

SnowRunner-Tool

The game *SnowRunner* is a pain! Don't play it. But if you do, you will sooner or later get stuck with your truck in the deepest mud, lose all your payload and your best trailer. That is the very moment, when this small tool comes into the game.

So, if you feel that restoring a saved game would sometimes be nice to have, here is the good news: The game creates backups from time to time, and it's easy to restore them.

SnowRunner-Tool does nothing that you could not do in a manual way, but it makes it safe and easy and it's looking beautiful.

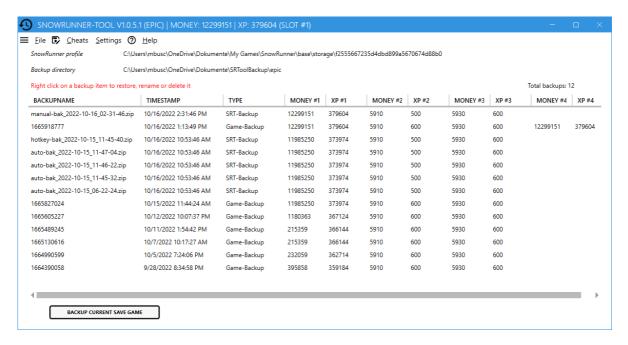
In addition, this tool lets you change (cheat) the money and experience points of the current game state. So, if you feel, you are broke, don't hesitate to rob the bank!

Use this software with caution! I have tested a lot, but only on my own machines. I recommend to make manual backups until you are sure that everything works as expected.

Features

SnowRunner-Tool Features in details

- Create backups of the current game state and list them in a fancy style
- Supports Epic Games and Steam version of the game
- Hotkey F2 for instant in-game-backups without leaving the game
- Automatically create backups afer the game itself saves it's status
- Restore a saved game from the game's backup repository or a backup made with this tool (single save game slot or all slots)
- Delete backups from the list and your storage
- Rename backup files from the UI
- Cheat the amount of money you have in your pocket
- Cheat your experience points (XP)
- Copy one save game to another



Installation

Installation With Setup.exe

- 1. Download the latest SRT_setup.zip from Github Releases or mod.io.
- 2. Unzip the file and install *SnowRunner-Tool* by starting SRT_setup.exe. The setup will install the required Microsoft .NET Framework 4.7.2 if it is not found on your system.

Manual Installation From Zip File

- 1. Microsoft .NET Framework 4.7.2. **must be installed** for *SnowRunner-Tool* to start! It should deliver with Windows Updates, but it is not a mandatory update. You can manually download .NET Framework 4.7.2 <u>here</u> or update your Windows see optional updates.
- 2. Download the latest SRT-portable.zip from <u>Github Releases</u> and unzip the files to a location of your choice. **Never download the file from any other website**!
- 3. Start SnowRunner-Tool.exe or create a desktop shortcut. Windows will warn you about using suspicious software as this program is not signed with a valid certificate. You have to accept this at the first start.

Uninstall

Zip File Version

SnowRunner-Tool does not create any further files or registry settings. Just delete the folder you unzipped it to.

Setup Version

Uninstall SnowRunner-Tool with the Windows Programs and Functions control.

Usage

After the start, *SnowRunner-Tool* discovers if you own the Steam- or Epic Games- version of the game. It then reads all backup files created by the game or by itself and lists them with their time stamps and further information as the amount of money and XP. *Right click* on a row to restore or delete the selected backup. Before restoring anything, another backup of the current game state

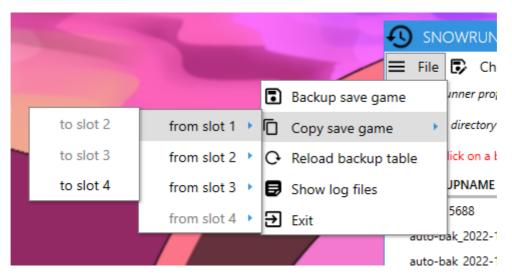
Save game backup

- 1. Manually create a backup of the current game state by clicking on *Backup save game* in the *File* menu or clicking
 - the button Backup current save game.
- 2. Hit the function key F2 for an instant backup while you play the game without leaving the game.
- 3. Let the tool create *regular backups* in the background while playing the game.

Copy a save game slot to another

Copying a save game slot to another one may be useful. E.g. I use it if I want to play my single player fleet in a multiplayer game hosted by a friend.

To copy a save game slot to another, open the *File* menu and select *Copy save game*. Select a game slot as source and navigate to the submenu of the destination slot you want it to be copied to:



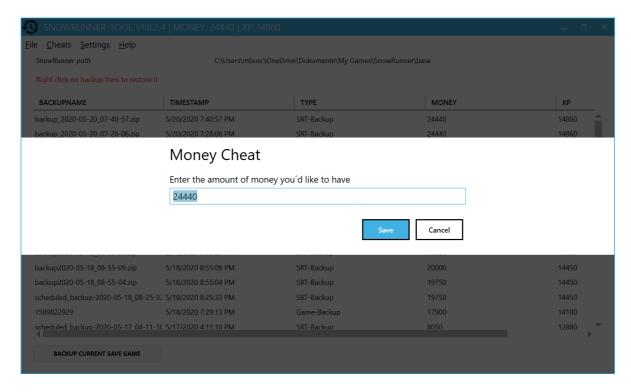
Note, that only existing game slot are selectable as source, and only empty slots as destination. If all destination slots are greyed out, use the game 's own function to delete a save game slot prior to copying.

Notes

- **Backups can usually be created while the game is running**. If you have to master a risky maneuver, just switch to your *SnowRunner-Tool* and make a backup before you fail. Or even easier: Let the tool run in the background and use the instant-hotkey-backup (F2).
- The F2 backup function only works while the game is running!
- Activate *regular backups* in the settings menu to automatically let the tool create backups in the background.

Menu Cheats

Set the amount of money or experience points you'd like to have by opening the *Cheats* menu. Before changing the money or XP points in your save game file, another fresh backup will be made.



Autobackup

The *Autobackup* option automatically creates backups while the game is running. The function ist triggered

by the game itself: After the game saved it's state (when a "saving" message is displayed to the player),

SnowRunner-Tool creates a backup of the files. You can disable this function or set it to 2, 5 or 10 "minutes" - or exact: *cycles*. The actual time intervals depend on the intervals, the game saves

it's state.

They vary from \sim 20 seconds to \sim 60 seconds. So, if you activate an interval of 5 minutes, the game state is

backuped every fifth time the game itself saves, which usually results in one backup per less than 5 minutes.

You have to reload the backup list (File - Reload backup table) or restart SnowRunner-Tool to see these

backups appear in the list.

Logging

The App creates log files in the directory %LOCALAPPDATA%\SRT. You can easily access this folder from the File - Show log files menu.

If you need help from the developer, open an issue at <u>Github</u>, describe the problem and attach the log file.

Menu Help

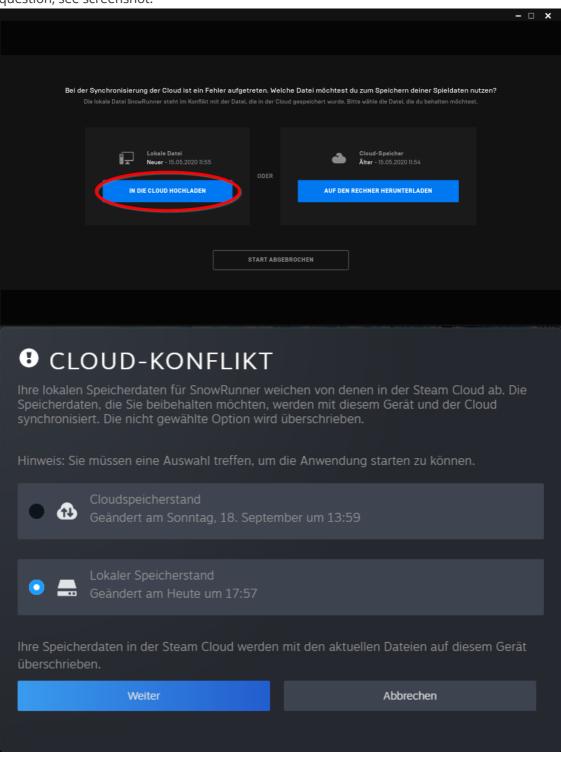
Pretty self-explanatory:

- Link to this Readme (online)
- · Check for new version
- Project web links

- License
- About

Notes

- If SnowRunner-Tool does not start after double clicking, install Microsoft .NET Framework 4.7.2
 - (see Installation above).
- After you have restored a saved game from a backup or after altering money or XP, the Epic Launcher detects
 - locally changed files at the next game start. You are asked if you want to upload local files into the cloud or
 - download cloud files to your local disk. Choose *Upload local files*. Steam asks a similar question, see screenshot.

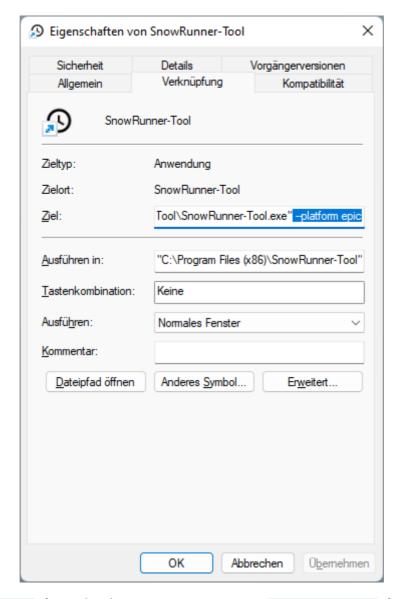


• It is not possible to change money or XP while the game is running.

Advanced, Troubleshooting

SnowRunner-Tool tries to detect, on which platform (Steam or Epic Games) you play the game on. Both platforms differ in several ways (location of saved game files, file extension), so *SnowRunner-Tool* can only support **one** platform at a time.

The platform detection should work quite reliable, but may fail under certain circumstances. In that case - or if you have installed the game on both platforms - SnowRunner-Tool can be launched using the --platform argument. Open the properties of the Desktop icon (or Windows start menu item) and add the platform argument with a leading blank after the path to SnowRunner-Tool.exe:



Use --platform epic if you play the Epic Games version or --platform steam if you use the steam version.

Useful links

- User <u>grimdanfango</u> made a Powershell Script that creates
 Backups in a configurable interval while the game is running. Instructions can be found <u>here</u>.
- Thread on <u>Reddit</u> discussing the games's backups and how to restore them manually.

- This tool on Github
- This tool on mod.io

License



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