
Grim Dawn Save Game Editor

read the read command. the editor reads the specified text file, parses it and generates an abstract syntax tree. we also allow you to write out various formatting elements to it. the formatting elements can be anything you can put in text, though the most useful are 'tags', which are subdivisions of a text section. these are used to mark the beginning and end of a text section, or a block of text that should be formatted differently. the edit command is used for a few things. the first is accessing the values of various variables. another is setting the state of a variable at the start of a save, or after loading a new save. finally, the command can generate custom command-line options. the 'show' command is used to display various data such as the current gamename, the name of the author and the amount of progress. it also shows the character's name and what item they are currently using. the set command is used to change the value of a variable. there are several variables that are set at the beginning of a save file. these include the current time, the current day, the current month, the current year, the character's name and a few others. other variables are set at the start of a save and only have a value when you load a new save file. these include the gamename, the author name, the number of dead and missing characters, the number of times the player has been killed, the number of times the player is resurrected, and the number of times the player has been chased. in a nutshell, here are the three most important console commands to use while playing: console command- displays any generic messages in the game, such as the name of a monster or the status of an enemy. console command- displays the status of a certain object in the game. for example, one can press x to pause the game and move to the inventory of a certain item, select it, and right-click to inspect its properties. console command- changes the state of an object. for example, one can use the x key to pause the game and select a specific monster, then press y to raise or lower the monster's health.

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the set command can be used to load a saved backup for a character in the editor. it also takes a parameter: load will load the character's current game-file (and any slots'resourcestext_en.arc' file if necessary). this is also the only way to load a character in the editor if you have not previously saved one, or if you have saved one and want to have it apply to the current character in the editor. use name takes a character name, and will load the corresponding character in the editor. it also takes a parameter: load will load the character's current game-file (and any slots'resourcestext_en.arc' file if necessary). this is also the only way to load a character in the editor if you have not previously saved one, or if you have saved one and want to have it apply to the current character in the editor. use slot takes a character slot number, and will load a character with that slot in the editor. it also takes a parameter: load will load the character's current game-file (and any slots'resourcestext_en.arc' file if necessary). this is also the only way to load a character in the editor if you have not previously saved one, or if

you have saved one and want to have it apply to the current character in the editor. once you've saved a character, you can load it into the editor as the 'current character' with the show command. this will show you the character's essential information and their slots. they can be loaded again as a backup with the set command and the 'load' parameter.

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