

## Expedition Damage Calculation

This new feature allows damage calculation in expedition. As many of you know the game does not store any damage information while you are in expedition mode (Guilding Lands too). The calculation is made by summing the damage values that appear on screen when you do any sort of damage.



Please note that the damage being calculated in the proposed way is always greater or equal to the real damage you do to monsters, and so it must be considered as an approximation cause:

1. Damage is summed for every monster (not only one).
2. Damage that is shared on screens (like bombs) are summed to every player.
3. Damage that is done to endemic is accounted (also if you poison them with the environment)

This calculation can be done ONLY for the current player and so will be visible only locally. To overcome this issue and to share it to others lobby members the server mentioned [here](#) is used. In order to store this new data, I've added a new column to the database like shown in the picture below.

| key                          | host_connected | player_count | damage | data | last_modify              |
|------------------------------|----------------|--------------|--------|------|--------------------------|
| jxTAmvitGCsgM+vlrlPqteubkEk= | 1              | 1            | NULL   |      | NULL 2020-03-07 12:31:08 |

Please also note that in order to properly manage damage data distribution via server it is necessary (maybe can be changed in the future) to send in CLEAR and temporarily store your in-game-name

*"{"Ciaofelpa":10131,"EnzoDeLaMuerte":17511,"Ave":17511,"Trevor900": 17511}"*

Like mentioned in the document describing the server, every row in the database will be deleted when the mission ends or after a timeout of 60 minutes of no updates.