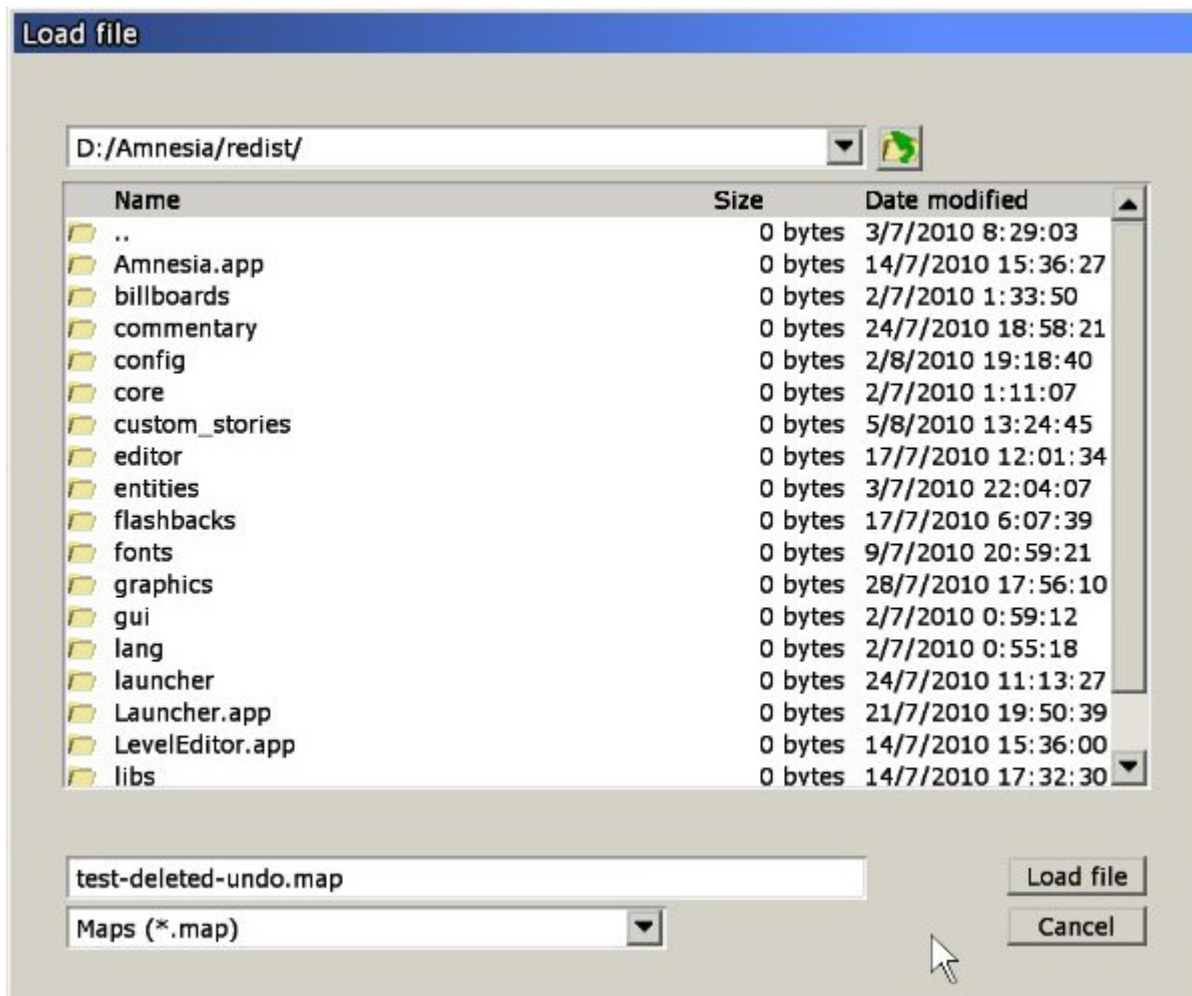


# Load File dialog



- **Full path input:** This input will display the current full path, will show each step in the path as a row in the open list. Clicking on a row will make the dialog navigate to that folder.
- **Up button:** will make the dialog navigate to the parent folder.
- **Directory and file listing**
- **Load file name:** The name of the file to load.
- **Category display:** Shows the extensions that are being used to filter the file list.
- **Load File button:** Will try to load the given file name and close.
- **Cancel button:** Will just close the dialog.

From:

<https://wiki.frictionalgames.com/> - **Frictional Game Wiki**

Permanent link:

[https://wiki.frictionalgames.com/hpl2/tools/editors/load\\_dialog](https://wiki.frictionalgames.com/hpl2/tools/editors/load_dialog)

Last update: **2010/11/04 08:59**

