

Pekka Kana 2 Save file format

File format

Data type	Size (in bytes)	Name	Description
char	2	Version	Should be 0x01 0x00
char[]	8	Max saves	Maximum number of saves, should be 10
int	4	Current level	The level the player is going to play next
char[]	260	Episode name	Null terminated string, name of the episode
char[]	20	Name	Null terminated string, player name
bool	1	In use	This should probably always be true. Probably checks if the file is used.
bool[]	50	Level passed	Which level are cleared, true equals cleared
DWORD	4	Score	The player's score, for the episode.

Notes:

- *Max saves* is not used, it's just stores the maximum number of saves in the file.
↳ Actual variable: `const int MAX_TALLENNUKSIA`, (File „PK2.cpp“, line: 81)
- *version* is hard coded to always be 0x01 0x00.
- After Level passed and Score there seems to be 1 byte of padding.

Struct (File „PK2.cpp“, line: 189; Translated directly from finnish)

C/++ structure
<pre>struct PK2Save { int current_level; char episode_name[_MAX_PATH]; char name[20]; bool in_use; bool level_passed[EPISODE_MAX_LEVELS]; DWORD score; };</pre>

Note: These are the values from the original version (1.3), other versions/source ports may use different values. Check their source code, if you encounter any problems.

Constants	Value	File	Line
_MAX_PATH	260	stdlib.h	-
EPISODE_MAX_LEVELS	50	PK2.cpp	118

Methods using this structure, in the source code. (All found in file: „PK2.cpp“)

Method	Line	Description
<code>int PK_Tallennukset_Tallenna_Kaikki(char *filename)</code>	1538	Save save file.