

# GUÍA PARA APLICAR FAST ROM DE VITORVILELA7 A ROMs DE SNES

Por: [@ChristleVania](#)

- 1) Ve a <https://github.com/VitorVilela7/fastrom> y haz click en los siguientes links para descargar los parches de cada juego. Recuerda renombrar cada archivo para diferenciarlos:

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┌ README.md
└ Patch version 1.0

FastROM removes most of the slowdown of Super Castlevania IV. Note that it's only compatible with the NTSC-US version of the game.

Download latest patch (BPS) ←

You can play the FastROM version with the Uncensored hack.

Apply the .asm file directly into the Uncensored ROM via Asar.

Source Code

Axelay

Patch version 1.0

FastROM removes the majority of slowdown present. Normally slowdown still appears during boss or axelay destruction which a lot of particles appear. However, there's still chance of slowdown appearing, on this case, let me know and I'll see what more can be optimized on the game.

This version is compatible with the NTSC-US version of the game.

Download latest patch (BPS) ←

Source Code

F-Zero

Patch version 1.0

FastROM removes all slowdown traces from the game. Although rare, slowdown can occur on F-Zero when there's over 5 vehicles at the same time.

The FastROM patch will benefit specially ROM hacks that adds more intensive modes or tracks and all F-Zero ROM hackers are welcome to use Project FastROM in their ROM hacks.

This version is compatible with the NTSC-US version of the game.

Download latest patch (BPS) ←

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- 2) Ve a <https://www.romhacking.net/utilities/893/> y descarga Beat Patcher para parchar ROMs:

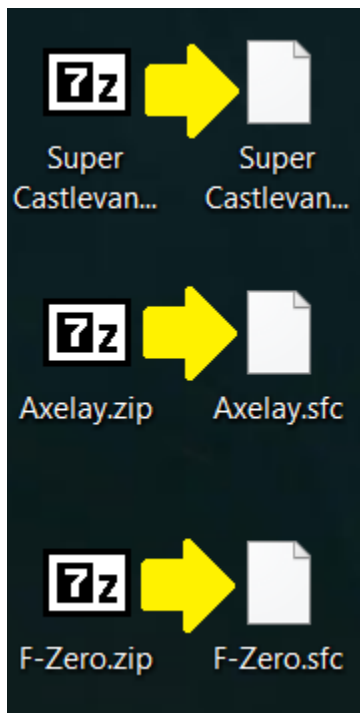
**Extreme simplicity:** Unlike other delta patchers, the beat patch format is as simple as linear patchers. In fact, one can write a BPS patcher in only a few short lines of code (It's possible for people to embed soft-patchers with this format) and the same code can apply patches with or without delta encoding. Or one can rely on existing library code or tools to create more sophisticated delta patches. There is no complex compression techniques, so the compression algorithm of choice can be use for distribution after the patch is made (eg ZIP, 7z, etc). The spec itself is many, many times smaller than that of Xdelta or bsdiff.

Visit [beat's Homepage](#) for further information and to download the source code.

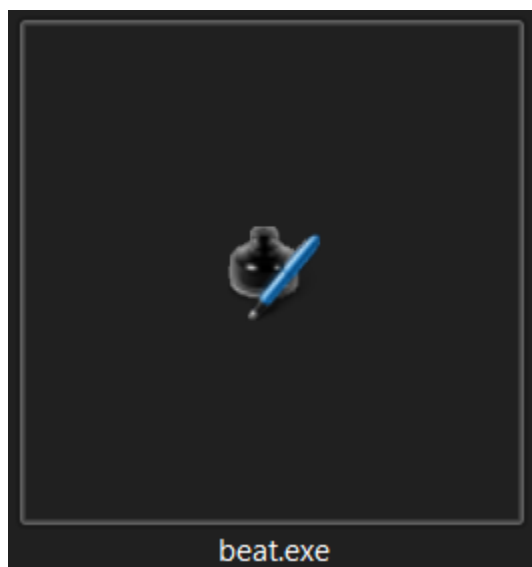
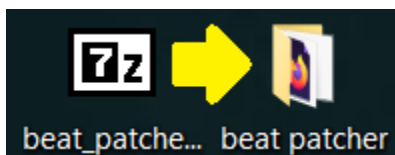
Links:

- [News Articles for this Utility](#)
- [Download File Now](#) ←

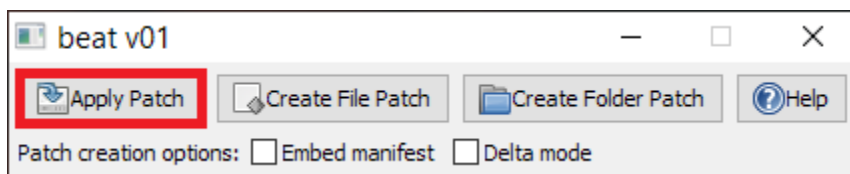
- 3) Descarga o Dumpea las ROMs de cada juego. Deben ser región NTSC-US.
- 4) Tus ROMs deben estar en formato SFC. En caso de haberlas descargado descomprímelas:



- 5) Descomprime Beat Patcher y ejecuta *beat.exe*:

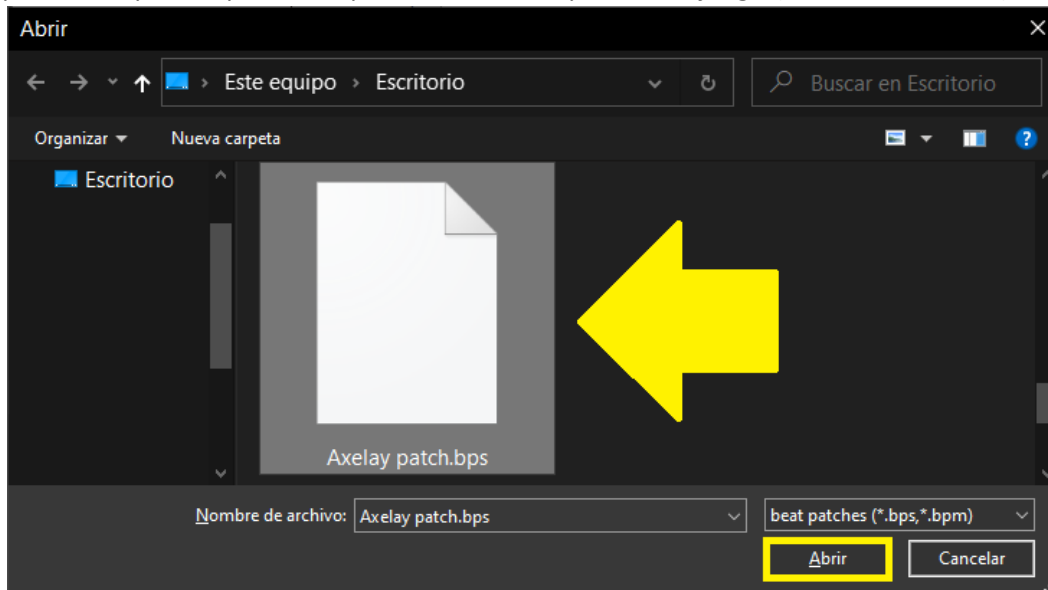


6) Elige *Apply Patch*:

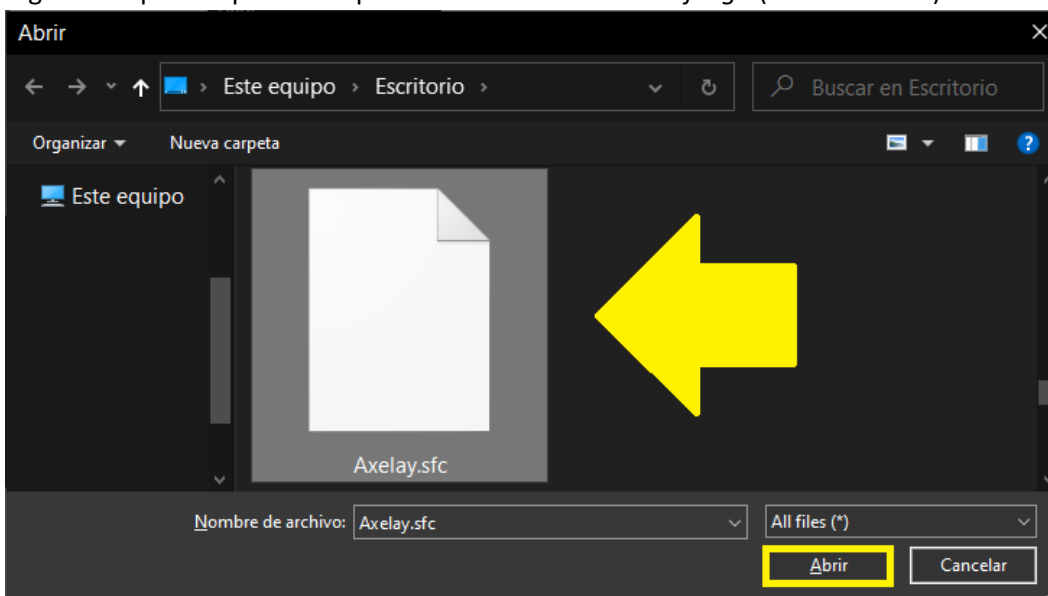


7) Beat Patcher te va a mostrar 3 ventanas seguidas.

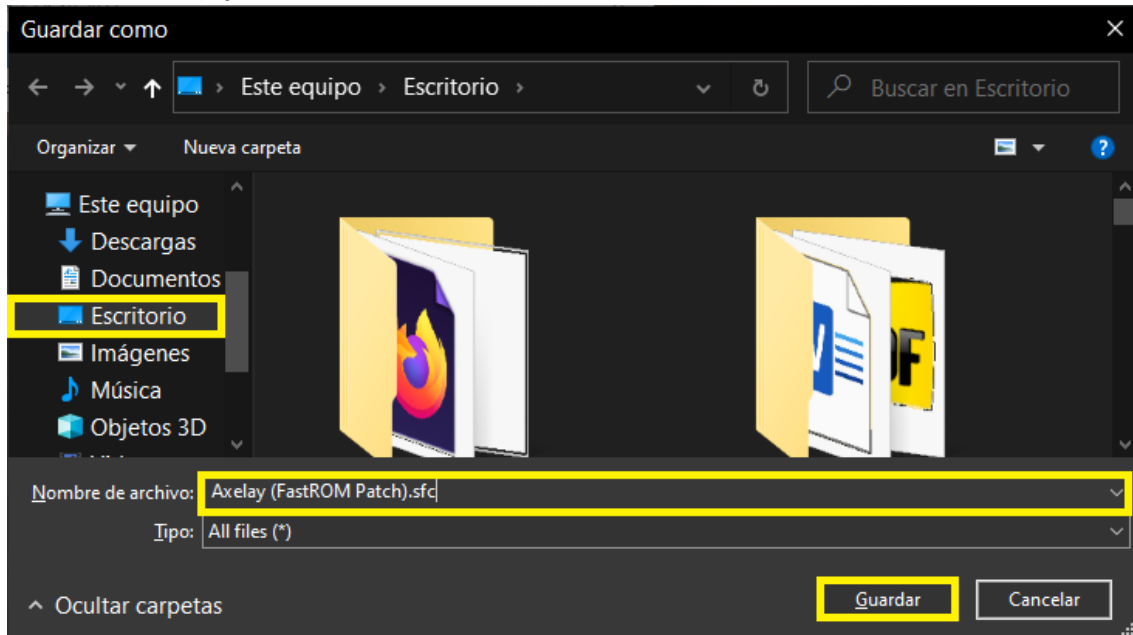
La primera te pedirá que le indiques *dónde está el parche del juego* (con extensión BPS):



La segunda te pedirá que le indiques *donde está el ROM del juego* (extensión SFC):



La tercera te pedirá que le indiques *donde quieres guardar el ROM* parchado y cómo quieres que se llame. Para el ejemplo yo elegí guardar el archivo en el *Escritorio* y nombrarlo *Axelay (FastROM Patch).sfc*:



- 8) Si todo sale bien aparecerá un recuadro con la leyenda *Patch application was successful!* y tu ROM parchado estará en el lugar que escogiste:

