



SCS Game Version Switcher

PUBLIC BETA 0.22.3

Step-by-step user guide

Purpose: preserve a working ETS2 or ATS build, its chosen profile and saves, and local copies of the active mod packages. You can then update the regular Steam game while the saved Last Best version remains playable through this app.

The whole job in four steps

1	2	3	4
TEST	COPY	PROVE	UPDATE
Run the old version and save	Review and create Last Best	Launch, drive, save and quit	Now update the live Steam game

What the app preserves

- The exact installed game and DLC files selected during creation.
- One chosen local or Steam Cloud profile, copied into an isolated local profile folder.
- The profile's saves and ordinary settings.
- Local copies of the active local mods and the compatible payload from each active Workshop item.

What stays separate

- Steam never manages the copied game or copied mod packages, so normal Steam and Workshop updates do not replace them.
- Profiles, saves and ordinary game settings inside the Last Best configuration remain writable.
- The app does not change a Steam branch, subscription, Cloud option or source file.
- The app does not build or repair load orders. It captures the chosen profile's active order.

Pre-release software: use only the copy supplied by Allan. For a signed test or release copy, check Properties -> Digital Signatures before use. Signing changes the SHA-256 value, so compare only with the checksum supplied beside that exact download.

Application: SCS Game Version Switcher by Allan - Public Beta.exe (64.0 MiB before signing)

This guide contains no tester names or computer-specific paths.

1. Before opening the switcher

Create the Last Best copy before Steam replaces the version you want to preserve.

STOP: Do not select a beta or update the live Steam game until the copy has completed, verified and passed its first launch.

Know these four settings

STEAM CLIENT OPEN BEFORE PLAY The Steam program must already be running.	ONLINE / OFFLINE MODE EITHER IS OKAY This is separate from Steam Cloud.
STEAM CLOUD FOR THIS GAME KEEP IT OFF Steam Library -> game Properties -> General.	ONEDRIVE ONLY IF YOU USE IT If Documents is in OneDrive, wait for sync to finish.

1

Test the version being preserved

Launch it from Steam. Load the exact profile. Confirm the map and mods work, make a manual save, then quit through the game menu.

2

Turn off this game's Steam Cloud

Steam Library -> right-click ETS2 or ATS -> Properties -> General -> switch off Keep game's saves in the Steam Cloud.

3

Make the sources quiet

Close both ETS2 and ATS. Steam must not be downloading or validating the game. If Documents is in OneDrive, wait for syncing to finish.

4

Check storage

Choose a local destination with the Review size plus at least 2 GiB spare. Large map setups can require hundreds of GiB.

2. Select this computer's folders

Work from top to bottom. Use Find where available, then check every detected path before Review.

CREATE AN ISOLATED LAST BEST CONFIGURATION	
1 Game	Euro Truck Simulator 2 or American Truck Simulator
2 Steam game folder	...\steamapps\common\[game folder]
3 Game user-data folder	...\Documents\[game folder]
4 Profile to preserve	Choose the named profile and check its active-mod count
5 Workshop content	...\workshop\content\227300 or 270880
6 Destination	A different local drive or ordinary folder
NEXT BUTTON	REVIEW SELECTED FOLDERS

1

Choose the game and name

Select Euro Truck Simulator 2 or American Truck Simulator. Give the copy a clear name such as ETS2 1.60 Last Best.

2

Select the Steam game folder

Click Find first. If needed, Browse to the game folder under steamapps\common. Select the game folder itself, not bin or the executable.

3

Select the game user-data folder

Choose the top Documents\Euro Truck Simulator 2 or Documents\American Truck Simulator folder. It must be the folder containing profiles or steam_profiles, not an individual profile folder.

4

Find and choose the profile

Click Find profiles. Select the exact profile and check its displayed active-mod count. A Steam Cloud source is copied into an isolated local profile.

5

Check the Workshop folder

Use the suggested steamapps\workshop\content\227300 folder for ETS2 or 270880 for ATS. It is required when the profile has active Workshop mods.

6

Choose the destination

Choose a plain local drive or folder, for example E:\Game Archives. Do not choose a source folder, OneDrive folder, network path or linked destination.

A deliberately selected linked source root is resolved to its physical target and shown at Review. A link found deeper inside a source is stopped and named instead of being followed silently.

3. Review, create and verify

Review is the point where you check that the app found the setup you actually intended to preserve.

VERSION	PROFILE	MODS	DESTINATION
Check exact version	Check exact name	Check every count	Check the new folder
REVIEW PASSED		CREATE LAST BEST	

1**Click Review selected folders**

Nothing is copied yet. Wait for Review passed.

2**Check every result**

Confirm the exact game version, profile name, active/local/Workshop counts, total size and destination. If anything looks wrong, correct it and Review again.

3**Click Create Last Best**

Read the popup. Confirm both games are closed, Steam is not downloading or validating, Steam Cloud is OFF, and OneDrive is synced if used.

4**Wait for both passes**

Leave the source folders alone. The app first copies and hashes them, then rereads and verifies the new destination. Wait until the new configuration appears under Saved Configurations.

Large configurations can take a while. The status changes from Copying to Independently verifying. Do not update the Steam game until the app says the Last Best copy is ready.

If Review or creation stops

- The original Steam game, profile, Workshop folders and source mods are not changed.
- If a source changed after Review, nothing is created. Make the source quiet and click Review selected folders again.
- Stop safely or closing the setup window cancels the current operation. A partial .building folder may remain.
- Choose the same destination and use Clean incomplete copies. It removes only marked app-owned incomplete folders after confirmation.
- If copying completed but registration failed, use Import existing configuration and choose the completed Last Best folder.

What creation verifies

The expected game executable and selected profile are present; every active local or Workshop package resolves to one source; source and destination SHA-256 hashes match; and the saved launch receipt keeps both the executable and isolated home inside the new configuration folder.

4. First launch: prove the copy works

Do this before Steam updates the live game. A green READY badge means the saved routes are usable; the first drive proves the game, profile and captured mods work together.

SAVED CONFIGURATION	STATUS	CLICK THIS
Your Last Best name	READY	PLAY ISOLATED CONFIGURATION

1**Open Steam first**

The Steam client must already be running and signed in. It may be in Online or Offline Mode. If Steam is closed, Play shows an instruction and launches nothing.

2**Keep this game's Steam Cloud OFF**

This is the per-game Cloud switch in Steam Properties. OneDrive may run, and it is not required on a computer that does not use it.

3**Close ETS2 and ATS**

Wait until both games have completely exited. Select the new configuration in the switcher and wait for READY or READY - REVIEW.

4**Click Play isolated configuration**

Read the popup. It reports what Windows can detect and asks you to confirm the settings Windows cannot prove. Click Yes only when every statement is true.

5**Load only the preserved profile**

Confirm the expected map and mod order, enter the game, drive briefly and make a manual save. Keep the switcher open.

6**Quit normally**

Exit through the game menu. The switcher should report that the game closed normally and the configuration remains ready.

On the first isolated load, the game may say that content changed and may reset the navigation route. Captured Workshop packages now load as isolated local packages, so this can be a one-time result of the changed package location. Confirm that the expected profile, map, mods and save are present. If content is missing or the warning repeats on every isolated launch, stop testing and send a beta report.

5. Switch between the live game and Last Best

Use Steam for the current live or beta version. Use the switcher for a preserved Last Best version. Never launch a preserved executable directly from its folder.

LIVE / BETA

Launch from the Steam Library

Current Steam game and current Workshop content

OR

LAST BEST

Launch from the switcher

Copied game, isolated profile and captured local mod packages

1

After the first proof drive, update Steam

Close the switcher and both games. Update or opt the regular Steam installation into the newer version. The completed Last Best folder is outside Steam and is not updated.

2

Test the current version through Steam

Open Steam normally and launch ETS2 or ATS from the Steam Library. Do not use the switcher for the current Steam version. For cautious beta testing, use a separate current-version test profile unless you deliberately want the live Documents profile upgraded.

3

Return to Last Best

Quit the live game. Keep Steam open, keep Steam Cloud OFF, open the switcher and click Play isolated configuration.

4

Complete the round-trip test

Load the preserved profile and the manual save created in the first test. Drive, save and quit normally. The old map and mod setup should remain available.

5

Use either version later

Repeat the correct launch route each time. Live/current game: Steam Library. Preserved version: Play isolated configuration in the switcher.

Optional confidence check

After the round trip, choose Full verification once. It rereads every recorded game and captured-mod file and compares its SHA-256 hash. It is read-only and can take a long time for a large setup.

Loading a profile from the live Documents folder in a newer game can upgrade that live profile. It does not change the copied profile inside Last Best. Always check which profile and launch route you are using before loading.

6. Status, warnings and maintenance

Status	Meaning	What to do
READY	The executable, isolated home, selected profile and expected frozen-file metadata are present.	Play normally.
READY - REVIEW	An expected game or captured mod file has different size/timestamp, is missing, or the writable profile's active order changed.	Read the warning. If the change is deliberate and understood, choose Play anyway. This is not a permanent lock.
UNAVAILABLE	A required executable/profile is missing, or the saved receipt does not safely match its own folder.	Restore/recreate the configuration. Play is blocked because Windows cannot safely start the intended setup.

Normal new saves, profile progress, control changes, ordinary settings, interrupted session notes and known runtime logs do not lock Play. The app deliberately avoids the earlier false-positive behavior that required a new build after normal use.

Why checks are still present

Creation performs full SHA-256 verification so the initial copy is known to match its source. Everyday launch uses a fast metadata check of the captured game and mod payload. Full verification is available on demand and rereads every recorded file. A difference is shown for review, while Play remains available. Only missing launch essentials or an unsafe path or receipt is a hard blocker.

Linked folders

- A game, user-data or Workshop root deliberately chosen in the folder picker may itself be a junction. Review shows the physical target that will be read.
- A linked folder or file found deeper inside a selected source is rejected with its exact path. Select the real target explicitly or replace the link with a normal local copy.
- The destination must be a plain local folder. This keeps the preserved receipt and all relative paths unambiguous.

Removing or importing an entry

- Remove from this app removes only the item from the on-screen list. It never deletes the preserved folder.
- Import existing configuration adds a completed folder back to the list. Choose the Last Best folder containing GMC_LAST_BEST.json.
- Open preserved folder opens the selected copy in File Explorer. Do not move or edit files there unless you deliberately accept a later warning.

The small per-computer list is stored under:

```
%LocalAppData%\GMC\SCS Game Version Switcher\internal-config.json
```

7. Troubleshooting

No game found	Use Browse and select the folder containing bin\win_x64\eurotrucks2.exe or amtrucks.exe.
No profiles found	Select the top game user-data folder containing profiles or steam_profiles, then click Find profiles again. If OneDrive redirects Documents, select that OneDrive game folder.
Workshop package missing	Confirm the correct app ID folder was selected and create the Last Best copy before Steam removes the older compatible payload.
Ambiguous mod match	Remove duplicate top-level local archives/folders or select a clean source. The app will not guess which package represents the active reference.
Source changed after Review	A file was added, removed or changed before creation finished. Let Steam, the game and sync tools become idle, then Review again.
Open Steam first	Start the Steam client and sign in. Online or Offline Mode is allowed. Do not confuse this with the separate per-game Steam Cloud switch, which stays OFF.
Another truck game is running	Close ETS2 and ATS, including a process still closing in the background, then try Play again.
OneDrive is not detected	This is allowed when OneDrive is disabled or not used. If the selected Documents folder is in OneDrive, start it and wait for syncing before creation.
Signature warning	Use Allan's supplied copy. For a signed build, check Properties -> Digital Signatures. Compare a checksum only with the value supplied for that exact signed file.
Exit code 53	Version 0.22.3 requires Steam to be open before Play. If code 53 still appears, leave the files unchanged and export a diagnostic report.
Content changed / navigation reset	This can happen once when captured Workshop items first load as local packages. Confirm the profile, map, mods and save. Report missing content or a warning that repeats on every isolated launch.
Need a support report	Select the configuration and choose Export diagnostic report. It includes status and redacted paths, never profile, save or mod contents.
READY - REVIEW after play	Read the named difference. A changed active order or deliberately changed captured file may be overridden; normal saves and settings alone should not cause it.

8. What to send with a beta report

Select the affected configuration and click Export diagnostic report. The export redacts the Windows user folder and contains no profile, save or mod contents.

Send the diagnostic text file, a screenshot showing the complete switcher window and status message, and the short checklist below. Do not move, rename or delete the preserved folder while the problem is being reviewed.

Tester	_____
Game and detected version	_____
Profile name	_____
Active / local / Workshop counts	_____
Source used a deliberate junction?	Yes / No - resolved path shown:
Review result	Passed / Stopped - exact message:
Create and verification	Passed / Stopped - time taken:
First isolated launch	Loaded / Drove / Saved / Normal exit
Live Steam launch	Passed / Warning / Failed
Return to Last Best	Passed / Warning / Failed
Exact warning or failure text	_____

Keep the original Steam/source setup until the Last Best copy has completed verification and passed the launch - drive - save - quit test. Then complete the live-version and Last Best round trip.