



Gta sa save files android. Gta sa save files v2. Gta sa save files v1.01. Gta sa save files 100 complete. Gta sa save files location. Gta sa save files not working. Gta sa save files steam. Gta sa save files download pc

Plot Completion: 100% Cash did: \$ 6,726,327 All areas are available. Perfect save file for free roaming! Click HERE for more details on San Andreas 100% savegame Download (downloaded 1,021,415 times) All games saved the game from start to finish. The files were created after each mission. This article deals with the size of a save file for the game GTA San Andreas. And 'specifically it geared towards the PC version (s), but much of it can be applicable to console versions too. Position and format SUMMARY By default, GTA SA puts his saved game file in the "GTA San Andreas User Files" located in the My Documents folder of the current user. The location of this folder varies depending on the version of Windows installed. Some typical positions of a user with an account named "Fred" would be: C: \ Documents \ GTA San Andreas User Files Windows XP Example C: \ Users \ Fred \ Documents \ GTA San Andreas user Files Windows Vista Example Obviously those places may vary based on different or installation options of Windows configuration. Also note that the executable can be modified to use a different file path through the use of a hexadecimal and a special key in the registry editor in a process outlined in GTAForums or use Save game Path Editor Save files themselves are called in GTASAsfX.b format where X represents the number of in-game slot. So, the game slot 5 will be stored in the GTASAsf5.b save file and saved jame slot 5 will be stored in the GTASAsf5.b save file. There are 8 available slots in the game (1-8). GTASA save file and saved jame slot. encoded in any way. Format Details A GTASA save file is made up of 28 "data" blocks followed by some padding for duplicate data and then end with a checksum value. Each of these elements is described below. Data Blocks has its descri own unique internal format. The format descriptions in this article only deal with the formats of the internal blocks that follow the initial block identifier for the specified block. Note that many of the blocks contain data structures. These structures are aligned along the 4-byte boundaries; so if there is a field of size 1 or 2 bytes at the end of the structure, there are also more unused bytes at the end of the structure. The convention adopted by this article is to encode these gaps as a byte array with the description (Align). Block 0: Miscellaneous Game "meta-data" that gives the general state of things. This block has a constant length of 0x138 OFFSET bytes TYPE DESCRIPTION 0x0000 dword version ID (checksum of a string that describes the compilation time) [1] 0x0004 char [100] Language name (long names are truncated on the save / load screen) [2] 0x0068 bytes for current mission 0x0069 bytes [3] package (Align) 0x006C dword current common (island) (used when a playback reproduction is started / finished) floating 0x007C length DWORD (ms) of in-game minutes 0x0080 DWORD current 0x0084 bytes weather timer in-game months of bytes current 0x0085 ingame day month 0x0086 bytes now playing 0x0087 bytes minutes play 0x0088 bytes week 0x0089 current in-game day (Copy) 0x008C Game byte minute (copy) 0x008C Game byte minute (copy) 0x008C Game byte minute (copy) 0x008B game byte minute (copy) 0x008C Game byte minute (copy) 0x008B game byte minute (copy) 0x008B game byte minute (copy) 0x008C Game byte minute (copy) 0x008B game byte minute (copy) 0x008C Game byte minute (copy) 0x008C Game byte minute (copy) 0x008C Game byte minute (copy) 0x008B flag 0x0091 byte [3] (align) 0x0094 DWORD Global Timer 0x0098 Float 0x009c Game Speed Floating Time (Unknown) 0x00a0 Floating Tick (Time of a Maggiore Game Cycle Number) 0x00a4 DWORD Number of Trocuted Frames From Start Start game 0x00a8 word (unknown) 0x00ak word (unknown) 0x00ac word weather id 0x00b0 DWORD (unknown) 0x00b4 DWORD (unknown) 0x00D8 DWORD (unknown) 0x00C8 (Unknown) 0x00C8 (Unknown) 0x00C0 DWORD Original interior color 0x00C4 DWORD (unknown) 0x00C8 (U byte 0x011c on the left to view a cinematic help camera [6] 0x011E word systemtime wear 0x0120 word systemtime wave 0x0122 word systemtime whour 0x0128 word systemtime whour 0x0128 word systemtime whour 0x0128 word systemtime who wave 0x0120 word systemt dword playe r target marker handle (red target icon handle in the map menu) 0x0134 byte boolean: the help steal vehicle was Showed [7] 0x0135 Byte Booleano: All taxis have Nitro (operating code 0572 flag) 0x0136 Byte Booleano: Prostitutes pay (0A3D Flag operating code) 0x0137 byte (align) Notes: The 2.0 version of Gtasa will not be loaded a save file, if the ID string version does not correspond to its own string ID version. So if a game has been played on an EXE version 1.x using exactly the same mission script set as a version 2.0 installation, the 2.0 version game will refute to load the save unless this ID has changed. Exes version 1.x using exactly the same mission script set as a version 2.0 installation, the 2.0 version game will refute to load the save unless this ID has changed. to load any non-corrupt Save. Some known string version id 0x8d 0x14 0xfdà ¢ version 2.00 unmodified exe 0x22 0x31 0xcc 0x5dà ¢ ps2 version 2 (greatest hits) 0x4c 0xdc 0x1d 0x64Ã ¢ ps2 version 1 (Original Edition) While the rescue name can be Changed here for practically anything, what name will not persist the next time the game is saved, even if the missions have not been completed during the game session. This because whenever the game is saved this name string is reset based on the GXT entry date for the Last Mission past key stored in block 16. Copy time shows the flag if the data on time were saved using operating code 0253. Chaos is a necessary value to be acquired to get a more star. Maxchaos is a limit for the desired current level. When the censor flag is set to 0, some actions are disabled in the game, such as drop money from people killed, no more strokes to the head, etc. This flag is controlled by which language you are using. If you are English, this flag is set to 1. It is a number of times as the help of the cinematographic camera will be shown (about switching display mode). Initially this value is equal to 2. When the zero is reached, the help is not displayed on the film camera enabling. This is a flag, which is set to 1 when the player first time the theft of a vehicle and get a help message in this regard, to avoid the display of this message. Block 1: relevant script in use When the game has been saved. Includes all variables and information on how to perform discussions including threaded pointers and global local variables. Unlike the minor size between the main section of the 2 version 1 script and version is the primary cause of incompatibilities between versions 1 and 2 Save because it forces the other threads to be slightly different memory locations. You can adjust the wire pointers in this block and (if the conversion from 1 to 2) the ID string version from block 0 to convert a save between the two versions; This applies to installments or completely unmodded or identicalmodded of V1 and V2. Like the first section section Size, offset supplied come from the current section. Offset Type Description 0x0000 DWORD [] Global variable space - Each var is 4 bytes; Types may vary ... 0x0000 ExternalscriptTriprigger [70] each is of size 0x14 byte; See details below 0x0578 offset of [20] Each is 8 bytes of sizes; see details below 0x07b0 DWORD [20] maintains the identifiers of the model excluded from parking generation (similar to the 03C5)). Unused. 0x0800 Lodassignment [10] Each is 8 bytes of sizes; see details below 0x0850 Scritassignment [10] Each is 8 bytes of sizes; see details below 0x0850 Scritassignment [10] Each is 8 bytes of sizes; see details below 0x0850 Scritassignment [20] maintains the identifiers of the model excluded from parking generation (similar to the 03C5) is 8 bytes of sizes; see details below 0x0850 Scritassignment [20] maintains the identifiers of the model excluded from parking generation (similar to the 03C5) is 8 bytes of sizes; see details below 0x0850 Scritassignment [20] maintains the identifiers of the model excluded from parking generation (similar to the 03C5) is 8 bytes of sizes; see details below 0x0850 Scritassignment [20] maintains the identifiers of the model excluded from parking generation (similar to the 03C5) is 8 bytes of sizes; see details below 0x0850 Scritassignment [20] maintains the identifiers of the model excluded from parking generation (similar to the 03C5) is 8 bytes of sizes; see details below 0x0850 Scritassignment [20] maintains the identifiers of the model excluded from parking generation (similar to the 03C5) is 8 bytes of sizes; see details below 0x0850 Scritassignment [20] maintains the identifiers of the model excluded from parking generation (similar to the 03C5) is 8 bytes of sizes; see details below 0x0850 Scritassignment [20] maintains the identifiers of the model excluded from parking generation (similar to the 03C5) is 8 bytes of sizes; see details below 0x0850 Scritassignment [20] maintains the identifiers of the model excluded from parking generation (similar to the 03C5) is 8 bytes of sizes; see details below 0x0850 Scritassignment [20] maintains the identifiers of the model excluded from parking generation (similar to the 03C5) is 8 bytes of sizes; see details below 0x0850 Scritassignment [20] maintains the identifi flag (not used) 0x08f1 byte Boolean: Unknown Flag (Not Used) 0x08F2 DWORD Size SCM Size 0x08F6 DWORD MAX Mission Size 0x08FA D details below the ExternsRoPTcritrigger 0x00 Word Index in script.img 0x02 byte Attach type (actor or object) 0x03 type of byte? - Only for the DWORD OBJECTTTGER 0x04 status? 0x08 Float radius - Vary only for ObjectTtrigger uses a default radius of 5.0) 0x0c Word Index in script.img 0x02 byte Attach type (actor or object) 0x03 type of byte? - Only for the DWORD OBJECTTTGER 0x04 status? 0x08 Float radius - Vary only for ObjectTtrigger uses a default radius of 5.0) 0x0c Word Index in script.img 0x02 byte Attach type (actor or object) 0x03 type of byte? End Note: These triggers are created with OPCODES 0928, 0929 Threaded structure: 0x00 / handle 0x02 byte [224] dump memory dumpà ¢ â, ¬ "see details under dump dump memory thread: 0x00 dwort subsequent pointer 0x04 dword previous pointer 0x08 char [8] thread name 0x10 dword absolute base Address 0x14 DWORD ABSOLUTE IP 0x18 DWORD [8] Absolute Return Stack 0x38 Word Stack Pointer 0x3a Byte [2] (align) 0x3c DWORD [2] Local timers 0xc4 byte (unknown) 0xc5 byte 'if' result 0xc6 byte (unknown) 0xc7 byte Å" External script 0xc8 byte (unknown) 0xc9 byte (unknown) 0xc4 byte (unknown) 0xc7 byte Å byte [2] (align) 0xcc dword wakeup time 0xd0 word 'if' parameter 0xd2 byte 'not' flag 0xd3 byte 'wb check' flag Fl AG 0xD4 byte [4] (Unknown) 0xD8 DWORD Skip scan POS (OPCODE 0707) 0xDC Byte is the 0xDD byte mission [3] (align) 0xE0 Related related addresses necessary here because the absolute addresses used in-game depend on Memory Layout 0x00 DWORD Relative IP 0x04 DWORD [8] Return Return StaticReplacement 0x00 DWORD TYPE (ALWAYS = 2) 0x04 DWORD NEW Modellid 0x0c DWORD OLD MOLIDALID NOTE: This STOP code 03B6 . InvisibleObject 0x00 DWORD TYPE 0x04 DWORD Item handle This structure contains handle and object type created as invisible. There are 3 types of types: 2 - Static object; 3 - Dynamic object; 4 - Mannequin. Via mission scripting you can only create a first type of this object (static) - using the opcode 0363, then normally the parameter "type" is equal to 2. iStassignment 0x00 DWORD Handle of the Object 0x04 DWORD Handle of the Lod Object this structure related to the ACCODE 0827. Scritassignment 0x00 DWORD Modylidid actor actor assisting the external script at 0x04 Char [8] E information Only one) and mission-script scripts positioned objects as doors, etc. Offset Type Description 0x00 DWORD Number of players [] Player Structures - Everyone is of size 0x3c in terms of byte; See details under the player structure: 0x0000 DWORD Handle of a player Actor 0x0004 DWORD model ID 0x0008 DWORD PED type 0x000c Size of the following data (0x18C) 0x0010 Float Health 0x0020 Float Armor 0x0024 Weapon [13] X, Y, Z 0x001C Float Health 0x0020 Float Armor 0x0024 Weapon [13] X, Y, Z 0x001C Float Health 0x0020 Float Armor 0x0024 Weapon [13] X, Y, Z 0x001C Float Health 0x0020 Float Armor 0x0024 Weapon [13] X, Y, Z 0x001C Float Health 0x0020 Float Armor 0x0024 Weapon [13] X, Y, Z 0x001C Float Health 0x0020 Float Armor 0x0024 Weapon [13] X, Y, Z 0x001C Float Health 0x0020 Float Armor 0x0024 Weapon [13] X, Y, Z 0x001C Float Health 0x0020 Float Armor 0x0024 Weapon [13] X, Y, Z 0x001C Float Health 0x0020 Float Armor 0x0024 Weapon [13] X, Y, Z 0x001C Float Health 0x0020 Float Armor 0x0024 Weapon [13] X, Y, Z 0x001C Float Health 0x0020 Float Armor 0x0024 Weapon [13] X, Y, Z 0x001C Float Health 0x0020 Float Armor 0x0024 Weapon [13] X, Y, Z 0x001C Float Health 0x0020 Float Armor 0x0024 Weapon [13] X, Y, Z 0x001C Float Health 0x0020 Float Armor 0x0024 Weapon [13] X, Y, Z 0x001C Float Health 0x0020 Float Armor 0x0024 Weapon [13] X, Y, Z 0x001C Float Health 0x0020 Float Armor 0x0024 Weapon [13] X, Y, Z 0x001C Float Health 0x0020 Float Armor 0x0024 Weapon [13] X, Y, Z 0x001C Float Health 0x0020 Float Armor 0x0024 Weapon [13] X, Y, Z 0x001C Float Health 0x0020 Float Armor 0x0024 Weapon [13] X, Y, Z 0x001C Float Health 0x0020 Float Armor 0x0024 Weapon [13] X, Y, Z 0x001C Float Armor 0x0024 Weapon [13] X, Y, Z 0x001C Float Armor 0x0024 Weapon [13] X, Y, Z 0x001C Float Armor 0x0024 Weapon [13] X, Y, Z 0x001C Float Armor 0x0024 Weapon [13] X, Y, Z 0x001C Float Armor 0x0024 Weapon [13] X, Y, Z 0x001C Float Armor 0x0024 Weapon [13] X, Y, Z 0x001C Float Armor 0x0024 Weapon [13] X, Y, Z 0x001C Float Armor 0x0024 Weapon [13] X, Y, Z 0x001C Float Armor 0x0024 Weapon [13] X, Y, Z 0x001C Float Armor 0x0024 Weapon [13] X, Y, Z 0x001C Float Armor 0x0024 Weapon [13] X, Y, Z 0x001C Float Armor 0x0024 Weapon [13] X, Y, Z 0x001C Float Armor 0x0024 Weapon Byte Slot Running weapon 0x0192 byte unknown 0x0193 byte (align) 0x0194 DWORD UNKNOWN (ENEX Related) 0x01a6 DWORD CRC32 of the following data (0x84) 0x01a0 DWORD CRC32 of the following data (0x84) 0x01a6 DWORD CRC32 of the file name for the 0x01AC DWORD CRC32 file name 0x01B0 DWORD CRC32 Name File For (Unknown) 0x01B4 DWORD CRC32 Name File For Legs Model 0x01BC DWORD CRC32 File Name 0x01C0 DWORD CRC32 Name File for Watch Model 0x01C4 DWORD CRC32 of the Name File for Shades Model 0x01C8 DWORD CRC32 Name File for Torso Texture 0x01D0 DWORD CRC32 Name File for Texture 0x01D0 DWORD CRC32 Name File for Texture 0x01D8 DWORD CRC32 Name F name file for the arm at the top left tattoo texture 0x01E4 DWORD CRC32 of the file name for the arm lower than SINIS Between tattoo texture 0x01e D word CRC32 of the file name for the file na tattoo rear Texture 0x01F4 DWORD CRC32 of the name Texture Left 0x01F8 DWORD CRC32 of the File Name for Tarch Tattoo Texture 0x0200 DWORD CRC32 File Name for Chain texture 0x0208 DWORD CRC32 File Name for Tarch Tattoo Texture 0x0204 DWORD CRC32 of the File Name for Chain texture 0x0208 DWORD CRC32 file name for the Texture 0x020C DWORD CRC32 file name for shades Texture 0x0210 DWWORT TRAVEL 0x0214 DWORD CRC32 of the name File for special texture 0x0218 FLOAT Body fat (used for the current body type) 0x022C floating body muscle (used for the type of current body) 0x0230 DWORD (align) Armor Weapon structure: 0x00 DWORD Type 0x0 weapon 4 DWORD (Unknown) Eventually State of the 0x08 DWORD (Unknown) possibly ammunition in clip 0x0c DWORD (Unknown) Item structure: 0x00 DWORD handle 0x04 DWORD model ID 0x 08 DWORD CONTAZING 48 (Size of the following data) 0x0C Float [3] X, Y, Z 0x18 byte [3] cxyz.right.xyz 0x1b byte [3] cxyz.top.xyz 0x1e byte [3] cxyz.top.xyz 0x1e byte [3] cxyz.top.xyz 0x1e byte [30] (unknown) Block 3: Garage information that define all garages (including bomb stores, pay and splashes, etc.) and also describing the cars stored in the Safehouse garage. This block can vary in terms of size even if in the unmodified game will always be bytes 0x23c7 because there are 50 defined garages. The 80 saved vehicles (4 each in 20 garages) are a fixed number and probably cannot be overcome. Furthermore, the layout of the garage car structures in the rescue is not intuitive: follow the garage 2 / car 1, ... garage 2 / car 1, g car 2 ... Offset Type Description 0x0000 DWORD Garage Number 0x0004 Byte Free bombs 0x0005 Byte Free RESPRAYS (OPCODE 0335) 0x0006 Byte Boolean: RESPRAY GARAGE DISABLED (OPCODE 0A14) 0x0007 DWORD (Unknown) 0x000b DWORD (Unknown) 0x0013 DWORD [4] (Unknown) 0x0023 DWORD (unknown) 0x0027 GRGCAR [20] [4] Garage car structures - each is of size 0x40 byte; See details below 0x1427 garage [] garage structures - each is of 0x50 byte; See details under Garage Car Structures - each is of 0x50 byte; See details under Garage Car Structures - each is of 0x50 byte; See details below 0x1427 garage [] garage structures - each is of 0x50 byte; See details under Garage Car Structures - each is of 0x50 byte; See details under Garage Car Structures - each is of 0x50 byte; See details below 0x1427 garage [] garage structures - each is of 0x50 byte; See details under Garage Car Structures - each is of 0x50 byte; See word [15] Mods vehicle installed (see Veh Mods.ide) 0x32 byte [4] primary color, tertiary color, tertiary color, (unknown) Quaternary color, tertiary color, (unknown) Quaternary color, tertiary color, terti 0x00 Byte Giadraggio Type 0x01 Byte [2] Flags of 0x03 Byte port (Unknown) Align 0x04 X coordinate float to the front in the lower left 0x08 Float Y coordinate for 0x24 float width ceiling (dimension parallel to the door plane xy) 0x28 depth float (dimension perpendicular to the door plane xy) 0x2c minimum float x coordinates 0x30 float Maximum X Coordinate Y Coordinate door is open 1 = 0x40 float (unknown) port Timer / timestamp? 0x44 Char [8] The garage name - can be used by mission script to access the garage 0x4C word (unknown) possibly original type 0x4E byte [2] (aligned?) 0x50 Flags ultimately leads (hex value of the bit) Offset 0x01 0x01 the door is open flag (0x3c changing port) Offset 0x02 0x01 Used Shop MOD (?) 0x02 0x04 Used Pay'n'spray inactive port (?) 0x08 Small gate (reflective?) 0x10 0x20 Camera on and brings the following player 0x40 the door is closed flag (0x3c Change the door) 0x80 Girlfriend PNS car flags (hex value of the bit) BulletproofRoof 0x01 0x02 0x04 Arrestore fireproof proof explosion proof 0x10 0x08 Damage proof a Protoe to hand 0x20 0x40 Bass Boost Hydraulic 0x80 Types flag nitrous (Giadraggio 2) 2 Power Bomb disarmed (garage type 3) 3 remote Detonator (type garages 4) 5 Powering Bomb Armed (garage type 3) radio stations 0x00 Vehicle has 0x01 radio OFF Block 4: unknown data / unknown sbalziti. The block can vary in size depending on the number of entries; The number of entries may be zero. Offset Type Description 0x00 DWORD Number of block4struct 0x04 structures Byte Boolean: Losing things after wasted (OPCODE 08DD) 0x05 Byte Boolean: Losing things after wasted (OPCODE 08DD) 0x06 Byte unknown Wasted_Busted flag 0x07 DWORD unknown Wasted_Busted flag 0x0b Block4Struct [] unknown Facilities (] unknown) 0x0c Byte [4] (unknown) Block 5: Disabled Pathnode Cubes 0x00 DWORD count 0x04 Login [count] Voices - 0x1c input Structure Size: 0x00 Float [6] X1, X2, Y1, Y2, Z1, Z2 0x18 Byte [4] BOOL that somehow indicate which pathtypes are enabled Note: these facilities are somehow related to OPCODE 0606, 0607 Block 6: Pickups pickup 0x0000 [620] Pickupsà ¢ â ¬ "0x20 Size 0x4d80 number of Harvesting pickup pages (up to 20) Byte 0x4d82 Weapon pickup Byte Message Counter (see note 1 below) 0x4D83 DWORD [20] the pickups are collected (do not exist, but they could be controlled by 0PCODE 0214 0x4DD3 the final pickup Structure: 0x00 Value Asset floating current 0x04 DWORD PININTER TO cobject 0x08 DWORD AMMO (or Asset Max value) 0x0C DWORD TIMER 0x10 word [3] x, y, z, all multiplied by 8 0x16 0x18 word word asset velocity model 0x1a index word byte 0x1c type 0x1D flags byte 0x1e bytes [2] (Align?) flags: 0x01 used Pickup? 0x02 Jetpack fell? 0x04 switched Weapon? 0x08 Pickup harvest? 0x10 0x20 can buy the property is not possible to purchase the notes on the property: When you walk on a pickup of a weapon having a weapon of the same type, the game will propose to replace this with a new weapon slot by pressing the key action. Initially the number of this message shows the times equals 10. Every time you see the message, this counter is decreased. This field stores much time left for the message shows the times equals 10. Every time you see the message shows the times equals 10. Every time you Word Word Structures Number 0x02 Restart [] Wasted structures 0x00 Word Busted Structures 0x00 Word Busted Structures 0x00 byte [12] (Unknown) 0x1f DWORD (Unknown) 0x2f DWORD (Unknown) 0x1f DWORD (Unknown) 0x2f DWORD (U DWORD (Unknown) 0x33 DWORD (unknown) Restart Structure: 0x00 float [3] Coordination coopings Float Testing 0x10 DWORD Town (Island) 0x14 Final Block 9: Markers [175] Marker Structures - each is of size 0x28 bytes, see details below 0x1b58 Final marker structure: 0x00 DWORD Color 0x04 DWORD Entity Clear it is connected to (OPCODES 0186, 0187, etc.) 0x08 Float [3] X, Y, Z 0x14 Word Index? 0x16 byte [2] (align) 0x28 final block 10 : Zone This block contains information on the map zones in three arrays. The first array is in size and location information for zones as initially defined in the info.zon data file. The second array contains items for each of the zones uniquely defined in the first array and stores information is set by specific opcodi like 076c, 076a, 0767 and 0874.) The ID number for a given item in the first array refers to an entry in the second array. The third array is another size / position similar to the first but based on the Map.Zon data file. An interesting note on this block is that a small amount of corruption here causes the situation "problematic taxi" in which the taxi mission always tells you that there are no neighboring rates, not importance where you are. The problem is that the first entry of Thread Gtafurums on it. Offset Type Description 0x0000 DWORD CURRENT TOWN (Island) 0x0004 Word Number of entries for First ZoneInfo Array 0x0008 Number of entries for First ZoneInfo 0x0000 Array 0x0008 Number of entries for First ZoneInfo I] Array populated by data data / Info. .. 0x0000 Zonepop [] density and popcycle array Info ... 0x0000 ZoneInfo [] Array populated by file / map.zon data ... 0x0000 byte [100] Map Fog Array; See details below 0x0064 DWORD Number of sectors of the map Open ZoneInfo Structure: 0x00 Char [8] Zone GXT Button (for name displayed on the screen) 0x10 word [3] x1, y1, z1 (rounded to the interims) 0x16 word [3] x2, y2, z2 (rounded to the INTS) 0x1c ID 0x1e byte gang 3 densità (set by opcode 076c) 0x01 byte gang 4 densità (set by opcode 076c) 0x02 byte gang 3 densità (set by opcode 076c) 0x04 byte gang 4 densità (set by opcode 0 densità (set by opcode 076c) 0x05 byte gang 5 densità (set by opcode 076c) 0x06 byte gang 6 densità (set by opcode 076c) 0x08 byte gang 8 densità (set by opcode 076c) 0x08 byte gang 9 densità (set by opcode color of the The zone on the map / radar 0x0f byte popcycle group (set by opcode 0767) * See the notes below 0x10 byte ped-related (set by opcode 0874) 0x11 (fine) notes: the zonepo p byte to the offset 0x0f seems to use i 3 higher bits for flags. Bit 0x40 is unnoticed and deleted if set manually. Bit 0x80 is set with OPCODE 09B7 and disables the footcops in that area. Map FOG Array: each byte indicates the status of the manually. Bit 0x80 is set with OPCODE 09B7 and disables the footcops in that area. Map FOG Array: each byte indicates the status of the manually. Bit 0x80 is set with OPCODE 09B7 and disables the footcops in that area. Gangandons Structures - each has dimensions 0x10 bytes; See details below 0x00A0 (fine) gangleapones [] 0x00 byte [4] Unused 0x04 DWORD ARMAID A 0X08 DWORD WAPONID C 0x10 (END) Notes: The data can be modified by OPCODE 0237 Block 12: Auto generators 0x00 DWORD COUNT 0x04 byte unknown counter (0..3) 0x05 byte unknown counter (0..20); When it is different from scratch, the game does not control the timer timer 0x06 Cargen [Count] See details below ---- Pluslate: 0x00 WWWWWWWW Num Used Voices 0x04 hyte [2] Colors 0x06 word [3] x, y, z, all multiplied by 8 0x0c byte header / 360 * 256 0x0d byte chance 0x0e byte chance 0x0e byte chance 0x0f Blags blacks: bit 2 = Force spawn, bit 8 = player owned 0x10 word Unknown setting (IPL field 11, SCM Field 7) 0x12 Word Monetary value (not used?) 0x14 bytes [2] Unknown (align?) 0x16 DWORD Timer 0x1a Word Unknown Activity 0x1c Number of car words to be generated (101 or higher means Unlimited generation) 0x1e IPL byte The flow of binary generators (non-zero records are not saved) Allocation banner byte 0x1F (when the game adds a new car parked looking for allocation banner byte 0x1F). Unknown (aligned?) 0x22 Terminal numeric structure: 0x00 DWORD Car generator handle (index) 0x04 Char [8] Number of number 0x0c byte [4] Unknown (align?) 0x10 Final block 13: (Unused) (Usually empty) Block 14: (Unused) (Usuall DWORD Money Money 0x08 Word (Unknown) 0x0a byte is wasted or busted flag 0x0b Byte (align) 0x0c float (unknown) 0x15 DWORD (not used) Left hidden packages 0x1c DWORD (not used) Hidden packages Total 0x20 byte INFINITE RUN (OPCODE 0330) 0x21 Byte Quick Reload (OPCODE 0331) 0x22 BYTE IGNIFUGA (055D) 0x23 Byte Max Health 0x24 byte Max Armor (OPCODE 055F) 0x25 byte free wasted once (opcode 0414) 0x27 byte Enable Driveby (O Pcode 0501) 0x28 byte (unknown) 0x22 BYTE IGNIFUGA (055D) 0x22 final block 16: statistics 0x0000 float [82] Float statistics (numbered 0..81 in SCM) 0x0148 DWORD [223] INT STATS (numbered 120 ..342 in SCM) 0x04c4 DWORD [100] 0x0714 byte [128] 0x0794 Block 17: police trigger zones offset Type 0x0000 DWORD Number of police triggers zones 0x0004 policirzone [210] Trigger Structures - each is of size 0x20; See details below 0x1a44 term Policeetrigger zone point 1 (x, y) - All multiplied by 8 0x08 Word [2] police trigger zone point 2 (x, y) - All multiplied by 8 0x0c Word [2] Police vehicle A starting point (X, Y) - All multiplied by 8 0x10 Word [2] Police vehicle B Initial direction (X, Y) - All multiplied by 8 0x14 2] Starting point of the police vehicle B Initial direction (X, Y) - All multiplied by 8 0x10 Word [2] Police vehicle B Initial direction (X, Y) - All multiplied by 8 0x10 Word [2] Police vehicle B Initial direction (X, Y) - All multiplied by 8 0x10 Word [2] Police vehicle B Initial direction (X, Y) - All multiplied by 8 0x10 Word [2] Police vehicle B Initial direction (X, Y) - All multiplied by 8 0x10 Word [2] Police vehicle B Initial direction (X, Y) - All multiplied by 8 0x10 Word [2] Police vehicle B Initial direction (X, Y) - All multiplied by 8 0x10 Word [2] Police vehicle B Initial direction (X, Y) - All multiplied by 8 0x10 Word [2] Police vehicle B Initial direction (X, Y) - All multiplied by 8 0x10 Word [2] Police vehicle B Initial direction (X, Y) - All multiplied by 8 0x10 Word [2] Police vehicle B Initial direction (X, Y) - All multiplied by 8 0x10 Word [2] Police vehicle B Initial direction (X, Y) - All multiplied by 8 0x10 Word [2] Police vehicle B Initial direction (X, Y) - All multiplied by 8 0x10 Word [2] Police vehicle B Initial direction (X, Y) - All multiplied by 8 0x10 Word [2] Police vehicle B Initial direction (X, Y) - All multiplied by 8 0x10 Word [2] Police vehicle B Initial direction (X, Y) - All multiplied by 8 0x10 Word [2] Police vehicle B Initial direction (X, Y) - All multiplied by 8 0x10 Word [2] Police vehicle B Initial direction (X, Y) - All multiplied by 8 0x10 Word [2] Police vehicle B Initial direction (X, Y) - All multiplied by 8 0x10 Word [2] Police vehicle B Initial direction (X, Y) - All multiplied by 8 0x10 Word [2] Police vehicle B Initial direction (X, Y) - All multiplied by 8 0x10 Word [2] Police vehicle B Initial direction (X, Y) - All multiplied by 8 0x10 Word [2] Police vehicle B Initial direction (X, Y) - All multiplied by 8 0x10 Word [2] Police vehicle B Initial direction (X, Y) - All multiplied by 8 0x10 Word [2] Police vehicle B Initial direct triggers types 1 - walk with 1 star spawns 2 cop car slowly moving 2 - in vehicle with 2 star pure 1 cop car quickly moving 3 - in vehicle With 1 star Spawns 1 Pedestrian Policeman 5 - On foot with 1 star Spawns 2 Policemen's pedestrians 6 - In the 2-star vehicle generates 2 cars from Policiotto move quickly before to hit interruptions 7 - in the 2-star vehicle generates 2 cars from policemen who move rapidly 8 - on foot with 1 star spawns 2 medium-speed polip cars: police triggers are a special area consisting of a rectangle defined by 2 Exhibition of diagonal rectangle and Rays defined by a starting point along the radius indicating the initial direction of the journey. When the player is in the rectangle of the police trigger and meets the requirements of the type of police trigger, so a policeman will also turn along Ray B. The police are not intended to continue in the direction specified after their priority. To trigger of the vehicle, the vehicle must move. The police trigger areas can be created using OPCODE 04F8 Block 18: Offset models Type Description 0x0000 byte [26316] (Unknown) 0x66cc final block 19: Concovi The type of offset Description 0x000 PedacquaIntance [32] Pe Astime BitMask 0x10 DWORD HATE BITMASK This property stores information on how a PD of Pedtype (each Pedacquainance entry [32] is the separate pedant, starting from 0 (Player1) to 31 (Mission))) behaves towards any other type ped us. Five DWORDS in this structure (only four of them are used) are the busks that are bitmasks, where a little sets a flag of the type of knowledge (respect, like, an Tipatia, hate) at the Index Index PedType (= Number of Bits). DA¬, if the 4th bit (counting from scratch) in Pedacquainance [5]. Respect is set, it means that a civil type PD (Pedtype = 5) respects a cecmal type PD (Pedtype = 5) respects a cecmal type PD (Pedtype = 5) respect is set, it means that a civil type PD (Pedtype = 5) respects a cecmal type PD (Pedtype = 5) respects a cecmal type PD (Pedtype = 5) respect is set, it means that a civil type PD (Pedtype = 5) respects a cecmal type PD (Pedtype = 5) respects a cecma type PD (Pedtype = 5) re flags could be changed via script (using OPCODE 0746 and the like). Block 20: Tag 0x00 DWORD Total number of tags (count) 0x04 byte [Count] Tag Status of the paint (0-255) Block 21: IPL 0x0000 DWORD CONSTANT 256 0x0004 byte [255] Flags to enable Binary IPL (see notes of Following) 0x0103 Final notes: The order of the flags corresponds to the order that IPL appear in GTA3.IMG. These flags only influence non-stream IPL; IPLS Stream are always enabled regardless of the value of the flags *) IPL version map: hex dec pcv1 pcv2v3 ps2v1v2 05 5 barriere1 countryn stream0 levelmap stream1 06 6 barriere2 cauntryn stream1 countryn stream2 2d 45 countryw stream5 crack sfe stream2 31 49 truthsfarm2 31 45 sf stream0 3e 62 cracksfarm crack 3f 63 sfse stream1 52 82 vegasn stream2 crankcase countryw stream7 55 85 vegasn stream2 and 56 86 vegasn stream6 and 56 86 vegasn stream6 and 56 86 vegasn stream8 lae2 stream3 barriers1 57 87 vegasn stream5 lae stream5 la byte represents the commercial elements listed in the order of "Sections prices" at the beginning of shopping.dat. A short summary of the 544 flags is: Carmods, clothes (torso, legs, shoes, necklace, clock, glasses, hats), haircuts, tattoos, food and weapons, Block 23: Gang Wars Offset Type Description 0x00 DWORD Block Size (Always 58h) 0x04 Byte Enable Gang Wars (OPCODE 0879) 0x05 byte [3] (Align) 0x08 Current DWORD GANG Watch Passed 6: Third Wave 0x0c DWORD Now When the last phase started 0x10 DWORD Warzone Index In ZonEpop Array 0x14 DWORD Warzone Index In ZoneInfo Array 0x18 Float [3] Unknown XYZ 0x24 DWORD (Use) 0x2c DWORD (Use) 0x2c DWORD (Use) 0x30 DWORD TIME UNKNOWNOCITÃ 1 0x34 DWWORD HODD UNDER ATDDACK STAGE (?) 0x38 Dwort Attack Attack Time (?) 0x3c Float [3] Unknown XYZ 0x48 DWORD HOD ATTACK Attack Actifying Dressed (?) 0x4c DWORD Hood Attack Attack Mancher Handing (?) 0x50 bytes (Disgerement) 0x51 byte [3] (align) 0x54 Floating territories under control (0x54) 0x58 Float as above (0x54) 0x50 bytes in SIZ; See details under stuntjumpà ¢ â, "see note below 0x00 float [3] Start Zone Point 1 (X, Y, Z) 0x0c Float [3] Start Zone Punto 2 (X, Y, Z) 0x18 Float [3] Earth Step 1 (X, Y, Z) 0x3c DWORD Reward amount (can be negative) 0x40 byte Booleano: A" USJ Found 0x42 byte [2] (align) Departure and landing areas are cubes; Everyone is defined by 2 points - point 1 is the lowest, to the left, in front of the cube and point 2 is the upper, right, rear. These cubes are aligned with coordinate axes and not rotated at all. If a vehicle enters the starting area while Airborne, the USJ trigger (and is marked as "found"); If the vehicle lands within the landing area, the USJ is successful (and is marked as "fact") and the reward is given. Block 25: ENEX CONNECTIONS 0 DWORD COUNT 4 Word [Count] Source index of the ENEX path ---- Structure: 0 Word source index (break loop if value = -1) 2 flag Word 4 Word destination index ---- ENEX Route: normally 0 to save external or 1 with the ENEX source index used to access the interior where the game was saved. The ENEX route can be longer on the modified saves. Additional connections are attached to the route. The ENEX path is used to view the name of the destination area before the CJ arrives in the area. Flags Enex Bit Hex Dec Name Description 00 0001 1 Unknown interior used only for internal markers 01 0002 2 Unknown Association used mainly for internal markers; also Big Ear & LS Skyscraper 02 0004 4 Create torque connected with non-intlaevo coupling During the new Start game 03 0008 8 Main interior settings Flag 0010 on coupling when used 04 0010 16 Reward input set Used accessing internal adjoining 05 0020 32 Cars and aircraft Enable cars and aircraft 06 0040 64 bikes and motorcycles Enable bicycles and motorcycles only) 08 0100 256 Accepts members of the NPC group group accepted At the destination of the pair (passenger strips) 09 0200 512 Set of food and canceled flags from food date (cut-scene related) 10 0400 1024 Unknown burglary set on bayside and doors with temporary burglare 11 0800 2048 disabled during i The theft with a burglary 13 2000 8192 entered without output fixed by entrance, canceled from the output; Applies to one side of a two-way pair 14 4000 16384 enable access enabled by default; Often deleted from script 15 8000 32768 Delete Enex Enex is deleted when you can add new ENEX connections used to save after saving is created if temporary connections (burglaryfaces) are not present (internal or insulated saves). The flags and links for existing connections will not be updated from changes to the IPL file. If the ENEX structure is removed from the block (except the terminator -1) the game will put all the connections based on the current IPL configuration. Block 26: Radio data This block contains data relating to various radio stations. Most of the block is a series of data structures for each station. It is not very well known to these structures currently but part of the data seems to be a record of which traces have recently played. Following this series of facilities there is a collection of byte flags that are linked to the statistics of high-level players. These statistics are used to activate different episodes and radio clips throughout the game. Note that comments "set by" refer to missions in the original, unmodified game and can obviously be set at different times. StationInfo [14] Direction info for radio stations; Each is 0x110 in size - see details below 0x0ee0 byte cities unlocked (STAT 181) 0x0ee1 byte (STAT 327; set by "Learning to fly") 0x0ee2 byte (Stat 328, set by "The Meat Business") 0x0ee3 byte (Stat 329; set by "Local Liquor Store") 0x0ee4 byte (Stat 329; set by "Local Liquor Store") 0x0ee4 byte (Stat 331; set of "Learning to fly") 0x0ee8 byte (Stat 329; set by "Local Liquor Store") 0x0ee4 byte (Stat 329; set by "St. Mark's Bistro") 0x0ee4 byte (Stat 329; set by "Local Liquor Store byte (Stat 332; set by "Black Project") 0x0eee byte (Stat 333; set by "Green Goo") 0x0eee byte (Stat 335; set by "Riot") 0x0eee byte (Stat 335; set by "Sist by "Sist by "Riot") 0x0eee byte (Stat 335; set by "Sist by Sist by "Sist by "Sist by Sist by Sist by "Sist by Sist by Sis 0x0ef0 byte (Stat 337; set by "house party") 0x0ef1 byte (Stat 302; set by "Drive-Thru") 0x0eF2 byte (Stat 338; set from "Are you going to San Fierro?") 0x0EF3 byte (Stat 339, set by "HIGH ME NOON") 0x0EF4 byte (STAT 340; set by "The Green Saber") 0x0EF5 byte (Stat 341; set by "Small Bank of the citv") 0x0ef6 byte (Stat 342; set by "acodbye for a star by "HIGH ME NOON") 0x0EF4 byte (Stat 339, set by "HIGH ME NOON") 0x0EF4 byte (Stat 341; set by "Small Bank of the citv") 0x0ef6 byte (Stat 342; set by "acodbye for a star by "Are you going to San Fierro?") 0x0EF4 byte (Stat 339, set by "HIGH ME NOON") 0x0EF4 byte (Stat 341; set by "acodbye for a star by "acodbye for a star by "acodbye for a star by "acodbye my love ") 0x0ef7 Byte Month Day When statistics above have been updated 0x0ef8 byte hours for updated 0x0ef8 byte hours for updated 0x0ef9 byte hours for update Structure: 0x000 byte [20] Perhaps a stack of new game trail indices 0x014 DWORD [8] (Unknown) 0x034 DWORD [40] (unknown) 0x04 DWORD [1 5] (Unknown) 0x04 DWORD [1 5] (Unknown) 0x110 (fine) Stationary order StacRisinfo Array IDX Stream Description 0 AA emergency band 1 CH Playback FM 2 Co Kroce 3 CR K-DST 4 DS Bounce 5 HC SFUR 6 MH Radio Los Santos 7 MR Radio X 8 NJ CSR 9 Re K - Jah West 10 RG Master Sounds 11 TK WCTR 12 â, - "Track Player 13 ?? (Unknown) Block 27: Input markers, can be created by OPCODE 0A40 0x8C End Centralcemarker [5] Input markers, can be created by OPCODE 0A40 0x8C End Centralcemarker [5] Input markers, can be created by OPCODE 0A40 0x8C End Centralcemarker [5] Input markers, can be created by OPCODE 0A40 0x8C End Centralcemarker [5] Input markers, can be created by OPCODE 0A40 0x8C End Centralcemarker [5] Input markers, can be created by OPCODE 0A40 0x8C End Centralcemarker [5] Input markers offset Type Description 0x00 DWORD Status of existence 0x04 Float [3] Position 0x10 DWORD Color R 0x14 DWORD Color G 0x18 DWORD COLOR B 0x1C Impiading Terminal Following the last data block is a variable quantity of padding is necessary to fill the space between the data blocks that start the file and the checksum value that ends. Because the game internally uses a 0xC800 byte buffer (DEC: 51200) to write a save, each byte of imbodding data is simply a repetition of the data located 0xC800 (DEC: 51200) bytes. While it is not strictly necessary to follow this convention for the padding when writing a modified save file, it is consistent with the original game and makes the changes more difficult to detect. Checksum The four final bytes of a rescue file are a checksum value intact without sign. This checksum value does not correspond to the calculated sum of these bytes, the game will consider the save file to be "damaged" and refuses to upload it. Therefore, at any time they make changes to a save file you need to remember to update the checksum when you're done. Salvagame Editor of Paul BreeWsma are sent online. You can download it or view the online documentation. Feel free to use / copy / change it if you want. Tools available for changing file saving content: allows modification of any save data directly to the hexagonal editor. It also contains the script to recalculate the checksum. This page is licensed under the free GNU documentation license. 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