

Load

The Load commands allows you to load [saved](#) data in your game. The Load commands also allows you to share data between different game projects.



Parameters

- **File** - The file name to load data from (the same file as the [Save](#) command). You can share saved data between different games by using the same file name. For example - If game1 save data to file1 then game2 can load the data from file1.
- **Key** - The key value to load (the same key as the [Save](#) command)
- **Target** - Where to load the data. It can be variable or some object's property.

The ability to save data from one game and load it in the second game will work only on the web and windows (exe) but not on the apk version.

Examples

- Save and Load text box data - <https://www.gamemaker3d.com/player?pid=01651071>
- Save and Load game - <https://www.gamemaker3d.com/player?pid=01651110>

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