Hacking Vega Strike

Notes:
In this guide, any coding is located in square brackets ([]). Number values may not be accurate. The Linux/Unix locations are in a "most cases" scenario. If your Linux distribution or Unix system includes the 'locate' and 'grep' commands then you can find the Vega Strike save directory by typing 'locate -i vegastrike | grep -i /save$' at a command line.

Guide 1: Hacking cash
1. Locate your saved files.
    1. Linux/Unix: /home/(username)/.vegastrike/save OR /home/(username)/.vegastrike-0.5.0/save
    2. Windows XP: Program files/VegaStrike/Vegastike-0.5.0/.vegastrike-0.5.0/save
    3. Windows 7: AppData\Local\VirtualStore\Program Files\Vega Strike\Vegastrike-0.5.0\.vegastrike-0.5.0\save
    4. Apple OS X: (disk)>Users>(user)>.vegastrike-0.5.0>saves>(savefile)
2. Open the files using a PLAIN TEXT editing program (Notepad++ on Microsoft systems. Your favorite text editor on Linux/Unix systems. Whatever you Apple people use for plain text. ☺)
3. On the first line, you should see something roughly resembling this:
   `[Crucible/Cephid_17^200000.000000^Llama.begin 119990000070.992740 -8999928.351833 -109989999927.749450]`
   On this line, find the numbers surrounded by carets "^". This is your cash. Change it to what you want, preferably in the high millions. Or possibly even trillions. Go nuts.
4. In order for the game not to go mad about this, you need to add this ending: [`.000000`] Basically, if you have, say a quadrillion cash (1000000000000000) you still need to add .000000 on the end, making it stupidly long. Yes, we know, its annoying.
5. Now you need to check if you are using commas or "'" in your cash. Don't. Then save the file. .txt files work, however when you see them on the loading screen they end in .txt.
6. You're now richer than a very rich man on International very rich day! Yay!

Guide 2: Getting the ship of your dreams
1. Open your saved file from Guide 1.
2. Now, find the cash (numbers in carets "^"). There is a name after this. At the start of the game, it is always "Llama.begin".
3. Now you can change this name into any ship you like. However, it must be in the same format.
4. Here are some good ships:
    1. Goddard.milspec
    2. Clydesdale.stock
    3. Hyena.stock (Light, weak fighter. Good for getting used to combat with other fighters.)
    4. Mule.stock (trader)
5. There is a ship list either in the game files or on the internet, check that out for some good models. (remember: add .stock or .milspec on the end!!!! (milspec is only on some specialised ships)) Finally, save the file as before.