## C:\Users\Jedrzej\Desktop\The Last of Us - FILES\Zdjęcia\Logo's\last of us samp (small).png

## Database fields.

When player registers at forum, new row will be added to the "th3forum" database, where GUID will be saved and other things you need.

That GUID is required by me in "thelastofus" database in ` characters\_data `, where characters\_data will hold all the characters created by players. As soon as player creates new character, that (new) character will receive default settings (x, y, z etc.) sent by forum MySQL.

#### player\_data fields

**[Field name] [Description]**

GUID Data sent from forum (register account global UID).

password Data sent from forum with GUID (as above).

admin\_level by default: 0.

volume\_level by default: 100.

status [0 (default) = offline, 1 = online, 2 = admin jailed, 3 = banned].

register\_date Data sent from forum (date when player registered).

#### characters\_data fields

**[Field name] [Description]**

GUID sent from forum, when user registers.

UID Auto\_increment - sent from forum, when player creates a character.

name name of the character, set in forum.

health 100.0 by default.

skinid chosen at forum.

LastX

LastY

LastZ random from table that I will create.

LastA

LastINT

LastVW

#### items\_data fields

**[Field name] [Description]**

UID Auto\_increment - UID of the object (managed by gamemode script).

objectid ...

name

type

model

x

y

z

rX All managed by script.

rY

rZ

virtual\_world

interior

quantity

owner\_uid