



# SaveGameable DoOnce

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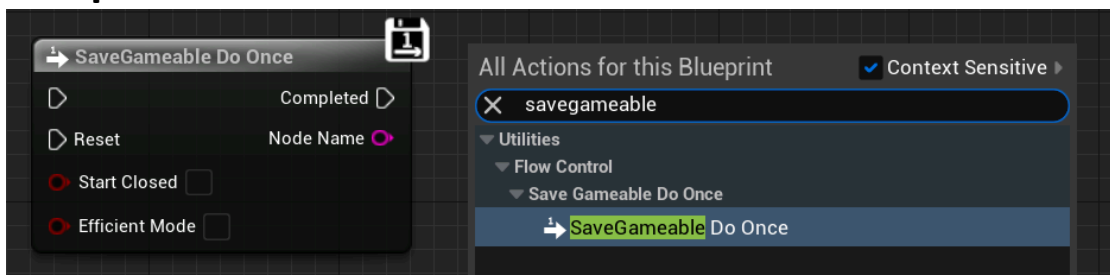
## Quick Start

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.

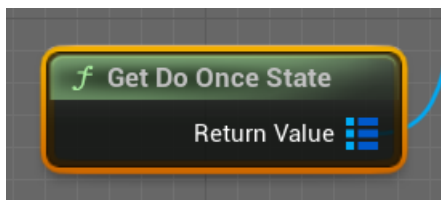
There is nothing different from "Do Once" for you to use this node.

**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

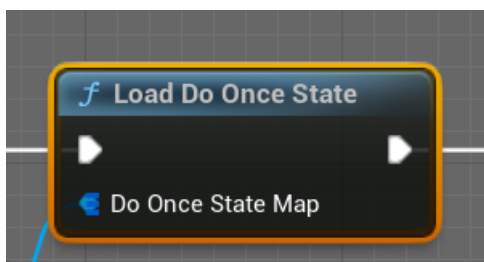
### Get Do Once State



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

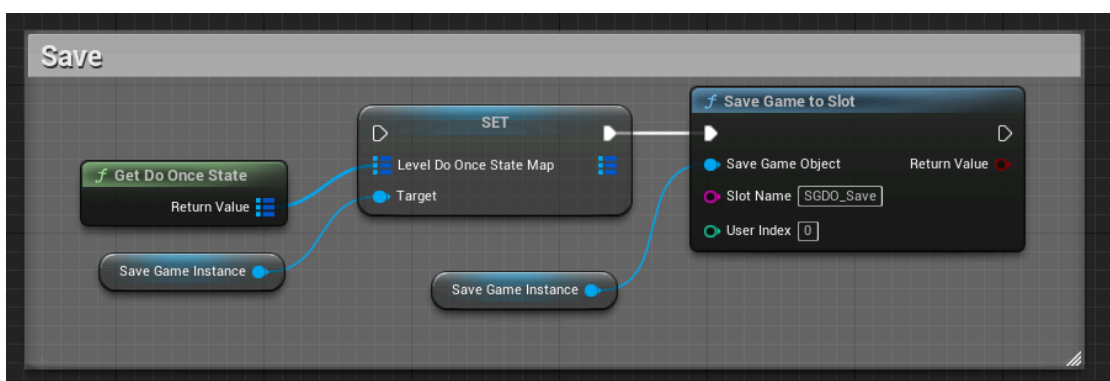


### Load Do Once State

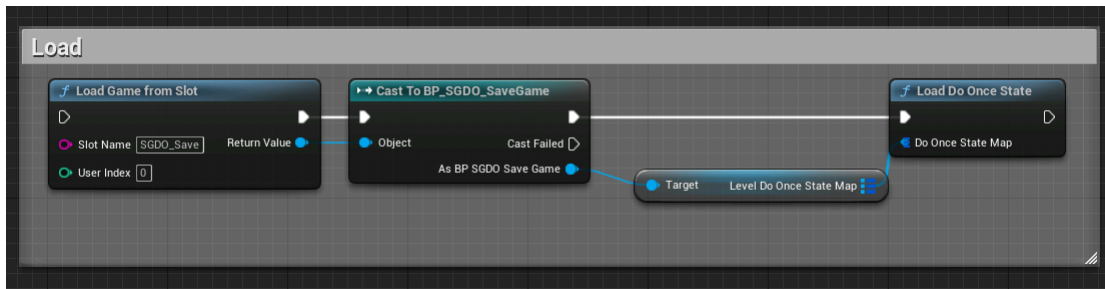


This Node allows you to load Do Once State with variables you stored in your save game instance.

### Example



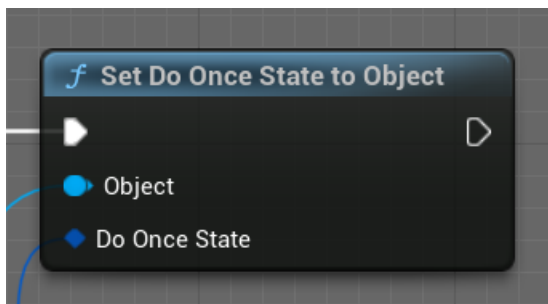
You should Get Do Once State and store it into a variable in save game instance.



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](#)

