How to edit a "My New Life" save file using SaveEditOnline.com

by DuDraig 2017-12-12

The SaveEditOnline.com save file editor, for reasons beyond mortal comprehension, does not allow the direct editing of switches or event self-switches, or to add or delete inventory items on the main page. To do this, you must edit the unpacked JSON text.

Load your save file. Click the "File unpack" button at the bottom of the page. This will unpack the JSON text, format it, and present it in a text area.

You can edit the text directly in the box or copy and paste it into your local editor, and then paste the edited version back into the web page text area. When you are done editing, click the "Download <file name>.rpgsave" button at the bottom to pack and save the new version of your save file.

It can be very useful to use a local editor that displays line numbers. Many lists hold just the values of indexed items and you must count to the desired index. All lists start with index 0 (this value is never used) so you can copy all the values except the first (index 0) to a new file. The line number of each value will now match the index starting with 1. You can scroll directly to the desired index, edit the value, and then copy the modified text in the new file over the original.

JSON objects are named structures within matched curly braces ('**{**' and '**}**'). Each field in the structure has a name in double-quotes followed by "**:** " and then the value. Lists have a name in double-quotes followed by "**: [**". The values are all within the square brackets with each value on a separate line. The first value is index 0.

To edit Switches: Scroll down to the section named "**switches**". The switch values are in the section named "**_data**". They are a list of values: **true**, **false**, and **null** for switches that do not yet exist. The list only has values and no indices. The list starts with index 0. Simply modify the value at the desired index to the desired value: **true** or **false**.

To edit Variables: Scroll down to the section named "**variables**". The variable values are in the section named "**_data**". They are a list of integer values or **null** for variables that do not yet exist. The list only has values and no indices. The list starts with index 0. Simply modify the value at the desired index to the desired integer value.

To edit Event Self Switches: Scroll down to the section named "`selfSwitches`". The switch values are in the section named "`_data`". They are a list of self-switch identifiers and switch values (`true` or `false`). The identifiers are in double-quotes and are the map number, the event number in the map, and the switch letter (`A`, `B`, `C`, or `D`).

For example:

```
"selfSwitches": {
  "_data": {
    "12,1,A": true,
    "12,3,B": true,
    "12,6,D": true
}
```

Find the desired map/event/switch identifier and change value to what is desired (`true` or `false`).

To edit your inventory: Scroll down to the section named "`party`". The inventory items are listed in the section named "`_items`". They are a list of item ids in double-quotes and integer counts.

For example:

```
"_items": {
  "1": 1,
  "6": 2,
  "7": 5
}
```

To add an item, insert a line with the item id in double-quotes followed by "`: `", the count, and a '`,`' if not the last item.
To remove an item, delete the line with the item id. If you delete the last item, delete the '`,`' at the end of the previous item.
To change the number of items, change the count after the id.