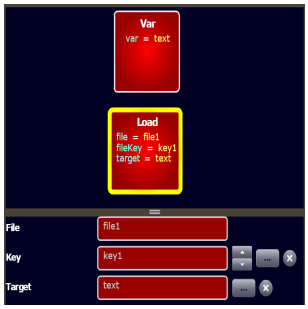
Load

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 (the same file as the Save command). 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

From:
https://wiki.gamemaker3d.com/ - **Cyberix3D Wiki**

Permanent link:
https://wiki.gamemaker3d.com/editor:blocks:variables:load?rev=1584198813

Last update: **2020/03/14 16:13**