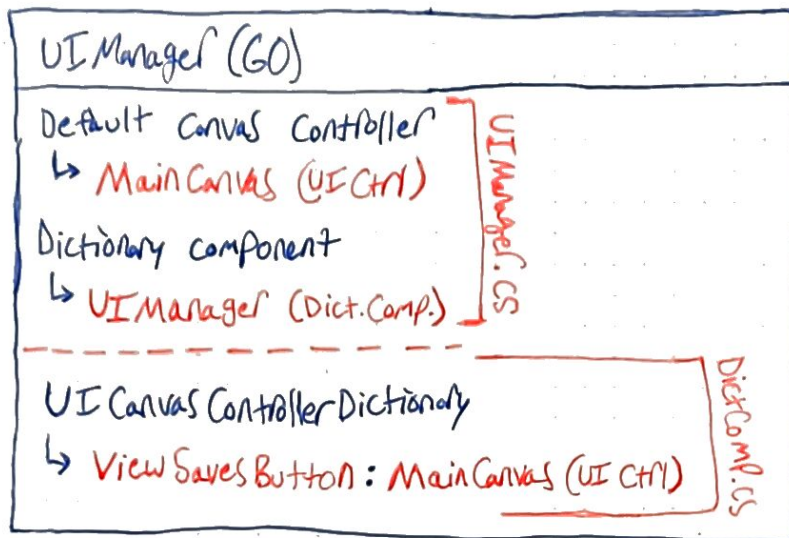## Notes about Save Slots in the Main Menu.          10/20/25

- I'm working to establish Saving & loading Slots in the main menu, which can also be copied later on in the gameplay Scenes.

  - Made a copy of UIManager.cs to do this, but hopefully these scripts can be combined later on.
  - i.e, the UIManager & the new "UIManagerSaving" scripts share quite a bit of logic that can be refactored for more code reusage.

- I also copied logic established in the SceneChanger system, particularly regarding the use of serialized Dictionaries in the Inspector for more customization.

- I need to make a diagram to map out the functionality.

```
┌─────────────────────────────────────────────┐
│ UI Manager (GO)                              │
├─────────────────────────────────────────────┤
│ Default Canvas Controller        ┐  U        │
│  ↳ Main Canvas (UI Ctrl)         │  I        │
│                                  │  M        │
│ Dictionary component             │  a        │
│  ↳ UI Manager (Dict. Comp.)      ┘  n ·      │
│ - - - - - - - - - - - - - - - -     g  c     │
│                                     e  s      D│
│ UI Canvas Controller Dictionary ┐   r     i  │
│  ↳ View Saves Button : Main Canvas (UI Ctrl) │ C
│                                 ┘          o  │
└─────────────────────────────────────────────┘
```

- Note the first key : Value in the UI Canvas Controller Dictionary.
  - If it's set to MainCanvas, it will load up the scene as normal.
  - If it's set to SaveLoad Canvas, it will make the Save menu visible by default.

- Update : I have realized the error of my ways!
- It had something to do with how I was assigning the "other" / "other object" in the UI ManagerSaving.cs Script.

- As mentioned before, I copied a lot of logic from the Scene Changer system & its subsequent Scripts.

- More importantly, now is a good time to note that I updated the UI Canvas Controller Dictionary component that is attached to the UI Manager game object.

    <u>Key</u>                    <u>Value</u>
     View Saves Button - - -→ SaveLoad Canvas (UI Ctrl)

    When you click the specified button, the UI Manager will toggle <u>ON</u> the cooresponding canvas & turn <u>OFF</u> any others.