

FVE_BaseSaveStats

The base struct type that makes up all of the saving structs. It holds the transform (location, rotation, and scale), Gameplay Tags (labels for portraying easily accessible identifying information), and the class type of the object being saved.

```
USTRUCT(BlueprintType)
struct FVE_BaseSaveStats {
    GENERATED_BODY()

    //The transform of the object at the moment of saving.
    UPROPERTY(EditAnywhere, BlueprintReadWrite)
    FTransform ObjectTransform;

    //The gameplay tags that the object has.
    UPROPERTY(EditAnywhere, BlueprintReadWrite)
    FGameplayTagContainer gameplayTags;

    //The class of the saved object. Only used for loading objects that are not pooled.
    UPROPERTY(meta = (MustImplement = "Saveable"))
    TSubclassOf<UObject> objectClass;
};
```

Revision #1

Created 7 August 2025 18:35:39 by SkrubLord

Updated 7 August 2025 18:42:18 by SkrubLord