Stay opened/closed gates:

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Credits = JAM – For the Supermap.ips patch – I’ve had nothing to do with this patch so credit goes all to JAM for this patch. The CRE-Free-up.ips patch is from the forum but that was actually my patch anyway so no credit needed here to anyone.

What it does:

\*Ultimately this makes gates stay opened or stay closed on room reload through a door depending on how it’s last left in room.

\*I have also made it 100 % impossible to lock yourself out on the wrong side of gate by not allowing gate to be closed while Samus is on the opposite side of gate to switch and she is also unable to close the gate while inside opened gate tiles making the gate retracting issue resolved.

\*The gate when opening and closing has the entire 4 tiles of gate all solid the entire time the gate is in motion but once the gate has finished its’ motion on the opening of gate, then it will become unsolid/air, the closed gate will remain solid of course. There will be a tile that shows up when the gate is in motion showing a red side graphics line on the tiles and the tile is there to give the player the impression that the gate is giving a visual blockage while all the gate tiles are solid while in motion and disappearing when gate is no longer in motion. This gives a smooth realization on the gate tiles being solid while in motion. The gate tiles are all solid while in motion in order to fully stop the gate from retracting back to open while inside the gate tiles on a closing motion.

\*Gate is able to be opened with additional required weapons, this is the list of available options:

\*\*Any weapon except power bomb

\*\*Missile or Super Missile

\*\*Super Missile

\*\*Power Bomb

\*\*Ice Beam

\*\*Wave Beam

\*\*Spazer Beam

\*\*Plasma Beam

\*\*Charge Beam

\*\*Bomb

Default free space usage: (PC Address)

00-5000……00-501B --- Changeable to same bank in asm file

02-7000……02-71F1 --- Changeable to same bank in asm file

07-6602……07-6A27 --- Changeable to ANY bank in asm file

07-F000……07-F09F --- Changeable to same bank in asm file

07-FFF9……07-FFFF --- Changeable to same bank in asm file

0A-3200……0A-39D6 --- Changeable to same bank in asm file

0F-FEC5……0F-FFFF --- Changeable to ANY bank in asm file

10-77D3……10-77D7 --- Changeable to same bank in asm file

2FD4DF……2F-DD6C --- Changeable to ANY bank in asm file

ENTIRE BANK $B8 (1C-0000……1C-7FFF) --- Changeable to ANY bank in asm file.

It is strongly recommended that you leave above address (1C-0000 TO 1C-7FFFF[By default]) for the purpose of gates only, unless you know what you are doing. This bank mirrors the current state pointer’s position in bank $8F starting from position $0000 (LDX $07BB : LDA $8F0000,x/ LDX $07BB : LDA $8F0000,x) and ending at position $0007 (LDX $07BB : LDA $8F0007,x/ LDX $07BB : LDA $8F0007,x).

**IMPORTANT NOTES:**

The Supermap patch allows you to have 8 x $100 doors and the same amount for items but when using this patch you cannot use a high of $07 with doors (doors only) which means you will have a maximum of $07 x $100 doors but who would use that many anyway but I should still mention it. The high of $07 on doors is used for the event system for these gates.

You will have a maximum of $100 (256 dec.) gates to put in your hack, that should be plenty but please note that unless you modify the asm to allow more than one gate in a room you can only have a maximum of 1 gate in a room.

If using this patch, keep in mind that there are no options for using a regular gate that always loads as closed whether you have last left it closed or open. So you must use this event gate system every time of putting a gate into a room.

If you are wanting to use this patch, then you will need to know that you need the ‘Supermap’ patch by JAM (provided) and the ‘cre free up’ patch by myself (also provided) and also need to be happy with using these 2 patches.

This patch has been tested using Smile RF.

**HOW TO PATCH THIS ASM PATCH STEP BY STEP.**

1. **Open up the asm file called ‘Stay openorclosed gates.asm’ read through the notes and configure as you want as described, choose your free space position, choose a different bank if you wish for the event bits/resetbits/event part/required weapon to load from, item and event states etc. Once done patch the asm file using a tool such as xkas.**
2. **Open the folder called ‘IPS Patches’ and patch both the ‘Cre free up space’ patch and the Supermap patch. No free space used in either.**
3. **Export a copy of your CRE tilesheet from Smile and export a copy of your tiletable from smile as well.**
4. **Open the ‘GFX’ folder and patch the TileSheet.IPS file inside the tilesheet folder onto your exported CRE.gfx file.**
5. **Open the ‘GFX’ folder again and now patch the TileTable.IPS file inside the TileTable folder onto your exported CRE.ttb file.**
6. **Now import the CRE.gfx file back onto your rom using Smile and then import the CRE.ttb file back onto your rom using smile.**
7. **Open the folder called ‘smile RF Files’ and copy both the ‘Data’ folder and the ‘PLM’ folder and then open folder inside the smile RF folder called ‘Files’, once inside right click and click on ‘Paste’. A box will pop up saying there are files named with the same name inside, do you wish to replace these? Say yes to both.**
8. **Read the tutorials inside ‘Tutorials for setting up room’. This will tell you how to setup a room with gates inside and rooms with other event or item states inside them too.**
9. **Done here, Enjoy!**