



GMC SCS PROFILE CLONER

VERSION 1.0

USER GUIDE

Windows x64 | Local profiles only

IMPORTANT

Steam Cloud profiles are not supported in Version 1.0. The selected game must be closed, and there is no continue-anyway bypass.

What it does

GMC SCS Profile Cloner creates a completely new local Euro Truck Simulator 2 or American Truck Simulator profile from one readable local source. It automatically checks the standard Documents game folders, or you can select a custom game-data folder that contains a profiles folder.

It does not edit GMC Mod Manager and does not use or scan Steam Cloud profiles.

Create a profile

- 1 Close Euro Truck Simulator 2 or American Truck Simulator, then choose the correct game.
- 2 Use the standard detected game-data folder, or choose Custom folder... and select the folder that contains profiles.
- 3 Choose one readable local profile.
- 4 Enter the exact new profile name.
- 5 Review the full source and hexadecimal destination paths.
- 6 Select Create verified clone and wait for the success confirmation.

Before cloning

- Make sure the source is a local profile inside the selected game-data folder's profiles folder.
- Keep enough free space for a full additional copy of that profile.
- Do not move, edit, or synchronize the source files while cloning is in progress.
- Readable OneDrive-backed Documents folders are supported, but a synchronization change during cloning causes the transaction to stop before publication.

Safety and verification

Safety behaviour

The app stops without publishing a destination if any required check fails.

- Requires the relevant game process to be closed at the start and again before publication.
- Trusts only the local profiles root and a direct-child source folder.
- Rejects symbolic links, junctions, redirects, hard-linked files, and unsupported filesystems.
- Refuses unreadable, corrupt, and binary BSII profile data.
- Refuses any exact or case-colliding destination and never overwrites or merges.
- Copies to an unguessable, authenticated staging directory inside the same profiles root.
- Hashes the source, every copied file, and the complete inventories.
- Replaces exactly one `profile_name` value in staged `profile.sii`.
- Re-reads the new data and verifies the exact requested name.
- Re-proves the complete source and staged inventories immediately before publishing.
- Atomically renames the verified staging directory to its final profile ID.

SOURCE PROTECTION

The source profile is never intentionally written, renamed, deleted, or overwritten. There is no continue-anyway option.

Why the destination folder looks unusual

The destination folder name is the lowercase hexadecimal form of the exact UTF-8 bytes in the new profile name. Case, spaces, and Unicode characters are significant in the internal profile name.

WHAT IS SUPPORTED

Compatibility and recovery

Profile formats

PROFILE FORMAT	RESULT	DETAIL
Plain readable SiiN	SUPPORTED	The profile can be cloned directly.
Encrypted ScsC containing readable SiiN	SUPPORTED	The edited clone is written as readable SiiN.
Binary BSII, including encrypted BSII	REFUSED	The app stops before creating a destination.
Unknown, malformed, oversized, or invalid UTF-8 data	REFUSED	The app stops before creating a destination.

Steam Cloud

Steam Cloud cloning is not supported in Version 1.0. The app does not scan `steam_profiles` or Steam userdata. Move a profile to normal local storage using supported game behaviour before using this build; do not point the custom-folder picker at Steam userdata.

If an operation stops

The final destination is absent unless all verification completes. Close software that may have the profile open, select Refresh, and try again. Never manually promote a partial staging folder.

If the app reports that an authenticated staging directory could not be removed safely, leave it in place and include the exact message and path in a support report.

Release status

Version 1.0 is the first numbered release of the local-profile cloner. It has not passed a product-specific Hardened protection profile or complete post-protection UI/runtime gate.

The executable is not Authenticode-signed, so Windows may show an unknown-publisher or SmartScreen prompt. Verify the ZIP and executable against the supplied `SHA256SUMS.txt`; do not use a copy whose hash differs.

AFTER A SUCCESSFUL CLONE

Close the cloner, launch the selected game, and choose the newly named profile. Keep the original profile as a backup until the clone has loaded, saved, and reloaded normally.