

Bolt

Stats - Temporary data storage

This tutorial presumes you already have Bolt installed in your project. If not follow this tutorial:

<https://icrann.com/bolt/start.html>

1. Create a **Script** inside **ServerScriptService**.
2. Inside the **Script** require Bolt using this line of code:

```
local Bolt = require(game:GetService("ReplicatedStorage"):WaitForChild("Bolt"))
```

3. **After** you have required Bolt create a **function** for when a player joins the game:

```
game.Players.PlayerAdded:Connect(function(player)

end)
```

4. **Inside the function** add the code for Bolt to **add a new Stat** using only one line of code:

```
Bolt.Stats.NewStat(player, "stat", "IntValue")
```

5. If you wish to change the value of a leaderstat use:

```
Bolt.Stats.ChangeStat(player, "stat", 50)
```

Final Code

```
local Bolt = require(game:GetService("ReplicatedStorage"):WaitForChild("Bolt"))

game.Players.PlayerAdded:Connect(function(player)

    Bolt.Stats.NewStat(player, "stat", "IntValue")

    Bolt.Stats.ChangeStat(player, "stat", 50)

end)
```