The SMBX64 *.SAV file file description

It is probed by Wohlstand 04/29/2014

      This is a saved game TEXT file. All parameters are written line by line without blank lines. This file using only automaticly creating on game saving.

      In SMBX64 standart this file saving in same folder with world, and naming as "save1.sav", "save2.sav" and "save3.sav". SMXB64 allows only three game save files in one episode folder

Introduction

Limits for world map objects:

Tiles:	20000
Paths:	2000
Music-Boxes:	1000
Sceneries:	5000
Levels:	400

File Format Specification

Structure:
- [Header and character's attributes]
- [Visibly of levels objects, associated by array index in World map]
- "next"
- [Visibly of paths, associated by array index in World map]
- "next"
- [Visibly of sceneries, associated by array index in World map]
- "next"
- [gotten stars, pointers to level section with gotten star]
- "next"
- [Number of stars (parameter, gotten from world map)]

The reference designations:
- standart parameter
- **Comment title**
- Comment description
- **loop**
- variable
- *Special option, using only under special conditions, differently is absent*
- File format version limit
- Data type

First 31 lines (Header and character's attributes):

Parameter	Description
64	(unsigned int) File format version (Last in SMBX is 64)
8	(unsigned int) number of lives (0-99)
84	(unsigned int) number of coins (0-99)
96	(long) Player's position on world map X
448	(long) Player's position on world map Y
1	(unsigned int) **Mario's** power-up (1-7) 1-small, 2-big, 3-fire, 4-racoon, 5-tanooki, 6-hammer, 7-ice
34	(unsigned long) Item slot contains (NPC-ID)
1	(unsigned int) Mount type (0,1,3) 0 – none, 1 – shoe, 3 - yoshi
3	(unsigned int) Mounted object ID (0 if mounts are absence) shoes: 1 – green, 2 – red, 3 – blue Yoshis: 1 – green, 2 – blue, 3, 4, 5, 6, 7, 8
0	(unsigned int) Mario's health (not allowed for Mario by SMBX64)
5	(unsigned int) **Luigi's** power-up (1-7) 1-small, 2-big, 3-fire, 4-racoon, 5-tanooki, 6-hammer, 7-ice
0	(unsigned long) Item slot contains (NPC-ID)
0	(unsigned int) Mount type (0,1,3)
0	(unsigned int) Mounted object ID (0 if absence, 1-3 shoes, 1-8 yoshis)
0	(unsigned int) Luigi's health (not allowed for Luigi by SMBX64)
6	(unsigned int) **Peach's** power-up (1-7) 1-small, 2-big, 3-fire, 4-racoon, 5-tanooki, 6-bombs, 7-ice
0	(unsigned long) Item Slot contains (not allowed for Peach by SMBX64)
1	(unsigned int) Mount type (0,1,3) (Yoshis not allowed for Peach by SMBX64, 3 will not give effects)
3	(unsigned int) Mounted object ID (0 if mounts are absence) shoes: 1 – green, 2 – red, 3 – blue
3	(unsigned int) Peach's health
3	(unsigned int) **Toad's** power-up (1-7) 1-small, 2-big, 3-fire, 4-racoon, 5-tanooki, 6-boomerang, 7-ice
0	(unsigned long) Item Slot contains (not allowed for Toad by SMBX64)
1	(unsigned int) Mount type (0,1,3) (Yoshis not allowed for Toad by SMBX64, 3 will not give effects)
2	(unsigned int) Mounted object ID (0 if mounts are absence) shoes: 1 – green, 2 – red, 3 – blue
3	(unsigned int) Toad's health (1-3)
2	(unsigned int) **Link's** power-up (1-7)
0	(unsigned long) Item Slot contains (not allowed for Link by SMBX64)
0	(unsigned int) Mount type (not allowed for Link by SMBX64)
0	(unsigned int) Mounted object (not allowed for Link by SMBX64)
2	(unsigned int) Link's health
12	(unsigned long) Current world music ID
#FALSE#	(bool) Game was ended

(Loop = number of level objects on world map, or while current!="next")	
#TRUE#	(bool) Visible of level object in world array by Index=**CurrentLoop**
(Loop end)	

"next"

(Loop = number of paths objects on world map, or while current!="next")	
#TRUE#	(bool) Visible of path in world array by Index=**CurrentLoop**
(Loop end)	

"next"

(Loop = number of sceneries on world map, or while current!="next")	
#TRUE#	(bool) Visible of scenery in world array by Index=**CurrentLoop**
(Loop end)	

"next"

(Loop = while current !="next")	
"level_1-3.lvl"	(string) Level file
2	(unsigned int) level section with gotten star (0-20)
(Loop end)	

"next"

10	(unsigned long) number of stars (parameter, gotten from world map)

--End of file--