

How to use

Truck Simulator SaveEditor Tool

(0.2.6.0)

Table of contents

Downloading and Updates.....	3
Interface overview	4
Using tool	8
Available instruments	9
Profile tab.....	9
Company tab.....	12
Truck tab.....	14
Trailer tab.....	15
Freight market tab.....	16
Cargo market tab	18
Convoy Tools tab	19
Saving changes	22
Extra options	23

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 was created for **Windows** OS and requires at least **.NET Framework 4.7.2**. 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.

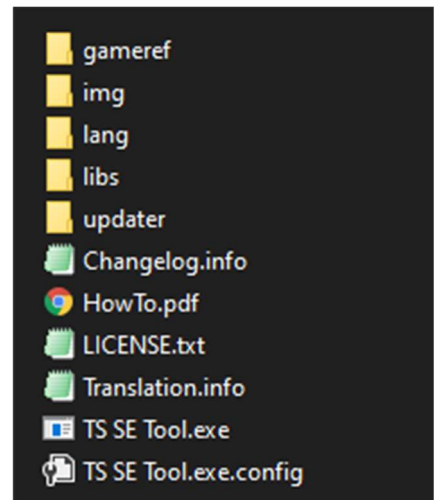


Figure 1 Archive content

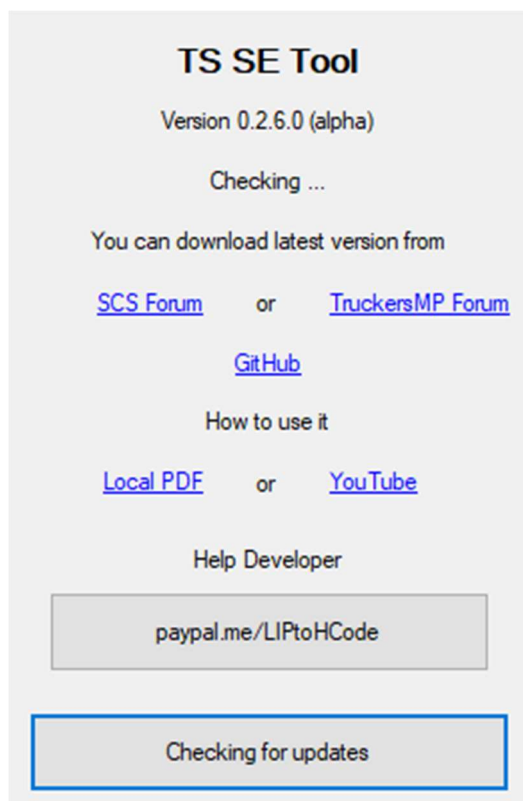


Figure 2 Splash screen at startup

At the first start you will be greeted with splash screen with links for updates and “HowTo” materials. It will also check for updates and if available, you will be able to update straight from this screen.

Interface overview

Program will start with localization used by current user if localization exist or with default language – English.

(If you want to help with the project, you can make a translation for your language)

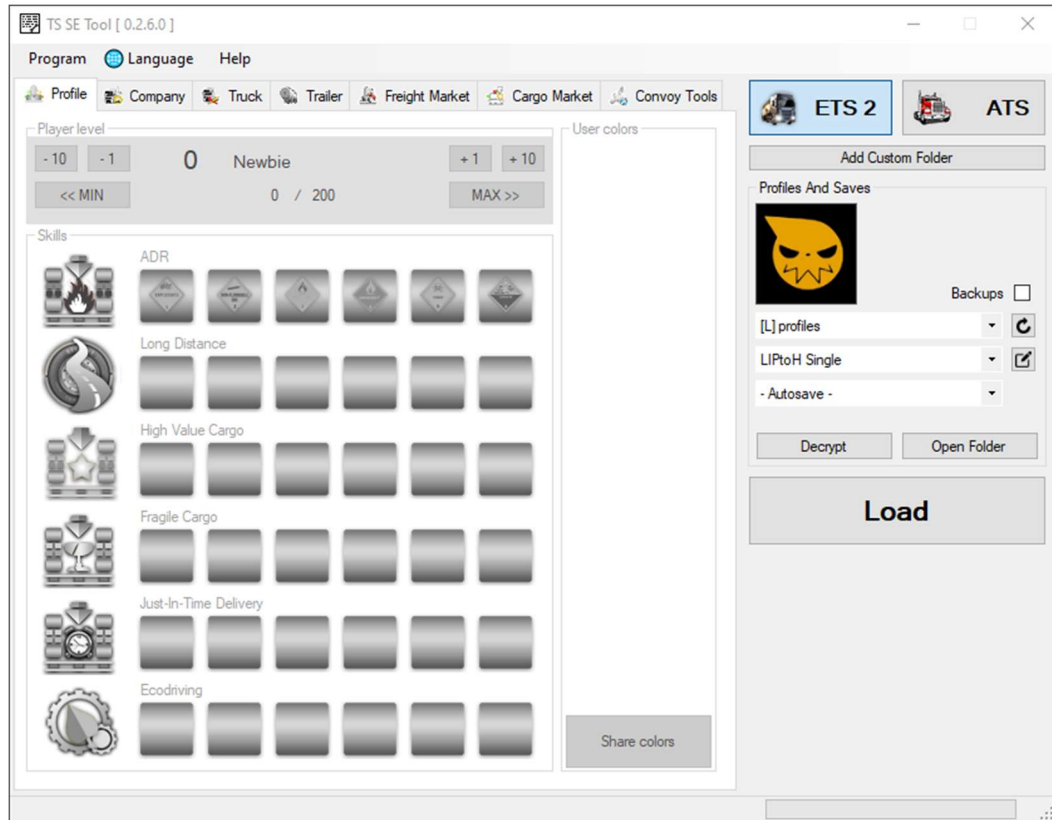


Figure 3 Main window

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



Figure 4 Language selection

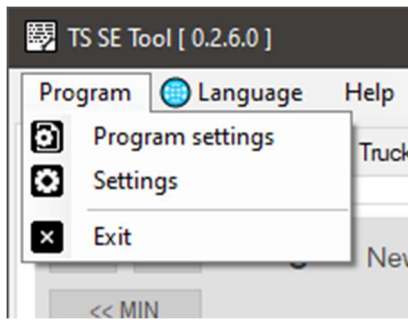


Figure 5 Program menu

Under “**Program**” menu you can find “**Program settings**” and “**Settings**” menu.

In “**Program settings**” you can setup Splash screen. Show up on startup and update check.

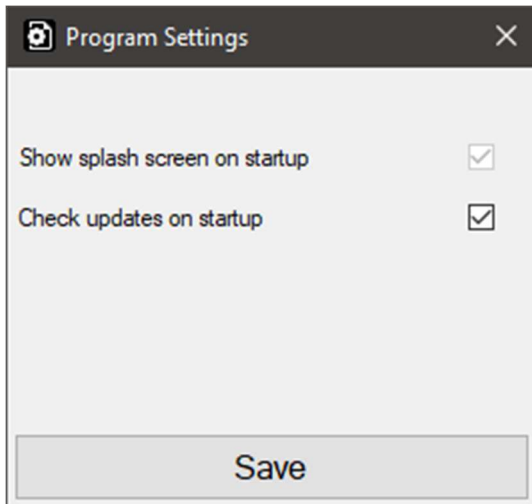


Figure 6 Program settings

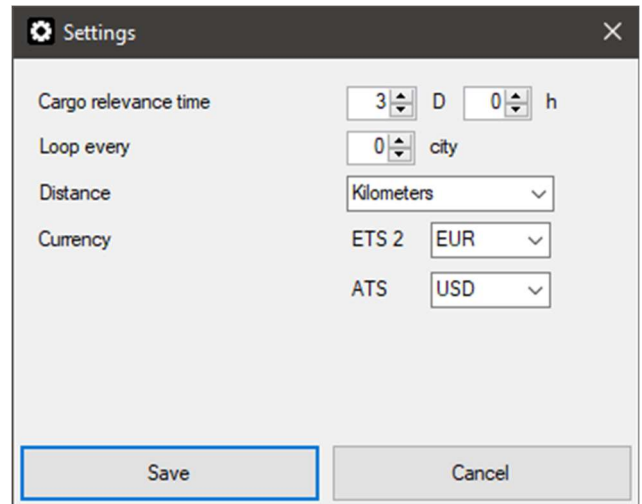


Figure 7 Setting window

In “**Settings**” Cargo relevance time is a time of how long is a waiting time for the load in company waiting zone when creating a custom job for Freight market or refreshing Cargo market.

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

You can also set Units for measuring route length and currency for company money.

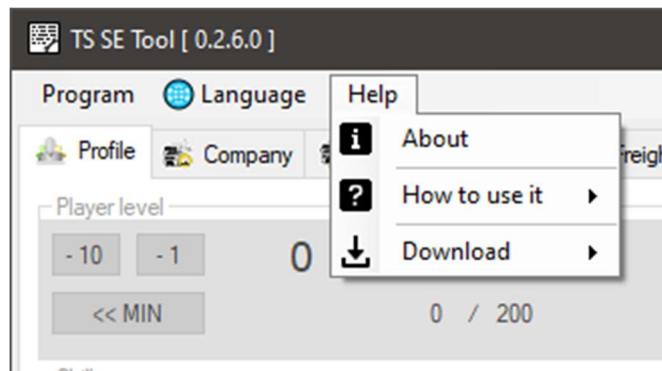


Figure 8 Main window Help menu

“**Help**” menu contains “**About**”, “**How to use it**” and “**Download**”.

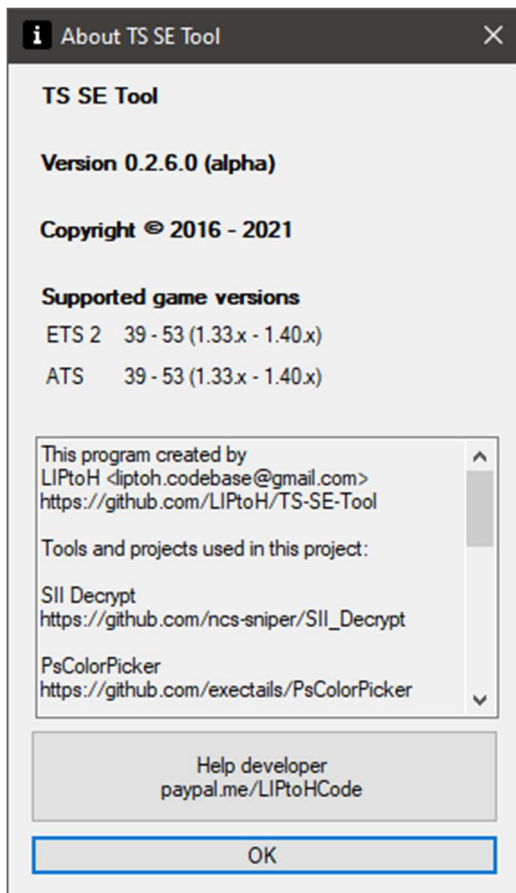


Figure 9 About window

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

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

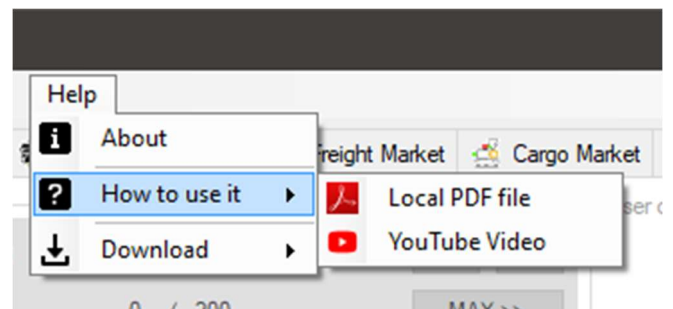


Figure 10 How to use it

“**Download**” menu contains original links for resources there you can check for updates on program and project itself. And from there you can start manual “**Check for updates**”.

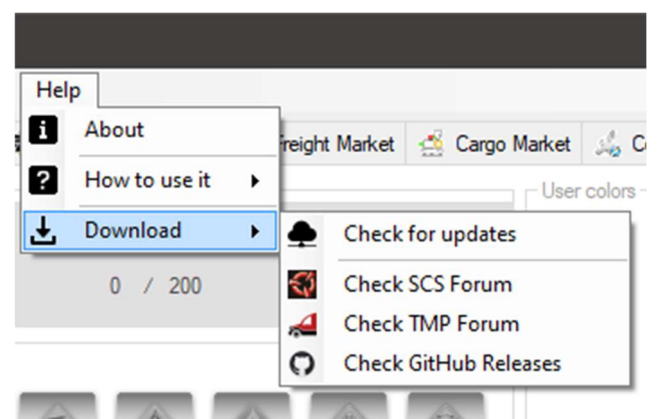


Figure 11 Download menu

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

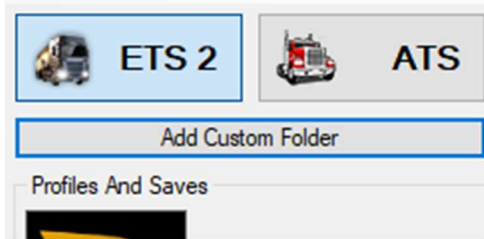


Figure 13 Game selection controls

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 “**SAVE**” the changes before closing window. Then our folder will appear in the list with a [C] prefix.

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

To do this, click on “**Add custom folder**”. New window will open. Select the

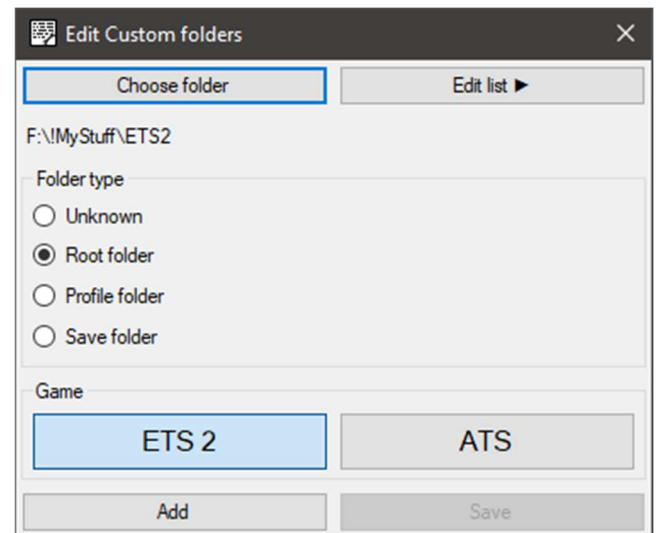


Figure 12 Custom folders window

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.

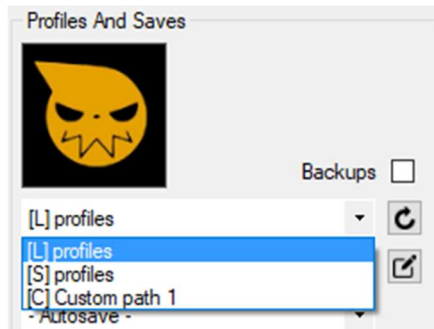


Figure 14 Root folder types

With Steam saves, you need to remember that the program scans the folder for 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

You can select “**Backups**” option and it will add game created copies of profiles after every game update.

You can always “**Refresh**” the list with this button.

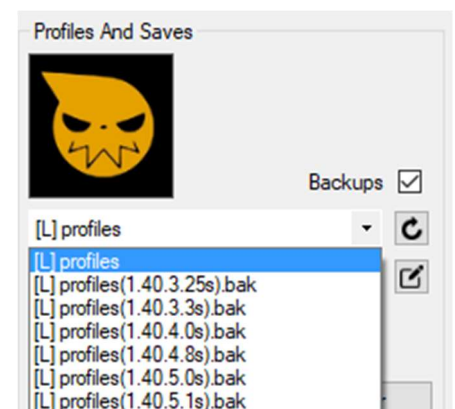


Figure 15 Backup folders

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.

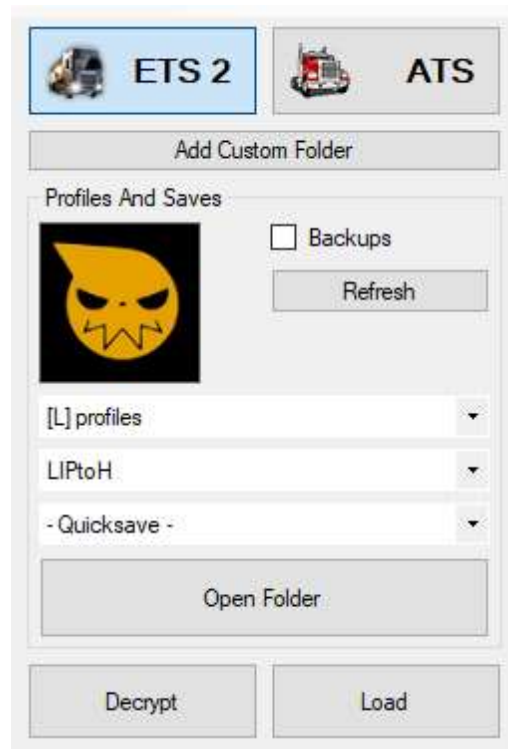


Figure 16 Main window controls

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 17 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 18 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).

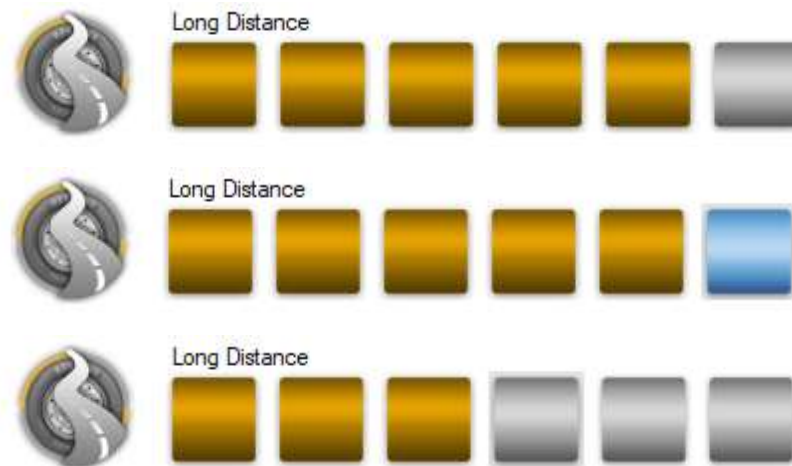


Figure 19 Skills editing with mouse

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

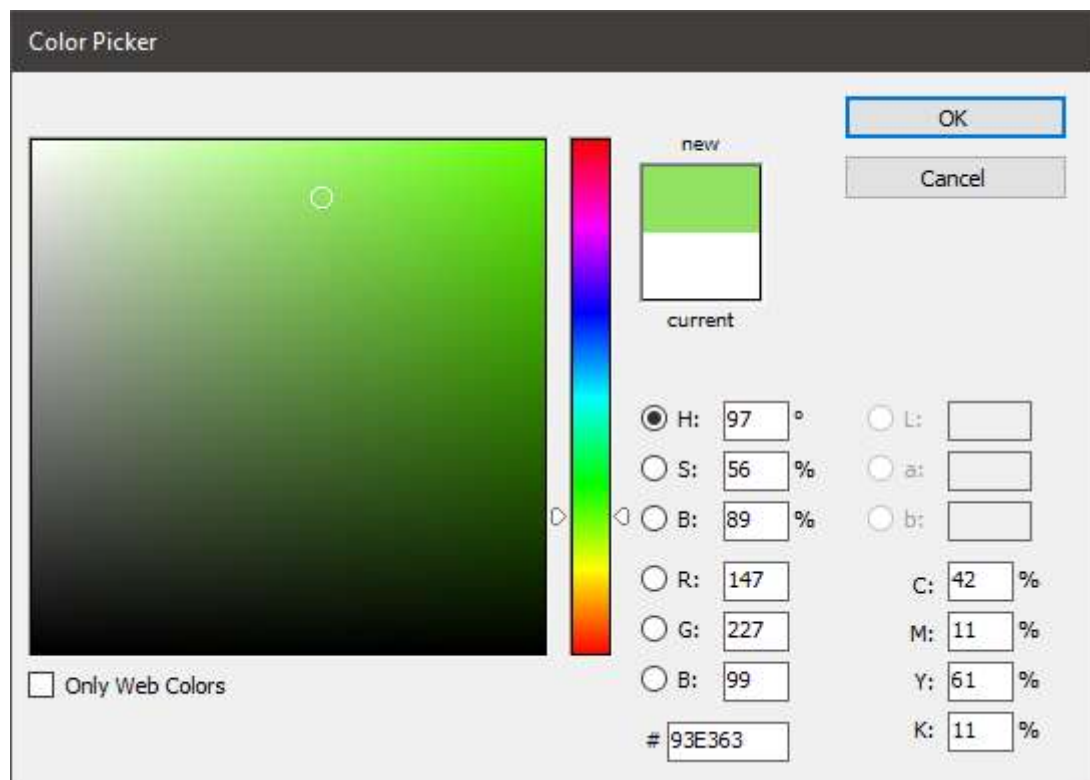


Figure 20 Color picker

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

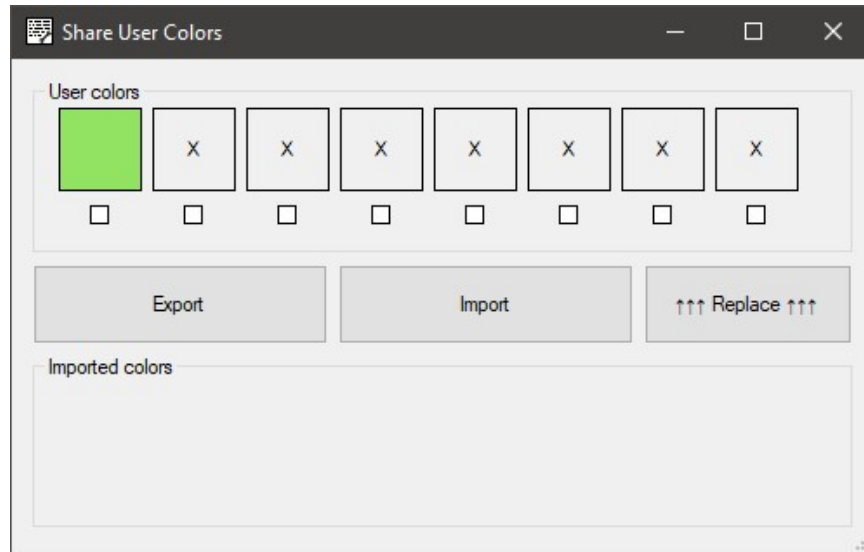


Figure 21 Sharing User colors

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.

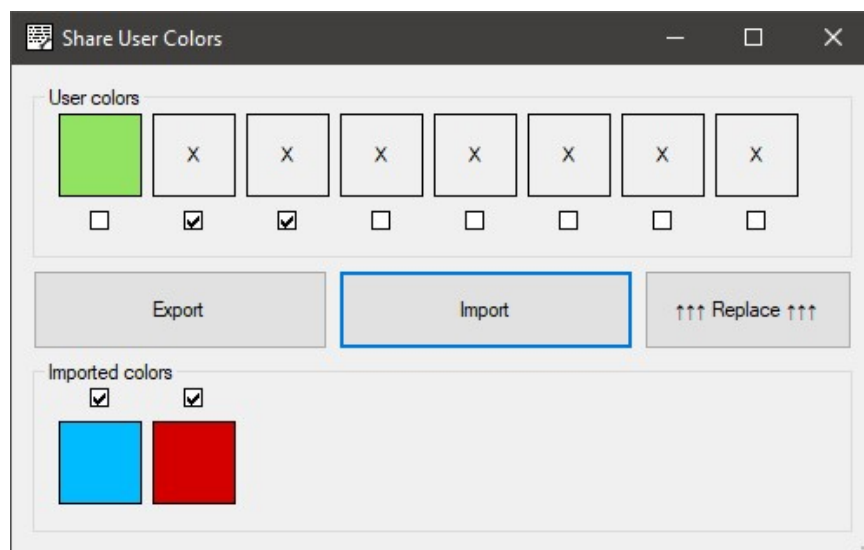
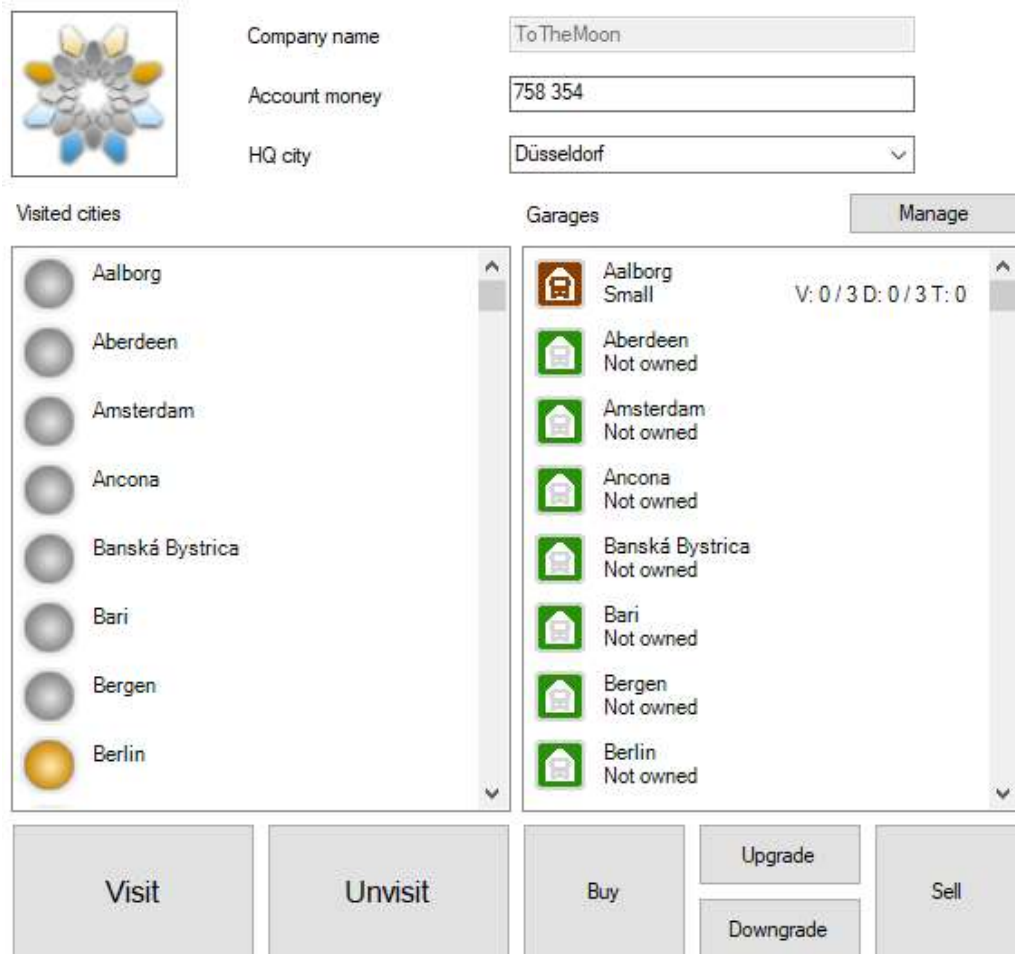


Figure 22 Importing colors

Company tab

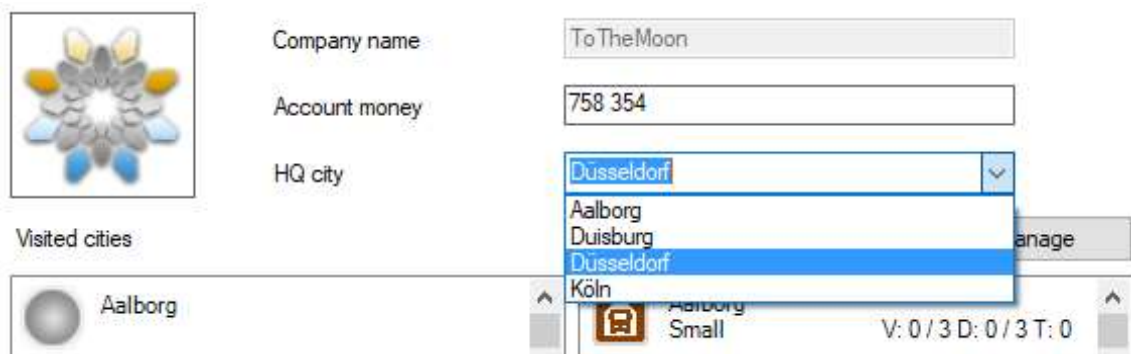
You can **change** the amount of **funds** you have and your **headquarters**, edit visited cities and garages.



The screenshot displays the 'Company tab' interface. On the left is a company logo. To its right are three input fields: 'Company name' (ToTheMoon), 'Account money' (758 354), and 'HQ city' (Düsseldorf). Below these are two main sections: 'Visited cities' and 'Garages'. The 'Visited cities' section lists eight cities with circular icons: Aalborg, Aberdeen, Amsterdam, Ancona, Banská Bystrica, Bari, Bergen, and Berlin (highlighted with an orange icon). The 'Garages' section lists the same eight cities with house icons and ownership status: 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), and Berlin (Not owned). At the bottom are five buttons: 'Visit', 'Unvisit', 'Buy', 'Upgrade', and 'Sell' (with a 'Downgrade' button below it). A 'Manage' button is located at the top right of the 'Garages' section.

Figure 23 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.



This screenshot shows the 'Company tab' interface with the 'HQ city' dropdown menu open. The dropdown lists four cities: Aalborg, Duisburg, Düsseldorf (highlighted in blue), and Köln. The other elements of the interface, including the company logo, name, account money, visited cities, and garages, are visible in the background.

Figure 24 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.

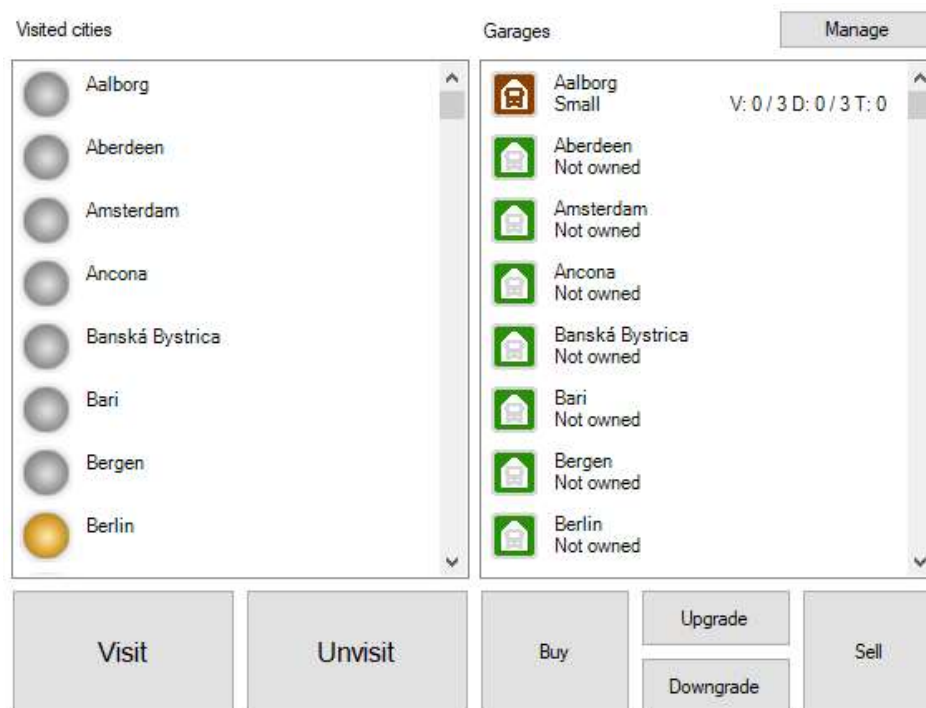


Figure 25 Cities and Garages

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.

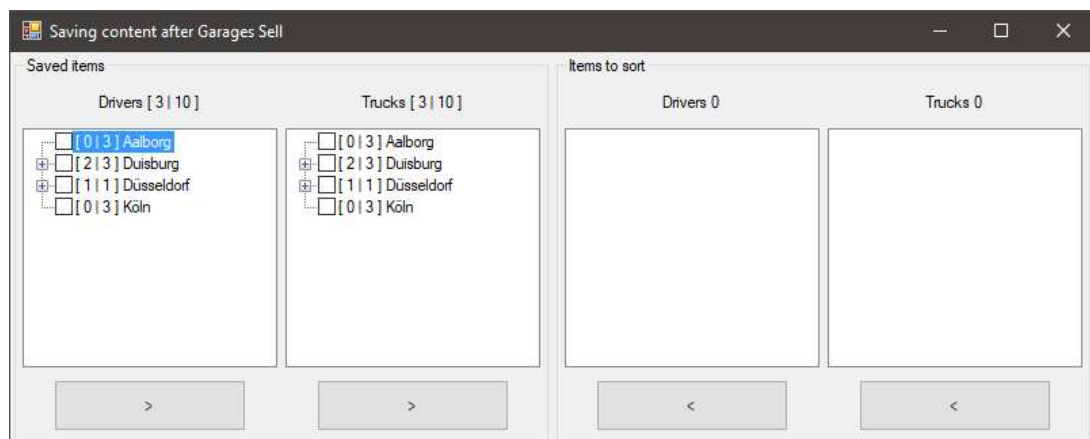


Figure 26 Garage management

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.

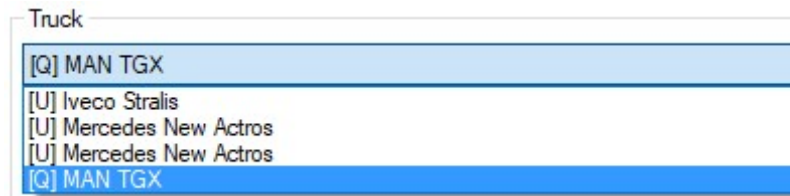


Figure 27 Truck selection

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

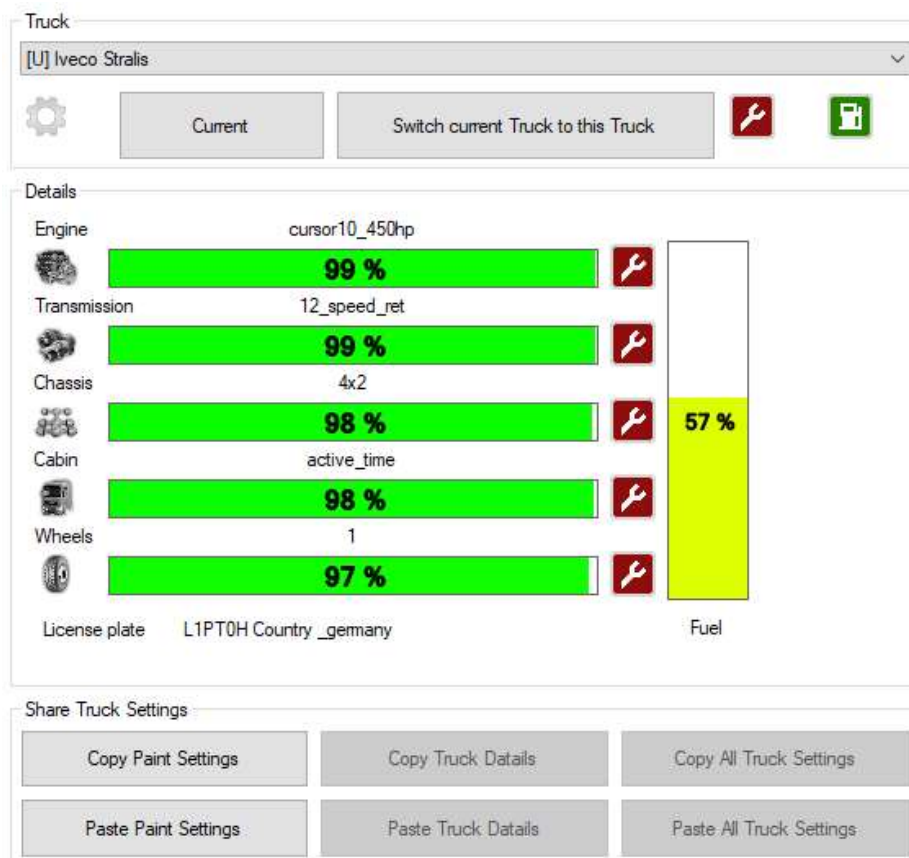


Figure 28 Truck details and editing tools

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
Body	100 %	Wrench
Chassis	99 %	Wrench
Wheels	99 %	Wrench

At the bottom of the details section, the license plate is listed as 'RI117 TT Country austria'. Below the details section is a 'Share Trailer Settings' block containing 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 29 Trailer details and editing tools

Freight market tab

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

The screenshot shows the 'Freight market job controls' interface. It features several dropdown menus for filtering jobs: 'Country' (set to 'All'), 'Company' (set to 'All'), 'City' (set to 'Wien'), and 'Company' (set to 'eAcres'). There are checkboxes for 'RND' (checked), 'Filter' (unchecked), and 'Filter' (unchecked). The 'Destination' is set to 'Budapest'. The 'Cargo' is set to 'Cars (France)' with a trophy icon and a star icon. The 'Urgency' is set to 'Important' with a blue arrow icon. The 'Trailer' is set to 'Cars_Fr Car_Fr (100u)'. Below these controls are buttons for 'Add Job to list', 'Random', and 'Clear list'. The 'Total path length' is displayed as '0 km'.

Figure 30 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 screenshot shows the 'Freight market new jobs list' interface. At the top, the 'Total path length' is displayed as '312* km' and there is a 'Clear list' button. The list contains two items:

Source	Destination	Cargo	Weight	Distance	Company
Wien	Budapest	Cars (France)	9010 kg	297 km	eACRES
Budapest	Daugavpils	Yacht - Queen V39	9899 kg	5 km	TRADEAUX

The list also shows icons for urgency (trophy, star, blue arrow) and company logos (eACRES, TRADEAUX, NSOil).

Figure 31 Freight market new jobs list

On top of the list, you can see total length of the route that was calculated. **Asterisk symbol** means that **not all routes have a known length**. In that case, **route length will be set to 5 km**.

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.

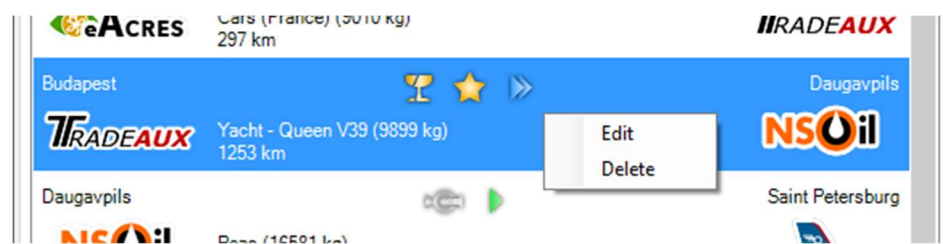


Figure 32 Job list controls

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**.

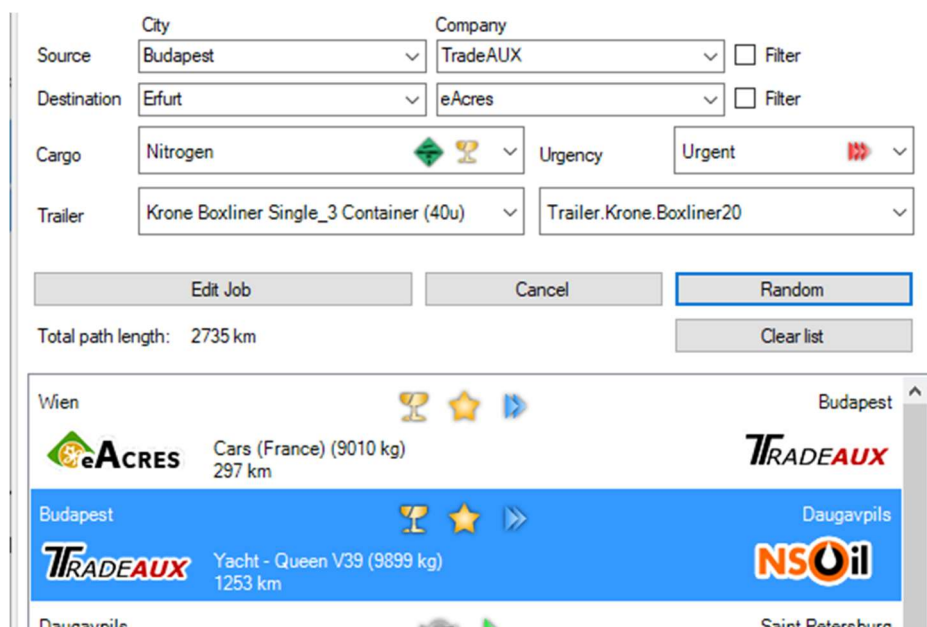


Figure 33 Editing job

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

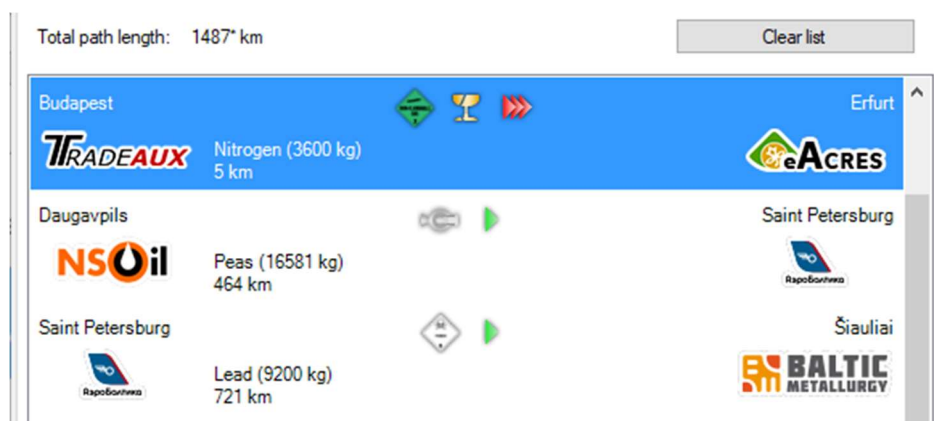


Figure 34 Editing result

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

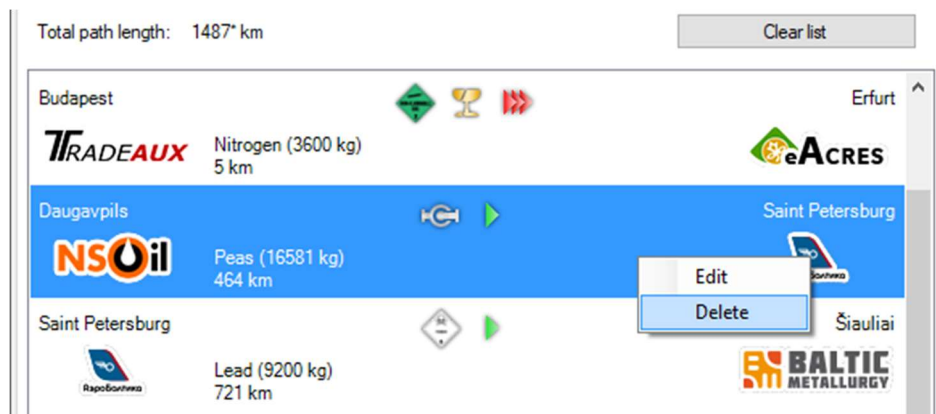


Figure 35 Ability to delete job

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 36 Cargo market controls

Convoy Tools tab

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

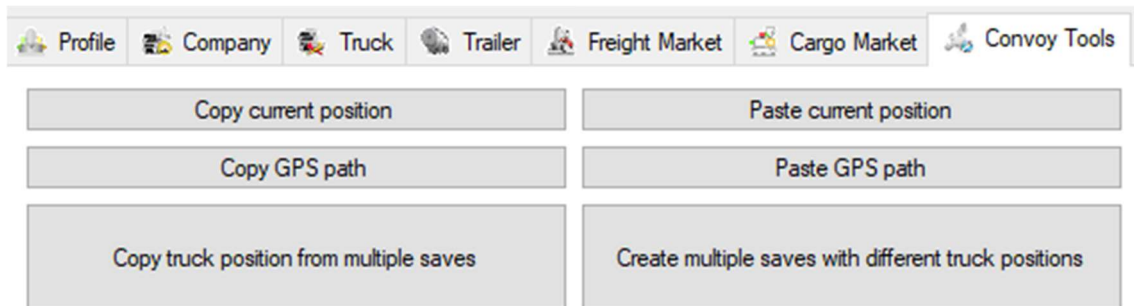


Figure 37 Convoy tools

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

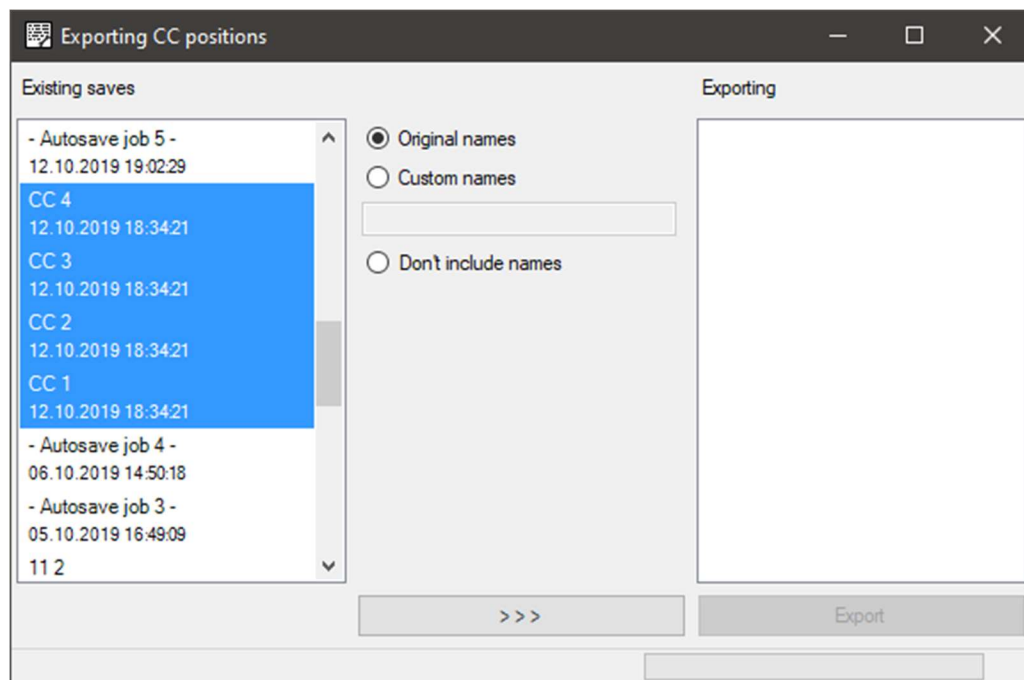


Figure 38 Exporting CC positions

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.

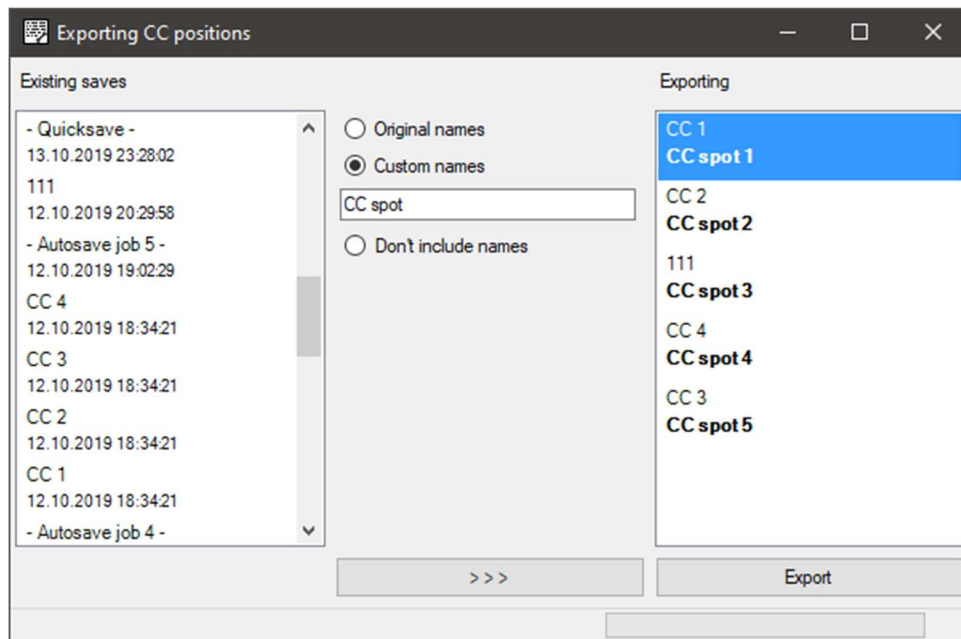


Figure 39 Custom names and reordering

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**.

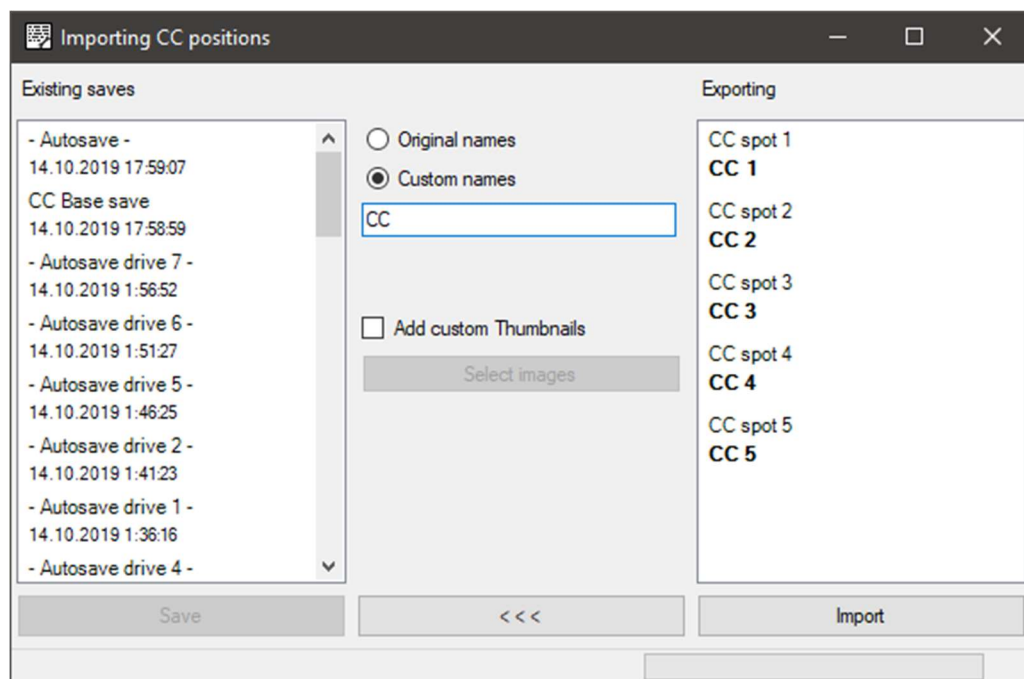


Figure 40 Importing CC positions

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.

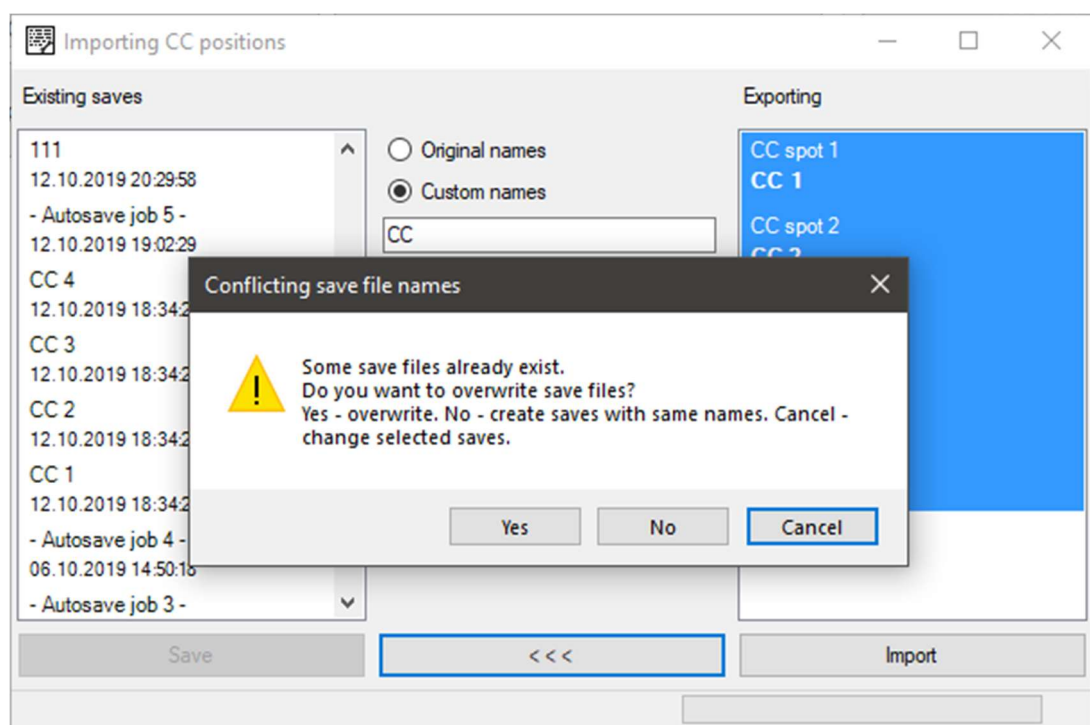


Figure 41 Question when matching names found

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

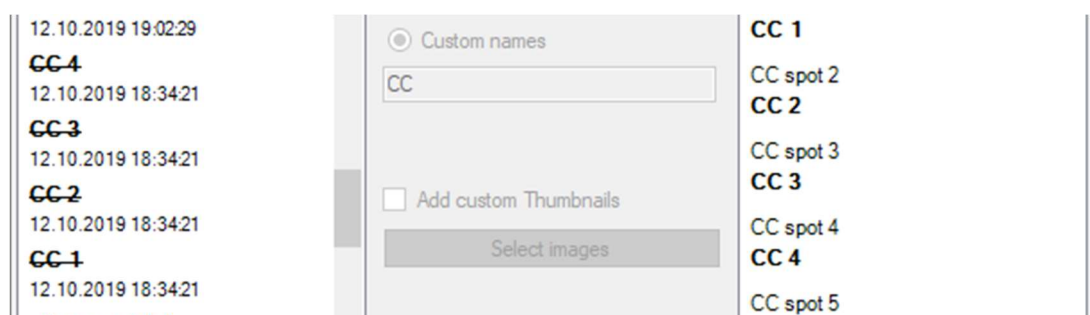


Figure 42 Save files marked for deletion

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.

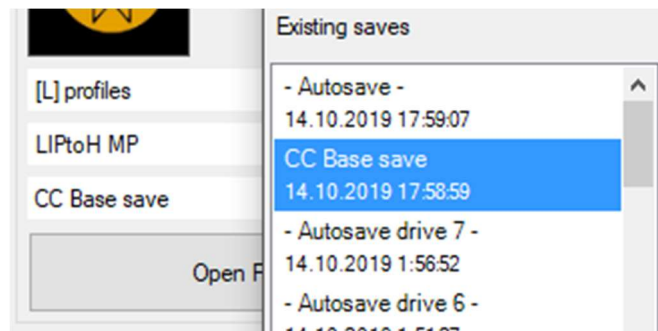


Figure 43 Auto selected loaded save file as Base

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.

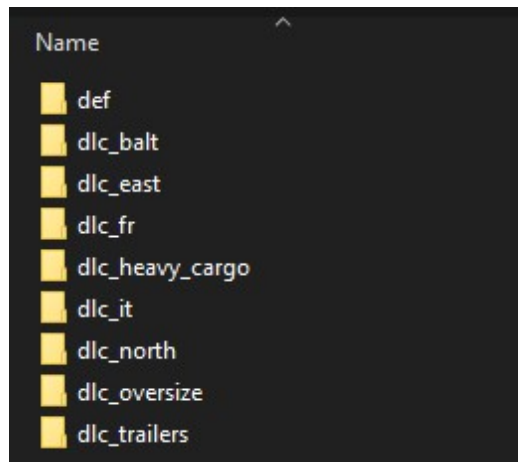
If something went wrong, you can restore save file from backup. Just open folder and you will see game and **game_backup** files. Replace standard one with backup and you good to go.

Extra options

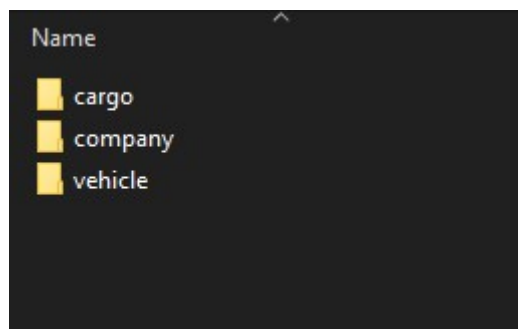
In program folder, you can find **gameref** folder, which contains **cache**, **ATS** and **ETS2** folders.

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

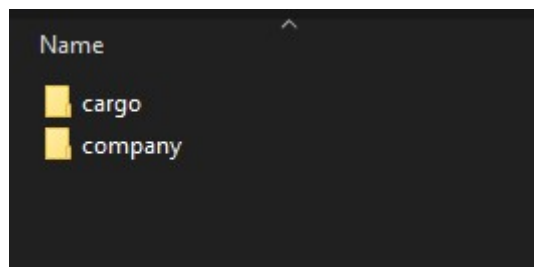
ATS and ETS2 folders is a source of game files for caching.



Inside gameref\ETS2



Inside gameref\ETS2\def\def



Inside gameref\ETS2\dlc_north\def