



LoadText

(Information and examples taken from the DroidScript documentation)

Description

The **LoadText** method loads a text value from the user's storage space. Use this method when saving and loading user preferences.

The third parameter is an optional text parameter and allows sharing of data across multiple Apps when the same id is used by both apps.

```
txt = app.LoadText( valueName, default, id );
```

See also [SaveText](#)

Example

```
function OnStart()
{
    name = app.LoadText( "MyName", "Bill" );
    app.ShowPopup( name );

    if( name=="Bill" ) name = "Fred";
    else name = "Bill";
    app.SaveText( "MyName", name );
}
```