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## Gibbed borderlands pre sequel save editor download

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14:46:12 File size: 1.3 MB On our website, you can find a variety of video game mod files. You will be amazed by the wide selection - we offer You Farming Simulator 15, Farming Simulator 17, American Truck Simulator 17, American Truck Simulator 17, American Truck Simulator 18, Farming Simulator 19, Farming complete in a few seconds. If you face any problems, please contact us. How to Gibbed\_s\_Borderlands\_The\_Pre-Sequel\_Save\_Editor\_v1.0.25-3-1-0-25-1568723790.zip? STEP 1: Click the blue FREE DOWNLOAD button below. STEP 2: Click DOWNLOAD FILE on the second page. About the compressed file. ZIP / . RAR mod files These compressed files contain several optimized files, pressed on a file. Simplifies receiving and sending mod files while saving disk space. Archiving can help with checksums, encryption, file expansion, self-installation, and self-extracting actions. Windows and OsX operating systems use ZIP format, so it is the most common type. The second most popular type of archiving format is RAR. Finally, Linux accepts the TAR and GZ format, while Unix only runs TAR archiving. Gibbed's Borderlands the Pre-Sequel Save File Editor The 'Borderlands the 'B backpack. Check here if you are looking for borderlands 2 Save File Editor. (Optional) .NET Framework 4 is required to run the Gibbed Save Editor. You need to install this if your PC doesn't already have this. Open the Gibbed click open. PC must be the selected platform by default. Navigate to the save folder. Gibbed should be here by default by default. C:'Users'(Your username)"My Documents"""BorderlandsPreSequel"""" "the latest version of Borderlands the Pre-Sequel Save File Editor. (Optional) .NET Framework 4 is required to run the Gibbed Save Editor. You need to install this if your PC doesn't already have this. Download Horizon. You need this to extract and inject your saved files from the Xbox platform. Copy the saved data from your PC. Optional: Back up your Save Drag and drop the Save0000 file.sav click Horizon Click the Contents tab and extract the SaveGame.sav. Open the Gibbed click on Open and select Xbox as your platform from the drop-down menu. Select your SaveGame.sav file, select Replace, and select the SaveGame.sav file, select Replace, and select the SaveGame.sav file you just created. Save, Rehash and resign Save save to your USB device Download the latest version of Borderlands Prequel Save File Editor. (Optional) .NET Framework 4 is required to run the Gibbed Save Editor. You need to install this if your PC doesn't already have this. Download these additional tools: Drag and drop the entire save folder from your USB device to your preferred location on your Optional PC: Back up your saved Open Bruteforce. Navigate to your saved file and click Decrypt All Files Open the Gibbed click and select PS3 as your platform from the USB device Open BruteForce, Select Update PFD (Full), then select Encrypt PFD and Encrypt All Files Open your USB device and replace the save folder you created GeneralCharacterVehicleCurrencyBackpackBankRAW Save Slot Platform - Change this to any platform you want to save to be played in class - Determine which class Character save save is Experience Level - Determine your character's level (1-61) Sync button adjusts your experience Points. Experience Points your experience Points – Determine how many skill point character's name as set in the Quick Change Station Head - Determine which head your character wears in the game Skin - Determine what kind of character to save Experience Level - Determine your character's level (1-61) Sync Button adjusts their level according to their experience. Experience Points: Determine how much xp your character has sync button adjusts your points according to your experience level. Dominated Level – Not Relevant to this General Skill Points – Unknown Name – Determines your character's name as set in the Quick Change Station Head – Determine which head your character wears in the game Borderlands the File Editor presequered by Gibbed – 3 Vehicle Tab Use the drop-down menu to set a default look for your lunar buggy or Stingray. Borderlands the Fre-Sequel Save File Editor by Gibbed – 4 Coin Tab Credits – Max is 99999999 in moonstone game – Max is 500 in the game Borderlands the Pre-Sequel Gibbed Save File Editor – 5 Backpack in the game Note: Use the drop-down menu to create a new DLC weapon item – Create a new item from scratch to appear in your game Backpack Note: Use the drop-down menu to create a DLC item pasting code: it is used to paste weapon codes and objects from the clipboard. These codes are generated by the save editor. Synchronizes items equipped with your current experience level Click with right click on backpack items will give you four options: Copy Code - Copy Weapon Code to Your Duplicate Clipboard - It Will Make a Duplicate of selected Bank Item - Presumably this should move the backpack. Borderlands the Pre-Seguel Save File Editor by Gibbed - 6 Bank Tab New Weapon - Create a new weapon from scratch to appear in your bank in the game Note: Use the drop-down menu to create a new Weapon DLC item - Create a new weapon codes and items from the clipboard from your clipboard. These codes are generated by the save editor. Synchronize Equipped – Synchronizes items equipped with your current Sync All Experience Level – Synchronizes all backpack items with your current experience Level – Synchronizes all backpack items with your current experience Level, right-clicking on the backpack, will give you four options: Copy Code – Copy Weapon Code to Your Duplicate Clipboard – It Will Make a Duplicate of selected UnBank Item - Presumably this should move the item to the bank backpack, but it seems to be broken right now. Delete: Removes the selected item from the backpack. Borderlands the Pre-Sequel Save File Editor by Gibbed - 7 Raw Tab ActiveMissionNumber - The mission number you have Currently. AwesomSkillDisabled - This is your Badass range, if this box is checked then when you load your game, all yours will be disabled. BlackMarketUpgrades: here you can change the amount of SDU you have purchased on the black market (ammo, bank, inventory space). BodySwitches — — Here is a list of the challenges you can complete in the game. I haven't messed with that yet. DiscoveredInteractiveObjectCompassIcons — DLCExpansionData — The ID number associated with the DLC (Pirate's Booty No. 1). Fully Explored Areas: Here you can add items to you've completely discovered. Inventory SlotData: Cannot be changed. ItemData: Here you can add items to your character (Relics). I didn't need to use it before. LastPlaythroughNumber: Could indicate which playback was last played. LastSavedDate: Means the last time the character was saved. LastVisitedTeleporter: Name the last fast travel station you used. LevelChallengeUnlocks: This has something to do with the completion of your challenge. LockoutList – Reset Time to 0 allows you to keep fighting raid bosses. MarketingCodesNeeded: You can unlock certain things related to the backup downloadable content and premiere club. MaxBankSlots – You can change the amount of bank space here, but I never used this method. MissionPlaythroughs: Here is a list of your current and active missions. You can change which mission you want to accomplish and whether you have completed it or not. NumChallengePrestiges: Lists the challenges prestiged NumGoldenKeyesNotified: changing how many keys you have here doesn't work. OneOffLevelChallengeCompletion: Data for certain challenges is listed here. PlayerHasPlayedInPlaythrough numbers you have completed (0 means 1st playback, 2 means TVHM). PlotMissionNumber: This number is for the Main Quest mission mission you're in. But be sure to change the Parcel Mission to match this number. QueuedTrainingMessages: This is a blank list. RecievedDefaultWeapon: Checked or Unchecked, does nothing. RegionGameStages – Here you can enter specific areas/locations of the world and change enemy levels. ResourceData: Here you can change the amount of ammo you have for each of your weapons. ShowNewPlaythroughNotification: Checking or unchecking, does nothing. SkillsData: Here's a list of all your character's abilities. You can change the amount of time spent in the game. UsedMarketingCodes: You can unlock certain things related to the backup downloadable content and premiere club. VehicleSteeringMode WeaponData— Here you can add and change things about your weapons. But I don't use this method. WorldDiscoveryList: This is a list of all locations in the world and you can check the boxes to say Uncovered. Get more Storage Deck (SDU) updates by following these console guides or Pc. Go to the Raw tab Scroll down to down to ResourceData and click (Collection) In the new window select each ResourceData and paste 99999 without appointments into the Amount field for each. One.

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