Game File Locations

Overview

The game files are split up into three parts:

- **Installation folder** with the game´s static data and embedded mods by Urban Games
- **Userdata folder** with the game's dynamic data:
    - `settings.lua`: The settings file storing various settings (e.g. screen resolution, game volume, …).
    - `profile.lua`: The profile file stores the campaign progress and last saved game.
    - `/crash_dump`: Folder with game crash reports and logfiles for Troubleshooting.
    - `/heightmaps`: Folder with greyscale images for heightmaps.
    - `/keyframes`: Folder for camera tool keyframes.
    - `/mod_presets`: Folder for mod presets.
    - `/mods`: Folder for manually installed mods.
    - `/recordings`: Folder for camera tool recordings.
    - `/save`: Folder for save game files.
    - `/scenarios`: Folder for scenarios created with the map editor.
    - `/screenshots`: Folder for camera tool screenshots.
    - `/shader_cache`: cached shaders for faster resource usage. (internal)
    - `/staging_area`: Folder for development versions of mods and Steam Workshop Upload (Steam version only).
    - `/texture_cache`: cached textures for faster resource usage. (internal)
- **Workshop items** (Steam version only)

Folder Locations

The typical location of the installation and userdata folder depends on the used platform, operating system. It is possible that users change the install drive or directory, thus these locations may vary.

Steam

Installation folder:
Windows: `C:\Program Files (x86)\Steam\steamapps\common\Transport Fever 2`
Linux: `~/.local/share/Steam/steamapps/common/Transport Fever 2`
or: `~/.steam/steam/steamapps/common/Transport Fever 2`
MacOS: `/Users/<username>/Library/Application Support/Steam/steamapps/common/Transport Fever 2`

Userdata folder:
Windows: `C:\Program Files (x86)\Steam\userdata\<user-number>\1066780\local`
Linux: `~/.local/share/Steam/userdata/<user-number>/1066780/local`
or: `~/.steam/steam/userdata/<user-number>/1066780/local`
MacOS: `/Users/<username>/Library/Application Support/Steam/userdata/<user-`

number>/1066780/local

Workshop items folder*:
Windows: C:\Program Files (x86)\Steam\steamapps\workshop\content\1066780
Linux: ~/.local/share/Steam/steamapps/workshop/content/1066780
or: ~/.steam/steam/steamapps/workshop/content/1066780
MacOS: /Users/<username>/Library/Application Support/Steam/steamapps/workshop/content/1066780

*It is not recommended to add, edit or remove files in that folder. For manually installing Mods, please refer to the manually installation of mods.

> By default, the `Library` directory is hidden on MacOS. To toggle the visibility of hidden directories, press Ctrl + Shift + . in the Finder application.

GOG

Installation folder:
When using the *manual installer*, the installation folder can be defined during the first installation.

When using GOG galaxy

- right-click Transport Fever 2 in the library or select "More" next to the "Play" button,
- then select "Manage Installation → Show folder".

Userdata folder:
Windows: C:\Users\<username>\AppData\Roaming\Transport Fever 2
Linux: ~/.local/share/Transport Fever 2
MacOS: /Users/<username>/Library/Application Support/Transport Fever 2

App Store

Installation folder:

- Navigate to the "Program" folder in the Finder,
- right click the game in select "Show package contents",
- then navigate to "Contents\Resources\".

Userdata folder:
MacOS:
/Users/<username>/Library/Containers/com.gambitious.transportfever2/Data/Library/Application Support/Transport Fever 2

Epic Games Store

Installation folder:
Windows: C:\Program Files\Epic Games\TransportFever2
MacOS: /Users/Shared/EpicGames/TransportFever2

Userdata folder:
Windows: C:\Users\<username>\AppData\Roaming\Transport Fever 2
MacOS: /Users/<username>/Library/Application Support/Transport Fever 2

Game Log Files

The game log files include information about map generation, save game loading and game crashes. The log files are located in the crash_dump folder (in the userdata directory). and consist of three important files:

- stderr.txt
- stdout.txt
- at least one file ending with .dmp (if Transport Fever 2 crashed)

> Be aware that stdout.txt is reset on every start of the game. A copy of it with a timestamp is generated when the game crashes. Use that in case you want to get help after a crash!

When sending crash logs to the developer, please make sure to include the latest .dmp file. See Getting Help for further details.

Savegames and Scenarios

Savegames in saves folder consist of three files:

- a .sav file with the actual savegame data
- a .sav.lua file with some metadata and the mission state
- a .jpg thumbnail image with the camera view at the point the game was saved

Scenarios created with the map editor use the same structure but are saved in the scenarios folder.

Setup

Troubleshooting

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https://www.transportfever2.com/wiki/ - **Transport Fever 2 Wiki**

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