

onSave

onSave()

Description

This callback function is called when the script module is saved as part of a preset or project. The data you pass on to the `return` statement will be stored with the preset or project. The data can be of any type, but it is common practice to use a table that can easily be extended with more fields. When the script module is restored, the [onLoad](#) callback will receive the stored data.

Available in: Controller.

Return Values

The returned data will be stored as part of the preset or project.

Example

```
-- print the last three notes when calling onNote, onSave or onLoad
-- the last three notes are remembered even after restoring the program

local lastNotes = {}

function printLastNotes(callbackName)
    print("Last three notes when calling "..callbackName..":")
    for i = 1, 3 do
        if lastNotes[i] then
            print(i..":", "Note#:", lastNotes[i].noteNumber,", Velocity:", lastNotes[i].velocity)
        else
            print(i..":", "Note#: ---, Velocity: ---")
        end
    end
    print()
end

-- play some notes to fill the table
function onNote(event)
    postEvent(event)
    table.insert(lastNotes, 1, {noteNumber = event.note, velocity = event.velocity})
    -- store maximum three notes
    if #lastNotes > 3 then
        table.remove(lastNotes)
    end
    printLastNotes("onNote")
end

-- will be called when the program is saved
function onSave()
    local data = {}
    data.lastNotes = lastNotes
    printLastNotes("onSave")
    return data -- any data in this table will be stored
end

-- will be called when the program is restored
function onLoad(data)
    lastNotes = data.lastNotes -- read the values from the data table
    printLastNotes("onLoad")
end
```

See Also: [onLoad](#)