

UserDB
Interface

Methods

CheckPassword

Connect

GetUser (+ 1 overload)

isConnected

WriteUser

CharacterDB
Interface

Methods

Connect

CreateChar

DeleteChar

GetChar

isConnected

SaveChar

The character IDs belonging to a user are stored inside the chars dictionary. A seperate list is stored for every world.

UserDB

db4oUserDB
Class

MarshalByRefObject

Methods

CheckPassword

Connect

db4oUserDB

GetUser (+ 1 overload)

isConnected

WriteUser

CharacterDB

db4oCharacterDB
Class

MarshalByRefObject

Methods

Connect

CreateChar

db4oCharacterDB

DeleteChar

GetChar

isConnected

SaveChar

User
Class

Fields

chars

Properties

lastLogin

Name

Password

Sex

Methods

User (+ 3 overloa...

Character
Class

Fields

cExp

charID

equip

face

jExp

Job

mapID

name

pendingDeletion

race

validationKey

weaponName

weaponType

worldID

x

y

z

Methods

Character (+ 1 o...