

# Saves And Profiles

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LSOL supports both a default save path and named save slots.

If you want one long-running company, the default path is enough. If you want separate careers, challenge runs, or difficulty setups, named saves are the right tool.

## Where Saves Live

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Default save:

- `scripts/LSOL/LSOL.state.xml`

Named saves:

- `scripts/LSOL/LSOLSaves/<name>.state.xml`

Both live in the same runtime area as your active LSOL install. Legacy `<name>.state.ini` files can still be loaded if no XML save exists for that slot.

## How To Manage Saves

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Open `F7` and go to Saving Options.

From there you can:

- create a new save
- load a save
- delete a save
- manually save the current game

# *Saving Options*

Active save: Default autosave

Create new save

Load save

Delete save

Save game

Back

Creates <name>.state.xml in LSOLSaves

## Creating A New Save

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When you create a named save, LSOL does more than just write a file.

It also:

- resets industries to their default world state
- asks for a starting balance
- stores the save as a fresh new profile
- seals the difficulty profile for that slot

The current starting-balance flow supports values from `-5000` to `100000` in `5000` steps.

# Difficulty Settings

Configure 'test\_save'

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Starting balance: \$20,000.00

Enable all

Disable all

Difficulty templates

Economy preset: < Standard >

NPC weekly wages: < Standard >

Vehicle fuel

☐

Cargo weight power

☐

Cargo damage

☐

Industry price mechanic

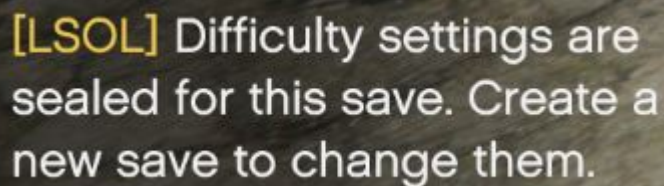
☐

Choose the opening balance for the new save.

## Difficulty Locking

Once a named save is created or loaded, top-level difficulty settings stay tied to that profile.

If you want a different difficulty setup, create a new save instead of trying to repurpose an old one.



[LSOL] Difficulty settings are sealed for this save. Create a new save to change them.

## What Persists

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LSOL saves much more than cash and owned sites.

Persistent data includes things like:

- balance and general company state
- owned industries and site state
- office and apartment ownership or rental access
- commercial and personal vehicles
- NPC logistics contracts, payroll timing, and route state
- district and corridor progression
- doctrine, prestige, and HQ-related progress
- mission progress
- analytics and business-history data used by the hub

## Default Save Versus Named Save

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Use the default save if you only want one company.

Use named saves if you want:

- separate career runs
- one easy and one hard profile
- a sandbox company and a serious progression company
- clean testing of different starting balances

## Read Next

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- [INSTALLATION\\_AND\\_FIRST\\_STEPS](#)
- [SUCCESES\\_PRESTIGE\\_AND\\_DOCTRINE](#)