The SMBX64 *.SAV file description

Probed by Wohlstand 04/29/2014

This is a saved game TEXT file. All parameters are written line by line without any blank lines.

This file is automatically created on attempting to save a game.
In the SMBX64 standard, this file is saved in the same folder along with the world files of an episode. The files are named in the following manner: "save1.sav", "save2.sav" and "save3.sav". SMXB64 only allows three game-save files in an 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]
- [Visibility of levels objects, associated by array index in World map]
- "next"
- [Visibility of paths, associated by array index in World map]
- "next"
- [Visibility of scenery, associated by array index in World map]
- "next"
- [gotten stars, pointers to the level section with gotten star]
- "next"
- [Number of stars (parameter, gotten from world map)]

The reference designations:
- standard parameter
- **Comment title**
- Comment description
- **loop**
- variable
- *Special option, only used 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

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

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

Marker between level objects visibility and paths visibility

"next"

Visibility of paths

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

Marker between paths visibility and scenery visibility

"next"

Visibility of scenery

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

Marker between scenery visibility and gotten stars list

"next"

Gotten stars

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

Marker between gotten stars and stars quantity

"next"

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

--End of file--