



DAYZ
EPOCH



DAYZ EPOCH DONATION MANAGER

EPOCH VERSION

Release 1.1

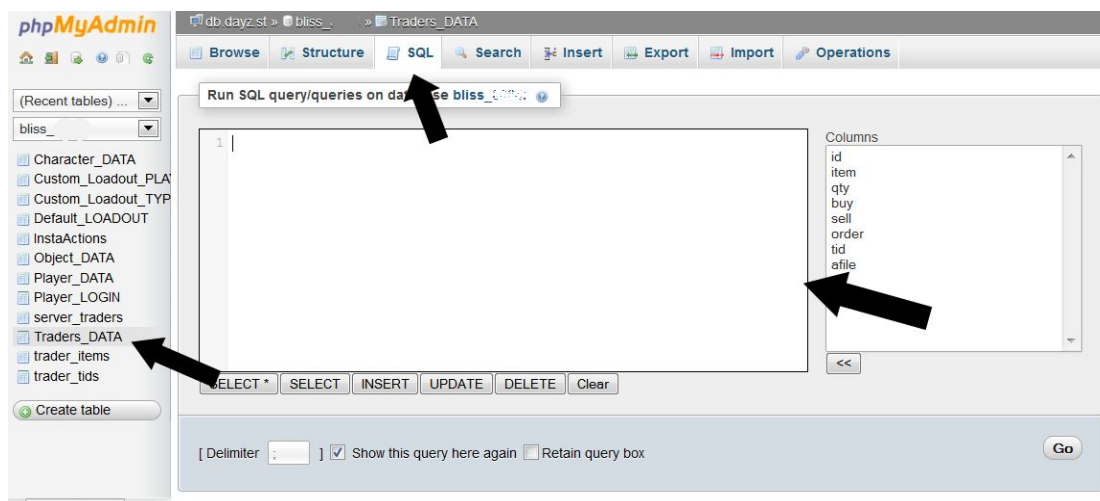
My user handle is MassAsster, I started tinkering with games back in Diablo, when I made trainers to combat the trainers used to kill players. Back then I was known by another handle, but that's not important. I am not a scripter but rather I simply am a tinker man. I enjoy figuring out how things work, and manipulating them to see what other results I can get from them. I have hosted game servers and game communities by various names and am very familiar with server operations. I have recently been recruited to help a friend with Epoch and his server and in doing so I put together this donation manager. I will try to explain things as clear as I know how. This document assumes you know a little bit about how the game works behind the scene but not much knowledge should be required. I attempted to make this as painless as possible.

Enough of my rambling, let's just jump into it, shall we?

DATABASE PREP - IMPORTING THE SQL

This system is database driven, both on a web server and on the game server. If you are only hosting a single game server, you CAN use the database of that game server to run this tool!

Included in the download file is "donatordatabase.sql" - you can import this file directly (using the IMPORT tab), or copy the contents inside, and paste them into the SQL box of your database. Please note here, I am pointing out the SQL tab for importing the file by copy/paste, and the table names in the database (pay attention to these, you may need them later)



CONFIG FILE EDITING – SETUP TIME

There are TWO config files we have to setup. One deals with security for logging into the system, the other deal with the epoch setups. Let's start with the security authentication setup first. This file is located inside the INC folder.

```
//////////MODIFY THIS SECTION //////////
```

```
///// WEB SERVER SETUP. NOT GAME SERVER DATABASE /////
```

```
if (!defined('DB_HOST')) define('DB_HOST', 'localhost'); Change this to your WEB SERVER database location, if you are using the game server database to host this, do not add a port number
```

```
if (!defined('DB_USER')) define('DB_USER', 'DATABASEUSERNAME');
```

```
if (!defined('DB_PASS')) define('DB_PASS', 'DATABASEPASSWORD');
```

```
if (!defined('DB_NAME')) define('DB_NAME', 'DATABASE NAME');
```

```
//////////MODIFY THIS SECTION //////////
```

```
if (!defined('NUMBER_OF_ATTEMPTS')) define('NUMBER_OF_ATTEMPTS', 6);
```

```
//////////MODIFY THIS SECTION //////////
```

```
// REMEMBER TRAILING SLASH >> / PLEASE remember a slash is needed after the location of the install
```

```
if (!defined('DOMAIN_NAME')) define('DOMAIN_NAME', 'http://es-gamers.com/donators');
```

```
//////////MODIFY THIS SECTION //////////
```

```
if (!defined('LOGIN_LOCATION')) define('LOGIN_LOCATION', DOMAIN_NAME . 'login.php');
```

```
//////////MODIFY THIS SECTION //////////
```

```
if (!defined('SITE_NAME')) define('SITE_NAME', 'Es-Gamers.com');
```

```
if (!defined('EMAIL_EXT')) define('EMAIL_EXT', 'es-gamers.com');
```

```
if (!defined('APP_VERSION')) define('APP_VERSION', '1');
```

//////////MODIFY THIS SECTION //////////

//////////DO NOT MODIFY THIS SECTION //////////

```
if (!defined('DEFAULT_REDIRECT')) define('DEFAULT_REDIRECT', 'welcome.php');
```

//////////DO NOT MODIFY THIS SECTION //////////

```
/**
```

```
 * SALT
```

```
 *
```

```
 * Enter a random string of text, this can be anything see
```

```
 * below for an example I have used. Once you have picked one
```

```
 * DO NOT CHANGE IT!! If someone has registered and you change
```

```
 * this they will not be able to login, they will have to reset
```

```
 * their password.
```

```
 */
```

```
if (!defined('SALT')) define('SALT', 'R3nd0m5$5tR1n8');
```

Please edit this, and save this, it doesn't matter what you put here.. this is for security and storage of passwords.

This is all the editing that needs to be done inside this config file. This file will NEVER change, save this file some place safe.

CONFIG FILE EDITING – SETUP TWO

Next config file is located in the main folder, config.php (this file is subject to change upon updates, but should generally look the same, with some added features). This is the config file you will make ALL changes when you wish to change HOW this tool is used.

//set up the names of the database and table for the WEB SERVER

This should be the same information used in the config file we just set up for the security and authentication config.

//////////MODIFY THIS SECTION //////////

\$db_name ="databasename";

\$table_name ="authorize"; // don't touch table name

//connect to the server and select the database

\$server = "hive.hfbrowsers.com";

\$dbusername = "USERNAME";

\$dbpassword = "PASSWORD";

//////////MODIFY THIS SECTION //////////

//setup the names and tables for the GAME SERVER database

Everything beyond here will be dealing with the GAME SERVER and not the web server, unless you are using the game server's database to also run this tool from.

//////////MODIFY THIS SECTION //////////

\$hostname = "hive.hfbrowsers.com:3306";

\$username = "USERNAME";

\$password = "PASSWORD";

\$databasename = "DATABASENAME";

//////////MODIFY THIS SECTION //////////

Remember when I said to take note of the Table names inside your database? Some hosts are particular about how the table names are listed, if you run into problems with this tool, like nothing shows up after you order it, you may have to come back here and edit these table names to be EXACTLY like your table names in the game server. Example object_data may look like Object_DATA - If your host is case sensitive, you will have to make that change.

\$chartablename = "character_data"; //Allows for case sensitive database names

\$playerdata= "player_data"; //Player names and PID table Allows for case sensitive database names

\$objecttable= "object_data"; //Object Data Table allows for case sensitive database names

\$tradersdata= "traders_data"; //Traders item Data Table allows for case sensitive database names

\$allowrevive = 1; //allow revive option 0 off 1 on

\$allowstartergear = 1; //allow starter gear option 0 off 1 on

\$allowbuildloot = 1; //allow builder loot option 0 off 1 on

\$allowpremakes = 0; // allow premade base option 0 off 1 on

If you know how to build a base inside the editor, and import that base into your map, this function lets players order a base from you. You will have to build it for them, and bring that base into the map. They are allowed to order it and request a grid square for you to place it.

\$allowbugfix = 1; //allow bug fix/heal option 0 off 1 on

\$wipeinventory = 0; //Clear inventory on revive 0 off 1 on

This wipeinventory option was added to prevent people from looting prior dead bodies and getting their gear twice. Basically a dupe prevention. When they are brought back to life, they should be brought back damn near on top of their old body, if wipeinventory is on, they will come back with no gear on them, and have to pick their gear back up from their old body.

\$multicharactersupport = 0; //Support for mutli-character mod, allows up to 5 characters

If you are not running the mod that allows you to have multiple characters and choose them on login, then this does not apply to you. If you are running multiple servers, all or none of them have to be running this mod.

\$allowstats = 1; //Allow players to view their stats

\$allowbuildobase = 1; // allow Build-o-Base option 0 off 1 on

This is a new feature and is being fine tuned. It allows users to order "parts" of bases, full vehides and full helicopters. No server admin intervention is needed, it simply places the item they order where they are standing at the time they ordered it.

\$instance = 24; // Must match your instance set in the init.sqf

Very important, the instance must match the instance you are using – each map has it's own instance and if you are using multiple servers, this will be setup later in the config.php

////////////////////////////////stats setup////////////////////////////////

//Site logo

\$hostlogo = "logo.png";

//Background table color for the user list

\$t1= "#000000";

//Text color for user list

\$t1a = "#ffffff";

//background table color for the main page stats

\$t2= "#ffffff";

//background table color for detailed player information

\$t3= "#E8E8E8";

//side and top panel color for the detailed player info

\$t4="#87CEFA";

//Highlighted Text (default is yellow)

\$t5="#A00000";

//Banner Text color user list

\$t6="#F4A460";

////////////////////////////////end of stats setup////////////////////////////////

\$emailforbuynotice = "someone@somewhere.com"; //E-mail that gets notice of pre-made base purchase

If someone orders something from the build-o-base or premade base function, this is the e-mail that will get told about that order.

We are now setting up tokens! Tokens can be done in whole numbers, or parts like .25 , you can even do .05 if you want. The system is entirely flexible as to the numbers you want to use.

```
$donationpackage1 = "$5.00 Donation will reward you 10 Tokens"; //First donation reward
```

```
$donationpackage2 = "$10.00 Donation will reward you 25 Tokens"; //second donation reward
```

```
$coinsgiventonewbies = 5; // new registered players get tokens, this sets how many
```

Tokens given to players just for registering!

```
$coinsforrevive = ".25"; // number of tokens for revive
```

```
$coinsforbugfix = ".10"; //Wake up a character that's stuck in the hour glass bug
```

```
////////////////////////////////BUILD O BASE Setup////////////////////////////////////////
```

```
$coinsforsmallitems = "3"; // Small Items inside the Build-O-Base
```

```
//Small Items are listed here in the Options//
```

```
$buildobase = "<select name='part'>
```

Add items below this line

```
<option value='Land_Misc_deerstand'>Deer Stand</option>
```

```
<option value='Land_Ind_IlluminantTower'>Light Tower</option>
```

```
<option value='Land_pumpa'>Well Water</option>
```

Add items above this line.

```
</select>";
```

This is the build-o-base small items list. Small things can be added here from any Arma2 or Arma2OA classname that you want to allow users to bring into the game. I suggest you avoid walls, as there is no option to move an object once it's placed. The object will be placed and aligned to where the user is standing when he/she orders the item.


```
$coinsforlargeitems = "5"; // Large Items Inside the Build-O-Base

//Large Items are listed here in the Options//

$buildobase2 = "<select name='part'>

<option value='Land_Ind_TankSmall2'>Fuel Tank</option>

<option value='Land_A_CraneCon'>Giant Construction Crane</option>

<option value='Land_telek1'>Giant Tower</option>

</select>";
```

This is the build-o-base large items list. Large things can be added here from any Arma2 or Arma2OA classname that you want to allow users to bring into the game. I suggest you avoid walls, as there is no option to move an object once it's placed. The object will be placed and aligned to where the user is standing when he/she orders the item

```
$coinsforvehideitem = "8"; // Vehicle Option in the Build-O-Base

//Large Items are listed here in the Options//

$buildobase3 = "<select name='part'>

<option value='ArmoredSUV_PMC_DZE'>Armed SUV</option>

<option value='M113_TK_EP1'>Armed M113</option>

<option value='M113Ambul_UN_EP1'>M113 Unarmed</option>

</select>";
```

This is the build-o-base vehide items list. Vehicles can be added here from any Arma2 or Arma2OA classname that you want to allow users to bring into the game. The vehicle will be placed and aligned to where the user is standing when he/she orders the item

```
$coinsforhelicopteritem = "10"; // Helicopter Option in the Build-O-Base

//Helicopter Items are listed here in the Options//

$buildobase4 = "<select name='part'>
```

```

<option value='AW159_Lynx_BAF'>AH-11 WildCat</option>

<option value='BAF_Merlin_HC3_D'>Merlin HC3</option>

<option value='Ka60_GL_PMC'>KA60 with Grenade Launcher</option>

</select>;

```

```

////////////////////////////////////END BUILD O BASE Setup////////////////////////////////////

```

Building supplies and load outs – PLEASE TAKE NOTE

Building supplies or any load out that gets applied to the character needs to be formatted correctly for the game to read it. You will notice that there are slashes inside the load out, this is ensure they are entered into the database properly and don't corrupt the character data. Anything you change, must follow this pattern, any deviation from this will cause you serious issues.

```

////////////////////////////////////begin building supplies setup////////////////////////////////////

```

```

$coinsforbuildingsupplies = "3"; // cost Backpack of building supplies package 1

```

```

$mybuildlootp1 =

```

```

"[\\"DZ_LargeGunBag_EP1\\",[[\\"ItemCompass\\",\\"M110_NVG_EP1\\"],[1,1]],[[\\"ItemWoodWallGarageDoor\\",\\"ItemWoodWallWithDoorLg\\",\\"ItemWoodWallLg\\",\\"ItemVault\\",\\"ItemWoodFloor\\",\\"ItemWoodStairs\\",\\"PartWoodLumber\\",\\"20Rnd_762x51_B_SCAR\\",\\"ItemComboLock\\",\\"ItemAntibiotic\\",\\"ItemBandage\\",\\"ItemGoldBar10oz\\",\\"MortarBucket\\"],[1,1,4,1,4,2,4,4,1,1,2,1,2]]]";

```

```

$buildlootdescp1 = "DZ_LargeGunBag_EP1 ItemCompass M110_NVG_EP1 (1)ItemWoodWallGarageDoor (1)ItemWoodWallWithDoorLg (4)ItemWoodWallLg (1)ItemVault (4)ItemWoodFloor<br>(2)ItemWoodStairs (4)PartWoodLumber (4)20Rnd_762x51_B_SCAR<br>(1)ItemComboLock (1)ItemAntibiotic (2)ItemBandage (1)ItemGoldBar10oz (2)MortarBucket"; //whats in the building loot?

```

```

$coinsforbuildingsupplies2 = "5"; // cost BackPack of building Supplies Package 2

```

```

$mybuildlootp2 =

```

```

"[\\"DZ_LargeGunBag_EP1\\",[[\\"ItemCompass\\",\\"M107_DZ\\"],[1,1]],[[\\"ItemWoodWallGarageDoor\\",\\"ItemWoodWallWithDoorLg\\",\\"ItemWoodWallLg\\",\\"ItemVault\\",\\"ItemWoodFloor\\",\\"ItemWoodStairs\\",\\"PartWoodLumber\\",\\"10Rnd_127x99_m107\\"],[1,1,4,1,4,2,4,4,1,1,2,1,2]]]";

```

```
$buildlootdescp2 = "DZ_LargeGunBag_EP1 ItemCompass M107_DZ<br>(1)ItemWoodWallGarageDoor  
(1)ItemWoodWallWithDoorLg (4)ItemWoodWallLg<br>(1)ItemVault (4)ItemWoodFloor  
(2)ItemWoodStairs (4)PartWoodLumber<br>(4)10Rnd_127x99_m107 (1)ItemComboLock  
(1)ItemAntibiotic (2)ItemBandage (1)ItemGoldBar10oz (2)MortarBucket"; //whats in the building loot?
```

```
$coinsforbuildingsupplies3 = "8"; // cost BackPack of Building Supplies Package 3
```

```
$mybuildlootp3 =  
"[\\"DZ_LargeGunBag_EP1\\",[[\\"ItemCompass\\",\\"ItemEtool\\",\\"ItemToolbox\\",\\"MeleeCrowbar\\",\\"M1  
07_DZ\\"],[1,1,1,1,1]],[[\\"ItemVault\\",\\"ItemComboLock\\",\\"ItemAntibiotic\\",\\"ItemBandage\\",\\"ItemGol  
dBar10oz\\",\\"cinder_door_kit\\",\\"cinder_garage_kit\\",\\"cinder_wall_kit\\",\\"ItemWoodStairs\\",\\"10Rnd  
_127x99_m107\\"],[1,1,1,2,1,1,1,7,3,7]]]";
```

```
$buildlootdescp3 = "DZ_LargeGunBag_EP1 ItemCompass ItemEtool ItemToolbox MeleeCrowbar  
M107_DZ<br>(1)ItemVault (1)ItemComboLock (1)ItemAntibiotic<br>(2)ItemBandage  
(1)ItemGoldBar10oz (1)cinder_door_kit<br>(1)cinder_garage_kit (7)cinder_wall_kit (3)ItemWoodStairs  
(7)10Rnd_127x99_m107,[1,1,1,2,1,1,1,7,3,7]]"; //whats in the building loot?
```

```
////////////////////////////////begin starting loot setup////////////////////////////////
```

```
$coinsforbagoguns = ".10"; //Backpack with gun, food, PACKAGE 1,2,3 (pistols and such)
```

```
$coinsforbagoguns2 = ".20"; //Backpack with gun, food, PACKAGE 4,5,6 (rifles and such)
```

```
$coinsforbagoguns3 = ".30"; //Backpack with gun, food, PACKAGE 7,8,9 (sniper rifles)
```

```
//STARTING LOOT- PACKAGE 1,2,3 PISTOLS/SHOTGUNS/SMALL ARMS
```

```
$mystarterlootp1 =  
"[\\"DZ_LargeGunBag_EP1\\",[[\\"ItemCompass\\",\\"ItemToolbox\\",\\"Sa61_EP1\\",\\"Binocular\\",\\"ItemMap  
\\"],[1,1,1,1,1]],[[\\"ItemAntibiotic\\",\\"ItemBandage\\",\\"ItemGoldBar10oz\\",\\"20Rnd_B_765x17_Ball\\",\\"I  
temPainkiller\\",\\"PartGeneric\\",\\"PartGlass\\",\\"PartWheel\\"],[1,2,1,8,1,1,1,1]]]"; // Starter gear loadout
```

```
$startlootp1desc= "DZ_LargeGunBag_EP1 ItemCompass ItemToolbox Sa61_EP1 Binocular ItemMap<br>  
ItemAntibiotic ItemBandage ItemGoldBar10oz 20Rnd_B_765x17_Ball<br>ItemPainkiller PartGeneric  
PartGlass PartWheel [1,2,1,8,1,1,1,1]";//whats in the starting loot?
```

```
$mystarterlootp2 =  
"["DZ_LargeGunBag_EP1\",[["ItemCompass\","\ItemToolbox\","\Binocular\","\ItemMap\","\UZI_EP1\  
"],[1,1,1,1,1]],[["ItemAntibiotic\","\ItemBandage\","\ItemGoldBar10oz\","\ItemPainkiller\","\PartGener  
ic\","\PartGlass\","\PartWheel\","\30Rnd_9x19_UZI\"],[1,2,1,1,1,1,1,8]]];
```

```
$startlootp2desc= " DZ_LargeGunBag_EP1 ItemCompass ItemToolbox Binocular ItemMap UZI_EP1<br>  
ItemAntibiotic ItemBandage ItemGoldBar10oz ItemPainkiller <br> PartGeneric PartGlass PartWheel  
30Rnd_9x19_UZI [1,2,1,1,1,1,1,8]";
```

```
$mystarterlootp3 =  
"["DZ_LargeGunBag_EP1\",[["ItemCompass\","\ItemToolbox\","\Binocular\","\ItemMap\","\M9SD\"],[  
1,1,1,1,1]],[["ItemAntibiotic\","\ItemBandage\","\ItemGoldBar10oz\","\ItemPainkiller\","\PartGeneric\  
","\PartGlass\","\PartWheel\","\15Rnd_9x19_M9SD\"],[1,2,1,1,1,1,1,8]]];
```

```
$startlootp3desc= "DZ_LargeGunBag_EP1 ItemCompass ItemToolbox Binocular ItemMap  
M9SD<br>ItemAntibiotic ItemBandage ItemGoldBar10oz ItemPainkiller <br> PartGeneric PartGlass  
PartWheel 15Rnd_9x19_M9SD [1,2,1,1,1,1,1,8]]";
```

//STARTING LOOT PACKAGE 4,5,6 - RIFLES MID RANGE WEAPONS

```
$mystarterlootp4 =  
"["DZ_LargeGunBag_EP1\",[["ItemCompass\","\ItemToolbox\","\Binocular\","\ItemMap\","\M1014\"],  
[1,1,1,1,1]],[["ItemAntibiotic\","\ItemBandage\","\ItemGoldBar10oz\","\ItemPainkiller\","\PartGeneric  
","\PartGlass\","\PartWheel\","\ItemMorphine\","\ItemSodaMdew\","\FoodCanFrankBeans\","\8Rnd_  
B_Beneli_74Slug\"],[1,2,1,1,1,1,1,1,1,5]]];
```

```
$startlootp4desc= " DZ_LargeGunBag_EP1 ItemCompass ItemToolbox Binocular ItemMap M1014 <br>  
ItemAntibiotic ItemBandage ItemGoldBar10oz ItemPainkiller <br> PartGeneric PartGlass PartWheel  
ItemMorphine ItemSodaMdew <br> FoodCanFrankBeans 8Rnd_B_Beneli_74Slug [1,2,1,1,1,1,1,1,1,5]";
```

```
$mystarterlootp5 =  
"["DZ_LargeGunBag_EP1\",[["ItemCompass\","\ItemToolbox\","\Binocular\","\ItemMap\","\M4A1\"],
```

```
[1,1,1,1,1]],[[\"ItemAntibiotic\\\", \"ItemBandage\\\", \"ItemGoldBar10oz\\\", \"ItemPainkiller\\\", \"PartGeneric\\\", \"PartGlass\\\", \"PartWheel\\\", \"ItemMorphine\\\", \"ItemSodaMdew\\\", \"FoodCanFrankBeans\\\", \"8Rnd_B_Beneli_74Slug\\\", \"30Rnd_556x45_Stanag\\\"],[1,2,1,1,1,1,1,1,1,1,6]]];
```

```
$startlootp5desc= \" DZ_LargeGunBag_EP1 ItemCompass ItemToolbox Binocular ItemMap M4A1 <br> ItemAntibiotic ItemBandage ItemGoldBar10oz ItemPainkiller <br> PartGeneric PartGlass PartWheel ItemMorphine ItemSodaMdew <br> FoodCanFrankBeans 8Rnd_B_Beneli_74Slug 30Rnd_556x45_Stanag [1,2,1,1,1,1,1,1,1,1,6]\";
```

```
$mystarterlootp6 =
```

```
\"[\"DZ_LargeGunBag_EP1\\\",[[\"ItemCompass\\\", \"ItemToolbox\\\", \"Binocular\\\", \"ItemMap\\\", \"bizon_silenced\\\"],[1,1,1,1,1]],[[\"ItemAntibiotic\\\", \"ItemBandage\\\", \"ItemGoldBar10oz\\\", \"ItemPainkiller\\\", \"PartGeneric\\\", \"PartGlass\\\", \"PartWheel\\\", \"ItemMorphine\\\", \"ItemSodaMdew\\\", \"FoodCanFrankBeans\\\", \"8Rnd_B_Beneli_74Slug\\\", \"64Rnd_9x19_SD_Bizon\\\"],[1,2,1,1,1,1,1,1,1,1,1,7]]];
```

```
$startlootp6desc= \" DZ_LargeGunBag_EP1 ItemCompass ItemToolbox Binocular ItemMap bizon_silenced <br> ItemAntibiotic ItemBandage ItemGoldBar10oz ItemPainkiller <br> PartGeneric PartGlass PartWheel ItemMorphine ItemSodaMdew <br> FoodCanFrankBeans 8Rnd_B_Beneli_74Slug 64Rnd_9x19_SD_Bizon [1,2,1,1,1,1,1,1,1,1,1,7]\";
```

//STARTING LOOT PACKAGE 7,8,9 - SNIPER RIFLES AND LONG RANGE WEAPONS

```
$mystarterlootp7 =
```

```
\"[\"DZ_LargeGunBag_EP1\\\",[[\"ItemCompass\\\", \"ItemToolbox\\\", \"Binocular\\\", \"ItemMap\\\", \"DMR\\\"],[1,1,1,1,1]],[[\"ItemAntibiotic\\\", \"ItemBandage\\\", \"ItemGoldBar10oz\\\", \"ItemPainkiller\\\", \"PartGeneric\\\", \"PartGlass\\\", \"PartWheel\\\", \"ItemMorphine\\\", \"ItemSodaMdew\\\", \"FoodCanFrankBeans\\\", \"8Rnd_B_Beneli_74Slug\\\", \"Skin_Soldier_Bodyguard_AA12_PMC_DZ\\\", \"FoodCanBakedBeans\\\", \"FoodCanPasta\\\", \"HandChemBlue\\\", \"20Rnd_762x51_DMR\\\"],[1,2,1,1,1,1,1,1,1,1,1,1,1,1,4]]];
```

```
$startlootp7desc= \"DZ_LargeGunBag_EP1 ItemCompass ItemToolbox Binocular ItemMap DMR <br> ItemAntibiotic ItemBandage ItemGoldBar10oz ItemPainkiller <br> PartGeneric PartGlass PartWheel ItemMorphine ItemSodaMdew FoodCanFrankBeans 8Rnd_B_Beneli_74Slug <br> Skin_Soldier_Bodyguard_AA12_PMC_DZ FoodCanBakedBeans FoodCanPasta <br> HandChemBlue 20Rnd_762x51_DMR [1,2,1,1,1,1,1,1,1,1,1,1,1,1,4] \";
```

```
$mystarterlootp8 =
```

```
\"[\"DZ_LargeGunBag_EP1\\\",[[\"ItemCompass\\\", \"ItemToolbox\\\", \"Binocular\\\", \"ItemMap\\\", \"SVD\\\"],[1,
```

```
1,1,1,1]],[[\"ItemAntibiotic\\\", \"ItemBandage\\\", \"ItemGoldBar10oz\\\", \"ItemPainkiller\\\", \"PartGeneric\\\", \"PartGlass\\\", \"PartWheel\\\", \"ItemMorphine\\\", \"ItemSodaMdew\\\", \"FoodCanFrankBeans\\\", \"8Rnd_B_Beneli_74Slug\\\", \"Skin_Soldier_Bodyguard_AA12_PMC_DZ\\\", \"FoodCanBakedBeans\\\", \"FoodCanPasta\\\", \"HandChemBlue\\\", \"10Rnd_762x54_SVD\\\"], [1,2,1,1,1,1,1,1,1,1,1,1,1,1,5]]];
```

```
$startlootp8desc= \" DZ_LargeGunBag_EP1 ItemCompass ItemToolbox Binocular ItemMap SVD <br> ItemAntibiotic ItemBandage ItemGoldBar10oz ItemPainkiller <br> PartGeneric PartGlass PartWheel ItemMorphine ItemSodaMdew FoodCanFrankBeans 8Rnd_B_Beneli_74Slug <br> Skin_Soldier_Bodyguard_AA12_PMC_DZ FoodCanBakedBeans FoodCanPasta <br> HandChemBlue 10Rnd_762x54_SVD [1,2,1,1,1,1,1,1,1,1,1,1,1,1,5] \";
```

```
$mystarterlootp9 =
```

```
\"[\"DZ_LargeGunBag_EP1\\\",[[\"ItemCompass\\\", \"ItemToolbox\\\", \"Binocular\\\", \"ItemMap\\\", \"M24\\\"], [1,1,1,1,1]],[[\"ItemAntibiotic\\\", \"ItemBandage\\\", \"ItemGoldBar10oz\\\", \"ItemPainkiller\\\", \"PartGeneric\\\", \"PartGlass\\\", \"PartWheel\\\", \"ItemMorphine\\\", \"ItemSodaMdew\\\", \"FoodCanFrankBeans\\\", \"8Rnd_B_Beneli_74Slug\\\", \"Skin_Soldier_Bodyguard_AA12_PMC_DZ\\\", \"FoodCanBakedBeans\\\", \"FoodCanPasta\\\", \"HandChemBlue\\\", \"5Rnd_762x51_M24\\\"], [1,2,1,1,1,1,1,1,1,1,1,1,1,1,1,6]]];
```

```
$startlootp9desc= \" DZ_LargeGunBag_EP1 ItemCompass ItemToolbox Binocular ItemMap M24 <br> ItemAntibiotic ItemBandage ItemGoldBar10oz ItemPainkiller <br> PartGeneric PartGlass PartWheel ItemMorphine ItemSodaMdew FoodCanFrankBeans 8Rnd_B_Beneli_74Slug <br> Skin_Soldier_Bodyguard_AA12_PMC_DZ FoodCanBakedBeans FoodCanPasta <br> HandChemBlue 5Rnd_762x51_M24 [1,2,1,1,1,1,1,1,1,1,1,1,1,1,1,6] \";
```

```
////////// END STARTING LOOT SETUP //////////
```

This section covers the admin/server operator built bases, this is where you would tell people how much and what they are getting for their tokens. Again, if you do NOT know how to build a base in the editor and import that base into the game, don't use this section.

```
$coinsforbuild1 = \"10\"; //coins for small premade base
```

```
$smallbasedesc = \"What is included in the small premade base\";
```

```
$coinsforbuild2 = \"15\"; //coins for med premade base
```

```
$medbasedesc = \"what is included in the med premade base\";
```

```
$coinsforbuild3 = "20"; //coins for large premade base
```

```
$largebasedesc = "What is included in the large premade base";
```

Below is multiple game server setup. If you are running more than one server, and wish to have this tool apply to them all, this is where you would set that up.

```
//////////FOR USE WITH MULTIPLE GAME SERVERS ONLY//////////
```

```
$mutliserversetup = 0; // 1 for multi-server, zero for a single server setup
```

```
$showmanyservers = 2; // How many servers are you setting up? 2-10 are valid
```

```
//If multi-server setup 1, continue below, if not, setup complete
```

```
$servename1 = "DayZ Epoch Chernobyl";
```

```
$s1instance = 11; // Must match your instance set in the init.sqf
```

```
$servename2 = "DayZ Epoch Tavora";
```

```
$s2instance = 13; // Must match your instance set in the init.sqf
```

```
$servename3 = "DayZ Epoch Panthera";
```

```
$s3instance = 16; // Must match your instance set in the init.sqf
```

```
$servename4 = "DayZ Epoch NAPF";
```

```
$s4instance = 24; // Must match your instance set in the init.sqf
```

```
$servename5 = "DayZ Epoch NAPF";
```

```
$s5instance = 24; // Must match your instance set in the init.sqf
```

```
$servename6 = "DayZ Epoch NAPF";
```

```
$s6instance = 24; // Must match your instance set in the init.sqf
```

```
$servename7 = "DayZ Epoch NAPF";
```

```
$s7instance = 24; // Must match your instance set in the init.sqf
```

```
$servename8 = "DayZ Epoch NAPF";
```

```
$s8instance = 24; // Must match your instance set in the init.sqf
```

```
$servename9 = "DayZ Epoch NAPF";
```

```
$s9instance = 24; // Must match your instance set in the init.sqf
```

```
$servername10 = "DayZ Epoch NAPF";
```

```
$s10instance = 24; // Must match your instance set in the init.sqf
```

```
//setup the names and tables for the GAME SERVER 1 database
```

```
//////////SERVER NUMBER ONE //////////
```

```
$hostnames1 = "hive.hfbrowsers.com:3306"; // OR DAYZ.ST:3306
```

```
$usernames1 = "DATABASE USERNAME";
```

```
$passwords1 = "DATABASE PASSWORD";
```

```
$databasenames1 = "NAME OF THE DATABASE"; // FOR HFB SERVERS IT'S THE SAME AS THE USER  
NAME
```

```
//////////MODIFY THIS SECTION //////////
```

```
//setup the names and tables for the GAME SERVER 2 database
```

```
//////////SERVER NUMBER TWO //////////
```

```
$hostnames2 = "hive.hfbrowsers.com:3306"; // OR DAYZ.ST:3306
```

```
$usernames2 = "DATABASE USERNAME";
```

```
$passwords2 = "DATABASE PASSWORD";
```

```
$databasenames2 = "NAME OF THE DATABASE"; // FOR HFB SERVERS IT'S THE SAME AS THE USER  
NAME
```

```
//////////MODIFY THIS SECTION //////////
```

```
//setup the names and tables for the GAME SERVER 3 database
```

```
//////////SERVER NUMBER THREE //////////
```

```
$hostnames3 = "hive.hfbrowsers.com:3306"; // OR DAYZ.ST:3306
```

```
$usernames3 = "DATABASE USERNAME";
```

```
$passwords3 = "DATABASE PASSWORD";
```



```
$databasenames3 = "NAME OF THE DATABASE"; // FOR HFB SERVERS IT'S THE SAME AS THE USER  
NAME
```

```
//////////MODIFY THIS SECTION //////////
```

```
//setup the names and tables for the GAME SERVER 4 database
```

```
//////////SERVER NUMBER FOUR //////////
```

```
$hostnames4 = "hive.hfbrowsers.com:3306"; // OR DAYZ.ST:3306
```

```
$usernames4 = "DATABASE USERNAME";
```

```
$passwords4 = "DATABASE PASSWORD";
```

```
$databasenames4 = "NAME OF THE DATABASE"; // FOR HFB SERVERS IT'S THE SAME AS THE USER  
NAME
```

```
//////////MODIFY THIS SECTION //////////
```

```
//////////SERVER NUMBER Five //////////
```

```
$hostnames5 = "hive.hfbrowsers.com:3306"; // OR DAYZ.ST:3306
```

```
$usernames5 = "DATABASE USERNAME";
```

```
$passwords5 = "DATABASE PASSWORD";
```

```
$databasenames5 = "NAME OF THE DATABASE"; // FOR HFB SERVERS IT'S THE SAME AS THE USER  
NAME
```

```
//////////MODIFY THIS SECTION //////////
```

```
//////////SERVER NUMBER six //////////
```

```
$hostnames6 = "hive.hfbrowsers.com:3306"; // OR DAYZ.ST:3306
```

```
$usernames6 = "DATABASE USERNAME";
```

```
$passwords6 = "DATABASE PASSWORD";
```

```
$databasenames6 = "NAME OF THE DATABASE"; // FOR HFB SERVERS IT'S THE SAME AS THE USER  
NAME
```

```
//////////MODIFY THIS SECTION //////////
```

//////////SERVER NUMBER seven //////////

\$hostnames7 = "hive.hfbrowsers.com:3306"; // OR DAYZ.ST:3306

\$usernames7 = "DATABASE USERNAME";

\$passwords7 = "DATABASE PASSWORD";

\$databasenames7 = "NAME OF THE DATABASE"; // FOR HFB SERVERS IT'S THE SAME AS THE USER
NAME

//////////MODIFY THIS SECTION //////////

//////////SERVER NUMBER eight //////////

\$hostnames8 = "hive.hfbrowsers.com:3306"; // OR DAYZ.ST:3306

\$usernames8 = "DATABASE USERNAME";

\$passwords8 = "DATABASE PASSWORD";

\$databasenames8 = "NAME OF THE DATABASE"; // FOR HFB SERVERS IT'S THE SAME AS THE USER
NAME

//////////MODIFY THIS SECTION //////////

//////////SERVER NUMBER nine //////////

\$hostnames9 = "hive.hfbrowsers.com:3306"; // OR DAYZ.ST:3306

\$usernames9 = "DATABASE USERNAME";

\$passwords9 = "DATABASE PASSWORD";

\$databasenames9 = "NAME OF THE DATABASE"; // FOR HFB SERVERS IT'S THE SAME AS THE USER
NAME

//////////MODIFY THIS SECTION //////////

//////////SERVER NUMBER ten //////////

\$hostnames10 = "hive.hfbrowsers.com:3306"; // OR DAYZ.ST:3306

\$usernames10 = "DATABASE USERNAME";

\$passwords10 = "DATABASE PASSWORD";

\$databasenames10 = "NAME OF THE DATABASE"; // FOR HFB SERVERS IT'S THE SAME AS THE USER
NAME

CREATE ADMIN ACCOUNT

Once you have finished your config file setup, it is time to make our admin account. Upload your changed files to your web server, if you do not have a web server, we are offering free hosting at es-gamers.com - once you have uploaded your files, sign up with a new account and go into your database. Locate the MEMBERS table. Locate and edit your account changing, is_admin = 1 and status = 3

Once you have made the changes, log into your new account, and you will now have Admin access



Under the Manage Users, you will have the ability to add/remove tokens from user's accounts by clicking on the gold token icon.

LINK PAYMENT

If you plan on collecting any money, you need to have your donation link some place. Inside GETTOKENS.PHP edit **PAYPAL LINK GOES HERE** with the correct link to where people can donate money to your account. You will have to MANUALLY add tokens to player's accounts once you receive donations from them.