User Database

Table Of Contents

- 1 Information
- 2 Overview
- 3 User Database
- 4 Functions
- 5 Trivia
- 6 Notes

The article about the save profiles in the User Database (Save/Load Profiles) in the game.

(This article is currently under construction!)

1 Information

User Database manages essential files for individual user profiles that are used to store and track individual save game data and progresses in the single-player mode.

2 Overview

In Urban Assault, a user profile is utilised to play the single-player campaign. The user profiles can store and keep track of all essential save data in the player's progress in the campaign. The default save profile in the game is 'SDU7', which is present and selected by default in the single-player game mode. Users can create any numbers of new save profiles as necessary.

3 User Database

User Database can be accessed by clicking 'Save/Load' button from the main menu screen or the level selection (world map) screen. From there, the player can create a new user profile, save a new copy of their currently selected profile and its progress, or either load or delete the other existing user profiles. The currently selected profile cannot be deleted.

Each save profile inside the user database is completely distinct and separate from each other, since each user profile is used to store and keep track of its own unique data and progress. Therefore, it is possible for the players to use different profiles for different gameplay experience. There is no practical limit to how many user save profiles can be created.

4 Functions

The various types of save game data in user profiles are updated each time the player performs actions that can affect their current save progress: such as saving game during a mission, starting a new mission, or successfully finishing a mission. This process is handled entirely automatically, so there is no need to manually save the progress each time a level is completed.

If the player wishes to save their current game progress of a save profile without updating it with future progress, the player should use Save button at the user database to create a new 'backup' copy of their currently selected user profile. In this way, the current save progress will be exactly copied into the new separate backup save profile, and can be loaded again later.

5 Trivia

- The default profile (SDU7) has a different weapon statistics for Jaguar, with a higher damage projectile (20000 vs 12000) but with a longer reload time between shots (550 vs 200). This is likely caused by the fact that the profile was initially generated with older weapon data scripts. Creating a new save profile will use the release version Jaguar weapon data.

6 Notes

- The default/standard factory setting user save profile is 'SDU7', which is present by default when the game is installed.
- The default SDU7 profile has a different weapon statistics for Jaguar, with a higher damage projectile (20000 vs 12000) but with a longer reload time between shots (550 vs 200).
- When creating a new save profile, the default select name for the new profile is 'Unnamed(X)', where (X) is an enumeration of an integer starting from 1 in the incremental order.