

# ADVANCED SAVE SYSTEM V2.0

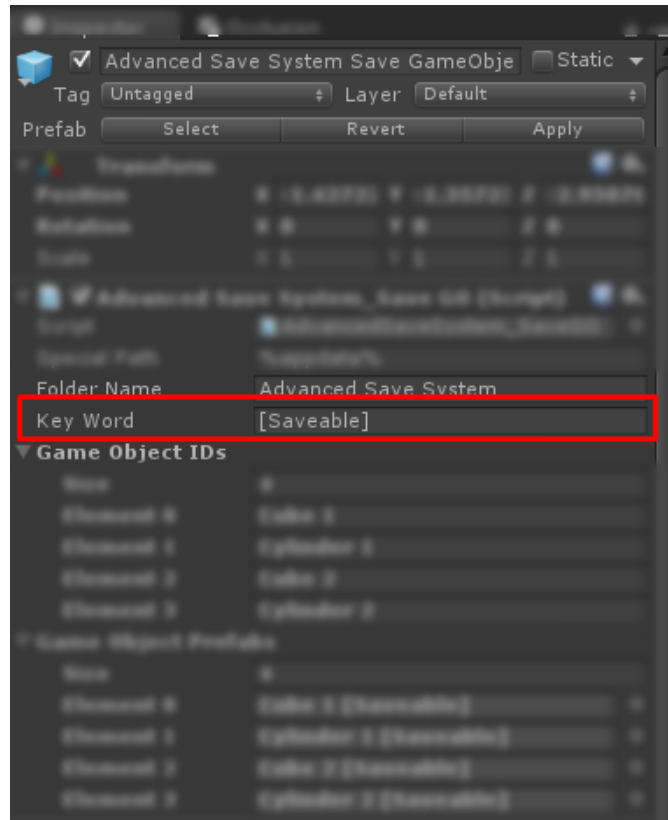


## Version 2.0 Change Log

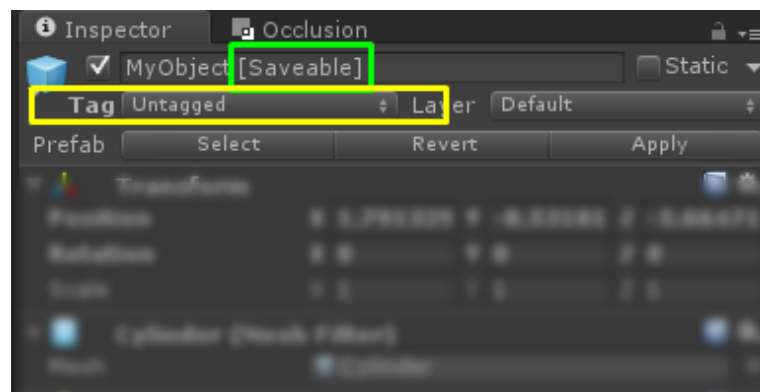
- \*) System now is using an other technique for saving GameObjects, as a result system is now independent from tags.
- \*) System can now save changes on scale made at runtime.
- \*) Refresh funtion added on GameObject load system.

This documentation contains explanation ONLY for the changes made at version 2.0  
Check documentation v1.0 for the full stuff.

Advanced Save System V2.0 does not use tags anymore, so all gameobjects you want to save can be tagged with any tag you like (or untagged). But now gameobject names must contain a keyword. You can set up that keyword at Advanced Save System GameObject Prefab.

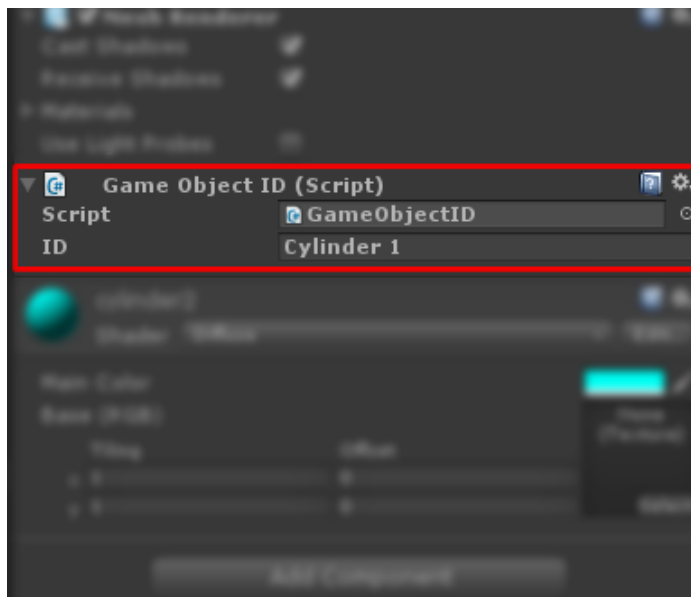


Then you have to go to your gameobject prefabs and add this keyword on the name



Moreover, gameobjects must now have a script named GameObject ID assigned. On this script you can see a string field named "ID", there you have to type a unique id for each prefab. [It's like a custom tag system since it works exactly like a tag, so if you already have a scene using the version 1, just type on the id field the tag you have mark your gameobject.]

As you can see here :



Finally, a Refresh function has been added, using this function you will actually load your objects again but the loaded objects that are already exist will be removed.

