

HEX VALUES SAV FILE TRANSACTICA.txt  
HEX VALUES FOR TRANSACTICA SAV FILE ©2015, Zoltán Takác

Hex numbers (Smaller values should be put in the 2nd hex value)

hex 01 - Hour  
hex 03 - Minute  
hex 05 - Day  
hex 07 - Wagon screen values:  
01-Locomotive  
02-command  
03-captain's  
04-missile launcher  
hex 09 - scroll value (the list of wagons you have under the map, 0 1st wagon  
you have on the train 1 is the 2nd wagon and so on)  
hex 0B - Unknown (shows exit icon on the 2nd quad panel)  
hex 0D - Unknown  
hex 0F - Unknown  
hex 11 - Number of wagons you have  
hex 12-13 - Lignite coal values  
hex 14-15 - Anthracite coal values  
hex 16-17 - Train speed  
hex 18-19 - Steam setting value  
hex 1B - Horizontal co-ordinate  
hex 1D - Vertical co-ordinate  
hex 1F - Unknown  
hex 21 - Unknown (2-1)  
hex 23 - Train angle:  
00-diagonal lower left, inside arrow (Separating value)  
01-diagonal lower left, upper arrow  
02-vertical down, right arrow  
03-diagonal lower right, upper arrow  
04-horizontal left, upper arrow  
05-diagonal lower left, inside arrow (Separating value)  
06-horizontal right, upper arrow  
07-diagonal upper left, upper arrow  
08-vertical up, right arrow  
09-diagonal upper right, upper arrow  
  
hex 27-29 - Unknown  
hex 2A-2D - Unknown  
hex 67 - Unknown (1)  
hex 69 - Auto Battle settings (on - 1, off - 0)  
hex 6B - Sound settings (off - 1, on - 0)  
hex 6D - Difficulty settings (0-4)  
hex 6F - Unknown (varies)  
hex 71 - Unknown (varies each new game but stays the same if the same game is  
saved)  
hex 73 - Unknown (varies)  
hex 75 - Unknown (varies)

hex 3023 - wagon data starting from here in 4 hex sections: (31B3 is not part of  
the wagons list so 31B2

is the last hex: last wagon's carried goods number)

1st hex: Wagon ID 00-19

2nd hex: Damage State 0-3 (0-Perfect, 1-Bruised, 2-Old, 3-Scrap Iron)

3rd hex: Goods ID

4th hex: Number of carried goods

Wagon ID's:

00 - No Wagon

01 - Transarctica Locomotive

02 - General Quarters (Command wagon)

03 - Boudoir (Captain's wagon)

04 - Observatory

05 - Prison

06 - Alcatraz

07 - Livestock (Mammoth wagon)

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08 - Drill  
09 - Harpoon  
0A - Observation Box  
0B - Cannon  
0C - Machine Gun  
0D - Missile Launcher  
0E - Tanker (Measures in liter)  
0F - Oil Tanker (Measures in tons)  
10 - Crane  
11 - Merchandise  
12 - Merchandise XL  
13 - Bio-Greenhouse  
14 - Refrigerator (Behaves like a cargo wagon when put cargo inside)  
15 - Tender  
16 - Spy  
17 - Barracks  
18 - XL Barracks  
19 - Boiler  
Goods ID's:  
00 - Empty  
01 - Rails  
02 - Missiles  
03 - Inspection Cars  
04 - Antique  
05 - Plants (Needs Bio-Greenhouse)  
06 - Alcohol  
07 - Cord Wood  
08 - Gasoline (Needs Oil Tanker)  
09 - Oil  
0A - Fur  
0B - Meat  
0C - Salt  
0D - Fish  
0E - Manure  
0F - Caviar  
10 - Fishing Rods

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