Save File dialog

Save file

D:/Amnesia/redist/

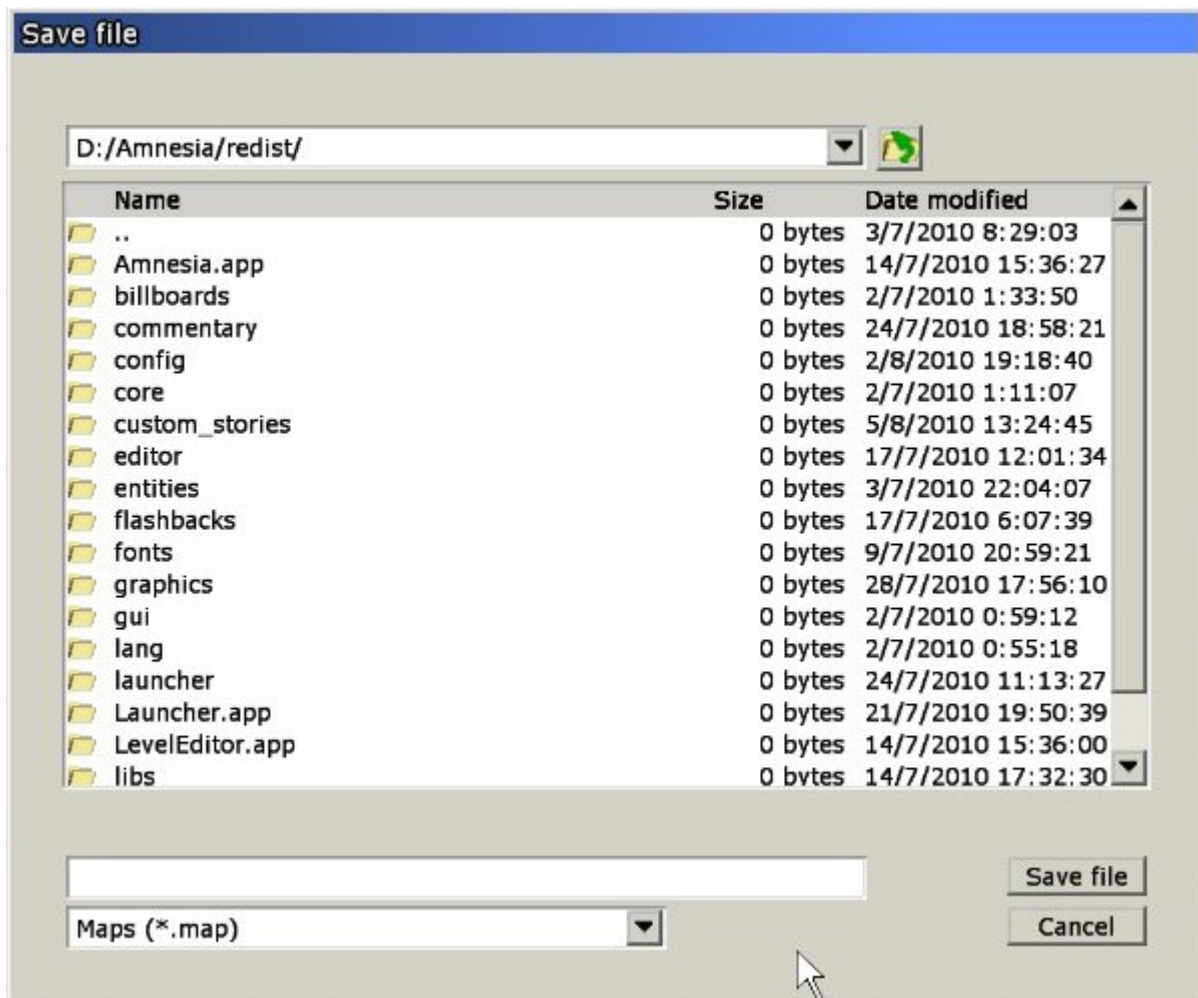| Name	Size	Date modified
..	0 bytes	3/7/2010 8:29:03
Amnesia.app	0 bytes	14/7/2010 15:36:27
billboards	0 bytes	2/7/2010 1:33:50
commentary	0 bytes	24/7/2010 18:58:21
config	0 bytes	2/8/2010 19:18:40
core	0 bytes	2/7/2010 1:11:07
custom_stories	0 bytes	5/8/2010 13:24:45
editor	0 bytes	17/7/2010 12:01:34
entities	0 bytes	3/7/2010 22:04:07
flashbacks	0 bytes	17/7/2010 6:07:39
fonts	0 bytes	9/7/2010 20:59:21
graphics	0 bytes	28/7/2010 17:56:10
gui	0 bytes	2/7/2010 0:59:12
lang	0 bytes	2/7/2010 0:55:18
launcher	0 bytes	24/7/2010 11:13:27
Launcher.app	0 bytes	21/7/2010 19:50:39
LevelEditor.app	0 bytes	14/7/2010 15:36:00
libs	0 bytes	14/7/2010 17:32:30

Maps (*.map)

Save file

Cancel

- **Full path input**: This input will display the full path, will show each step in the path as a row in the open list. Clicking on a row will make the dialog navigate to that folder.
- **Up button**: will make the dialog navigate to the parent folder.
- **Directory and file listing**
- **Save file name**: The name of the file to save.
- **Category display**: Shows the extension the file will be saved with.
- **Save File** button: Will try to save the given file name and close. If file exists, a message will pop up asking for confirmation.
- **Cancel** button: Will just close the dialog.

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