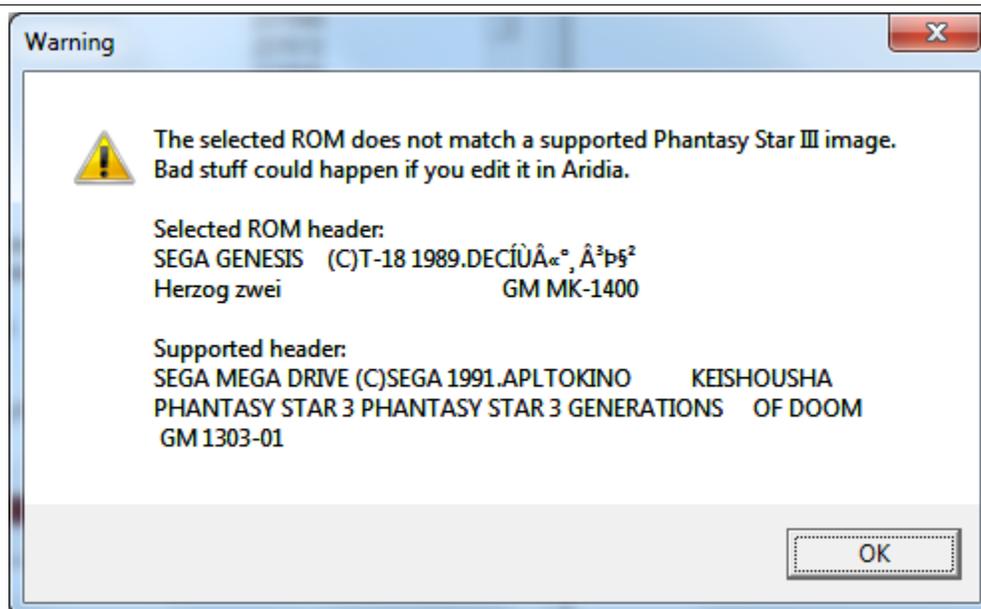
Troubleshooting

Here are some errors you may encounter and the resolution:



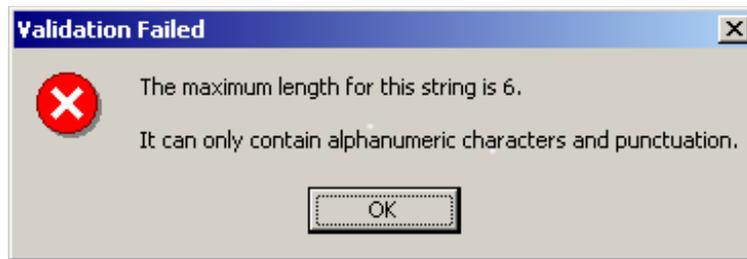
"Access to the path [...] is denied" when opening a ROM image.

The file is read-only. Change the attributes by right-clicking the file in Windows Explorer and try again.



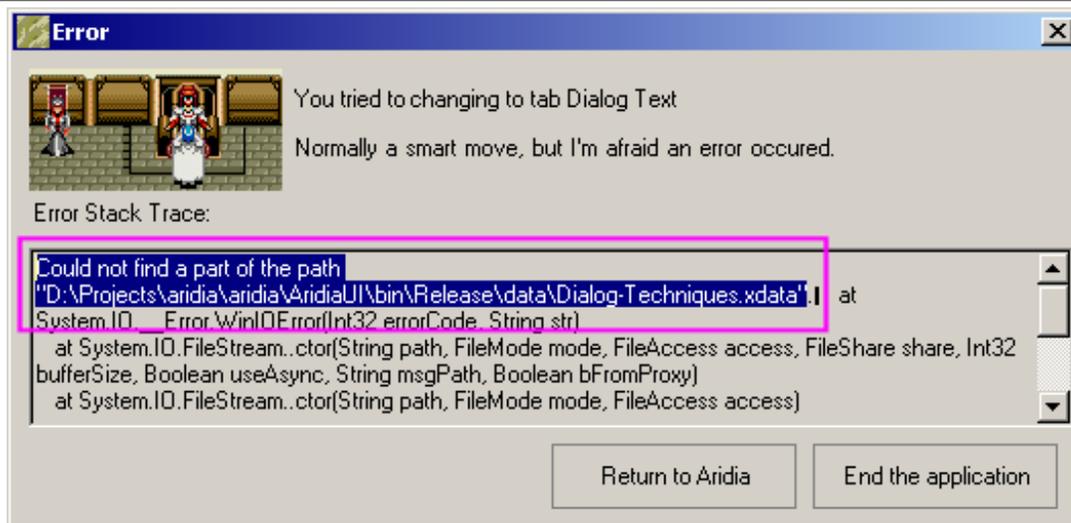
"The selected ROM does not match [...]" when opening a ROM image.

This is a friendly warning that you're trying to edit something that has not been tested in Aridia and probably won't work.



"The maximum length for this string is [...]. It can only contain alphanumeric characters and punctuation."

Seems pretty self-explanatory. All strings (text) have a maximum length that can not be exceeded. The font set of Phantasy Star III only supports alphanumeric characters and basic punctuation. Please try a valid value for the string being edited.



"Could not find a part of the path [...].xdata"

A required data file is missing. Aridia expects several **.xdata** files to be in subfolder called **data**. If the folder, or a required file, is missing this message may be displayed. This can happen if:

- The Aridia .zip file was not extracted with path information (see [Running](#))
- Aridia.exe was moved without moving the data folder.

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