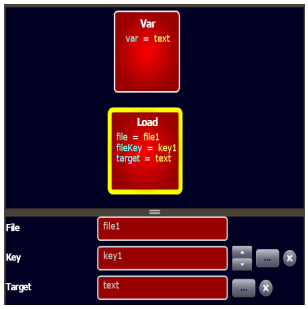
Load

The Load commands allows you to load saved data in your game. The Load commands also allows you to share data between diffrent game projects.



Parameters

- **File** - The file name to load data from. You can share saved data between diffent 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 varible or some object's property.

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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