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## Torchlight 2 Save Editor

make your level look as you want with the level editor. this lets you change the map layout, change the world spawn points, and add treasure chests, traps, and portals. use the "world editor" to create new portals and traps. you can also use this to change items. you can use the "mod editor" to create new monsters and new classes. you can also add new items to your level. you can use the "item editor" to create new items, or add new items to your existing items. you can then use the "class editor" to create new classes. there's a lot of work that has gone into making the save editor. the first part of the video takes you through the basics. mapping, scripting, and building your first rooms. this tutorial is designed for people who are just starting out with the editor. it shows how to make your first map, and how to make your first script. to enable the console, go to c: users yourusername documents my games runic games torchlight 2 save (number). the number will be different from person to person, the point is that it is a string of numbers. open that folder, then open up settings.txt (back up recommended, like always). note: this procedure involves editing a game file; create a backup copy of the file before proceeding. use a text editor to edit the 'settings.txt' file in the 'c:/users/user name/my games/runic games/torchlight 2/save/number' directory. torchlight 2 cheat codes: - submitted by: david k use a text editor to edit the 'settings.txt' file in the directory. 'c:/users/user name/my games/runic games/torchlight 2/save/number' the number will be different from person to person, the point is that it is a string of numbers.



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the original decision to go with this map was to give the player more options in the map creation process. they could, for example, create custom paths and blocks. however, once we did that, we also decided that we'd make a "nice" and enjoyable experience. we had a small taste of this in torchlight ii, but in torchlight ii, we just had one map that was very linear. we wanted more than just one map, so we decided to go with the custom map feature. guts has a lot of features, so we took some time to list them. they're all fairly self-explanatory: a level editor, tile editor, terrain editor, block editor, loot editor, inventory editor, player class editor, save editor, and level options. they're organized by the feature they provide: the editor is a huge addition to the game. all of the original features were added to guts with torchlight, but the end result was that it was still a pretty barebones and primitive editor. so, we made a few additions and improvements to it. while in the editor, you'll see a few things that make it stand out from the rest of the games. the most obvious is that the editor is top-down. since torchlight i, we've been working on the top-down aspect of the game. the editor made that much easier to accomplish, so we opted to go with top-down. another great feature is that it has a fullscreen option. guts has some nice features. we added the ability to save and load maps, which we didn't have in torchlight ii. we've also added some nice tools to help with the map creation process, and we've added some nice features like the ability to easily create backdrops. we've also improved the way you view the map editor, so we're able to show you exactly what you can do in the editor. finally, we've improved the grid. for example, you can now re-bind the grid to a new position. 5ec8ef588b

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