

Teamups	table	Describes a team that was consists of one or more players. Every player can only be a member of one teamup at any given time.		
LeaderId	int4	DB ID - ContainerID of the leader of the team		
MissionMapId	int4	Map Id of the current active mission		
PlayersOnMap	int4	Number of players currently on the mission map		
InstanceType	int4	Describes what kind of instanced map the team is on. 1 = MAPINSTANCE_MISSION 2 = MAPINSTANCE_ARENA		
Contact	attribute	The contact involved with the teams current mission		
Status	unicodestring[512]	String that describes the current status of the teams mission		
SidkickCount	int4	The number of sidekick/exemplar pairs on the team		
KeyClues	int4	Bitfield - Tracks which clues have been sent to the team		
KheldianCount	int4	Number of Kheldians on the team		
LastAmbush	int4	Keeps track of the last time the team was ambushed		
TeamLevel	int4	Level of the team		
TeamMentor	int4	Mentor of the team		
TeamSwapLock	int4	Team swap lock status		
ActivePlayerDbid	int4	Dbid of owner of active task (or last active task if there isn't one currently)		
ActivePlayerRevision	int4	Index used to determine when an entity has updated active player information and needs to refresh flagged powers		
ProbationalActivePlayerDbid	int4	Dbid of owner of active task (or last active task if there isn't one currently) before 10 second timer has elapsed		
ProbationalActivePlayerDbidExpiration	int4	Time at which the probational active player becomes the real active player		
MaximumPlayerCount	int4	The biggest this Teamup's member count has ever been.		
TeamupRewardTokensActive	table	RewardToken table is a list of all the custom player rewards. Each row represents a single reward. Each character can have many rewards.		
	PieceName	attribute	The keyname of the reward	
	RewardValue	int4	The count (if applicable) of the reward	
	RewardTime	int4	reward token timer, usually last time rewarded	
TeamupTask	table	TODO		
	ID	attribute	Handle of the contact or storyarc from which this task came	
	SubHandle	int4	Identifies which task this is within the contact or storyarc	
	CompoundPos	int4	The step of a compound that the player is currently on	
	Seed	int4	The random seed used to generate the task.	
	State	int4	The current state of the task: 0 = TASK_NONE 1 = TASK_ASSIGNED 2 = TASK_MARKED_SUCCESS 3 = TASK_MARKED_FAILURE 4 = TASK_SUCCEEDED 5 = TASK_FAILED	
	Clues	ansistring[8]	Bitfield - Keeps track of the clues that the player has seen	
	ClueNeedsIntro	int4	Marks which clue, if any, needs to be shown to the player next time they see the contact	

SpawnGiven	int4	Flags whether or not the encounter associated with the task has been spawned
Level	int4	The 1-based level of the task.
Timeout	int4	The time that the task timer will expire.
AssignedDbId	int4	DB ID - ContainerID of the player the task was assigned to
AssignedTime	int4	Keeps track of when the task was assigned
MissionMapId	int4	Map ID - The map ID for the mission map
MissionDoorMapId	int4	Map ID - The map ID for the map which contains the door to the mission.
MissionDoorPosX	float4	The location on the MissionDoorMap of the door to the mission.
MissionDoorPosY	float4	The location on the MissionDoorMap of the door to the mission.
MissionDoorPosZ	float4	The location on the MissionDoorMap of the door to the mission.
CompleteObjectives	ansistring[120]	Keeps track of which mission objectives have been completed
VillainType	ansistring[512]	Deprecated: no longer used
VillainCount	int4	Current number of villains killed for kill tasks
VillainType2	ansistring[512]	Deprecated: no longer used
VillainCount2	int4	Current number of villains killed for kill tasks, a second count for tracking a second villain group
DeliveryTargetName	ansistring[512]	Deprecated: no longer used
NextVisitLocation	int4	Index of the next location to visit(only for visit location tasks)
SubtaskSuccess	int4	Bitfield - Marks whether each subtask within a compound task has been completed
Notoriety	int4	deprecated
SkillLevel	int4	The skill level that this task was spawned at
VillainGroup	int4	The randomly generated villaingroup that should be spawned within the mission
MapSet	int4	The randomly generated mapset that is to be used for this task
TeamCompleted	int1	An identical task has been completed with a group meaning this task can be prompted for completion The value stored is the notoriety level that the task was teamcompleted on
SideObjectives	int4	Tracks side objectives that have been completed that we dont want to allow to respawn on mission reset
PlayerCreated	int4	Identifies a player created task

PlayerCreatedID	int4	ID of a playercreated mission
LevelAdjust	int4	Level adustment of enemies (-1 to +4)
TeamSize	int4	Team size this player is treated as (1 to 8)
UpgradeAV	int4	it true, don't downgrade AV to EB, otherwise always do
DowngradeBoss	int4	if true, no bosses while solo
MysteryInvestigation_VarType	ansistring[512]	DEPRECATED.
MysteryInvestigation_VarValue	ansistring[512]	DEPRECATED.
TimerType	int4	The type of timer used on the task. 1 is count up, -1 is count down.
FailOnTimeout	int4	Whether the task will fail when the timer expires.
TimeZero	int4	The time when the timer equals zero. Differs from timeout on limited countups.