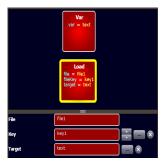
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Load

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

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