# Easy Main Menu Invector Integration

Hi, thanks a lot for purchasing.

You can watch the YouTube demonstration video to get a better understanding of steps however you can follow the below steps for very easy integration :-

1. Extract all the files from the *Invector Integration* folder present inside Easy Main Menu and open the **vShooterMelee_DemoScene(EMM Integration)** demo scene.
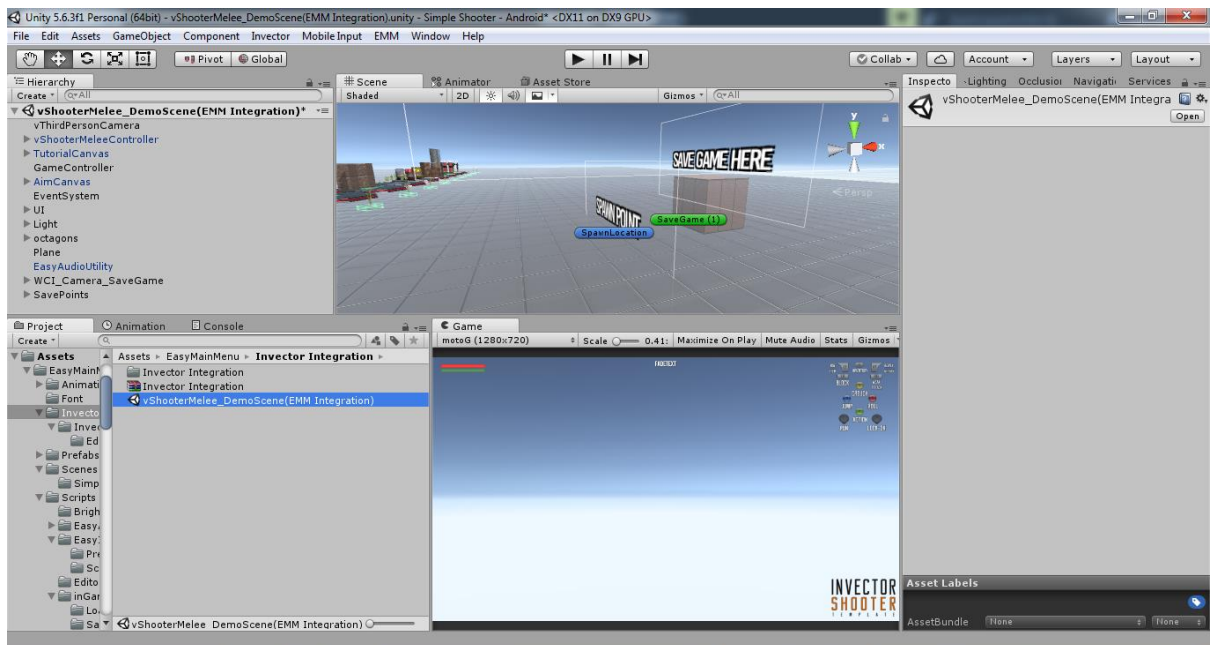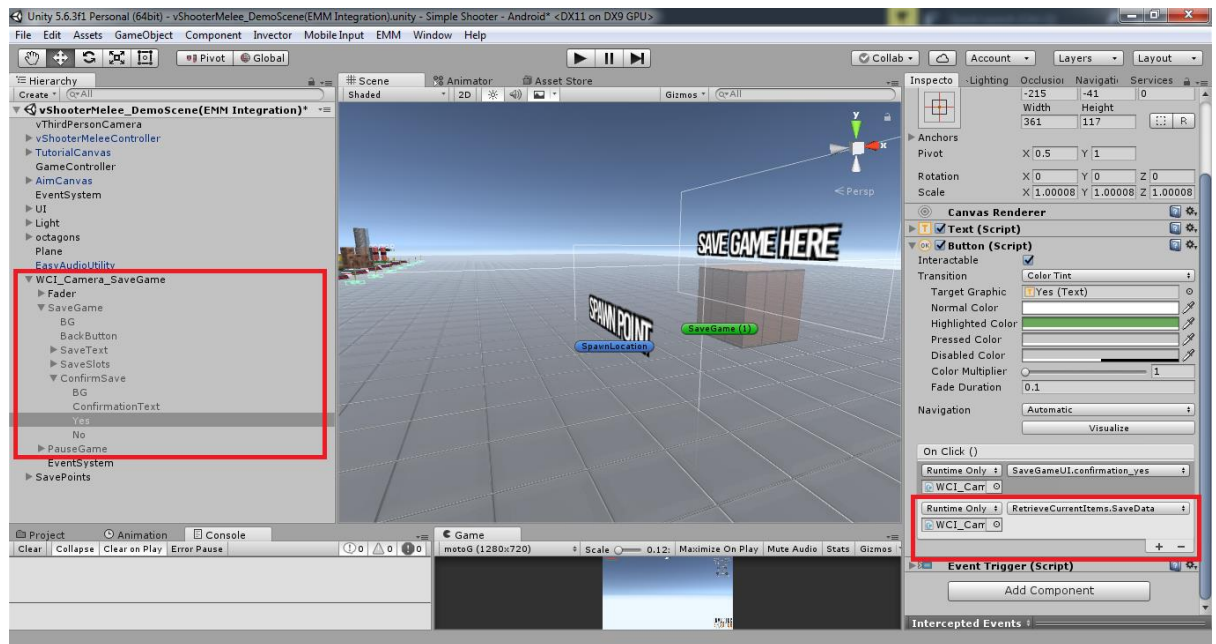
2. There are 2 Scripts added in the
   _WCI_Camera_SaveGame_ game object which are :
   - RetrieveCurrentItems
   - ItemSaveLoadManager
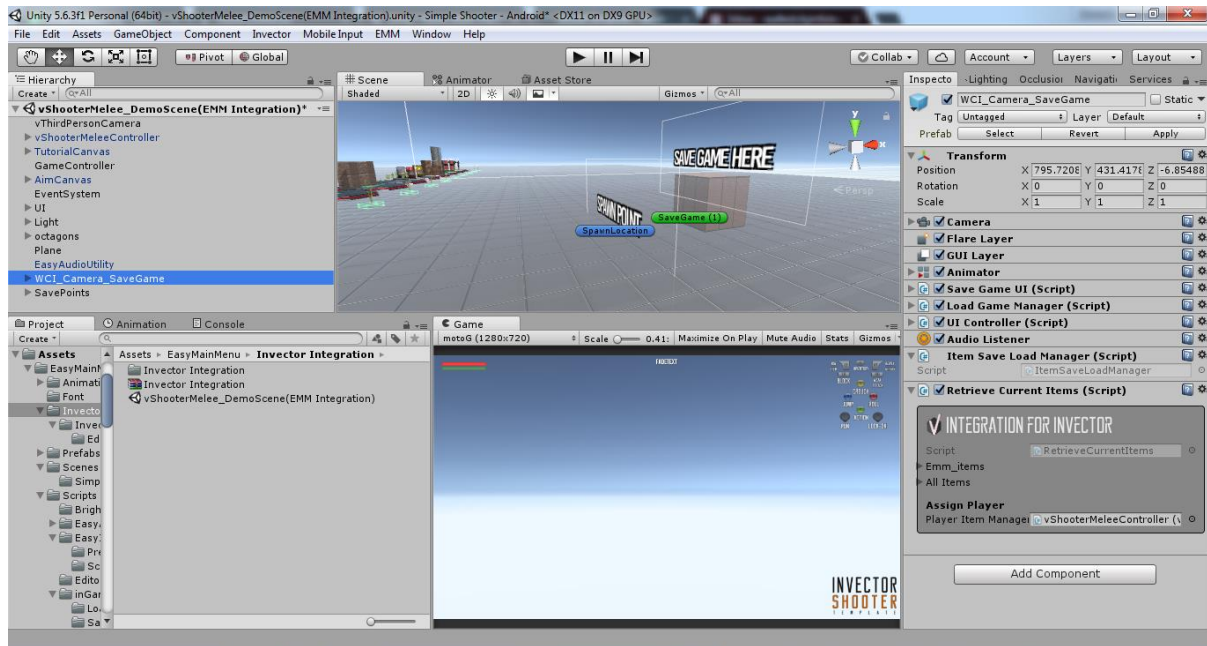
3. Now expand the hierarchy and see that in the ConfirmSave > Yes button, we have an extra onclick listener which is calling the $SaveData()$ method of the RetrieveCurrentItems script.

4. Now you are good to go!

Everything is complete and you can hit play to see that this saves all the inventory data of our player to respective save slot. You can have as many save triggers as you want and save the progress however you want!

Any Queries contact me at :
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Forum Thread :
http://invector.proboards.com/thread/664/main-menu-system-sale-first

https://forum.unity.com/threads/released-easy-main-menu-v0-1-40-off-for-15-days.497099/