INI_HIGHSCORE

support: ngm.destronmedia.com

support@destronmedia.com

This simple extension will allow you to save and load a single high score from an ini file. It includes 4 scripts to make the process simple and painless. This is also a working example of the extension in use, so run the game and check it out, then take a peek at the objects for some examples of use!

The scripts use arguments, so you can manage more than one ini file in a game.

SCRIPTS

load_highscore(ini name);

This script will check if your ini file already exists, and if so it will open it up and load any previously saved high score. If no file is found then it will return 0 so that you can initialize your in game high score variable at 0. You will want to assign the result to a variable to be used later in the game for drawing and such. This should be called FIRST THING when you start your game.

Arguments:

ini name: The name of your ini file, you can name this anything you want.

NOTE: The ini file name should be enclosed with "" or ' like so: "myfile.ini"

Returns:

If an ini file exists, it will return the high score read from that file, if not it will return 0.

Example:

global.highscore = load_highscore('scores.ini');

global.highscore can be named anything you want, this is the variable the result will be assigned to.

scores.ini can be anything you want as well

save_highscore(ini name, current score);

This script will save your current score to the ini file, when you call it then it will compare your current in game score to the high score saved in the ini file. If your current score is higher then it will write your new high score to the file.

Arguments:
> ini name: The name of your ini file, you can name this anything you want.
> current score: The variable holding your current score scored in the game

NOTE: The ini file name should be enclosed with "" or ' like so: "myfile.ini"

Returns:
> Nothing

Example:

save_highscore('scores.ini',score);

score is the built in variable for Game Maker for holding the players score, but you can use any variable you wish.

reset_highscore(ini name, current score);

This script reset the high score saved in your ini file to 0.

Arguments:
> ini name: The name of your ini file, you can name this anything you want.

NOTE: The ini file name should be enclosed with "" or ' like so: "myfile.ini"

Returns:
> Nothing

Example:

reset_highscore('scores.ini');

compare_highscore(ini name, current score);

This script will compare your current score in the game to the high score saved in the ini file. This is mainly useful to use before writing the current new score the ini file but can have other uses as well.

Arguments:

        ini name: The name of your ini file, you can name this anything you want.

        current score: The variable holding your current score scored in the game

NOTE: The ini file name should be enclosed with "" or ' like so: "myfile.ini"

Returns:

1 if your current score is higher than the last recorded high score, 0 if your current high score is lower.

Example:

compare_highscore('scores.ini',score);

score is the built in variable for Game Maker for holding the players score, but you can use any variable you wish.

LICENSE

This extension is free to use in all projects, private or commercial. Credits are welcome but not required. Destron Media LLC is not responsible for damage to your project caused by importing this extension. This is a free extension for use at your own risk. Destron Media LLC will offer limited support via email to the best of our ability.