Pico savegame saver

PicoSavegameSaver will make backups of the directories in
"/sdcard/Android/data/<package_names>/files" and
"/sdcard/UE4Games/<package_names>/..." on your pc. The idea is that most games will
write their data (aka savegames) to these directories. **This will not work for every
app/game.**

Important note
After reinstalling of an app (e.g. FW reset) you have to start every app at least one time
before doing a restore! This is necessary to set up the used directory structures.
If you don't do this, the restore will fail for this app!

PSS-Fixer
(PicoSavegameSaver-Fixer - ough, what a name...)

A few of you ran into trouble by restoring old save games. Especially If you have used
renamed games (by yourself or by Picoland) and after the "new-final-solution" you will
used 'normal' named games or now using an other name (after patching with PP Stuff
Tool).
There might be a problem if you've used renamed games and/or use renamed games now
(for e.g. version >= 5.9)!
You've renamed them to confuse the Pico authentication servers, but now it also confuses
the PicoSavegameSaver if you are now using unrenamed games or other names...
This tool will go through a backup file of PicoSavegameSaver and look for all entries it will
not find on your Pico and give you the possibility to change the name in the backup.
After this, a restore with PicoSavegameSaver shall be ok and you will be able to play your
old saves from the formerly renamed apps after an additional restore.
If you are not sure, which name to enter for the new (unrenamed or other named) game,
have a look in the file PSS_alias.txt.
You can press the check button and see, if this other/new name will be found on your Pico.
Please also notice the comments of PicoSavegameSaver!

Attention!: There will be a new backupfile created (with "mod_" at the beginning). You
have to use this file for restoring with PicoSavegameSaver!

So long, have fun!