Yet Another Zelda3 Editor

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June 2022 - October 2022

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Introduction

Yet Another Zelda3 Editor is a multi-purpose editor for the retro video game title *"The Legend of Zelda: A Link to the Past"* for the Super Nintendo Entertainment System. The editor only supports the US version.

1.1   Getting Started

1.2   Loading from ROM

1.3   Saving to ROM

Chapter 2

Overworld

The editor provides an interface for the user to make various changes to the overworld maps. These changes include the manpulation of the maps tiles, palettes, entrances, exits, sprites, area music, and other properties. Here we will explain the basics of the tile system.

2.1 Tile System

2.2 Map Toolset

2.3 Map Canvas

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Chapter 4

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