# Version 0.1.5

* Custom save data improvements
  + Added a new event called "initialLoadEvent". It is called when a save slot is loaded from the main menu which makes it useful for resetting things that shouldn't persist when loading into a slot.
  + Added a Remove() function to save data, accessed in the same way as GetValue() and SetValue(). This allows you to remove a variable entirely from your save file.
  + You can now also call Load() manually on save data, so if you use the JSON data type you can more easily test changes.
  + Changed the “pluginGuid” parameter on many save functions to just “fileName” since that’s what it really is. This should also make it clearer that changing the value will cause it to save/load to a different file.