Downloadable package:
Retro save games

Thanks for downloading the "Retro save games" example package for Adventure Creator. This package contains a new Menu – RetroSaves – that demonstrates how to create a save system that involves the user writing their own save label when clicking a slot. You are free to use as-is, or adapt for your own game's needs.

Installation

1. Extract this package into your Adventure Creator project
2. Open the Menu Manager and set the **Asset file** to **SaveGameRetro_MenuManager**
3. Click the cog icon to the right of the RetroSaves menu, and click **Copy**
4. Set the **Asset file** back to your game's original Menu Manager
5. Click **Paste** menu at the bottom of the Menu list, to paste in the menu
6. Either assign your Menu Manager's Asset file to **SaveGameRetro_VariablesManager**, or create two new Global Variables in your own: an **Integer** named **Save ID** and a **String** named **Save label**.
7. If creating your own Variables, find the included ActionList **RetroSaves_Save_OnClick**, and have the **Variable: Set** Action refer to the **Save name** variable, and the **Save: Save or load** Action refer to the **Save ID** variable. Then find **RetroSaves_SavesList_OnClick**, and have the two **Variable: Set** Actions refer to **Save ID** and **Save name** respectively, and have the **Menu: Set Input box text** Action refer to **Save name**.
8. Open the Settings Manager, and set the **Max. number of saves** to **15**.
9. Ensure that the names of your new menu matches up with those expected by the game. The default interface relies on two separate Save and Load menus, while this combines both functions into one. If using the default Pause menu, remove that menu's LoadButton, and set the SaveButton element's **Menu to switch to** field to **RetroSaves**.