

How to use

Truck Simulator SaveEditor Tool

(0.2.2.0)

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Downloading and Updates

You can download the latest version of the program from

1. Official SCS forum (Euro Truck Simulator 2 – Mods – Others section)

<https://forum.scssoft.com/viewtopic.php?f=34&t=266092>

2. Truckers MP forum (Community – Unofficial tools section)

<https://forum.truckersmp.com/index.php?/topic/79561-ts-saveeditor-tool>

3. GitHub page from Release section

<https://github.com/LIPtoH/TS-SE-Tool/releases>

Program created for **Windows** and requires at least **.NET Framework 4.6.1**. Although it is unlikely you don't have it installed, but latest version can be downloaded from the Microsoft website and this is the first thing you need to do if program doesn't work.

Once you download **TS SET**, you can extract it anywhere you want.

Interface overview

Program will start with localization used by current user account if localization exist or with default language - English (If you want to help with the project, you can make a translation for your language)

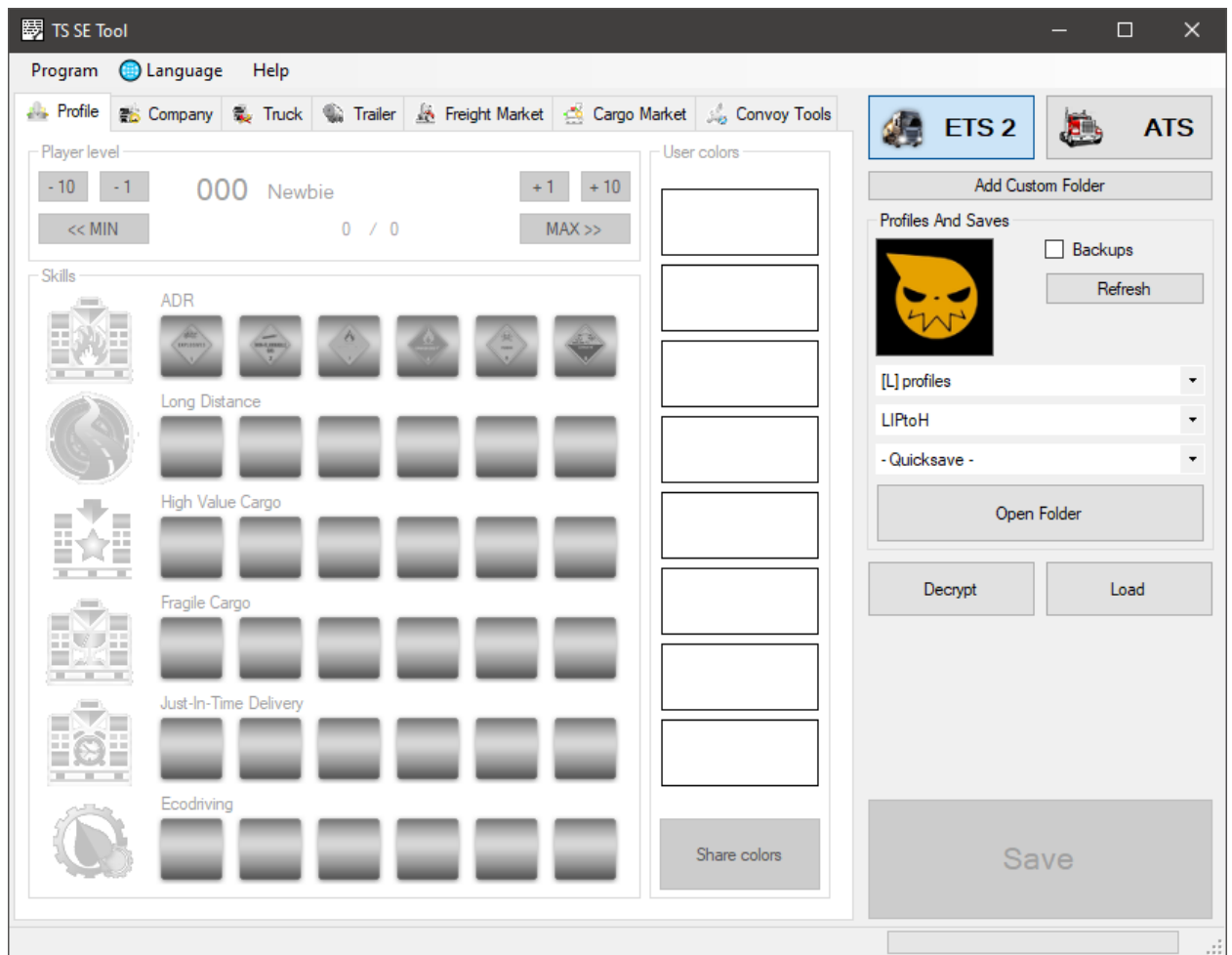


Figure 1 Main window

The following localizations are currently available with different state of completion but at least with translated UI.

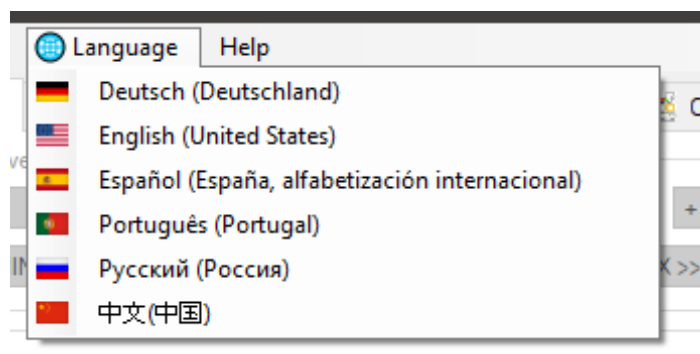


Figure 2 Language selection

Under “Program” you can find “Settings” menu.

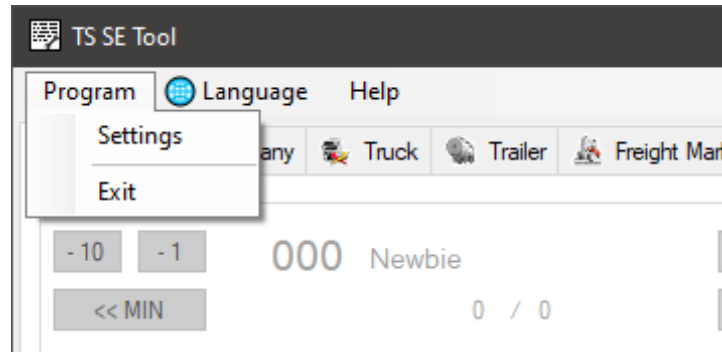


Figure 3 Main window Program menu

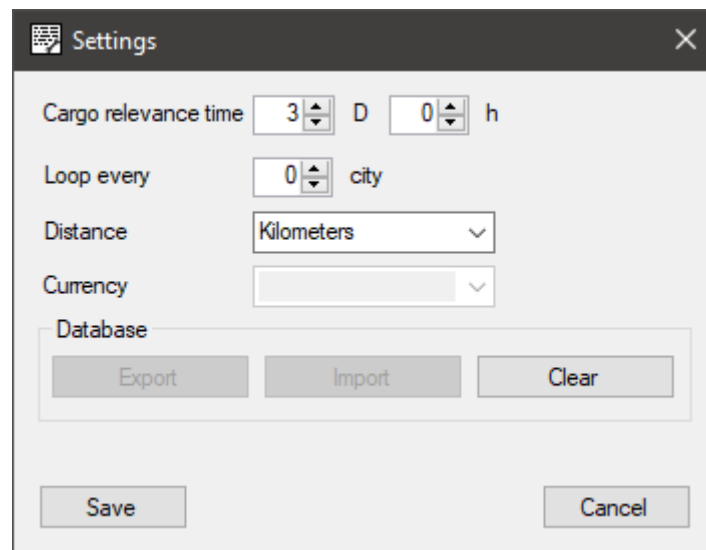


Figure 4 Setting window

Cargo relevance time of the load when creating a custom job or cargo for freight and cargo market respectively.

If you are creating a loopback route, then you can specify how often you want to return to the starting point.

Units for measuring route length.

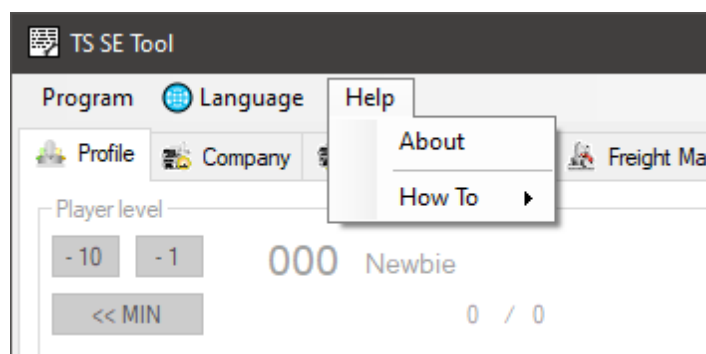


Figure 5 Main window Help menu

“Help” menu contains “About” and “How to” sub menus.

In “About” menu you can find out the version of the program and supported game and save file versions.

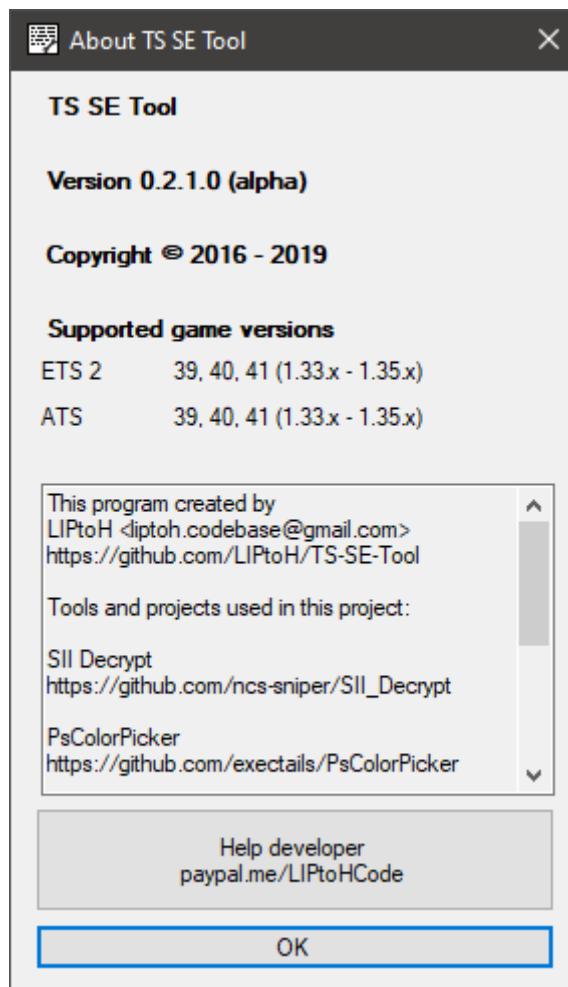


Figure 6 About window

“How to” include links for this PDF and YouTube video.

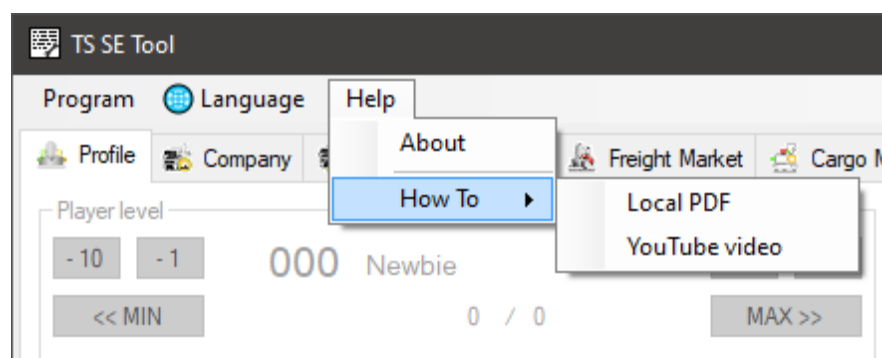


Figure 7 Main window Help menu -> How to

This tool can edit saves for **ETS 2** as well as for **ATS**.

By default, only standard path from User Documents are scanned, but you can add your custom folders to the list.

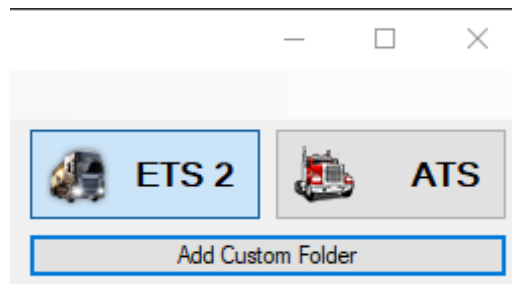


Figure 8 Game selection controls

To do this, click on “**Add custom folder**”. New window will open. Select the desired folder. This can be either main, profile or single save folder. The type is automatically determined, but the game need to be select manually. Then click on “**ADD**” button, and don’t forget to “**SAVE**” the changes before closing window. Then our folder will appear in the list with a [C] prefix.

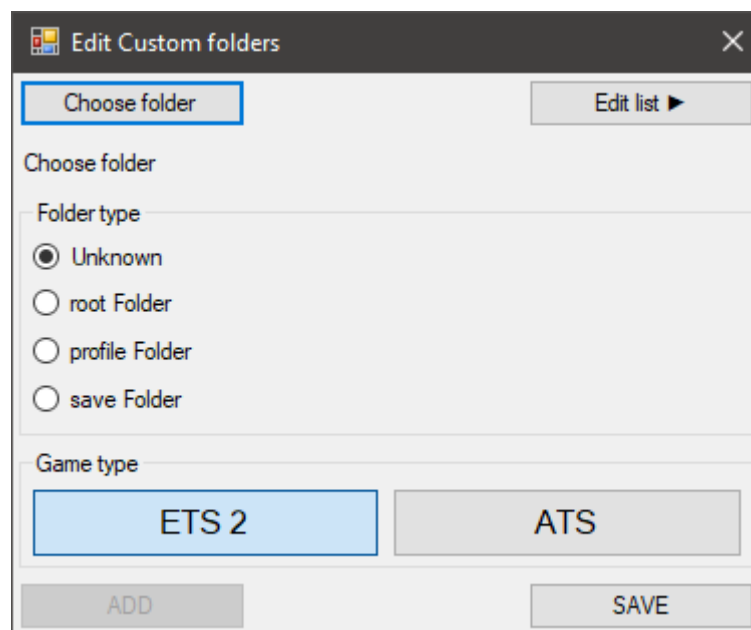


Figure 9 Custom folders window

For standard paths where is Local Saves marked with [L] prefix for saves in User Documents, as well as Steam Cloud Saves - with [S] sign.

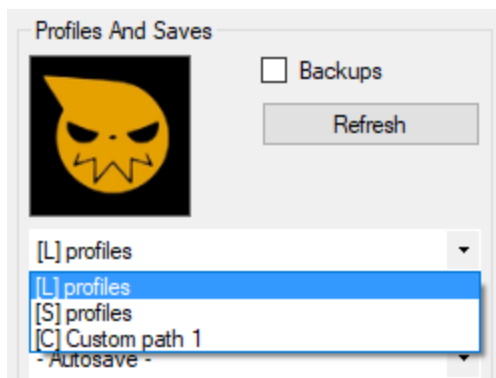


Figure 10 Root folder types

With Steam saves, you need to remember that the program scans the folder of the last active user and if you have several Steam users, you should at least enter to the game before using this tool and it will be better to make a manual save.

Of course, you can always “**Refresh**” the list with this button.

You can select “**Backups**” option and it will add automatically created copies of profile made after game updates.

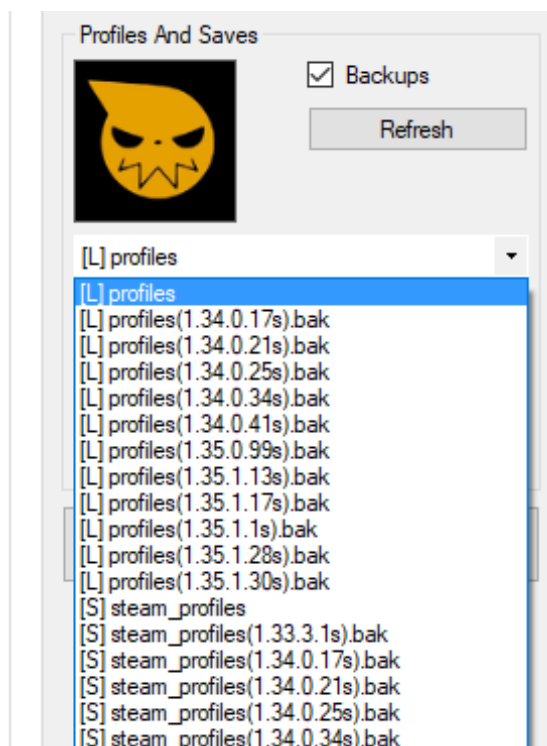


Figure 11 Backup folders

Using tool

To start select game (ETS2 or ATS), root folder, the desired profile and finally save file. It is best to use manually created saves or quick saves for safety in case something goes wrong.

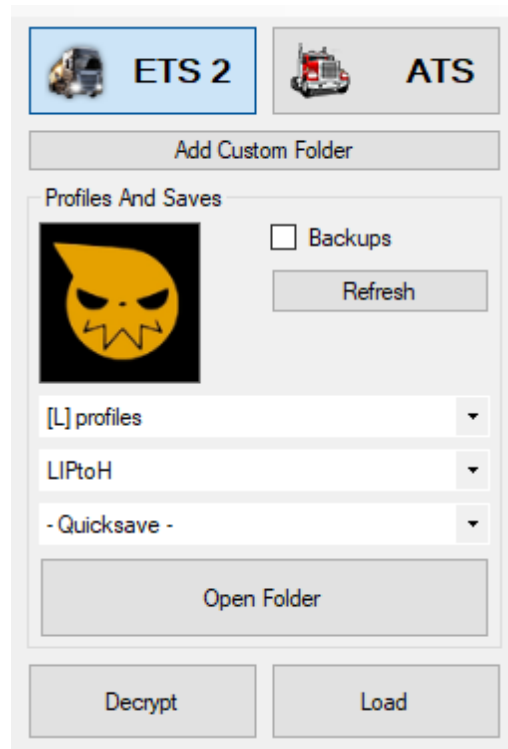


Figure 12 Main window controls

You can open the save folder. If you want to change something yourself you can decode save file to text format, to be able to use simple text editor, by clicking on “**Decrypt**” button.

To load save file just click on “**Load**” button and wait for completion.

Let's take a look at the available tools and options.

Available instruments

Profile tab

You can edit Player level, existing skills, and saved colors.

Player level

- 10

- 1

13 Workhorse

+ 1

+ 10

<< MIN

19144 / 21600

MAX >>

Skills

ADR

Long Distance

High Value Cargo

Fragile Cargo

Just-In-Time Delivery

Ecodriving

User colors

X

X

X

X

X

X

X

Share colors

Figure 13 Profile tab

In order to edit **Player level** you need to use buttons on left and right of the Level data. You can increase or decrease the level by one or ten points at once or set it to minimum or maximum (0 or 150) level.

Player level

- 10

- 1

13 Workhorse

+ 1

+ 10

<< MIN

19144 / 21600

MAX >>

Figure 14 Player level editing controls

Skill are not limited by player level. ADR is selected as in game by clicking on each icon you selecting individual skill. With other skill, you selecting desired level so, for example, if you want to edit Long distance – by clicking on last icon in row you will set skill to 6, but if you want set it to 3 you need to click on 4 icon (you are erase extra 2 points).

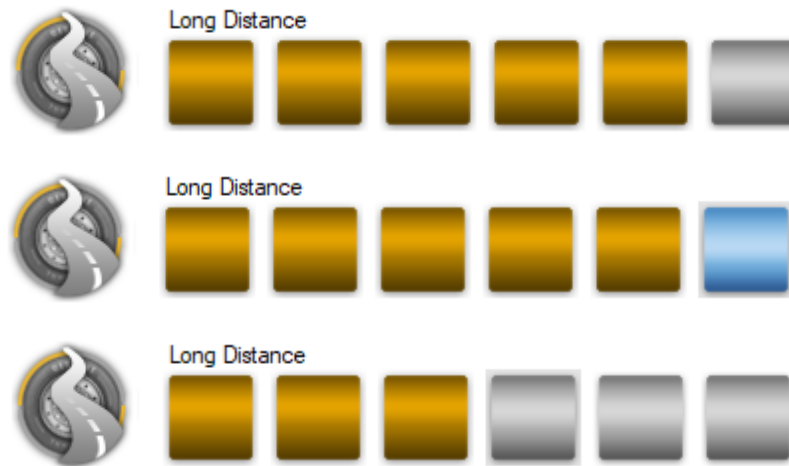


Figure 15 Skills editing with mouse

To **Edit Colors** just click on Color slot and **Color picker** will popup. Select color you want and click “OK” to confirm changes.

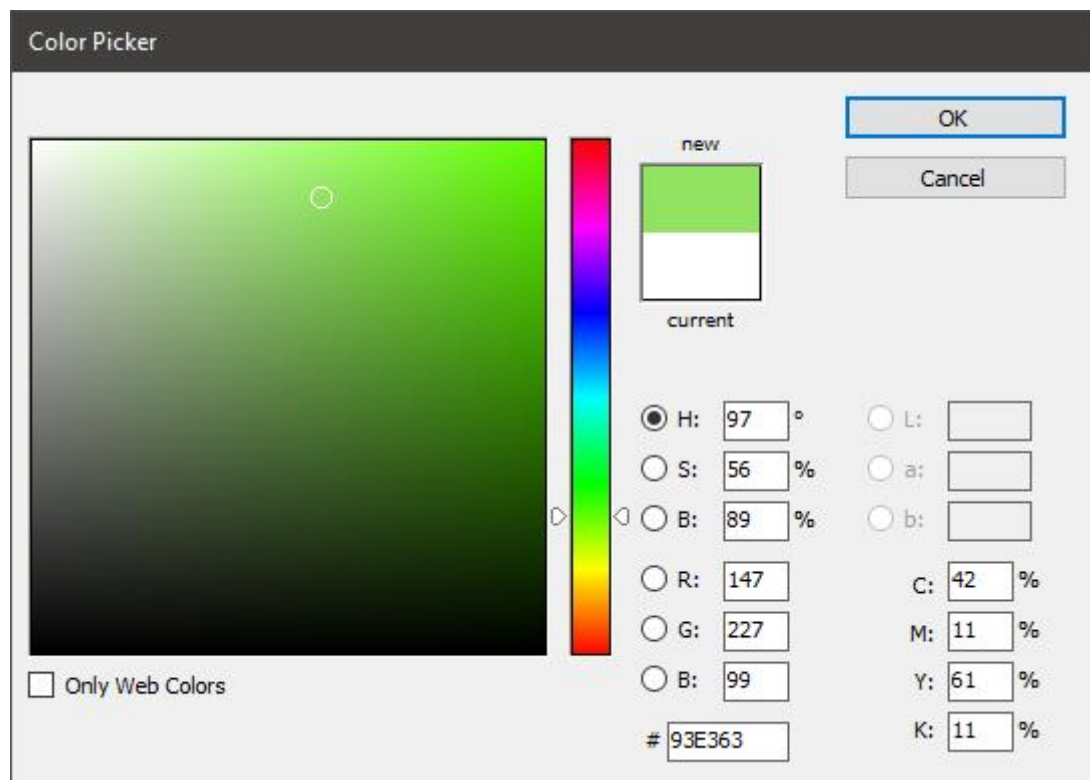


Figure 16 Color picker

In addition to this, you can **Share** saved **Colors** with other people.

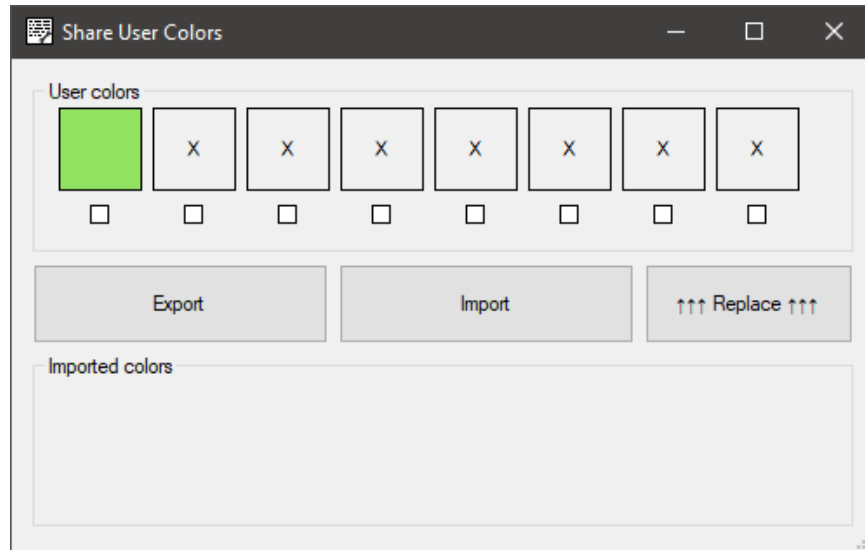


Figure 17 Sharing User colors

To do this, click on “**Share colors**” button, select colors you want to share and click the “**Export**” button. Program will report about successful export and this means that text was copied to the clipboard and now you can simply paste it anywhere, for example, text file and save it for later use or send via message. It will have the following form:

1F8B0800FB86485D00FF0B2D4E2D72CECFC92F2AE6E5D23534
3337B2B0303606328D2C4D2C0D8D0C0025D1DA141F000000

To import it you just need to copy this text, to do all the same actions but press “**Import**” button, and choose which colors you want to import and replace in your palette.

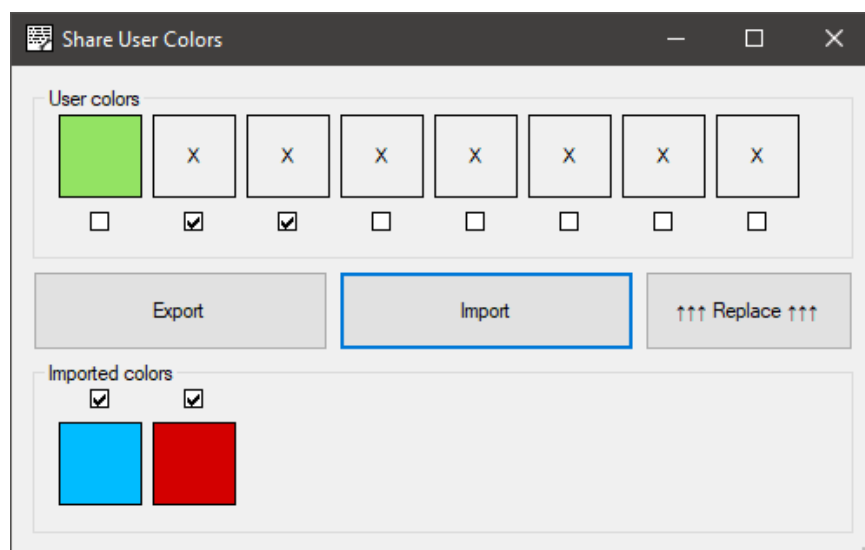


Figure 18 Importing colors

Company tab

You can **change** the amount of **funds** you have and your **headquarters**, edit visited cities and garages.

Company name: ToTheMoon

Account money: 758 354

HQ city: Düsseldorf

Visited cities:

- Aalborg
- Aberdeen
- Amsterdam
- Ancona
- Banská Bystrica
- Bari
- Bergen
- Berlin

Garages:

- Aalborg Small V: 0 / 3 D: 0 / 3 T: 0
- Aberdeen Not owned
- Amsterdam Not owned
- Ancona Not owned
- Banská Bystrica Not owned
- Bari Not owned
- Bergen Not owned
- Berlin Not owned

Buttons: Visit, Unvisit, Buy, Upgrade, Downgrade, Sell

Figure 19 Company tab

To edit amount of **money** simply type in number that you want to have.
HQ city you are selecting from cities in which you already bought garage.

Company name: ToTheMoon

Account money: 758 354

HQ city: Düsseldorf

Visited cities:

- Aalborg

Garages:

- Aalborg Small V: 0 / 3 D: 0 / 3 T: 0

Buttons: Visit, Unvisit, Buy, Upgrade, Downgrade, Sell

Figure 20 HQ city selection

You can also see a **List of cities** you can visit. If you want to change status of several cities, simply select them and click “**Visit**” or “**Unvisit**”. In case you need to change status of all cities, simply click the appropriate buttons. On the right, there is a **List of garages**. To edit it use same principals. You can **Buy** and **Sell** garages, **Upgrade** or **Downgrade** them. For every garage you can see it’s status, number of trucks, drivers and trailers assigned to it.

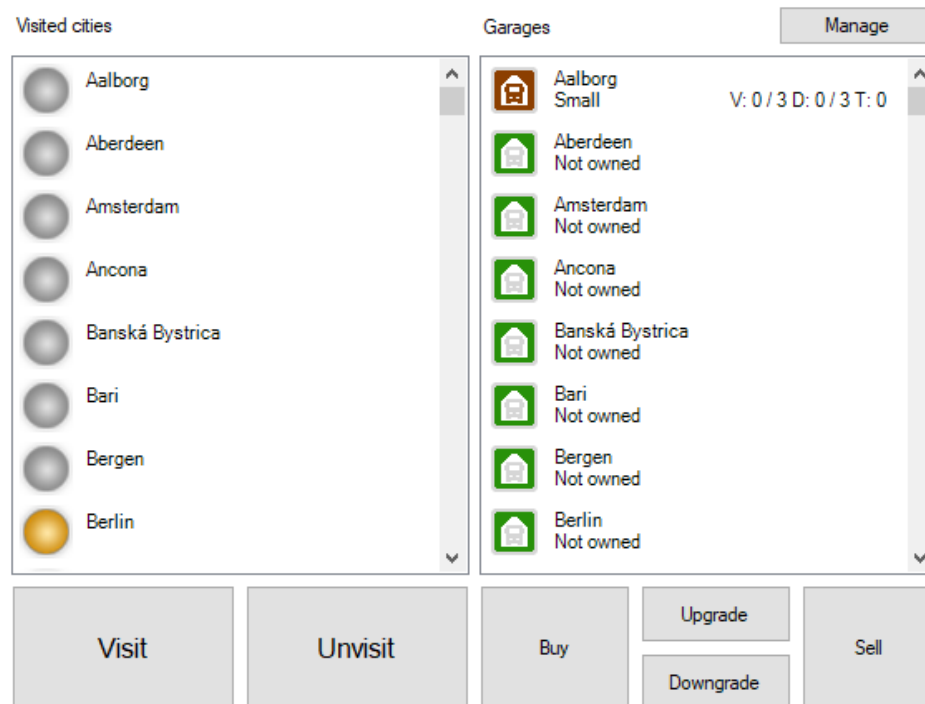


Figure 21 Cities and Garages

Manage button opens window in which you can **rearrange Drivers and Trucks** if you want or if you sell garages drivers and trucks that was assigned to them will be listed here.

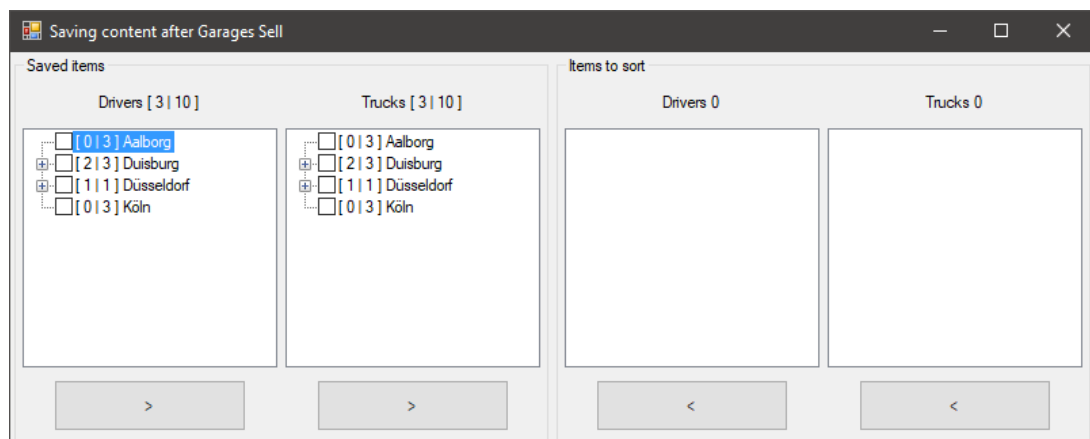


Figure 22 Garage management

Truck tab

At the top you have a list of all your trucks, as well as a company truck if you are doing freight market job. You can distinguish them by the prefix [U] for User and [Q] - Quick Job.

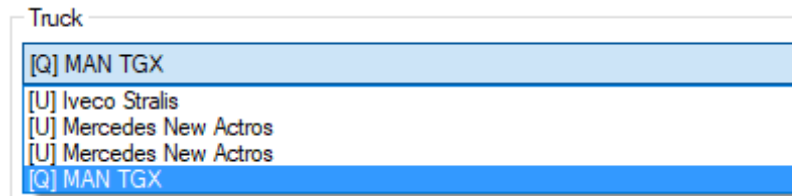


Figure 23 Truck selection

After selecting truck from the list, you can change current one in game with selected, **repair** and **refuel** it.

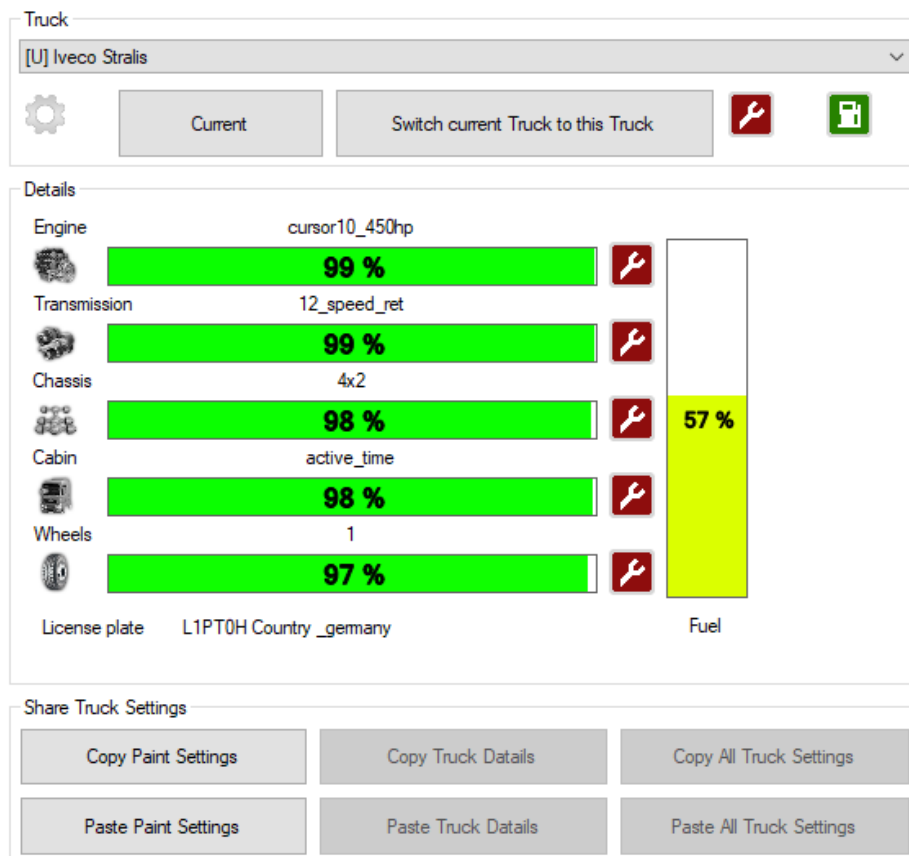


Figure 24 Truck details and editing tools

Below you can see the block with the main **parts of the truck**: engine, transmission, chassis, cabin and tires, as well as their condition. On the right, you have a **fuel** level. Below all of this is the line with the license plate.

Lower block contains buttons for **exporting and importing** truck upgrades and settings.

Trailer tab

The trailer tab is functionality the same as for trucks, except that it is intended for trailers.

You can **swap** trailers, **repair** whole trailer or single parts.

Lower block contains buttons for **exporting and importing** trailer upgrades and settings currently not available.

The screenshot displays the 'Trailer' tab interface. At the top, a dropdown menu shows the selected trailer: '[Q] trailer_def.krone.boxliner.single_3_40.container'. Below this are two buttons: 'Select Current Trailer' and 'Set as Current Trailer', followed by a red wrench icon. The 'Details' section lists four components with their respective icons, progress bars, and repair icons:

Component	Progress	Repair Icon
Cargo	99 %	Wrench icon
Body	100 %	Wrench icon
Chassis	99 %	Wrench icon
Wheels	99 %	Wrench icon

At the bottom of the details section, the license plate is listed as 'RI117 TT Country austria'. Below the details section is the 'Share Trailer Settings' block, which contains six buttons arranged in two rows:

Copy Paint Settings	Copy Truck Details	Copy All Truck Settings
Paste Paint Settings	Paste Truck Details	Paste All Truck Settings

Figure 25 Trailer details and editing tools

Freight market tab

Freight market tab allows you to **create jobs** for Freight market.

The interface shows various filters and controls for creating freight jobs. It includes dropdown menus for Country, Company, City, and Cargo, as well as checkboxes for RND, Filter, and Urgency. There are also buttons for 'Add Job to list', 'Random', and 'Clear list'. The 'Total path length' is displayed as 0 km.

Filter	Country: All	Company: All	<input checked="" type="checkbox"/> RND
Source	City: Wien	Company: eAcres	<input type="checkbox"/> Filter
Destination	Budapest	TradeAUX	<input type="checkbox"/> Filter
Cargo	Cars (France)	Urgency: Important	
Trailer	Cars_Fr Car_Fr (100u)	Trailer.Car_Fr	

Total path length: 0 km

Figure 26 Freight market job controls

At the top, there is filters by countries and companies for destination. Just below it Source and Destination Cities and Companies. Even lower - Cargo, Urgency, Type of trailer and its appearance.

You can use “**Random**” button, to randomize cargo parameters.

After you set Job parameters, **Add** it to the list.

The interface shows a list of jobs with their source, destination, cargo, weight, and route length. The 'Total path length' is displayed as 312* km. There is a 'Clear list' button. The list contains two items: one from eAcres to Budapest (Cars (France) (9010 kg), 297 km) and one from TradeAUX to Daugavpils (Yacht - Queen V39 (9899 kg), 5 km).

Total path length: 312* km		Clear list
Wien	eAcres	Cars (France) (9010 kg) 297 km
Budapest	TradeAUX	Yacht - Queen V39 (9899 kg) 5 km

Figure 27 Freight market new jobs list

On top of the list, you can see total length of the route that was calculated, and the asterisk symbol means that not all routes have a known length.

In the list itself, each item shows some Job parameters such as Source and Destination we set, cargo and its urgency, its weight and type, if available, as well as route length.

If needed you can **Clear** the entire list.

Using **RMB** you can bring up a menu which you can **Edit** or **Delete** specific job.

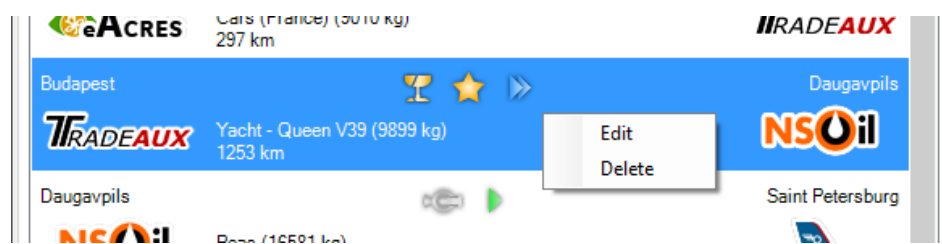


Figure 28 Job list controls

If you choose to **Edit** job, fields will be changed to selected job parameters and you will be able to edit them. You have instead of one **Add Job to list** button two – **Edit job** and **Cancel**.

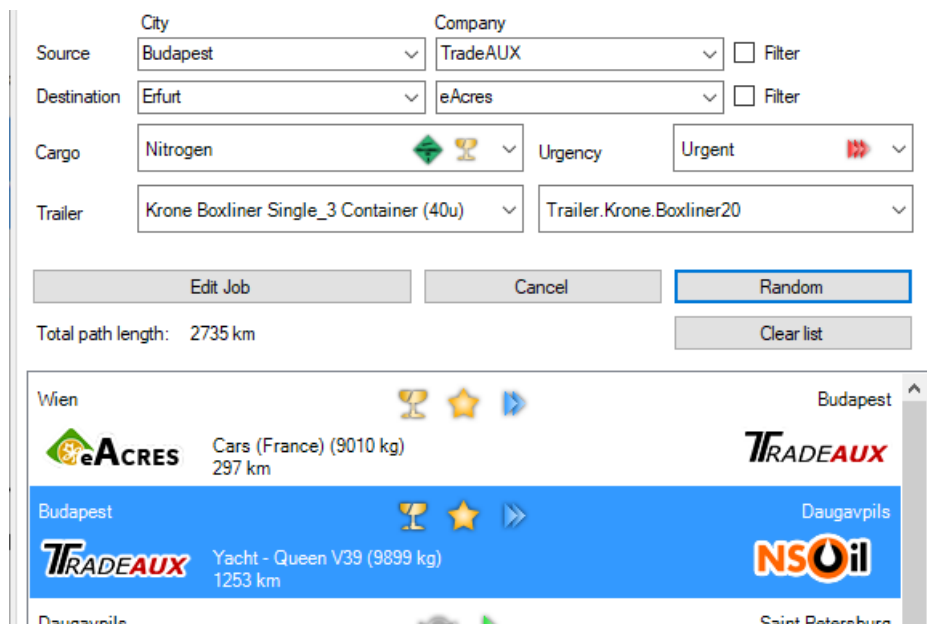


Figure 29 Editing job

After editing job we have new list without a job between Erfurt and Daugavpils.

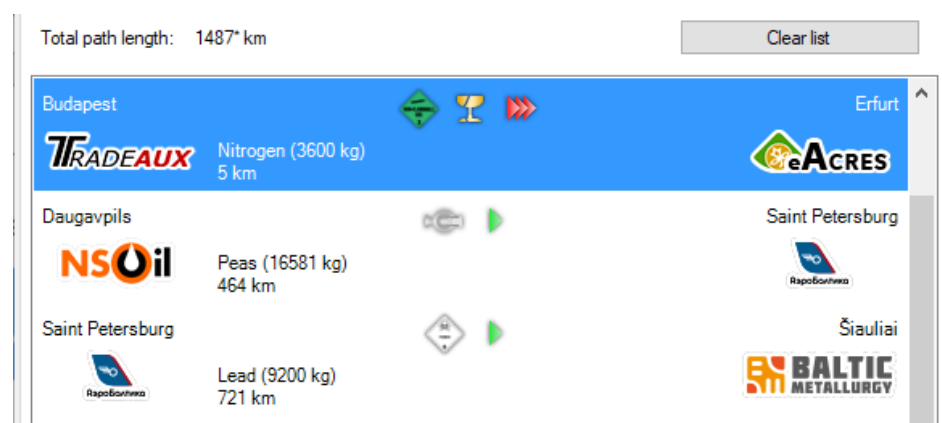


Figure 30 Editing result

Let's finish route after Erfurt. To do this we need to **Delete** extra jobs.

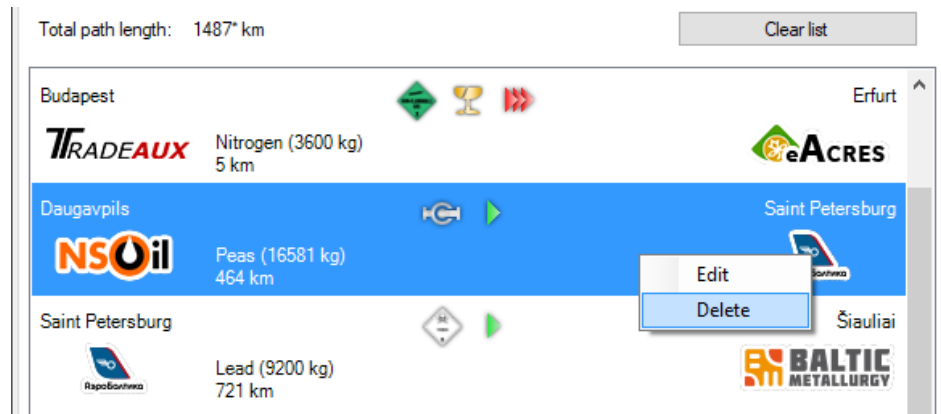


Figure 31 Ability to delete job

Cargo market tab

The tab for cargo market is in simplified form. You can select a city and company and clear its cargo list or regenerate it for the whole city or particular company.

Source	City	Company
	Wien	SellPlan
	Reset Cargo list	Reset Cargo list
	Randomize Cargo list	Randomize Cargo list
<p>23556 Time left 2h 23m</p> <p>23872 Time left 7h 39m</p> <p>23554 Time left 2h 21m</p> <p>24111 Time left 11h 38m</p> <p>24321 Time left 15h 8m</p> <p>24151 Time left 12h 18m</p> <p>24772 Time left 22h 39m</p> <p>24414 Time left 16h 41m</p> <p>24847 Time left 23h 54m</p> <p>24722 Time left 21h 49m</p>		

Figure 32 Cargo market controls

Convoy Tools tab

Last but not least - Convoy Tools. It contains functions that can be useful for preparing convoys.

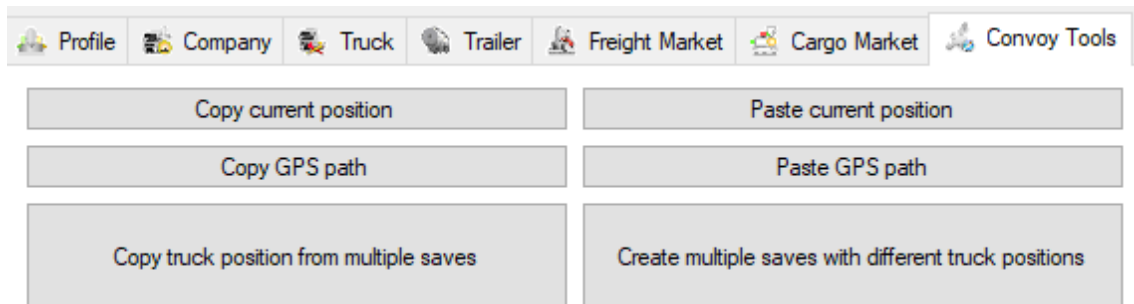


Figure 33 Convoy tools

- 1) You can copy **truck coordinates** and share them, for example, as a **starting point**. Remember that trailer lines up behind the truck and their length may be different (After loading your trailer may clip into building and launch you like a rocket).
- 2) If you create a **GPS route**, you can do a copy of it and add to the description of the convoy or a map.
- 3) You can more easily share **Convoy Control** saves between your crew members. Just create saves. Open Export tool. Select saves and move it to the right list

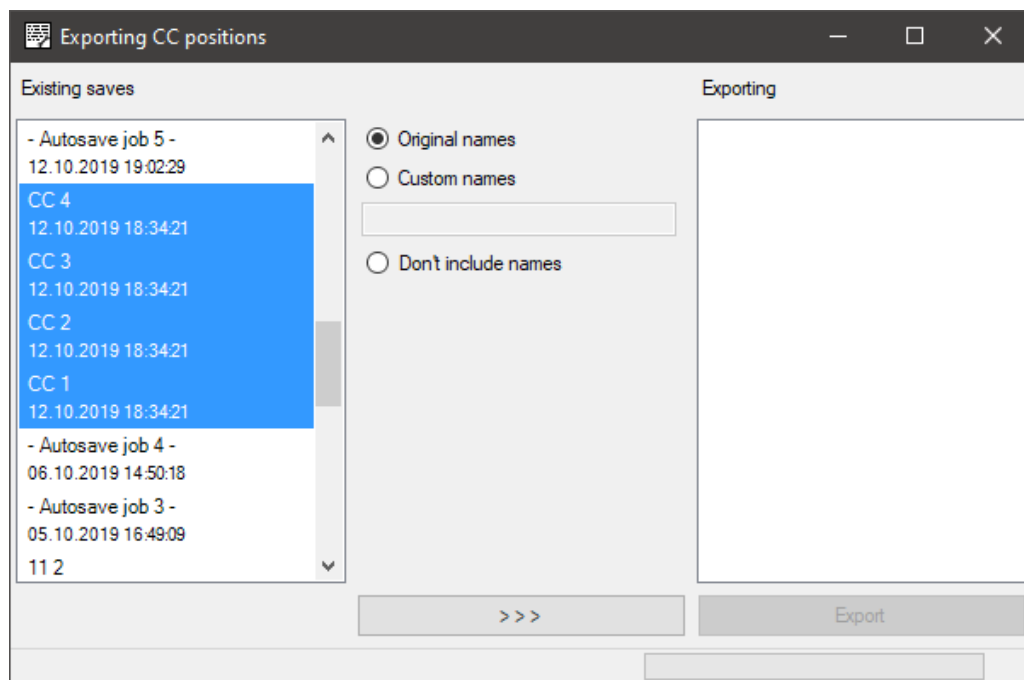


Figure 34 Exporting CC positions

You can specify new name and rearrange saves by dragging them up or down the list if you need it or remove from it simply by dragging them out of the list.

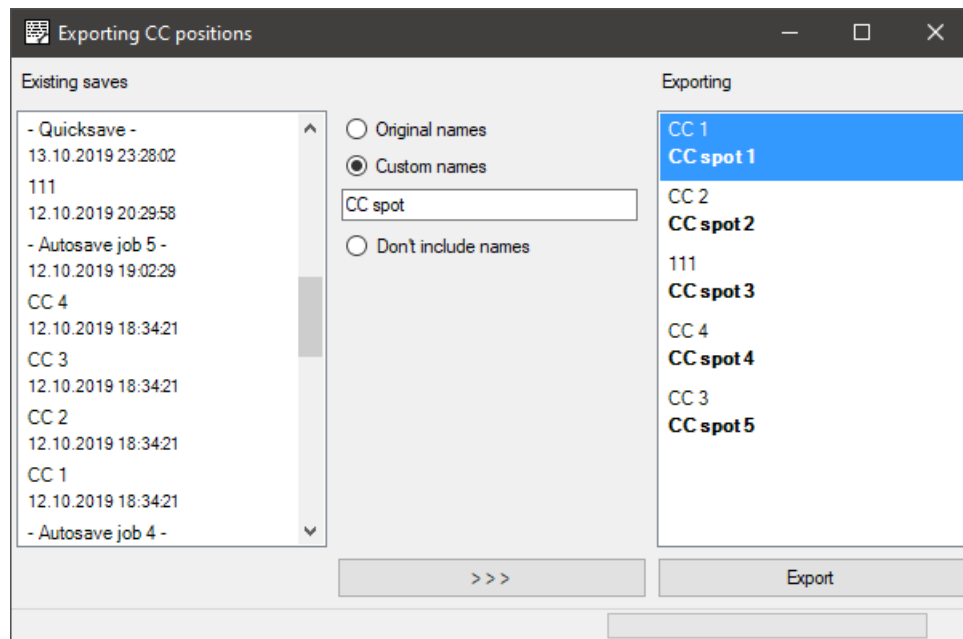


Figure 35 Custom names and reordering

After you are done just click on **Export** button. It will take some time to process save files but progress you can see in the status bar on the right.

If you need to **Import** and create saves on your end. Open Import tool. **Copy** string and click **Import**.

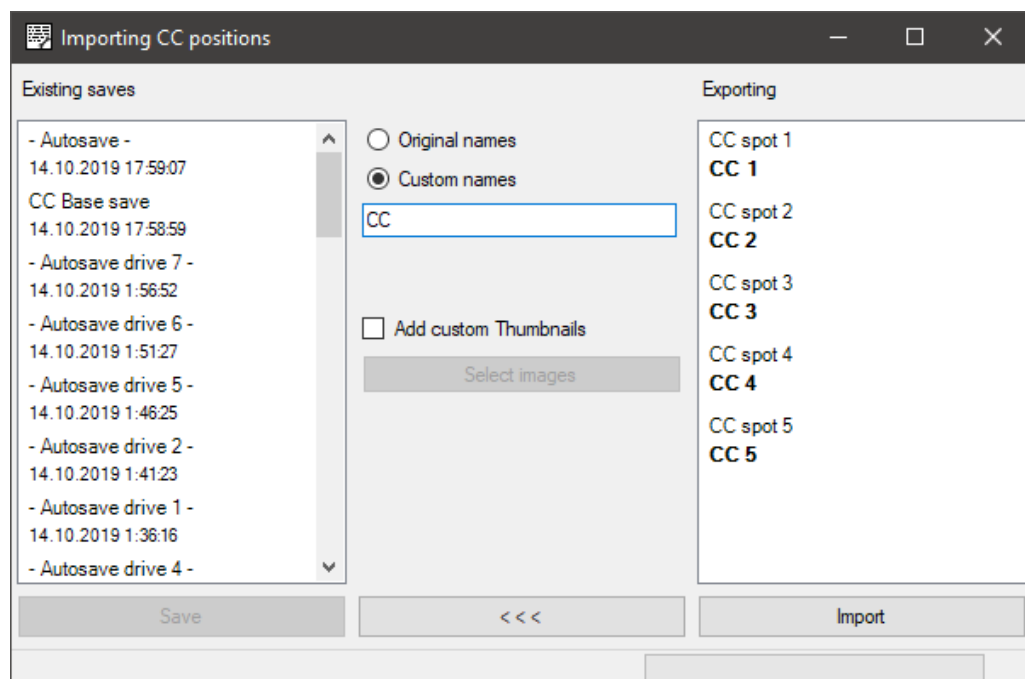


Figure 36 Importing CC positions

You can also **change names** of the saves and **rearrange**. You can specify **custom thumbnails** for save files. If you don't choose it will be used standard. You can select one and it will be used for all saves, or multiple and it will be used in order of selection for saves and if selected less they will loop around.

After you prepare saves you can straight click on **move (<<<)** button and it will select all saves or select at least one. After you click on move program will check save files for unique names and ask you if you want to overwrite them or create new or go back and change names.

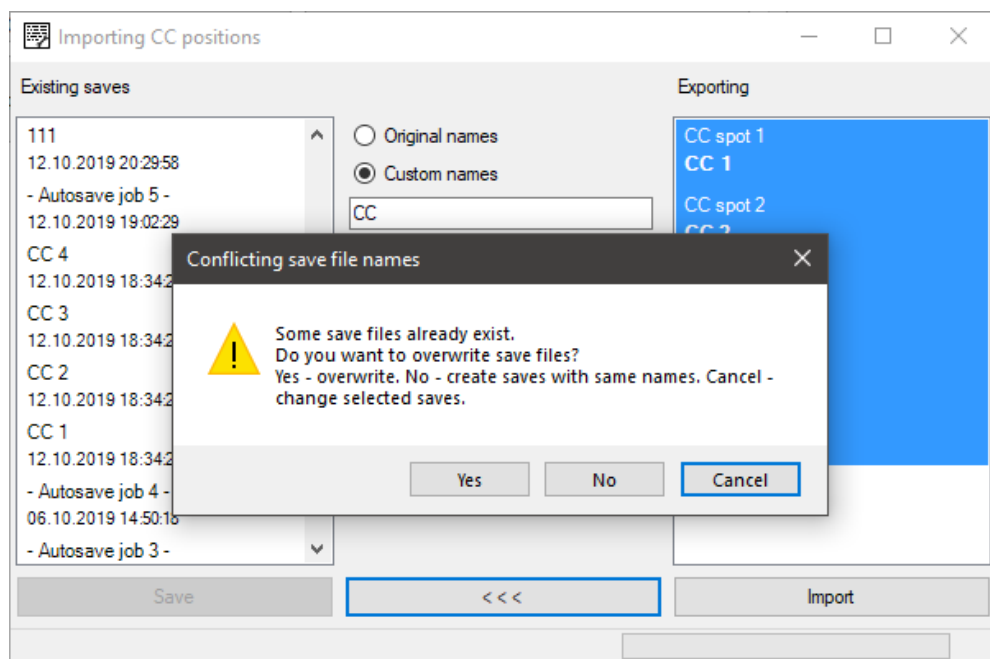


Figure 37 Question when matching names found

If you choose **overwrite** it will cross out them and they will be deleted and created new.

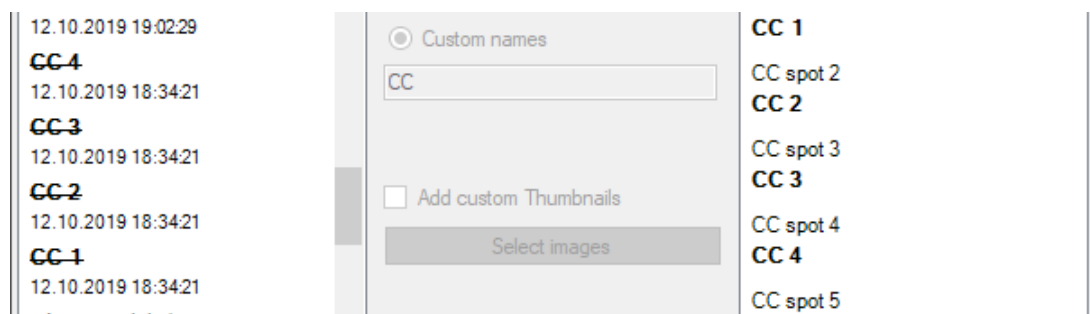


Figure 38 Save files marked for deletion

After that, you will be left with only one active button – **Save**. When you click on it program will tell you that you need to select **Base save file**.

Important. Base save file needs to be **without WoT job** because it will be stuck with permanent GPS route for it and you wouldn't be able to change it through the game.

By default, it will choose save file that you are load in main window.

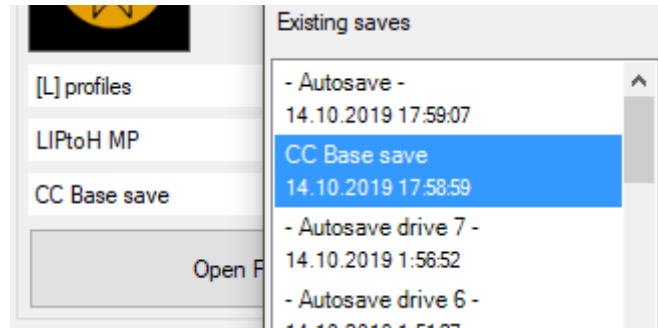


Figure 39 Auto selected loaded save file as Base

After you click on **Save** button second time it will perform preparation, delete if needed saves and create new. After it's done it will inform you and now you can close window.

Saving changes

After you finish editing all you need to do is just click on “**Save**” button. Go back to the game and load edited save file.

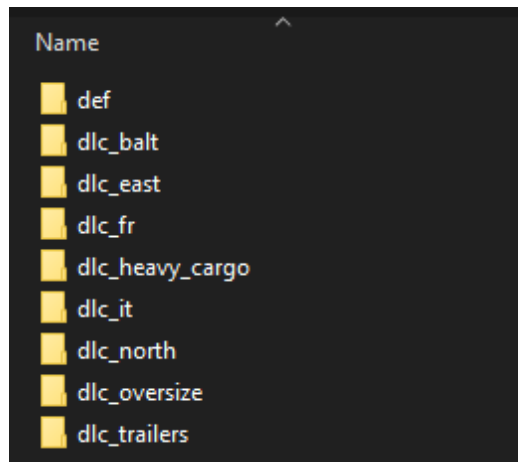
If something went wrong, you can restore save file from backup. Just open folder and you will see game and **game_backup** files. Replace standard one with backup and you good to go.

Extra options

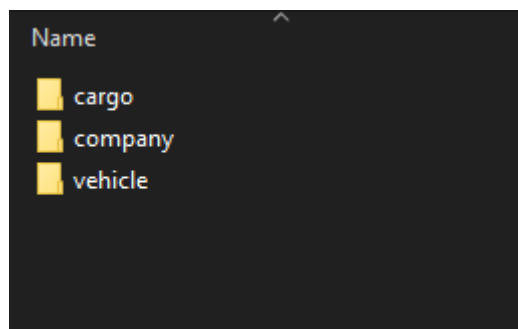
In program folder, you can find **gameref** folder, which contains **cache**, **ATS** and **ETS2** folders.

Cache folder contains cached data of game files like cargo data, which used in Freight market to show weight and type of cargo.

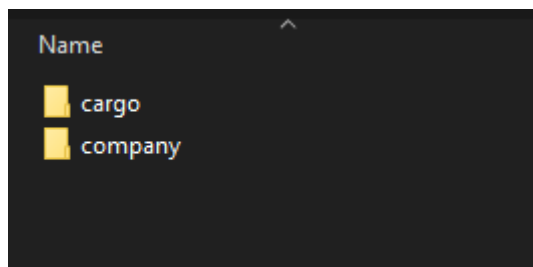
ATS and ETS2 folders is a source of game files for caching.



Inside gameref\ETS2



Inside gameref\ETS2\def\def



Inside gameref\ETS2\dlc_north\def