

# UVE\_PlayerStatSave

This saves the FVE\_PlayerStats, which is tied to a player profile. This is loaded when the player hits the start button at the main menu. All the data in the playerStats are carried over in all garden instances, so it needs to be in a separate save.

```
UCLASS()
0 derived Blueprint classes
class VIVAENGINE_API UVE_PlayerStatSave : public USaveGame
{
    GENERATED_BODY()

public:

    UPROPERTY(EditAnywhere)
    Changed in 0 Blueprints
    TInstancedStruct<FVE_PlayerStats> playerStats;
};
```

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