Kill ("\\Gk08\student work\Writable Folder\Zombie Files (R&J)\Player1.txt")

Open "\\Gk08\student work\Writable Folder\Zombie Files (R&J)\Player1.txt" For Output As #1

Print #1, shpPlayer1.Left

Print #1, shpPlayer1.Top

For i = 0 To 200

Print #1, shpBullet1(i).Left

Print #1, shpBullet1(i).Top

If shpBullet1(i).Visible = True Then

Print #1, "1"

Else

Print #1, "0"

End If

Next i

For i = 0 To 200

Print #1, shpGrenade1(i).Left

Print #1, shpGrenade1(i).Top

If shpGrenade1(i).Visible = True Then

Print #1, "1"

Else

Print #1, "0"

End If

Next i

close #1