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Subject: Re: AI params questions

Posted by [danpaul88](#) on Wed, 13 Jun 2012 15:44:42 GMT

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I believe it's to do with saving script state for single player missions... you don't need to implement it unless your script needs to be compatible with single player missions AND retain data between save / load.

Generally AI type scripts should be able to generate a new set of actions for themselves based on the current game state anyway, so I'm not sure what value there is in saving any state variables. It's more persistent states like 'number of flags returned to base' or something you would want to track with save variables.

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