

Gta sa android save game file

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along ray B. The police are not bound to continue in the specified direction after the initial spawn. In order to trigger in Vehicle types the vehicle must be moving. Police trigger zones are activated only once per 40 seconds (the first field is used to control this). Police trigger zones can be created using opcode 04F8 Block 18: Models OFFSET TYPE DESCRIPTION 0x0000 byte[26316] (unknown) 0x66CC end Block 19: Ped Acquaintances OFFSET TYPE DESCRIPTION 0x0000 PedAcquaintance[32] PedAcquaintance structures, each is 20 bytes in size—see details below 0x280 end PedAcquaintance—See notes below 0x00 dword respect bitmask 0x04 dword like bitmask 0x08 dword (unused) (ignore?) 0x0C dword dislike bitmask 0x10 dword hate bitmask This structure stores information about how a ped of given pedtype (each entry in PedAcquaintance[32] is separate pedtype, starting from 0 (PLAYER1) to 31 (MISSION8)) behaves toward any ped of other type. Five dwords in this structure (only four of them are used) are the bitmasks, where a bit sets a flag of acquaintance type (respect, like, dislike, hate) to the pedtype of given index (=number of bit). Say, if the 4th bit (counting from zero) in PedAcquaintance[5],respect is set, it means that a ped of type CIVFEMALE (pedtype=5) respects a ped of type CIVMALE (pedtype=4). These structures are filled with data from the file ped.dat. The acquaintances flags could be changed via scripts (using opcode 0746 and similar). Block 20: Tags 0x00 dword total number of the tags (count) 0x04 byte[count] tags paint status (0-255) Block 21: IPL 0x0000 dword constant 256 0x0004 byte[255] Flags to enable binary IPLs (see notes below) 0x0103 end Notes: The order of the flags corresponds to the order the IPLs appear in gta3.img. These flags only affect non-stream IPLs; stream IPLs are always enabled regardless of flag value. (\*plus something on the opcodes used to enable/disable the flags\*) IPL Version Map: Hex Dec PCv1 PCv2v3 PS2v1v2 05 5 barriers1 countrysn\_stream0 levelmap\_stream1 06 6 barriers2 countrysn\_stream1 countrysn\_stream0 2D 45 countrysw\_stream5 crack\_sfe\_stream2 31 49 truthsfarm\_sfs\_stream0 3E 62 crack truthsfarm crack 3F 63 sfs\_stream0 barriers1\_sfs\_stream0 40 64 sfs\_stream1 barriers2\_sfs\_stream1 52 82 vegasn\_stream2 carter countrysw\_stream7 55 85 vegasn\_stream5 lae2\_stream2 truthsfarm 56 86 vegasn\_stream6 lae2\_stream3 barriers1 57 87 vegasn\_stream7 lae2\_stream4 barriers2 70 112 vegasw\_stream6 lawn\_stream3 carter 7F 127 carter countrysn\_stream5 lae\_stream5 Usage: PCv1 can control the PCv2 carter objects by calling vegasn\_stream2 Block 22: Shopping 0 dword count 4 entries (8 bytes each) ---- 0 dword size 4 bytes Each byte represents the shopping items listed in the order of "section prices" at the beginning of shopping.dat. A short summary of the 544 flags is: CarMods, Clothes (torso, legs, shoes, necklase, watch, glasses, hats), Haircuts, Tattoos, Food, and Weapons. Block 23: Gang wars OFFSET TYPE DESCRIPTION 0x00 dword size of block (always 58h) 0x04 byte enable gang wars (opcode 0879) 0x05 byte[3] (Align) 0x08 dword current gang war stage 0: no war 1: war provoked 2: first wave 3: first wave passed 4: second wave 5: second wave passed 6: third wave 0x0C dword time when last stage started 0x10 dword index of warzone in ZonePop array 0x14 dword index of warzone in ZoneInfo array 0x18 float[3] unknown XYZ 0x24 dword (unknown) 0x28 dword (unknown) 0x2C dword (unknown) 0x30 dword unknown time 0x34 dword hood under attack stage (?) 0x38 dword next attack time (?) 0x3C float[3] unknown XYZ 0x48 dword hood attack notify time (?) 0x4C dword hood attack marker handle (?) 0x50 byte (unknown) 0x51 byte[3] (Align) 0x54 float territories under control (08E2) 0x58 float same as above (0x54) 0x5C end Block 24: Unique Stunt Jumps OFFSET TYPE DESCRIPTION 0x0000 dword Number of Unique Stunt Jumps (USJ) 0x0004 StuntJump[] Jump structures—each is 0x44 bytes in size; see details below StuntJump—See note below 0x00 float[3] Start zone point 1 (x,y,z) 0x0C float[3] Start zone point 2 (x,y,z) 0x18 float[3] Land zone point 1 (x,y,z) 0x24 float[3] Land zone point 2 (x,y,z) 0x30 float[3] Camera coordinates (x,y,z) 0x3C dword Reward amount (can be negative) 0x40 byte Boolean: is USJ done 0x41 byte Boolean: is USJ found 0x42 byte[2] (Align) The starting and landing zones are cubes; each is defined by 2 points —point 1 is the lower, left, front of the cube and point 2 is the upper, right, rear. These cubes are aligned with the coordinate axes and not rotated at all. If a vehicle enters the starting zone while airborne, the USJ triggers (and is marked as 'found'); if the vehicle then lands inside the landing zone, the USJ is successful (and is marked as 'done') and the reward is given. Block 25: ENEX Connections 0 dword count 4 word[count] source index of enex path ---- Structure: 0 word source index (break loop if value = -1) 2 word flags 4 word destination index ---- Enex Path: Normally 0 for outdoor saves, or 1 with the source index of the enex used to access the interior where the game was saved. The enex path may be longer on modified saves. Additional links are appended to the path. The enex path is used to display the zone name for the destination before CJ arrives in the zone. ENEX Flags BIT HEX DEC NAME DESCRIPTION 00 0001 1 unknown interior Only used for interior markers 01 0002 2 unknown pairing Used mostly for interior markers; also Big Ear & LS Skyscraper 02 0004 4 create linked pair Pair with unflagged mate during new game start 03 0008 8 reward interior Sets flag 0010 on pair mate when used 04 0010 16 used reward entrance Set by accessing reward interior 05 0020 32 cars and aircraft Enable for cars and aircraft 06 0040 64 bikes and motorcycles Enable for bikes and motorcycles 07 0080 128 disable on foot No foot traffic (use for cars and/or bikes only) 08 0100 256 accept NPC group Group members accepted at destination of pair (strips passengers) 09 0200 512 food date flag Set and cleared by food date (cut-scene related) 10 0400 1024 unknown burglary Set on Bayside and Temporary Burglary doors 11 0800 2048 disable exit Player can enter but cannot exit a two-way pair 12 1000 4096 burglary access Enabled and disabled during Burglary 13 2000 8192 entered without exit Set by Entrance. Cleared by Exit; Applies to one side of a two-way pair 14 4000 16384 enable access Enabled by default; often cleared by scripts 15 8000 32768 delete enex Enex is deleted when used New enex connections can be added to the save after the save is created if temporary (burglary) connections are not present (indoor or isolated saves). The flags and links for existing connections will not be updated by changes in the IPL file. If the enex structure is removed from the block (except for the -1 terminator) the game will remap all connections based on the current IPL configuration. Block 26: Radio Data This block contains data relating to various radio stations. The bulk of the block is an array of data structures for each station. Not much is known about these structures currently but part of the data seems to be a record of which tracks have played recently. Following this array of structures there is a collection of byte flags which are related to high-number radio Stats. These Stats are used to trigger different episodes and radio clips throughout the game. Note that the "set by" comments refer to missions in the original, unmodified game and they can obviously be set at different times instead. 0x0000 StationInfo[14] State info for radio stations; each is 0x110 in size—see details below 0x0E0 byte Cities Unlocked (stat 181) 0x0EE1 byte (stat 327; set by "Learning to Fly") 0x0EE2 byte (stat 328; set by "The Meat Business") 0x0EE3 byte (stat 329; set by "St. Mark's Bistro") 0x0EE4 byte 1 Say / You Say Ep#2 (stat 318; set by "Local Liquor Store") 0x0EE5 byte (stat 320; set by "Monster") 0x0EE6 byte (stat 330; set by "Interdiction") 0x0EE7 byte (stat 331; set by "Learning to Fly") 0x0EE8 byte (stat 332; set by "Black Project") 0x0EE9 byte (stat 333; set by "Green Goo") 0x0EEA byte (stat 311; set by "Mike Toreno") 0x0EEB byte (stat 323; set by "Green Sabre") 0x0EEC byte News Ep#9 (stat 308; set by "Vertical Bird") 0x0EED byte (stat 310; set by "OG Loc") 0x0EEE byte (stat 335; set by "Riot") 0x0EEF byte (stat 336; set by "555 We Tip") 0x0EF0 byte (stat 337; set by "House Party") 0x0EF1 byte (stat 302; set by "Drive-Thru") 0x0EF2 byte (stat 338; set by "Are you going to San Fierro?") 0x0EF3 byte (stat 339; set by "High Noon") 0x0EF4 byte (stat 340; set by "The Green Sabre") 0x0EF5 byte (stat 341; set by "Small Town Bank") 0x0EF6 byte (stat 342; set by "Farewell My Love") 0x0EF7 byte month day when the stats above were updated 0x0EF8 byte hour when the stats above were updated 0x0EF9 byte hours to the next stats update (commonly 24 or 168) 0x0EFA byte updating flag (1,2,3) 0x0EFB byte last updated stat (in accordance with the given order) 0x0EFC (end) StationInfo Structure: 0x000 byte[20] Possibly a stack of indices of recently-played tracks 0x014 dword[8] (Unknown) 0x034 dword[40] (Unknown) 0x0D4 dword[15] (Unknown) 0x110 (end) Order of Stations for the StationInfo Structure Array IDX Stream Description 0 AA Emergency Band 1 CH Playback FM 2 CO KROSE 3 CR K-DST 4 DS Bounce 5 HC SFUR 6 MH Radio Los Santos 7 MR Radio X 8 NJ CSR 9 RE K-JAH West 10 RG Master Sounds 11 TK WCTR 12—User Track Player 13 ?? (Unknown) Block 27: Entrance markers OFFSET TYPE DESCRIPTION 0x00 CEntranceMarker[5] entrance markers, can be created by opcode 0A40 0x8C end CEntranceMarker struct OFFSET TYPE DESCRIPTION 0x00 dword existance status 0x04 float[3] position 0x10 dword color R 0x14 dword color G 0x18 dword color B 0x1C end Padding Following the last data block is a variable amount of padding. Since every valid save file is exactly 0x31800 (dec:202752) bytes in length, this padding is necessary to fill the space between the data blocks which start the file, and the checksum value which ends it. Because the game internally uses a buffer of 0xB00 (dec:51200) bytes for writing a save, each byte of padding data is simply a repetition of the data located 0xB00 (dec:51200) bytes before it. While it is not strictly necessary to follow this convention for the padding when writing a modified save file, it is consistent with the original game and makes modifications harder to detect. Checksum The final four bytes of a save file are an unsigned integer checksum value. This checksum is simply the sum of all the preceding 0x317FC (dec:202748) bytes. If the checksum value does not match the calculated sum of those bytes, the game will consider the save file to be "corrupted" and refuse to load it. Thus, any time you make any changes to a save file you must remember to update the checksum when you are finished. Savegame Editor documentation The source code and documentation of the Savegame Editor of Paul Breeuwsma is put online. You can download it or view the documentation online. Feel free to use/copy/edit it if you want to. Available tools for editing of the save file content: Allows editing of any save data directly in the hex editor. Also contains the script to recalculate the checksum. This page is licensed under the GNU Free Documentation Licence. This page has a separate license to the CC-BY-SA that applies to most of GTA Wiki. 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