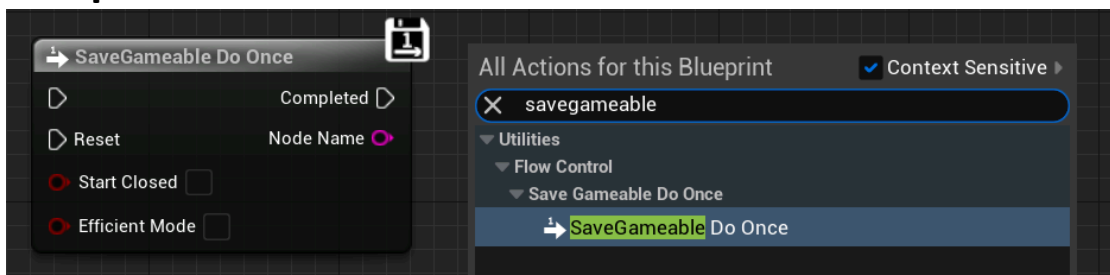# SaveGameable DoOnce

Sun BoHeng

Quick Start

This plugin needs you have basic knowledge about save game. You're expected to know how to save & load variables with SaveGame blueprint.

Examples

- ExampleMap : SaveGameableDoOnce/Content/Maps/L_Show

- ExampleBPs : SaveGameableDoOnce/Content/Example/Blueprints

- Save&LoadGame,DeBug : SaveGameableDoOnce/Content/Example/Blueprints/BP_SGDO_Player

Blueprint Node

You can find this node:"SaveGameable Do Once" after installing this plugin.
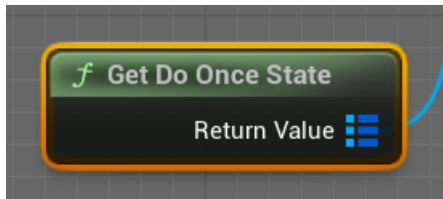
There is nothing different from "Do Once" for you to use this node.

Attention: You'd better keep "Efficient Mode" pin "false" if you are not sure. This option is for someone who wants to learn more about this plugin.

Save & Load
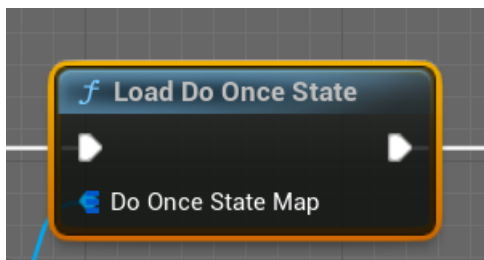
Basic Way to Save Do Once State

Get Do Once State

This Node allows you to get a Map, which stores each object's Do Once State.
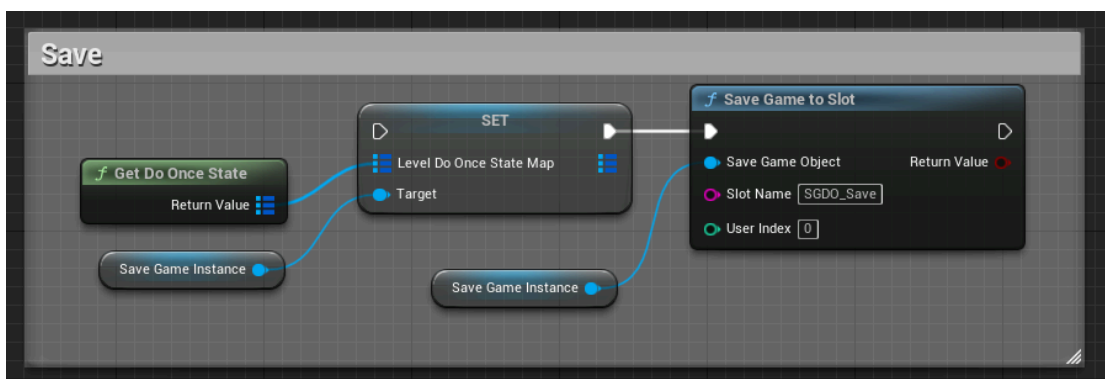

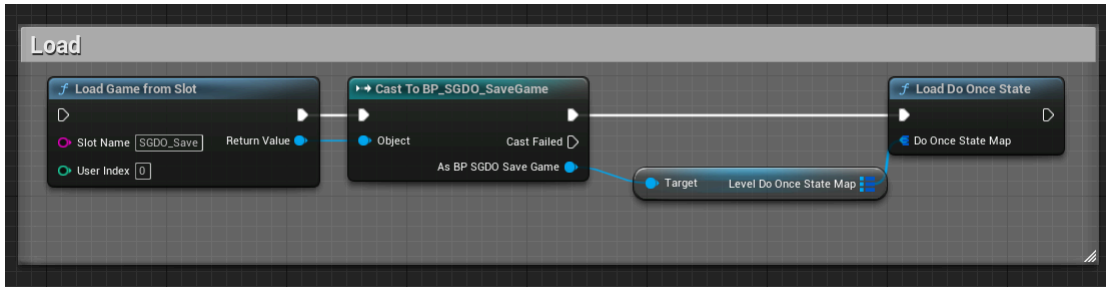### Load Do Once State

This Node allows you to load Do Once State with variables you stored in your save game instance.
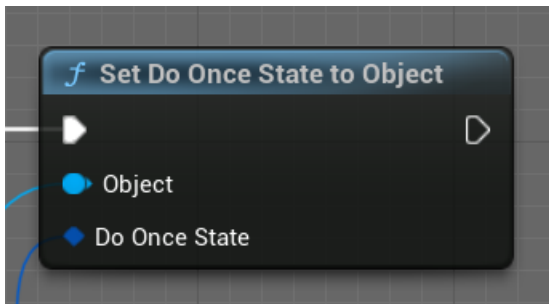
Example

You should Get Do Once State and store it into a variable in save game instance.

When you want to load game, just use "Load Do Once State" to load state with variable in save game instance you loaded.

Save Do Once State for Actors Spawned in Runtime

Set Do Once State to Object

This node allows you set Do Once State for specific object.

Example

You can find how I save player's state in

SaveGameableDoOnce/Content/Example/Blueprints/BP_SGDO_Player