

ISaveable

ISaveable is an interface that holds important functions regarding saving and loading. APooledActor, APooledCharacter, and WorldSubsystems that hold saved data implement this interface. Subsystems will override the subsystem data functions while APooledActor and APooledCharacter overrides the object data functions.

```
class VIVAENGINE_API ISaveable
{
    GENERATED_BODY()

    // Add interface functions to this class. This is the class that will be inherited to implement this interface.
public:

    //Saves the data of the object. Subsystems use the SaveSubsystemData function instead.
    UFUNCTION(Blueprintable, Category = "Save")
    0 Blueprint references
    virtual void SaveObjectData()
    {
        return;
    }

    //Saves the data from an implementing subsystem by passing in the USaveGame Object.
    UFUNCTION(Blueprintable, Category = "Save")
    0 Blueprint references
    virtual void SaveSubsystemData(USaveGame* SaveGame)
    {
        return;
    }

    //Loads the data of the object. Subsystems use the LoadSubsystemData function instead.
    UFUNCTION(Blueprintable, Category = "Save")
    0 Blueprint references
    virtual void LoadData(TInstancedStruct<FVE_BaseSaveStats> StatsToLoad)
    {
        return;
    }

    //Loads the data to an implementing subsystem by passing in the USaveGame Object.
    UFUNCTION(Blueprintable, Category = "Save")
    0 Blueprint references
    virtual void LoadSubsystemData(USaveGame* SaveGame)
    {
        return;
    }
};
```

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