## **Renpy Save Game Editor**

you can always open a saved game to keep your script up to date. ren'py keeps all of your script states saved between missions, so just open the saved game window (via the save icon in the top left corner of the screen) to go back to the previous state of your script. like anyother ren'py project, saved game data is stored in the save directory. this typically has the same name as the project. for example: if you named your project project test, then the save will typically be saved into the project testSave folder. you can also save into whatever folder you woult save any other ren'py project, saved game that one save you can also save into whatever folder you would save any other ren'py project. If you've done all of these things correctly, you should now be able to play your game, toggle scripting on, open the debug console, and write code to customize what you see and what goes into your save file. Not recommended. as of september 2016, ren'py does not fully support pip files. this means that an editor's pip files are not writable once the editor has been run or compiled. ren'py only uses the pip commands when compiling from a script, which is what the release scripts do. If you run the release scripts without the help of a pip file, the editor will write broken scripts into every future game it creates.



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thanks for your feedback, and yes, that is what i'm thinking to be the perfect variable: props set str. i think this should work. adding sets the final value of the variable to the input string. something like this should work for you: props set str(props,"%props get int("example set int var")",0) i hope that clarifies how you can set variables. now, making sure any variable that can be set from the script works this way is a different topic.the problem is that a plain variable (var) is not added to the string, just the value itself, but a variable that contains a string (reverses[0]) is. this is because the string here is the first part of the reversed string, not the actual reversed string. if you have a variable that you want to print to the error message, just add "%reversedstring%" to its variable name, and voila, it will work. or you can take advantage of there in the script and print the variable, and it will have the string reversed, whatever it is. in my script, i reversed the variable because i wanted to get the text reversed within that string. if you want the final string reversed, you can do that using the existing variable. to fix the second version of the default ren'py menu that you can get in some games, including the demo, click here to see how it's done . in this case, all you have to do is add "-ld%var2%" to the text box's variable name to get the variable's value. in the example it is "-ld%var2%" where var2 is the variable's name, like an input box's variable. if you're trying to get values of variables that are not added to the menu (like a label or a text box's variable) you need to use the stringformat function or similar functions, and i'll cover that later. if your text box's variable is text[0] and you use the stringformat function to use the text[0] variable, you can do stringformat(string,format expression). in the example, this would be stringformat(text[0],"%props get str("example stringformat")") i found the source code to the second menu and you can see how it does it. if you'd like, you can add "example stringformat" to the end of the variable name, and you should use that variable. this is because the second menu's variable name is the argument of a function, so you can't just add it like regular variables. 5ec8ef588b

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