

Save

The Save commands allows you to save values in your game and [load](#) them later, even after the game has been closed. The Save commands also allows you to share data between different game projects.



Parameters

- **File** - The file name in which the data will be saved. 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 read the data from file1.
- **Key** - Each file contains keys and values. every value that you want to save has to have a unique key.
- **Value** - The value that you want to save. The value can be text, numbers, or some variable from the picker.

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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<https://wiki.gamemaker3d.com/editor:blocks:variables:save?rev=1584198845>

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