

Controls:

Player Movement – WASD to move on horizontal plane.

Save – Q to save position.

Load – E to load position.

Loading / Saving:

My script file uses the DLL I made which uses the functions:

savePosiToText, getPosiFromText, getPosiFromTextX, getPosiFromTextY, and getPosiFromTextZ.

These function names are long because I was using my already made position tracker DLL and some of the names were in use. When the button associated to saving is used, it sends XYZ position of the object the script is attached to and saves the 3 float values to a text file called objectPosiFile. When the button associated to loading is used, it first calls the function which loads XYZ values to relevant float values in the DLL, then functions correlating to their respective XYZ types retrieve their values and place them into a new position that the player object snaps to.