

Petitions table		TODO
AuthName	unicodestring[64]	Authname of player sending the petition
Name	unicodestring[128]	Name of current character
PosX	float4	
PosY	float4	
PosZ	float4	Current location of the character in their current map.
MapName	unicodestring[512]	Name of the map the character is currently on.
Date	datetime indexed	Date the petition was entered
Summary	unicodestring[256]	Brief description of the problem.
Msg	unicodestring[2048]	Description of the problem
Fetches	int1	TODO
Done	int1	TODO
		The type of petition:
		0 = (NO LONGER USED) --> Bug Report
		1 = Stuck
		2 = Exploits and Cheating
		3 = Feedback and Suggestions
		4 = Harassment and Conduct
		5 = Technical Issues
		6 = General Help
Category	int1	