Save load system.

Saveable object representation.

**IMySavebleHandle** instances are created for each UObject that is to be managed by the system. The handles are created using the corresponding save load system interface call. After the handle is created, all object-level actions are performed through this handle, and not using the system interface.

Also **IMySaveable** interface must be implemented by each UObject that is managed by the system.

Implementing IMySaveable.

Each IMySaveable virtual function has default implementation available (Prefixed with Default\_), located inside the MySaveableUtils header.

IMySaveable interface implements its virtual functions with these default implementations by default.