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# Save Extension Documentation

Add factions and relations in your game using C++ or Blueprints

This plugin is for Unreal Engine 4 and has support for versions **4.20** and **4.19**

You can download this [Test project](#) to see and test the API

## Introduction

# Installation

## Manually

This are the general steps for installing the plugin into your project:

1. Download the last release from [here](#)

*Make sure you download the same version than your project*

2. Extract the folder "SaveExtension" into the **Plugins folder** of your existing project (e.g "MyProject/Plugins")

2. Done! You can now open the project

## From Marketplace

Install from the launcher: [AVAILABLE HERE](#)