



EXTRA SAVE SYSTEM TUTORIAL

Hi everyone! If you need to understand the Extra Save System, you must read this tutorial. This tutorial contains the basics of our system of dialogs.

P.S. Sorry for my English, if I made some mistakes(I'm not English)

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1. INTRODUCING

You`re have an Extra Save System. It is simple and easy. Also, there are many features. It is fully customizable. You can do with it what you wish.

So, there are a few simple rules to use it:

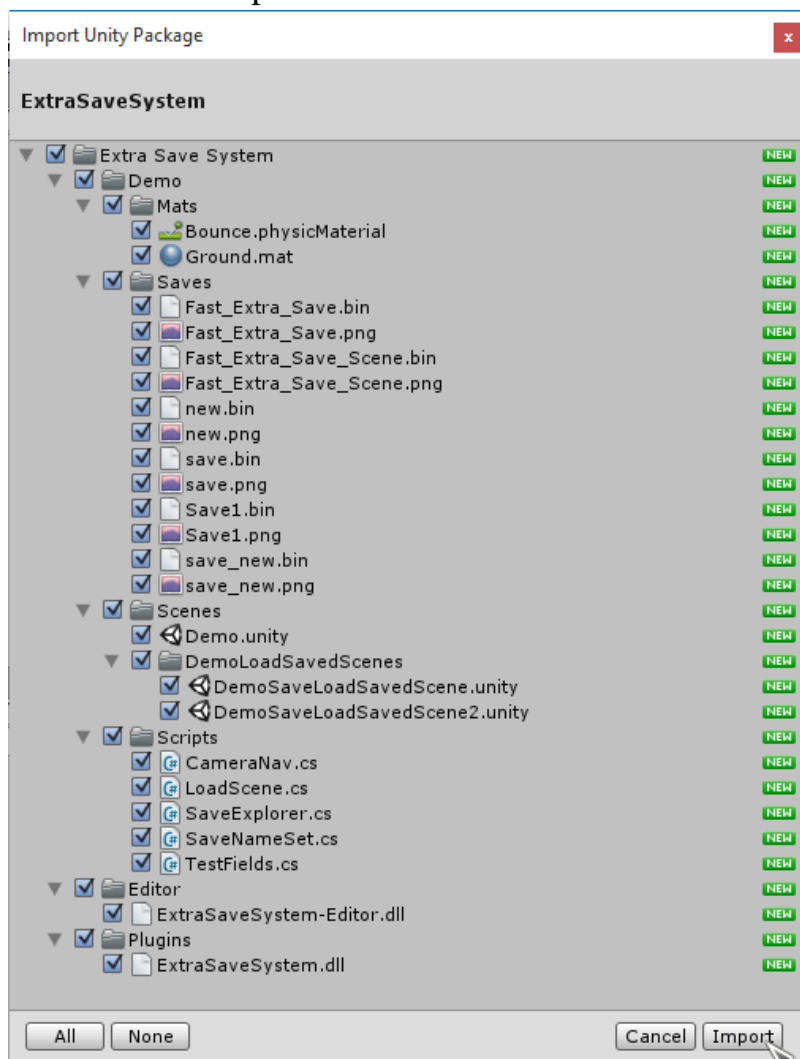
- You need to generate IDs for all GameObjects, which are in using. System works with ID components of used GameObjects, so if you haven`t an ID component on your GameObject, ESS(Extra Save System(and Extra Dialog System also)) won`t find it in the game.

2. INSTALLING

Before the using, you need to import the package of EDS. It is a standard procedure, and you can import the package, I think. But I tell you how, if you don't know how to do it.

You only need to follow the instructions:

- If you have this package on asset store, find in the asset store window your downloads and the Extra Save System there, and press the "Import" button. Or, if you haven't it yet, you must buy it on the Asset Store.
- If you have this package on computer and you know where(path), click Assets->Import Package->Custom Package and find your package.
- Click "Import" button here:



4. My congratulations! You have just imported the ESS package!

3. PREPARING YOUR PROJECT

If you need to save your scene, you need to add a SaveLoadMGR script to any object on your scene, e.g. empty gameobject. **Savable scene must contain at least one SaveLoadMGR! If you use our ExtraDialogSystem, use ID generator from ESS(ExtraSaveSystem), not EDS(ExtraDialogSystem).**

4. SCRIPTING REFERENCE

You can use the ExtraSaveSystem API to manage your saves and loads.

To use it you must add `using ExSaveSys.Core;` line to your script.

SaveLoadMGR API:

- Saving(method from SaveLoadMGR script):

```
public void Save(string name = "Fast.bin", string path = "/Saves/",
SaveSettings.SType saveType = SaveSettings.SType.fastest, SaveSettings.PType pathType =
SaveSettings.PType.DataFolder)
{
    ExtraSaveSys.Save(name, path, saveType, pathType);
}
```

Here you see, that you can use this method of saving, using name of save file, name of path, save type(fastest, fast, slow, full) and path type(custom, user_folder, DataFolder, persistentDataFolder). Also you can use `ExtraSaveSys.Save(name, path, saveType, pathType)` directly. But the ESS using `SaveLoadMGR` for retain(hold, keep) temporary save. So, it is a kind of shell for interaction ESS and user.

How to invoke this method? Example:

```
using ExSaveSys.Core;
public SaveLoadMGR slmgr;
void Start{
    slmgr = GetComponent<SaveLoadMGR>();
    slmgr.Save("start_status.bin", "/Save Folder/", SaveSettings.SType.full,
SaveSettings.PType.user_folder);
}
void Update()
{
    if(Input.GetKeyDown(KeyCode.L))
    {
        slmgr.path = "/Save Folder/";
        slmgr.nameS = "start_status.bin";
        slmgr.pathType = SaveSettings.PType.user_folder;
        slmgr.Load(false);
    }
}
```

This script will save full your scene on the start to the file “start_status.bin” in the “Save Folder” folder in the location like “c:\\Users\\%Current_User%\\Documents\\”. Then, if key “L” pressed, it sets default path as “Save Folder”, name as your name, used in Start method – “start_status.bin”, path Type as saved(only here, if you will set another type, the ESS will search your save in other locations) and then load the save, using ownvariables – which you just setted.

The pathType tells ESS, what path type will be used for saving:

- custom : root folder will be “c:\\”
- user_folder : root folder will be like current user documents folder
- DataFolder : root folder will be standart data folder of your game, like Application.dataPath
- persistentDataFolder : root folder will be standart persistent data path, like Application.persistentDataPath

The saveType tells ESS, what it will save:

- fastest : saves only position, rotation and scale of gameobjects
- fast : saves transforms and fields(no properties) of any scripts on all objects
- slow : saves transforms and properties(no fields) of any scripts on all objects
- full : saves all serializable attributes, including transforms, cameras, rigidbodies and lights on all objects on your scene.

NOTE: If you want to change the cameras, lights or rigidbodies in Game mode, you need to change these values in Serializable analogs of these components, e.g. SerializableCamera, SerializableLight, SerializableRigidBody, otherwise it won't be any effect. For its using, you need add `using ExSaveSys.Components;` line in your script.

Loading(method from SaveLoadMGR script):

```
public void Load(string name = "Fast.bin", string path = "/Saves/", SaveSettings.PType pathType = SaveSettings.PType.DataFolder)
{
    ExtraSaveSys.Load(path, name, pathType);
}
```

As you see, this method uses name of save, persistent path and pathType. You can use other method Save(), which don't need any args, because it uses it own args. Here there are:

```
public string path = "/ESS Saves/";
public string nameS = "Fast_Extra_Save.bin";
public SaveSettings.PType pathType = SaveSettings.PType.custom;
public SaveSettings.SType saveType = SaveSettings.SType.fastest;
```

So, other methods, which uses these args(you can define them once, and use them always, using next methods) are:

Save(bool/*Any value, this bool don't uses, it is only for Unity UI Events, such as OnClick: UI doesn't keep any methods, if their number of args more than 1*/); or Save(/*Nothing here, it uses defaults*/);

Load(bool/*Look Save(bool)*/); or Load(/*Look Save()*/);

Also, SaveLoadMGR can make fast save and load: press F5 for save and F9 for load. If fast enabled, of course.

5. TESTING YOUR GAME

So, we can use our dialog.

You need to switch on the PlayMode(Ctrl+P) or



Then you can fast save or load, using “F5/F9”. See our tutorial [video](#) for better understanding.

If link don`t work, enter this url into your browser: <https://youtu.be/rpfoz81-0Uw>

MY CONGRATULATIONS! NOW YOU CAN USE THE EXTRA SAVE SYSTEM!