


Stardew valley change name switch

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Forums presented by Chucklefish and Stardew Valley , a general discussion in the General Discussion launched by FinalMantasyX, March 19, 2016. Forums presented by Chucklefish zgt; Stardew Valley's Common Discussion of the zgt; If you come to this help article with a question Can you change your name in Stardew Valley? In mind, I think the answer will depend on what you are actually asking for. To clarify if you're wondering if Stardew Valley has a built-in feature to change its name - the answer is no, it's not (at least for now, in 2018). If you want to change your name in Stardew Valley, but don't mind changing your save files manually, then the answer is yes - it's possible! The only catch is that this only works for Windows and Mac - if you want to change your name on the Nintendo Switch, XBOX One or PS4, at present that is not possible. But, if you're looking to change your name in order to spawn in items, there are other techniques that you can use to trick the items in the game - see our spawning items guide instead! First, make sure your Stardew Valley game is closed. Then you'll want to go to where the stored files are stored: on Windows they are located in %AppData%, you can do so by opening the Explorer window by typing %AppData% in the address rack (shown below). On Mac, you'll need to visit /Users/ (your Mac username)/.config/. You may have to turn on hidden files to access this folder to do so, click COMMAND and SHIFT. inside the Finder window. Then you want to go to the StardewValley folder and then go to the Saves folder, it's the same on Mac and Windows. If you're having trouble accessing these folders on Windows or Mac, you can find more help to host your Stardew Valley to keep the location in . After entering save folder, go to a folder named after the character you want to change your name to, and then a bunch of numbers. In the example below, we change the name of a character that is currently called JohnDoe: Open a file called SaveGameInfo (with Notepad or preferred text editor) and use CTRL and F or COMMAND F to find your character's name. You have to find your character's name between them and the name so: Just change that name to whatever name you want and save the file and you did. The next time you open the game and download your save, your name will be changed. If an old name still appears on the Save's menu (but not in the game), you'll need to change the name of the folder that holds the SaveGameInfo file. If you're wondering if you can change the name of a Stardew Valley character after creating your character, then you're probably familiar with the mystery cheat game that allows to spawn items using the character's name. The answer to the question Can you change your name in Stardew Valley is officially gone, because the game itself does not have a built-in function to change the name of your character. But if you're willing to spend a couple of minutes tinkering with the game's save files directly, then it's possible, and actually quite simple. The only downside is that name change only works on PC and Mac platforms, there is no known way to change your name on other platforms such as PS4, Xbox and Nintendo Switch. If you're playing on the PC or Mac version of the game and want to learn how to manually change your character's name, then continue reading our guide below. First of all, close your Stardew Valley game. You'll then need to find the folder where the game's save files are located. If you're using Windows, open any folder and address bar like %AppData% and hit the enter. If you're a Mac user, go to /users/your Mac/.config/. Some files in this folder may be hidden and may not be available. To see the hidden files click Command and Shift. On the keyboard. Next, open the Stardew Valley folder and then open the Saves folder, which applies to both the Windows folder and the Mac. Inside Saves, find another folder with the character's name and a bunch of numbers on it, and then open it. In this example, the name of our Abby'que character: Next, find and open a file called SaveGameInfo using Notepad or any other text editor and click Ctrl q F for Windows or Team F for Mac to open a search in that particular file. In the search box, visit the character's name and click Find the next button. The character's name should be highlighted in a line of words similar to the one in the example below: Finally, change the highlighted name to any name you like and save the file. The next time you run your game, you'll see that your character's name has changed. Note: This is only to be used to report spam, advertising and problematic (harassment, wrestling, or rude) messages. Note: This is only to be used to report spam, advertising and problematic (harassment, wrestling, or rude) messages. You inherited your grandfather's old farm in Stardew Valley. Armed with hand tools and a few coins, you set out to start a new life. Can you learn to live for money and turn these overgrown fields into a thriving home? It won't be easy. Ever since Joja Corporation came to town, the old way of life has almost disappeared. The community centre, once the city's busiest activity centre, is now in ruins. But the valley seems to be full of possibilities. With a little dedication, you can be just one to restore the Stardew Valley of Greatness! With multiplayer! Invite 1-3 players to join you in the valley! Players can work together to build a thriving farm, share and build relationships with citizens or with each other. Because more hands are better than one, players have the ability to scale profits at products sold for a more challenging experience. Learn more Explore the official website of this Nintendo Switch Online membership game (sold separately) and Nintendo accounts required for online gaming. Not available in all countries. Internet access required for online functions. Conditions apply. nintendo.com/switch-online Stardew Valley © concernedApe LLC 2016-2020. All rights are reserved. Navigation: Home/Forums/Nintendo Switch/Stardew Valley Messages 61 to 80 of the 274 3DS Friend code: 3737-9849-8413 Nintendo Network ID: RyuNiyama Best page:12345...121314 PrevNext Please sign up to answer this topic Story Your newly viewed topic will appear here. Sign in or sign up has anyone figured it out yet? I've been wanting to change my character's name for a long time. Hello everyone, it's been a while since I posted here, so I wanted to give you all the updates on what's going on in the Stardew Valley world. In short, it's an exciting time and there are a lot of great things going on right now! 1.3 Update for Xbox and PS4 The latest big news is that XBOX and PS4 now both have 1.3 multiplayer updates, bringing all platforms (except VITA) in parity with each other. It is a rare state of harmony and peace that I enjoy at the moment. I know the Xbox and PS4 took longer than expected to get the 1.3 updates and I regret any disappointments that have caused. This is not how I wanted it to happen, but unfortunately there were a number of technical hurdles that were characteristic of these consoles, as well as the fact that 1.3 radically changed the Stardew code to allow multiplayer (which made it a particularly difficult port). However, updates are underway and i'm going to do my best to make sure that this kind of delay doesn't happen in the future. My plan for future updates is to release on PC and then simultaneously on consoles and mobile soon after (ideally within a few weeks). The reason for releasing on the PC first is mainly because of the ease and speed with which hotfix patches can come out on the PC. If any rare bugs are found, they can be corrected immediately. On consoles, there is a certification pipeline that you have to go through to release anything, so if any rare bugs can be found and fixed through a PC release before launching on the console, that's much better for everyone. However, I would like to see the delay between PC and console release be as short as possible. 1.4 Update Now, the next big thing for Stardew Valley will be a free 1.4 update that adds great variety of new things in Stardew Valley. One of my main goals with 1.4 was to finally polish the game to the point that I always wanted. What I mean is that I wanted to correct all the errors of error have been lingering in the game to fix a lot of weird or annoying things about control and feel in the game, and add in a lot of quality of life features that will make the game more seamless to play. I am sure that this goal has been achieved! Content wise, almost every aspect of the game has been expanded or improved in some way. One small example is Wild Bait... which used to be essentially useless... But now gives you a chance to catch a double fish. There's a lot of little things like that where I felt like the game had a few holes or weak points that could use a bit of momentum. Another example is that each spouse now has a unique 14-heart event after marriage: There is a more end-of-game thing like that to keep things going a little further after you've completed everything. I don't want to spoil very much, so you'll just have to wait and see for yourself! Another thing to share... On the PC, screenshot buttons in the menu options that allows you to take a screenshot of the entire farm (or any area, for that matter) 1.4 is now in the final stage, just do some last minute settings and fixing a rare error... But I'm at the point where I'm ready to announce a release date. 1.4 update will come on PC November 26 My goal is to update for release on consoles and mobile simultaneously a few weeks after the PC. Once 1.4 has a little more testing on these platforms, I hope to give a solid release date for them. Google Play 'User Choice' Nominated Android version of Stardew Valley has been nominated for the Google Play User Choice award in the U.S. and Canada. It is an honor to be selected as one of the 14 best games of the year, and if you want to vote for Stardew Valley to win the award, please check out this link Voting ends at 11/25... It would be great if Stardew Valley won! The merchandise I also want to give a shout out to some of the new Stardew merchandise from Fangamer, Sanshee, and Yetee. Sanshee has a new Plush Abigail and some nice pins, Yetee has some new T-shirts, and please keep an eye out for Fangamer for some really cool new items soon (I anticipate something good on the 22nd...). Check out the store's page for links to different collections. Different There's still a few things going on that I'd like to mention: the PS Vita version is still scheduled to get another update to fix some problems, although it will remain at 1.2 content-wise. Currently, there are no plans to attract multiplayer to a mobile phone. 1.4 has some optimization improvements that should make performance better on consoles. In addition, the 1.4 update marks the first time in Stardew where I've been working on new content with other people. After 7 years of working completely solo, I formed a small team earlier this year to help me continue working on Stardew Valley. Originally my plan plan Make 1.4 completely solo, but the timing of it all doesn't work that way, so 1.4 will end up being a team project. It's all very small scale (1.4 was done with the help of 2 other people, and the team is now just me and another person), but with some help (particularly on the technical/programming side of things) is good, and will be good for Stardew Valley. This means that each update will have a lot more than I could do alone. I'm still working on an unannounced project completely solo though, with no plans to attract anyone else. Anyway, I think that's all at the moment... as always, thanks for reading and for playing Stardew Valley! -Monkey Monkey

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