

cLuxSaveHandler

Fields

cLuxSaveHandler has no public fields.

Functions

Return Type	Function Name	Parameters	Description
void	SaveGameToFile	const tWString &in asSaveFile	
void	LoadGameFromFile	const tWString &in asSaveFile	
bool	AutoSave	bool abSaveCheckpoint, <i>bool abDelayed = true</i>	
bool	GetSaveThreadActive		
bool	HasLoadError	tString &out asError	
void	DelayedLoadGameFromFile	const tWString &in asSaveFile, const tString &in asCallbackObject, const tString &in asCallbackFunction, bool abWaitAfterHeader, bool abWaitAfterLoad	
void	DelayedSaveGameToFile	const tWString &in asSaveFile, bool abSaveAsCheckpoint	
bool	GetSaveFiles	avNames, avDates, avFiles	
void	DeleteSaveFile	const tWString &in asSaveFile	
bool	IsDoneLoadingHeader		
void	ContinueLoading	bool abDisableWaits	
bool	IsDoneLoadingSavedGame		
void	StartLoadedGame		

Remarks

Have some helpful descriptions to add to this class? Edit this page and add your insight to the Wiki!

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