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## Subsistence savegame editor

### Subsistence edit save file. Subsistence save game editor.

This guide explains how to modify save files to obtain unlimited items instantly. Please note that altering .SAV files can potentially corrupt your game and result in losing all progress, so be sure to back up your save file before making any changes. It is also crucial not to exceed stack limits for any item being modified, as this may cause undesirable effects such as disappearing hunter bases or random items vanishing. This guide was inspired by DubWine's original work but has been updated to reflect modern save files. The author used this method to spawn in matches and eliminate the need for relighting fires in their base. To edit your save file, first prepare the item you want to modify and create a new storage crate. Place one of the items into the crate and then save and exit the game. Next, navigate to the save file directory and locate the relevant .SAV file (e.g., "saveGame10.sav"). Open this file in Notepad++ or a similar program with word wrap enabled. Search for the term "storagecrate" and use your intuition to find the correct crate. It should have similar world coordinates as your other crates and contain only one item. For hunter bases, you can identify storage crates by the presence of other items and buildables nearby. Once you've located the desired crate, pay attention to the last two numbers (e.g., 78 and 79). The first number represents the item ID, while the second number determines the quantity. To change the quantity, modify the second number to the maximum stack size (e.g., 98). For example, if you want to increase the lock pick quantity from 1 to a maximum of 98, the modified code would be: {"ObjectArchetype": "ColdGame.Default\_ColdBuildable\_StorageCrate", "Location": "-65629.5547,-2714.1433,142.6989", "Rotation": "0,33572,0", "AccessModule": {"UpgradesInstalledNames": "", "InvItems": {"0": {"n": 78, "c": 98}}}} 20 lock picks! Save the file. Load up the game. Loot your item from the crate. If you want, you can place a new item in the crate, save the game, rinse/repeat. This method works on multiple slots at the same time so you could edit more than 1 item at a time but the risk of mistakes goes up significantly. You could also conceivably edit the item numbers to spawn in different items but I did not feel like attempting to spawn in every item in the game one by one to make a list and I feel that would end up ruining the game. Hopefully this is helpful and remember...BACK UP your original save file! Monthly Roundup - October 2024 It's that time once more, your favourite time of the month. November is here, and so is a new roundup! Once more I bring you all our offerings of what's been happening and the goings-on behind the scenes here at Nexus Mods. Mod Author Analytics A new Mod Author Analytics page is now available, giving authors a monthly breakdown of the total and unique downloads for their mods. You can find the page here. Premium Membership Payments Great news for Premium members - we're excited to announce that you'll be receiving exclusive benefits starting from November! Halloween Competition - Winners Firstly, I'd like to start by saying a huge thank you to every single person who entered our competition. With it being our first one, I'll be honest, we worried we'd only get two submissions if we were lucky. So to have received the number that we did was fantastic, although it did mean that it made it extremely difficult for us to narrow down our winners. Crafting Characters, Guiding Modders - Padme4000 Some of you may have come across today's interviewee's mods before, especially if you've ever tried to mod Baldur's Gate 3 or Dragon Age: Inquisition, amongst other games. If, like me, you've ever dabbled in modding either game, you'll almost certainly have used their modding guides too. Today we're sharing Padme4000's interview! Hey Padme4000, thanks so much for doing this interview with us! Would you mind introducing yourself for people who might not know you? Halloween Screen Archery Competition Halloween is creeping up on us, unless, like me, you dedicate the entire month of October to all things spooky. And what better way to celebrate than by taking part in our (the Content Team's) very first competition? You're all invited to join our Halloween Screen Archery competition. Get To Know: Sewer56 There's a good chance quite a few of you have probably spoken to, or at the very least seen this name in our Discord servers. Today's interview is with Sewer56, known in the modding community as Sewer56, who is part of our App Development team. Hey Sewer56, thanks for joining me today! For people who might not have spoken to you on our Discord, could you introduce yourself, please? My name is Sewer56, alias Sewer56, if you see me on the web, and I'm happy to share more about my role and experiences here at Nexus Mods. Wielded With Grace - Clevererraptor6 Ever felt like your Tarnished could use a bit more finesse in their fight against the Shardbearers? Well, clevererraptor6's move set mods have got you covered, bringing a whole new level of grace to your battles across the Lands Between. Find your new weapon of choice, and see how they can take your gameplay to the next level! They're revolutionizing the way people experience combat in games! Hey Clevererraptor6, thanks for doing this interview! Could you tell us a bit about yourself? Hello and thanks... May the Mods Be With You - DeityVengy If you've been checking out our YouTube channel, you might have already seen a sneak peek of who I'm interviewing today. I've had the chance to chat with DeityVengy, a popular YouTuber-turned-modder who's working on an epic Star Wars mod for Starfield that turns the game into an open-world RPG. So grab some blue milk, hop in your speeder, and join us as we dive into the process of creating this incredible mod! Monthly Roundup - September 2024 I'm back with another Monthly Roundup, just like a cat leaving a present for you at the end of your bed... Am I running out of ideas? Yes, I am! So let's get on with it! Nexus Mods App The new version of our App launched last week, and we've got some cautionary advice. To update it, you'll need to completely uninstall the old version, including all mods. It's still in its early stages... Journeying to the West - norskpl If you've been playing and modding Black Myth: Wukong, there's a good chance you've come across today's interviewee: norskpl. Whether it's adding new character skins or transforming our monkey protagonist's iconic weapon, there's plenty to chat about, so let's get straight to it! Thanks for agreeing to chat with us, norskpl! First things first, tell us a little bit about yourself? Get To Know: BenGosney Welcome to the second part of our 'Get to Know Us' series. This time, we're shining the spotlight on Ben! Allow me to introduce Ben, or as he's known on Nexus Mods, BenGosney. He'll be the first to tell you it's not the most imaginative username, but hey, he's easy to find! Hey Ben, would you mind introducing yourself? Hi, I'm Ben! I'm one of the backend... Rad Rides - BlahBlahDEEBlahBlah Think of today's interview as Pimp My Ride meets the post-apocalypse, whether you're cruising through the wasteland in style or escaping a Deathclaw in a souped-up ride, BlahBlahDEEBlahBlah's mods will have you covered. While Bethesda has recently added vehicles to Starfield, BlahBlahDEEBlahBlah has been ahead of the curve, transforming the Commonwealth with custom rides long before spaceships were all the rage. Introducing: CapraKurt The Community team continues to grow, and I've got a new friend helping me keep up with our ever-growing inbox. Please extend the warmest welcome to our newest addition to the community team, Kurtis, a.k.a CapraKurt! Tell us a little about yourself, Kurtis! Well, I've been using Nexus Mods since 2003 and so have been modding and gaming for quite a while! I've previously been working in mostly... Monthly Roundup - August 2024 I know what you're thinking, SlugGirl, didn't we only just have a monthly roundup? Kind of, yeah. It's been a couple of weeks though and that one was released later than normal due to how much we had going on, so humour me a little, I have a schedule with July finally here, it's time for another round of updates and milestones. The last one was a bit bigger than usual, but this one still packs some exciting content. Nexus Mods App gets an update with Cyberpunk Improvements and Multiple Loadouts added. Meanwhile, the Mod or Not series kicks off at Gamescom 2024, showcasing what's to come in the gaming world. The Striking a Pose segment highlights ElJpeg, a key figure in the Cyberpunk 2077 virtual photography community. Her work on pose packs has been incredibly popular and we're excited to share her story with you. In Wind's Howling, we sit down with nikich340, an author behind many amazing mods for The Witcher 3. This is just one of many interviews that will be coming up, as we dive deeper into the world of modding and its incredible creators. The Monthly Roundup for July brings big updates to the site. A new 'My Reports' page has been added, giving users a clear view of their moderation reports. However, due to an unexpected issue with the Donation Points system, the planned release of April's donation points was delayed until further notice. Moving forward, we're excited to launch the new algorithm for mod author rewards as part of the Donation Points System update. This will bring a fresh change to how authors are rewarded and is set to launch soon. Finally, Nexus Mods is celebrating three major milestones in the community, showing just how much this platform has grown and evolved over time. We've made tremendous progress together over the years. Just a couple of months ago, we hit an impressive milestone - 50 million registered users. This number highlights our thriving community of modders. We also recently added our 3,000th supported game to the site. You've given us an overwhelming choice with all the games available, making it hard to decide which ones to play.