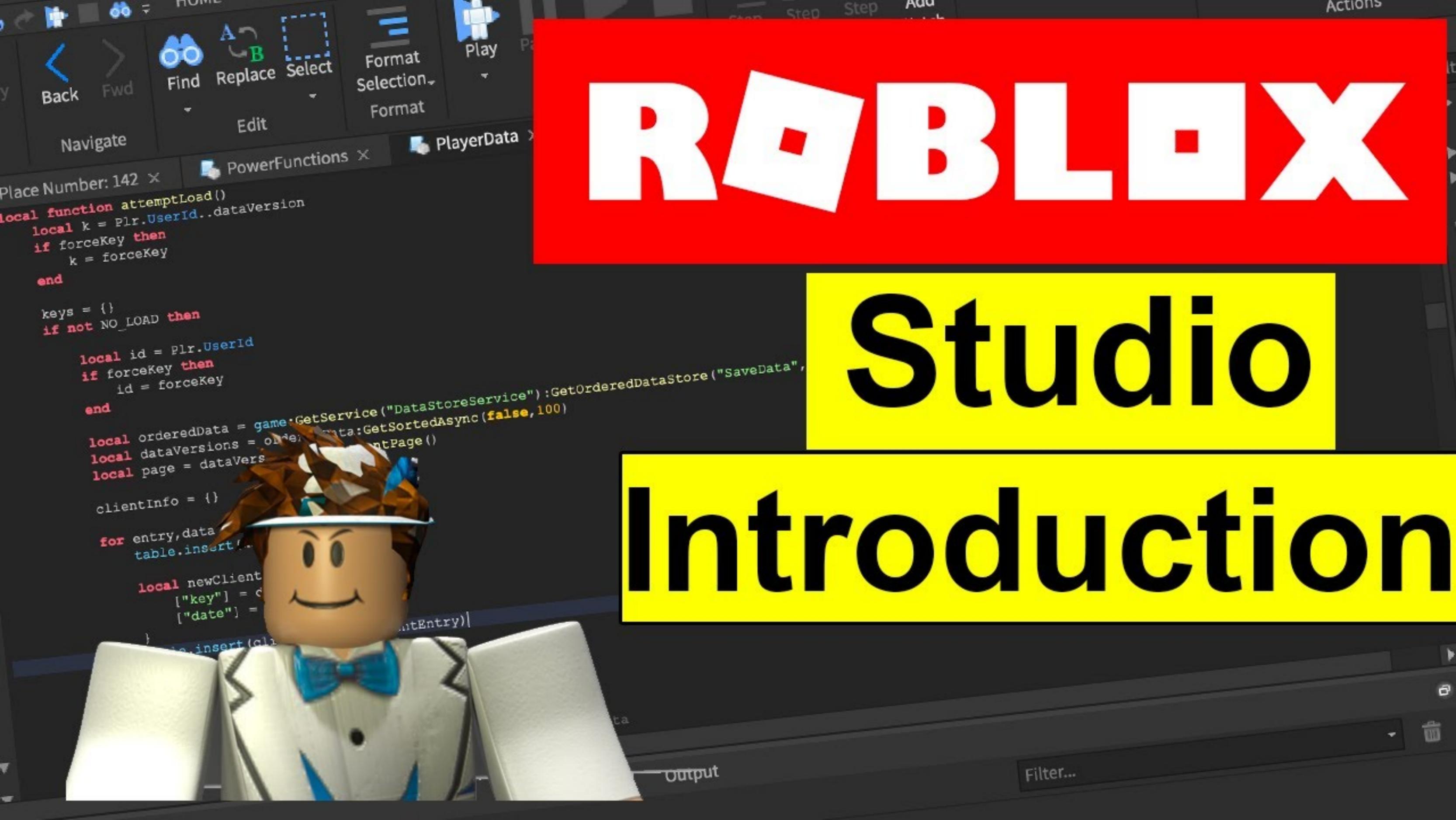


ROBLOX

Studio

Introduction



```
local function attemptLoad()  
  local k = Plr.UserId..dataVersion  
  if forceKey then  
    k = forceKey  
  end
```

```
  keys = {}  
  if not NO_LOAD then  
    local id = Plr.UserId  
    if forceKey then  
      id = forceKey  
    end
```

```
    local orderedData = game.GetService("DataStoreService"):GetOrderedDataStore("SaveData",  
    local dataVersions = orderedData:GetSortedAsync(false, 100)  
    local page = dataVersions:GetPage()
```

```
    clientInfo = {}  
    for entry, data in dataVersions:Enumerate() do  
      table.insert(clientInfo, {  
        local newClient = {}  
        ["key"] = entry  
        ["date"] = data  
      })  
    end  
    clientInfo:insert(clientInfo)
```

Output

Filter...