










character_special_warehouse	
	id: int
	account_name: varchar(50)
	item_id: int
	item_name: varchar(255)
	count: int
	is_equipped: int
	enchantlvl: int
	is_id: int
	durability: int
	charge_count: int
	remaining_time: int
	last_used: datetime
	attr_enchantlvl: int
	doll_ability: int
	bless: int
	second_id: int
	round_id: int
	ticket_id: int
	maan_time: datetime
	regist_level: int



characters	
	account_name: varchar(50)
	objid: int
	char_name: varchar(45)
	level: int
	HighLevel: int
	Exp: bigint
	MaxHp: int
	CurHp: int
	MaxMp: int
	CurMp: int
	Ac: int
	Str: int
	BaseStr: int
	Con: int
	BaseCon: int
	Dex: int
	BaseDex: int
	Cha: int
	BaseCha: int
	Intel: int
	70 more columns...


clan_data	
	clan_id: int
	clan_name: varchar(45)
	leader_id: int
	leader_name: varchar(45)
	hascastle: int
	hashouse: int
	alliance: varchar(100)
	clan_birthday: datetime
	bot: enum
	bot_style: tinyint
	bot_level: tinyint
	max_online_user: int
	announcement: varchar(160)
	introductionMessage: varchar(160)
	enter_notice: varchar(160)
	emblem_id: int
	emblem_status: tinyint(1)
	contribution: int
	bless: int
	bless_count: int
	25 more columns...


character_companion	
	item_objid: int
	objid: int
	name: varchar(50)
	npcid: int
	level: int
	exp: int
	maxHp: int
	currentHp: int
	friend_ship_marble: int
	friend_ship_guage: int
	add_str: int
	add_con: int
	add_int: int
	remain_stats: int
	elixir_use_count: int
	dead: tinyint(1)
	oblivion: tinyint(1)
	tier: int
	wild: blob
	lessExp: int
	traningTime: datetime




log_chat	
	id: int
	account_name: varchar(50)
	char_id: int
	name: varchar(50)
	clan_id: int
	clan_name: varchar(50)
	lock: int
	locy: int
	mapid: int
	type: int
	target_account_name: varchar(50)
	target_id: int
	target_name: varchar(50)
	target_clan_id: int
	target_clan_name: varchar(50)
	target_lock: int
	target_locy: int
	target_mapid: int
	content: varchar(256)
	datetime: datetime


weapon_skill_m...	
	item_id: int
	desc_en: varchar(100)
	desc_kr: varchar(100)
	procType: enum
	condition: enum
	default_prob: int
	enchant_prob: int
	stat_prob: enum
	stat_weight: int
	limit_low_val: int
	limit_high_val: int
	min_val: int
	max_val: int
	stat_val: enum
	stat_val_weight: int
	enchant_val: enum
	enchant_val_weight: int
	effect: int
	PVE_Effect: int
	Location: int
	4 more columns...



character_items	
	id: int
	item_id: int
	char_id: int
	item_name: varchar(255)
	count: int
	is_equipped: tinyint(1)
	enchantlvl: int
	is_id: tinyint(1)
	durability: int
	charge_count: int
	remaining_time: int
	last_used: datetime
	bless: int
	attr_enchantlvl: int
	special_enchant: int
	doll_ability: int
	end_time: datetime
	KeyVal: int
	package: tinyint(1)
	engrave: tinyint(1)
	3 more columns...

weapon	
	item_id: int
	item_name_id: int
	desc_kr: varchar(45)
	desc_en: varchar(100)
	desc_powerbook: varchar(100)
	note: text
	desc_id: varchar(45)
	itemGrade: enum
	type: enum
	material: enum
	weight: int
	iconId: int
	spriteId: int
	dmg_small: int
	dmg_large: int
	safenchant: int
	use_royal: int
	use_knight: int
	use_mage: int
	use_elf: int
	83 more columns...


spawnlist_boss	
	id: int
	spawn_group_id: int
	name: varchar(45)
	desc_kr: varchar(45)
	npcid: int
	spawnDay: varchar(100)
	spawnTime: text
	spawnX: int
	spawnY: int
	spawnMapId: int
	rndMinut: int
	rndRange: int
	heading: int
	groupid: int
	movementDistance: int
	isYN: enum
	mentType: enum
	ment: varchar(100)
	percent: int
	aliveSecond: int
	spawnType: enum


dungeon_random	
	src_x: int
	src_y: int
	src_mapid: int
	new_x1: int
	new_y1: int
	new_mapid1: int
	new_x2: int
	new_y2: int
	new_mapid2: int
	new_x3: int
	new_y3: int
	new_mapid3: int
	new_x4: int
	new_y4: int
	new_mapid4: int
	new_x5: int
	new_y5: int
	new_mapid5: int
	new_heading: int
	note: varchar(50)


etcitem	
	item_id: int
	item_name_id: int
	desc_kr: varchar(45)
	desc_en: varchar(100)
	desc_powerbook: varchar(100)
	note: text
	desc_id: varchar(45)
	itemGrade: enum
	item_type: enum
	use_type: enum
	material: enum
	weight: int
	iconId: int
	spriteId: int
	merge: enum
	max_charge_count: int
	dmg_small: int
	dmg_large: int
	ac_bonus: int
	shortHit: int
	109 more columns...


item	
	itemId: int
	name: varchar(45)
	desc_kr: varchar(45)
	enchant: int
	ac_bonus: int
	ac_sub: int
	str: int
	con: int
	dex: int
	int: int
	wis: int
	cha: int
	shortDamage: int
	shortHit: int
	shortCritical: int
	longDamage: int
	longHit: int
	longCritical: int
	spellpower: int
	magicHit: int
	69 more columns...


bin_timecollection_common	
	buffSelect: text
	rewardList: text
	...

bin_ship_common	
	id: int
	dockWorld: int
	...

bin_npc_common	
	class_id: int
	npc_id: int
	...

bin_item_common	
	name_id: int
	icon_id: int
	...

ub_settings	
	ub_id: int
	ub_name: varchar(45)
	...

b...	
	craft_id: int
	desc_id: int
	...

```

model
  (0)
  (0)

  : int

```

```
bonusId: int
name: varchar(70)
desc_kr: varchar(45)
isUse: enum
ac_bonus: int
str: int
con: int
dex: int
int: int
wis: int
cha: int
allStatus: int
shortDamage: int
shortHit: int
shortCritical: int
longDamage: int
longHit: int
longCritical: int
spellpower: int
magicHit: int
48 more columns...
```

```

skill_id: int
name: varchar(45)
desc_kr: varchar(45)
desc_en: varchar(100)
skill_level: int
mpConsume: int
hpConsume: int
itemConsumeId: int
itemConsumeCount: int
reuseDelay: int
delayGroupId: int
fixDelay: enum
buffDuration: int
buffDuration_txt: varchar(30)
target: enum
target_to: enum
target_to_txt: varchar(75)
effect_txt: varchar(260)
damage_value: int
damage_dice: int
20 more columns...

```

```

weapon_skill
🔑 weapon_id: int
  note: varchar(255)
🔑 attackType: enum
  probability: int
  fix_damage: int
  random_damage: int
  area: int
  skill_id: int
  skill_time: int
  effect_id: int
  effect_target: int
  arrow_type: int
  attr: enum
  enchant_probability: int
  enchant_damage: int
  int_damage: int
  spell_damage: int
  enchant_limit: int
  hpStill: enum
  hpStill_probabiliity: int
5 more columns...

```

```

clan_warehouse
key id: int
diamond clan_name: varchar(45)
item_id: int
item_name: varchar(255)
count: int
is_equipped: int
enchantlvl: int
is_id: int
durability: int
charge_count: int
remaining_time: int
last_used: datetime
attr_enchantlvl: int
special_enchant: int
doll_ability: int
package: tinyint

```

```
castle_soldier
--
soldier1: int
soldier1_npcid: int
soldier1_name: varchar(10)
soldier2: int
soldier2_npcid: int
soldier2_name: varchar(10)
soldier3: int
soldier3_npcid: int
soldier3_name: varchar(10)
soldier4: int
soldier4_npcid: int
soldier4_name: varchar(10)
```

```
tb_monster_
npc_id: int
npc_name: varchar
🔑 book_id: int
book_step_first:
book_step_second:
book_step_third:
book_clear_num:
week_difficulty: int
week_success_co
tel_x: int
tel_y: int
tel_mapid: int
```

```

n_enchant_ably

r(70)
char(45)

:

: int

int
int

int
int

mns...
```

```
skills_info
  skillId: int
  skillName: varchar(20)
  desc_en: varchar(100)
  desc_kr: varchar(100)
  useSkillId: int
  durationShowType: enum
  icon: int
  onIconId: int
  offIconId: int
  simplePck: enum
  iconPriority: int
  tooltipStrId: int
  newStrId: int
  endStrId: int
  isGood: enum
  overlapBuffIcon: int
  mainTooltipStrId: int
  buffIconPriority: int
  buffGroupId: int
  buffGroupPriority: int
  3 more columns...
```

```
armor_set
id: int
note: varchar(45)
sets: varchar(1000)
polyid: int
min_enchant: int
ac: int
hp: int
mp: int
hpr: int
mpr: int
mr: int
str: int
dex: int
con: int
wis: int
cha: int
intl: int
shorthitup: int
shortdmgup: int
shortCritical: int
38 more columns...
```

```

getback
area_x1 : int
area_y1 : int
area_x2 : int
area_y2 : int
area_mapid : int
getback_x1 : int
getback_y1 : int
getback_x2 : int
getback_y2 : int
getback_x3 : int
getback_y3 : int
getback_mapid : int
getback_townid : int
getback_townid_elf : int
getback_townid_darkelf : int
scrollescape : int
note : varchar(50)

```

```
character_present_warehouse
  id : int
  account_name : varchar(50)
  item_id : int
  item_name : varchar(255)
  count : int
  is_equipped : int
  enchantlvl : int
  is_id : int
  durability : int
  charge_count : int
  remaining_time : int
  last_used : datetime
  attr_enchantlvl : int
  special_enchant : int
  doll_ability : int
  bless : int
```

```
event
event_id: int
description: varchar(50)
desc_kr: varchar(50)
desc_en: varchar(50)
start_date: datetime
finish_date: datetime
broadcast: enum
event_flag: enum
spawn_data: text
drop_rate: float
finish_delete_item: text
finish_map_rollback: text
```

in_craft_common

```
armor
  item_id: int
  item_name_id: int
  ... (70)
```

tb_lfctypes

ID: int
TYPE: int
NAME: varchar(50)

```
character_package_warehouse
  id: int
  account_name: varchar(50)
```

```
npcchat
npc_id: int
chat_timing: tinyint(1)
```

```
item_selector
  itemId: int
  name: varchar(45)
```

book
ar(50) int id: int int int count: int

board_auction
house_id: int house_name: varchar(45) house_area: int deadline: datetime price: int location: varchar(45) old_owner: varchar(45) old_owner_id: int bidder: varchar(45) bidder_id: int

attendance_item
groupType: int index: int item_id: int item_name: varchar(45) desc_kr: varchar(45) enchant: int count: int broadcast: enum bonus_type: enum

shop_npc
npc_id: int id: int item_id: int memo: text count: int enchant: int selling_price: int purchasing_price: int

tb_lfccompensate
ID: int LFCID: int PARTITION: int TYPE: varchar(20) IDENTITY: int QUANTITY: int LEVEL: int

letter_spam
no: int name: varchar(16) spamname: varchar(16)

app_support
id: int account_name: varchar(50) character_name: varchar(50) pay_amount: int write_date: datetime status: enum

polymorphs
id: int name: varchar(255) polyid: int minlevel: int weaponequip: int armorequip: int isSkillUse: int cause: int bonusPVP: enum formLongEnable: enum

free_pvp_region
worldNumber: int desc: varchar(50) desc_kr: varchar(50) isFreePvpZone: enum box_index: int box_sx: int box_sy: int box_ex: int box_ey: int

attendance_item_random
groupType: int index: int itemId: int itemName: varchar(45) desc_kr: varchar(45) count: int broadcast: enum level: enum

enchant_result
item_id: int name: varchar(45) desc_kr: varchar(45) color_item: enum bm_scroll: enum

ub_rank
ub_id: int char_name: varchar(45) score: int

app_uri_block
uri: varchar(100)

app_board_content
id: int name: varchar(16)

spawnlist_npc_shop
id: int npc_id: int

tj_coupon
objId: int charId: int

clan_bless_buff
number: int buff_id: int


log_enchant
id: int char_id: int



app_support_message
type: enum index_id: int



)

ai_user_fish
 loc_x: int
 loc_y: int
heading: int
fish_x: int
fish_y: int


character_beginner_quest
 charId: int
info: text



bin_companion_class_common
 classId: int
class: varchar(100)
category: enum
element: enum
skill: text


app_powerbook_guide
 group_type: enum
 id: int
title: varchar(100)
uri: varchar(100)
is_new: enum

character_death_exp
 char_id: int
 delete_time: datetime
death_level: int
exp_value: int
recovery_cost: int

bin_einpoint_overstat_prob_common
 over_level: int
prob: int

app_auth_extension
 extension: varchar(5)

character_exclude
 id: int
 char_id: int
...: int

bin_einpoint_normal_prob_common
 Normal_level: int
prob: int

enchantSection: text
🔑 group_id: int
group_desc: int
group_desc_kr: varchar(100)
group_level_min: int
group_level_max: int
group_period_StartDate: varchar(100)
group_period_EndDate: varchar(100)
🔑 group_set_id: int
group_set_desc: int
group_set_desc_kr: varchar(100)
group_set_defaultTime: varchar(100)
group_set_recycle: int
group_set_itemSlot: text
group_set_BuffType: text
group_set_endBonus: enum
group_set_ExtraTimeld: int
group_set_SetType: enum
3 more columns...

shipWorld: int
ticket: int
levelLimit: int
dock_startX: int
dock_startY: int
dock_endX: int
dock_endY: int
shipLoc_x: int
shipLoc_y: int
destWorld: int
destLoc_x: int
destLoc_y: int
destLoc_range: int
schedule_day: varchar(100)
schedule_time: blob
schedule_duration: int
schedule_ship_operating_duration: int
returnWorld: int
2 more columns...

with_bin_spawn: tinyint(1)
sprite_id: int
desc_id: varchar(100)
desc_kr: varchar(100)
level: int
hp: int
mp: int
ac: int
str: int
con: int
dex: int
wis: int
inti: int
cha: int
mr: int
magic_level: int
magic_bonus: int
magic_evasion: int
11 more columns...

sprite_id: int
desc_id: varchar(100)
real_desc: varchar(100)
desc_kr: varchar(100)
material: enum
weight_1000ea: int
level_limit_min: int
level_limit_max: int
prince_permit: enum
knight_permit: enum
elf_permit: enum
magician_permit: enum
darkelf_permit: enum
dragonknight_permit: enum
illusionist_permit: enum
warrior_permit: enum
fencer_permit: enum
lancer_permit: enum
30 more columns...

ub_mapid: int
ub_area_x1: int
ub_area_y1: int
ub_area_x2: int
ub_area_y2: int
min_lv: int
max_lv: int
max_player: int
enter_royal: tinyint
enter_knight: tinyint
enter_mage: tinyint
enter_elf: tinyint
enter_darkelf: tinyint
enter_dragonknight: tinyint
enter_illusionist: tinyint
enter_Warrior: tinyint
enter_Fencer: tinyint
enter_Lancer: tinyint
5 more columns...

desc_kr: varchar(100)
min_level: int
max_level: int
required_level: int
min_align: int
max_align: int
min_karma: int
max_karma: int
max_count: int
is_show: int
PCCafeOn: int
bmProbOn: int
required_level: int
required_level: int
required_level: int
inputs_arm: int
inputs_arm: int
9 more columns...

mapids
🔑 mapid: int
locationname: varchar(45)
desc_kr: varchar(45)
startX: int
endX: int
startY: int
endY: int
monster_amount: float
drop_rate: float
underwater: tinyint(1)
markable: tinyint(1)
teleportable: tinyint(1)
escapable: tinyint(1)
resurrection: tinyint(1)
painwand: tinyint(1)
penalty: tinyint(1)
take_pets: tinyint(1)
recall_pets: tinyint(1)
usable_item: tinyint(1)
usable_skill: tinyint(1)
16 more columns...

mobgroup
🔑 id: int
note: varchar(255)
remove_group_if_leader_die: int
leader_id: int
minion1_id: int
minion1_count: int
minion2_id: int
minion2_count: int
minion3_id: int
minion3_count: int
minion4_id: int
minion4_count: int
minion5_id: int
minion5_count: int
minion6_id: int
minion6_count: int
minion7_id: int
minion7_count: int
minion8_id: int
minion8_count: int

mobskill
🔑 mobid: int
🔑 actNo: int
mobname: varchar(45)
desc_en: varchar(100)
desc_kr: varchar(45)
type: enum
prob: int
enableHp: int
enableCompanionHp: int
range: int
limitCount: int
ChangeTarget: enum
AreaWidth: int
AreaHeight: int
Leverage: int
SkillId: int
Gfxid: int
ActId: int
SummonId: int
SummonMin: int
3 more columns...

npc
🔑 npcid: int
classId: int
desc_en: varchar(100)
desc_powerbook: varchar(100)
desc_kr: varchar(45)
desc_id: varchar(45)
note: varchar(45)
impl: varchar(45)
spriteld: int
lv: int
hp: int
mp: int
ac: int
str: int
con: int
dex: int
wis: int
intel: int
mr: int
exp: int
47 more columns...

npc2
npcid: int
classId: int
desc_en: varchar(100)
desc_powerbook: varchar(100)
desc_kr: varchar(45)
desc_id: varchar(45)
note: varchar(45)
impl: varchar(45)
spriteld: int
lv: int
hp: int
mp: int
ac: int
str: int
con: int
dex: int
wis: int
intel: int
mr: int
exp: int
47 more columns...

npc_info
🔑 npcid: int
name: varchar(45)
recall: enum
spawnActionId: int
reward: enum
rewardRange: enum
rewardItemId: int
rewardItemCount: int
rewardEinhasad: int
rewardNcoin: int
rewardGfx: int
msgRange: enum
spawnMsg: text
dieMsg: text
dieMsgPcList: enum
autoLoot: enum
transformChance: int
transformId: int
transformGfxId: int
scriptType: enum
scriptContent: text

accounts
🔑 login: varchar(50)
password: varchar(50)
lastactive: datetime
lastQuit: datetime
access_level: int
ip: varchar(20)
host: varchar(20)
banned: int

trap
🔑 id: int
note: varchar(64)
type: varchar(64)
gfxId: int
isDetectionable: tinyint(1)
base: int
dice: int
diceCount: int

character_einhasadstat
🔑 objid: int
bless: int
lucky: int
vital: int
itemSpellProb: int
absoluteRegen: int
potion: int
bless_efficiency: int

spawnlist_other
🔑 id: int
type: int
name: varchar(45)
npc_id: int
locx: int
locy: int
heading: int
randomRange: int

bin_spell_common
🔑 spell_id: int
spell_category: enum
on_icon_id: int
off_icon_id: int
duration: int
tooltip_str_id: int
tooltip_str_kr: varchar(200)
spell_bonus_list: text

app_trade
🔑 id: int
title: varchar(100)
content: varchar(100)
bank: varchar(100)
bankNumber: varchar(100)
status: enum
sellerName: varchar(100)
sellerCharacter: varchar(100)

varchar(100) : int : int gender: int : int : int na: int na: int nt: int : enum ly: enum pen: enum classes: int quests: text sprites: text items: text r_input_item: text r_option_item: text ilums...	desc_kr: varchar(70) desc_en: varchar(100) desc_powerbook: varchar(100) note: text desc_id: varchar(45) itemGrade: enum type: enum grade: int material: enum weight: int iconId: int spriteId: int ac: int ac_sub: int safenchant: int use_royal: int use_knight: int use_mage: int 99 more columns...	NAME: varchar(50) DESC_KR: varchar(50) USE: int BUFF_SPAWN_TIME: int POSSIBLE_LEVEL: int MIN_PARTY: int MAX_PARTY: int NEED_ITEMID: int NEED_ITEMCOUNT: int PLAY_INST: varchar(50) MAPRT_LEFT: int MAPRT_TOP: int MAPRT_RIGHT: int MAPRT_BOTTOM: int MAPID: int STARTPOS_RED_X: int STARTPOS_RED_Y: int STARTPOS_BLUE_X: int 4 more columns...	item_id: int item_name: varchar(255) count: int is_equipped: int enchantlvl: int is_id: int durability: int charge_count: int remaining_time: int last_used: datetime attr_enchantlvl: int bless: int special_enchant: int doll_ability: int	note: varchar(45) start_delay_time: int chat_id1: varchar(45) chat_id2: varchar(45) chat_id3: varchar(45) chat_id4: varchar(45) chat_id5: varchar(45) chat_interval: int is_shout: tinyint(1) is_world_chat: tinyint(1) is_repeat: tinyint(1) repeat_interval: int game_time: int percent: int	desc_kr: varchar(45) selectItemId: int selectName: varchar(45) select_desc_kr: varchar(45) count: int enchant: int attr: enum bless: int limitTime: int delete: enum
--	--	--	---	---	---

	npcaction_teleport 🗝️ npcid: int 🗝️ note: varchar(50) 🗝️ actionName: varchar(50) needLevel: int limitLevel: int needTimerId: int needItem: text needBuff: text needPcroomBuff: enum telX: int telY: int telMapId: int telRange: int telType: enum randomMap: text telTownId: int failAlignment: enum successActionName: varchar(50) failLevelActionName: varchar(50) failItemActionName: varchar(50) failBuffActionName: varchar(50)	spawnlist 🗝️ id: int name: varchar(45) count: int npc_templateId: int group_id: int locx: int locy: int randomx: int randomy: int locx1: int locy1: int locx2: int locy2: int heading: int min_respawn_delay: int max_respawn_delay: int mapId: int respawn_screen: tinyint(1) movement_distance: int rest: tinyint(1) near_spawn: tinyint(1)	ai_user 🗝️ name: varchar(50) 🗝️ ai_type: enum level: int class: enum gender: enum str: int con: int dex: int inti: int wis: int cha: int alignment: int hit: int bow_hit: int dmg: int bow_dmg: int reduction: int skill_hit: int spirit_hit: int dragon_hit: int 18 more columns...	character_elf_warehouse 🗝️ id: int 💎 account_name: varchar(50) item_id: int item_name: varchar(255) count: int is_equipped: int enchantlvl: int is_id: int durability: int charge_count: int remaining_time: int last_used: datetime attr_enchantlvl: int special_enchant: int doll_ability: int bless: int	bin_ndl_common 🗝️ map_number: int 🗝️ npc_classId: int npc_desc_kr: varchar(100) 🗝️ territory_startXY: int 🗝️ territory_endXY: int territory_location_desc: int territory_average_npc_value: int territory_average_ac: int territory_average_level: int territory_average_wis: int territory_average_mr: int territory_average_magic_barrier: int	app 🗝️ uri: varchar(50) path: varchar(50) className: varchar(50) cnbType: varchar(50) cnbSubType: varchar(50) needIng: int needLau: int needLog: int needGm: int Json: enum fileUpload: int
--	--	---	--	--	---	---

	character_warehouse 🗝️ id: int 💎 account_name: varchar(50) item_id: int item_name: varchar(255) count: int is_equipped: int enchantlvl: int is_id: int	bin_huntingquest_common maxQuestCount: int goalKillCount: int reset_HourOfDay: int reward_normal_ConditionalRewards: text reward_normal_UsedItemID: int reward_normal_UsedAmount: int reward_dragon_ConditionalRewards: text reward_dragon_UsedItemID: int	dungeon_timer 🗝️ timerId: int desc: varchar(50) desc_kr: varchar(50) descId: varchar(50) useType: enum mapIds: text timerValue: int bonusLevel: int	item_box 🗝️ boxId: int name: varchar(50) 🗝️ classType: enum 🗝️ itemId: int count: int enchant: int bless: int attr: int	bin_einpoint_faith_common 🗝️ GroupId: int spellId: int 🗝️ Index_indexId: int Index_spellId: int Index_cost: int Index_duration: int Index_additional_desc: int Index_additional_desc_kr: varchar(100)
--	---	---	--	--	--

date: datetime
title: varchar(200)
content: mediumtext
readcount: int
chattype: int
chasex: int
likenames: text
mainImg: varchar(100)
top: enum

name: varchar(40)
locx: int
locy: int
mapid: int
heading: int
title: varchar(35)
shop_chat: text

itemId: int
count: int
enchantLevel: int
attrLevel: int
bless: int
lostTime: datetime

map_name: varchar(45)
teleport_map_id: int
teleport_x: int
teleport_y: int
buff_map_list: varchar(255)

item_id: int
old_enchantlvl: int
new_enchantlvl: int

content: varchar(200)

page_info
char(100)
varchar(100)
me: varchar(100)
: int
type: int
name: enum
incher: enum
in: enum
: enum
um
id: enum

town
town_id: int
name: varchar(45)
leader_id: int
leader_name: varchar(45)
tax_rate: int
tax_rate_reserved: int
sales_money: int
sales_money_yesterday: int
town_tax: int
town_fix_tax: int

bin_companion_stat_common
id: int
statType: enum
value: int
meleeDmg: int
meleeHit: int
regenHP: int
ac: int
spellDmg: int
spellHit: int

spawnlist_worldwar
id: int
type: int
name: varchar(45)
npc_id: int
locx: int
locy: int
mapid: int
heading: int

spr_action
spr_id: int
act_id: int
act_name: varchar(128)
framecount: int
framerate: int
numOfFrame: int

util_fighter
Num: int
WinCount: int
LoseCount: int

ban_h
number: varchar
account: varchar
registTime: da

spawnlist_ub
id: int
ub_id: int
pattern: int
group_id: int
name: varchar(45)
npc_templateid: int
count: int
spawn_delay: int

app_customer
id: int
login: varchar(45)
type: int
title: varchar(150)
content: text
status: enum
date: datetime
comment: text

balance
attackerType: enum
targetType: enum
physicalDmg: int
physicalHit: int
physicalReduction: int
magicDmg: int
magicHit: int
magicReduction: int

map_type
mapid: int
desc: varchar(50)
type: enum

town_npc
npc_id: int
description: varchar(100)
town: enum

ub_managers
ub_id: int
ub_manager_npc_id: int

id: int
name: varchar
content: text
type: enum



charslot : int
warehouse_password : int
notice : varchar(20)
quiz : varchar(20)
phone : varchar(20)
hddId : varchar(255)
boardId : varchar(255)
Tam_Point : int
Buff_DMG_Time : datetime
Buff_Reduc_Time : datetime
Buff_Magic_Time : datetime
Buff_Stun_Time : datetime
29 more columns...


poisonType : char(1)
poisonDelay : int
poisonTime : int
poisonDamage : int
monsterNpcId : int
monsterCount : int
teleportX : int
teleportY : int
teleportMapId : int
skillId : int
skillTimeSeconds : int


bless_exp : int
lucky_item : int
lucky_adena : int
vital_potion : int
vital_heal : int
itemSpellProb_armor : int
itemSpellProb_weapon : int
absoluteRegen_hp : int
absoluteRegen_mp : int
potion_critical : int
potion_delay : int


timeMillisToDelete : int
gfxId : int
actionStatus : int
leftEdge : int
rightEdge : int
direction : int
targetPlayer : tinyint(1)
paralysisTime : int
count : int
mapId : int
location : varchar(150)




companion_on_icon_id : int
companion_off_icon_id : int
companion_icon_priority : int
companion_tooltip_str_id : int
companion_new_str_id : int
companion_end_str_id : int
companion_is_good : int
companion_duration_show_type : int
delay_group_id : int
extract_item_name_id : int
extract_item_count : int


sellerPhone : varchar
buyerName : varchar
buyerCharacter : var
buyerPhone : varchar
writeTime : datetime
send : enum
receive : enum
completeTime : date
sellerCandle : enum
buyerCandle : enum
top : enum



log_private_shop
 id : int
time : timestamp
type : varchar(45)
shop_account : varchar(45)
shop_id : int
shop_name : varchar(45)
user_account : varchar(45)
user_id : int
user_name : varchar(45)
item_id : int
item_name : varchar(45)
item_enchantLv : int
price : int
item_count : int
total_price : int


character_death_item
char_id : int
delete_time : datetime
 db_id : int
itemId : int
count : int
enchant : int
identi : enum
chargeCount : int
bless : int
attrEnchant : int
specialEnchant : int
potential_id : int
slot_first : int
slot_second : int
recovery_cost : int


notification
 notification_id : int
notification_type : enum
is_use : enum
is_hyperlink : enum
displaydesc : varchar(50)
displaydesc_kr : varchar(50)
displaydesc_en : varchar(50)
date_type : enum
date_boss_id : int
date_custom_start : datetime
date_custom_end : datetime
teleport_loc : text
rest_gauge_bonus : int
is_new : enum
animation_type : enum


catalyst_custom
 itemId : int
desc_kr : varchar(100)
desc_en : varchar(100)
 input_itemId : int
 input_enchant : int
input_desc_kr : varchar(100)
input_desc : varchar(100)
output_itemId : int
output_desc_kr : varchar(100)
output_desc : varchar(100)
successProb : int
rewardCount : int
rewardEnchant : int
broad : enum


character equipset
 charId : int
current_set : int
slot1_item : text
slot2_item : text
slot3_item : text
slot4_item : text
slot1_name : varchar(100)
slot2_name : varchar(100)
slot3_name : varchar(100)
slot4_name : varchar(100)
slot1_color : int
slot2_color : int
slot3_color : int
slot4_color : int


probability_by_spell
 skill_id : int
description : varchar(64)
desc_kr : varchar(64)
 skill_type : enum
pierce_lv_weight : varchar(16)
resis_lv_weight : varchar(16)
int_weight : varchar(16)
mr_weight : varchar(16)
pierce_weight : varchar(16)
resis_weight : varchar(16)
default_probability : int
min_probability : int
max_probability : int
is_loggin : enum





skills_passive
 passive_id : int
name : varchar(100)
desc_kr : varchar(100)
desc_en : varchar(100)
duration : int
on_icon_id : int
tooltip_str_id : int
is_good : enum
class_type : enum
back_active_skill_id : int
back_passive_id : int
grade : enum

spawnlist_npc
 id : int
name : varchar(50)
count : int
npc_templateId : int
locx : int
locy : int
randomx : int
randomy : int
heading : int
respawn_delay : int
mapId : int
movement_distance : int

bin_indun_common
 mapKind : int
keyItemId : int
minPlayer : int
maxPlayer : int
minAdena : int
maxAdena : int
minLevel : varchar(100)
bmkeyItemId : int
eventKeyItemId : int
dungeon_type : enum
enable_boost_mode : enum

app_board_pitch
 id : int
name : varchar(16)
date : datetime
title : varchar(200)
content : mediumtext
readcount : int
chatype : int
chasex : int
likenames : text
mainImg : varchar(100)
top : enum

magicdoll_info
 itemId : int
name : varchar(45)
dollNpcId : int
blessItemId : int
grade : int
bonusItemId : int
bonusCount : int
bonusInterval : int
damageChance : int
attackSkillEffectId : int
haste : enum

bin_catalyst_common
 nameId : int
nameId_kr : varchar(100)
 input : int
input_kr : varchar(100)
 output : int
output_kr : varchar(100)
successProb : int
rewardCount : int
preserveProb : int
 failOutput : int
failOutput_kr : varchar(100)

spawnlist_trap
 id : int

spawnlist_boss_sign
 id : int

spawnlist_unicorntemple
 id : int

penalty_protect_item
 itemId : int

log_warehouse
 id : int

spawnlist_indun
 id : int

(20)
char(45)
r(20)
e
time

durability: int
charge_count: int
remaining_time: int
last_used: datetime
attr_enchantlvl: int
bless: int
special_enchant: int
doll_ability: int
package: tinyint
buy_time: datetime

reward_dragon_UsedAmount: int
reward_highdragon_ConditionalRewards: text
reward_highdragon_UsedItemID: int
reward_highdragon_UsedAmount: int
requiredCondition_MinLevel: int
requiredCondition_MaxLevel: int
🔑requiredCondition_Map: int
🔑requiredCondition_LocationDesc: int
enterMapID: int

bonusValue: int
pccafeBonusValue: int
resetType: enum
minLimitLevel: int
maxLimitLevel: int
serialId: int
serialDescId: varchar(50)
maxChargeCount: int
group: enum

identi: enum
limitTime: int
limitMaps: varchar(200)
questBox: enum
effectId: int
chance: int
validateItems: text
boxDelete: enum

additional_desc: int
additional_desc_kr: varchar(100)
BuffInfo_tooltipStrId: int
BuffInfo_tooltipStrId_kr: varchar(100)

character_revenge
🔑number: int
char_id: int
result: int
starttime: datetime
endtime: datetime
chasestarttime: datetime
chaseendtime: datetime
usecount: int
amount: int
targetobjid: int
targetclass: int
targetname: varchar(45)
targetclanid: int
targetclanname: varchar(45)

monster_book
🔑monsternumber: int
monstername: varchar(255)
desc_kr: varchar(256)
monster_id: int
locx: int
locy: int
mapid: int
type: int
marterial: int
book_step_first: int
book_step_second: int
book_step_third: int
note: varchar(255)

log_shop
🔑id: int
time: timestamp
type: varchar(45)
npc_id: varchar(45)
user_account: varchar(45)
user_id: int
user_name: varchar(45)
item_id: int
item_name: varchar(45)
item_enchantlvl: int
price: int
item_count: int
total_price: int

character_eventpush
🔑push_id: int
objId: int
subject: varchar(90)
content: varchar(300)
web_url: varchar(200)
itemId: int
item_amount: int
item_enchant: int
doll_ability: int
used_immediately: enum
status: int
enable_date: datetime
image_id: int

character_favorbook
🔑charObjId: int
🔑category: int
🔑slotId: int
itemObjId: int
itemId: int
itemName: varchar(255)
count: int
enchantLevel: int
attrLevel: int
bless: int
endTime: datetime
craftId: int
awakening: int

log_cwarehouse
🔑id: int
datetime: timestamp
type: varchar(45)
clan_id: int
clan_name: varchar(45)
account: varchar(45)
char_id: int
char_name: varchar(45)
item_id: varchar(45)
item_name: varchar(45)
item_enchantlvl: varchar(45)
item_count: int

bin_einpoint_stat_common
🔑index_id: int
stat_type: enum
🔑value: int
Ability1_minIncValue: int
Ability1_maxIncValue: int
Ability2_minIncValue: int
Ability2_maxIncValue: int
StatMaxInfo_level: int
StatMaxInfo_statMax: int
eachStatMax: int
totalStatMax: int

beginner_addteleport
🔑id: int
num_id: int
speed_id: int
🔹char_id: int
name: varchar(45)
locx: int
locy: int
mapid: int
randomX: int
randomY: int
item_obj_id: int

droplist
🔑mobId: int
mobname_kr: varchar(100)
mobname_en: varchar(100)
moblevel: int
🔑itemId: int
itemname_kr: varchar(50)
itemname_en: varchar(100)
min: int
max: int
chance: int
Enchant: int

spawnlist_door
🔑id: int
name: varchar(60)
gfxid: int
locx: int
locy: int
mapid: int
direction: int
left_edge_location: int
right_edge_location: int
hp: int
keeper: int

serverinfo
🔑id: varchar(255)
adenmake: bigint
adenconsume: bigint
adentax: int
bugdividend: float(10,0)
accountcount: int
charcount: int
pvpcount: int
penaltycount: int
clanmaker: int
maxuser: int

app_nshop
🔑id: int
itemid: int
itemname: varchar(50)
price: int
price_type: enum
saved_point: int
pack: int
enchant: int
limitCount: int
flag: enum
iteminfo: varchar(700)

🔑id
nu
sp
🔹ch
na
lo
lo
m
ra
ra
it

spr_info
🔑spr_id: int







levelup quests_item
🔑id: int



connect_reward
🔑id: int



app_board_free
🔑id: int







bin_entermaps_common
🔑id: int

bin_favorbook_common
🔑category_id: int




app_alim_log
<div><div>id</div>: int</div> <div><div>account_name</div>: varchar(50)</div> <div><div>logContent</div>: varchar(255)</div> <div><div>type</div>: int</div> <div><div>insertTime</div>: datetime</div> <div><div>status</div>: enum</div>

character_companion_buff
<div><div>objid</div>: int</div> <div><div>buff_id</div>: int</div> <div><div>duration</div>: int</div>

bin_einpoint_cost_common
<div><div>value</div>: int</div> <div><div>point</div>: int</div>


promotion
<div><div>id</div>: int</div> <div><div>name</div>: varchar(100)</div> <div><div>description</div>: varchar(100)</div> <div><div>start_time</div>: datetime</div> <div><div>end_time</div>: datetime</div> <div><div>status</div>: enum</div>


clan_matching_apclist
<div><div>pc_name</div>: varchar(45)</div> <div><div>pc_objid</div>: int</div> <div><div>clan_name</div>: varchar(45)</div>


spawnlist_clandungeon
<div><div>id</div>: int</div> <div><div>type</div>: int</div> <div><div>stage</div>: int</div> <div><div>name</div>: varchar(45)</div> <div><div>npc_templateid</div>: int</div> <div><div>count</div>: int</div> <div><div>boss</div>: enum</div>


item_ment
<div><div>id</div>: int</div>


character_hunting_quest
<div><div>id</div>: int</div>


castle_present
<div><div>itemid</div>: int</div>


	id: int
	name: varchar(64)
	trapId: int
	mapId: int
	locX: int
	locY: int
	locRndX: int
	locRndY: int
	count: int
	span: int



	id: int
	name: varchar(100)
	desc_kr: varchar(100)
	bossId: int
	npcId: int
	locX: int
	locY: int
	locMapId: int
	rndRange: int
	aliveSecond: int




	id: int
	type: int
	name: varchar(45)
	npc_id: int
	locx: int
	locy: int
	heading: int
	count: int
	mapId: int
	locationname: varchar(100)



	itemId: int
	name: varchar(45)
	desc_kr: varchar(45)
	type: enum
	itemPanalty: enum
	expPanalty: enum
	dropltemId: int
	msgId: int
	mapIds: text
	remove: enum


	id: int
	datetime: timestamp
	type: varchar(45)
	account: varchar(45)
	char_id: int
	char_name: varchar(45)
	item_id: varchar(45)
	item_name: varchar(45)
	item_enchantlvl: varchar(45)
	item_count: int


	id: int
	type: int
	name: varchar(45)
	npc_id: int
	locx: int
	locy: int
	heading: int
	randomRange: int
	mapId: int
	location: varchar(150)


item_selector_warehouse	
	itemId: int
	name: varchar(45)
	desc_kr: varchar(45)
	selectItemId: int
	selectName: varchar(45)
	select_desc_kr: varchar(45)
	index: int
	enchantLevel: int
	attrLevel: int


shop	
	npc_id: int
	item_id: int
	order_id: int
	selling_price: int
	pack_count: int
	purchasing_price: int
	enchant: int
	pledge_rank: enum
	note: varbinary(50)


bin_enchant_scroll_table_common	
	enchantType: int
	nameid: int
	desc_kr: varchar(100)
	targetEnchant: int
	noTargetMaterialList: text
	target_category: enum
	isBmEnchantScroll: enum
	elementalType: int
	useBlesscodeScroll: int




app_board_notice	
	id: int
	name: varchar(16)
	date: datetime
	title: varchar(200)
	content: mediumtext
	readcount: int
	type: int
	top: enum
	mainImg: varchar(100)

craft_info	
	craft_id: int
	name: varchar(45)
	desc_kr: varchar(45)
	output_name_id: int
	probability_million: int
	preserve_name_ids: text
	success_preserve_count: text
	failure_preserve_count: text
	is_success_count_type: enum


app_guide_boss	
	id: int
	loc: int
	locName: varchar(50)
	number: int
	bossName: varchar(50)
	bossImg: varchar(100)
	spawnLoc: varchar(500)
	spawnTime: varchar(500)
	dropName: varchar(500)


app_board_content_comment	
	id: int
	boardId: int
	name: varchar(16)
	chaType: int
	chaSex: int
	date: datetime
	content: varchar(1000)
	likenames: text


craft_npcs	
	npc_id: int
	npc_name: varchar(45)
	desc_kr: varchar(45)
	craft_id_list: text


craft_success_count_user	
	accountName: varchar(50)
	charId: int
	craftId: int
	success_count_type: enum
	currentCount: int


dogfight_tickets	
	item_id: int
	name: varchar(45)
	price: int


craft_block	
	craft_id: int
	craft_name: varchar(45)
	desc_kr: varchar(45)

PLEDGE_RENEWAL_INIT	
	



shop_limit	
	shopId: int
	itemId: int
	itemName: varchar(50)
	limitTerm: enum
	limitCount: int
	limitType: enum


robot_name	
	uid: int
	name: varchar(255)

robot_message	
	uid: int
	type: enum
	ment: text

robot_location	
	uid: int
	istown: enum
	x: int
	y: int
	map: int
	etc: text
	count: int

resolver	
	item_id: int
	note: varchar(45)
	crystal_count: int

report	
	target: varchar(100)
	reporter: varchar(100)
	count: int
	date: timestamp

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	c

```
graph LR; repair_item_cost[repair_item_cost] --- tb_user_monster_book[tb_user_monster_book]; tb_user_monster_book --- race_div_record[race_div_record]; race_div_record --- tb_weekquest_compensate[tb_weekquest_compensate]; tb_weekquest_compensate --- proto_packet[proto_packet]; proto_packet --- polyweapon[polyweapon]; polyweapon --- polyitem[polyitem];
```

The diagram illustrates the database schema for the game, showing the following tables and their attributes:

- repair_item_cost**: itemId: int, name: varchar(45), cost: int
- tb_user_monster_book**: char_id: int, book_id: int, difficulty: int, step: int, completed: int
- race_div_record**: id: int, bug_number: int, dividend: int
- tb_weekquest_compensate**: button_no: int, ingredient_itemId: int, compen_exp: int, compen_exp_level: int, compen_itemId: int, compen_itemCount: int, compen_itemLevel: int
- proto_packet**: code: varchar(6), code_val: int, className: varchar(50)
- polyweapon**: polyId: int, weapon: enum
- polyitem**: itemId: int, name: varchar(45), polyId: int, duration: int, type: enum, delete: enum



name: varchar(50)
memo: varchar(50)
type: enum

id: int
objID: int
map_number: int
location_desc: int
quest_id: int
kill_count: int
complete: enum

itemid: int
count: int
memo: varchar(20)

ai_user_skill
class: enum
active: text
passive: text

character_buff
char_obj_id: int
skill_id: int
remaining_time: int
poly_id: int

board_free
id: int
name: varchar(16)
date: varchar(16)
title: varchar(16)
content: varchar(1000)

_item_search
name: varchar(250)
keyword: varchar(250)



character_fairly_config
object_id: int
data: blob


castle
castle_id: int
name: varchar(45)
desc_kr: varchar(45)
war_time: datetime
tax_rate: int
public_money: int


ai_user_ment
id: int
ment: varchar(100)
type: enum



character_buddys
id: int
char_id: int
buddy_name: varchar(45)
buddy_memo: varchar(45)

bin_companion_enchant_common
tier: int
enchantCost: text
openCost: text


item_key_boss
<div> item_obj_id: int</div> <div> key_id: int</div>


marble
<div> marble_id: int</div> <div>char_id: int</div> <div>char_name: varchar(20)</div>


item_click_message
<div> itemId: int</div> <div>type: enum</div> <div>msg: varchar(500)</div> <div>delete: enum</div>

war_time
<div> castleId: int</div> <div>castleName: varchar(255)</div> <div> day: enum</div> <div>hour: enum</div> <div>minute: enum</div>


LOCK_CHECKER

item_bookmark
<div> id: int</div> <div>book_id: int</div> <div>item_id: int</div> <div>name: varchar(45)</div> <div>lock: int</div> <div>locy: int</div> <div>mapId: int</div>


race_record
<div> number: int</div> <div>win: int</div> <div>lose: int</div>

app_guide_recommend
<div> id: int</div> <div>title: varchar(100)</div> <div>content: varchar(100)</div> <div>url: varchar(100)</div> <div>img: varchar(100)</div>



map_fix_key
<div> locX: smallint</div> <div> locY: smallint</div> <div> mapId: smallint</div>




app_guide
<div> id: int</div> <div>title: varchar(100)</div> <div>content: mediumtext</div>



auth_ip
<div> ip: varchar(15)</div>


app_extra_info
<div> extra_info_id: int</div> <div>extra_info_type: enum</div> <div> name: varchar(100)</div> <div>extra_info: text</div> <div>active: tinyint(1)</div>


DELETE_DEATH_PENALTY_24_HOUR


ai_user_buff
<div> class: enum</div> <div> elfAttr: int</div> <div>buff: text</div>


accounts_shop_limit
<div> accountName: varchar(50)</div> <div> buyShopId: int</div> <div> buyItemId: int</div> <div>buyCount: int</div> <div>buyTime: timestamp</div> <div>limitTerm: enum</div>

accounts_pcmaster_golden
<div> account_name: varchar(50)</div> <div> index_id: int</div> <div>type: int</div> <div>grade: blob</div> <div>remain_time: int</div>

commands
<div> name: varchar(255)</div> <div>access_level: int</div> <div>class_name: varchar(255)</div> <div>description: varchar(300)</div>


playsupport
<div> mapId: int</div> <div>mapname: varchar(50)</div> <div>whole: tinyint(1)</div> <div>surround: tinyint(1)</div> <div>sub: tinyint(1)</div>

bots
<div> id: int</div> <div>name: varchar(255)</div> <div>x: int</div> <div>y: int</div> <div>heading: int</div> <div>mapId: int</div> <div>type: int</div>

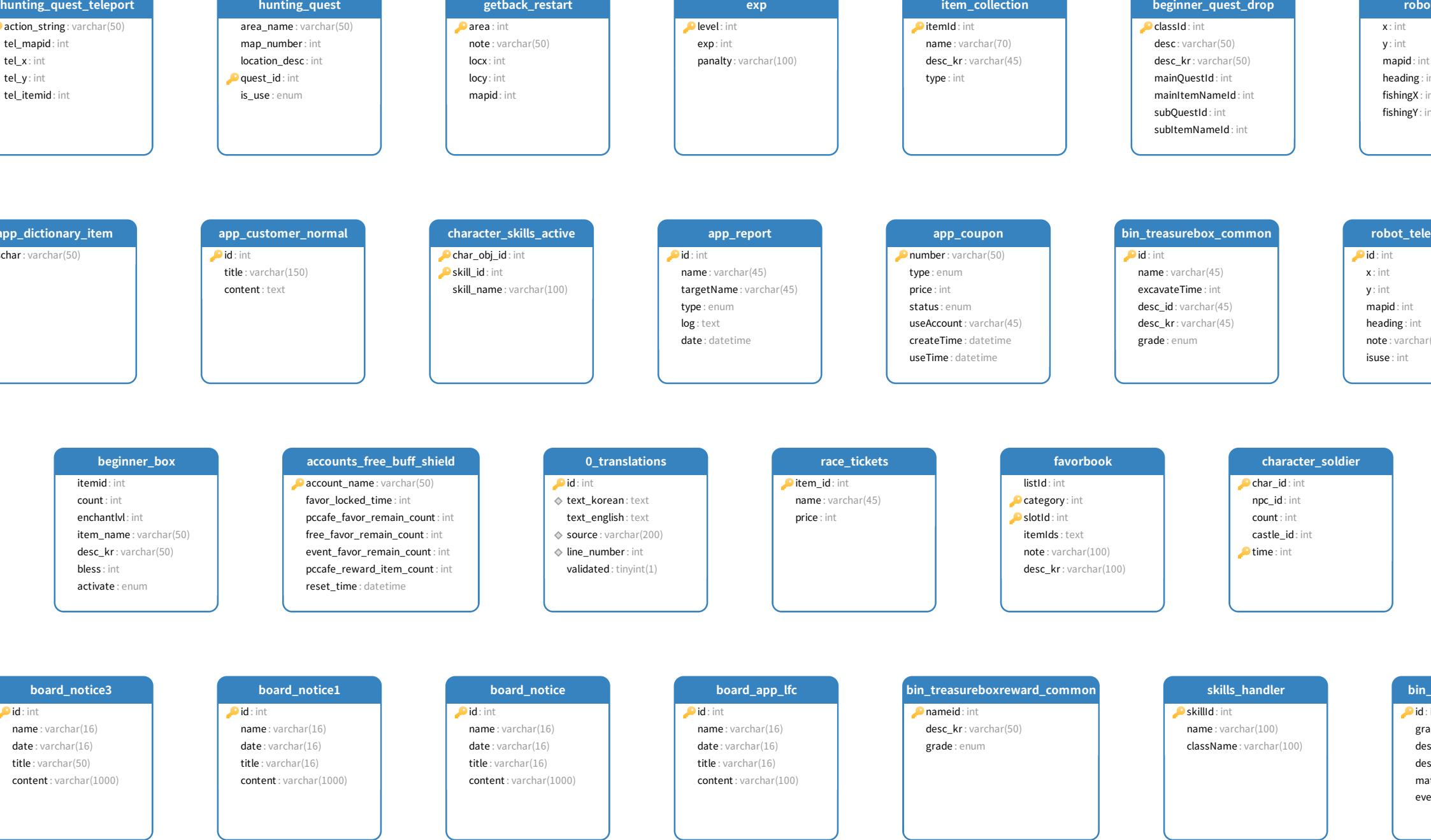
npcaction
<div> npcId: int</div> <div>normal_action: varchar(45)</div> <div>caotic_action: varchar(45)</div> <div>teleport_url: varchar(45)</div> <div>teleport_urla: varchar(45)</div>

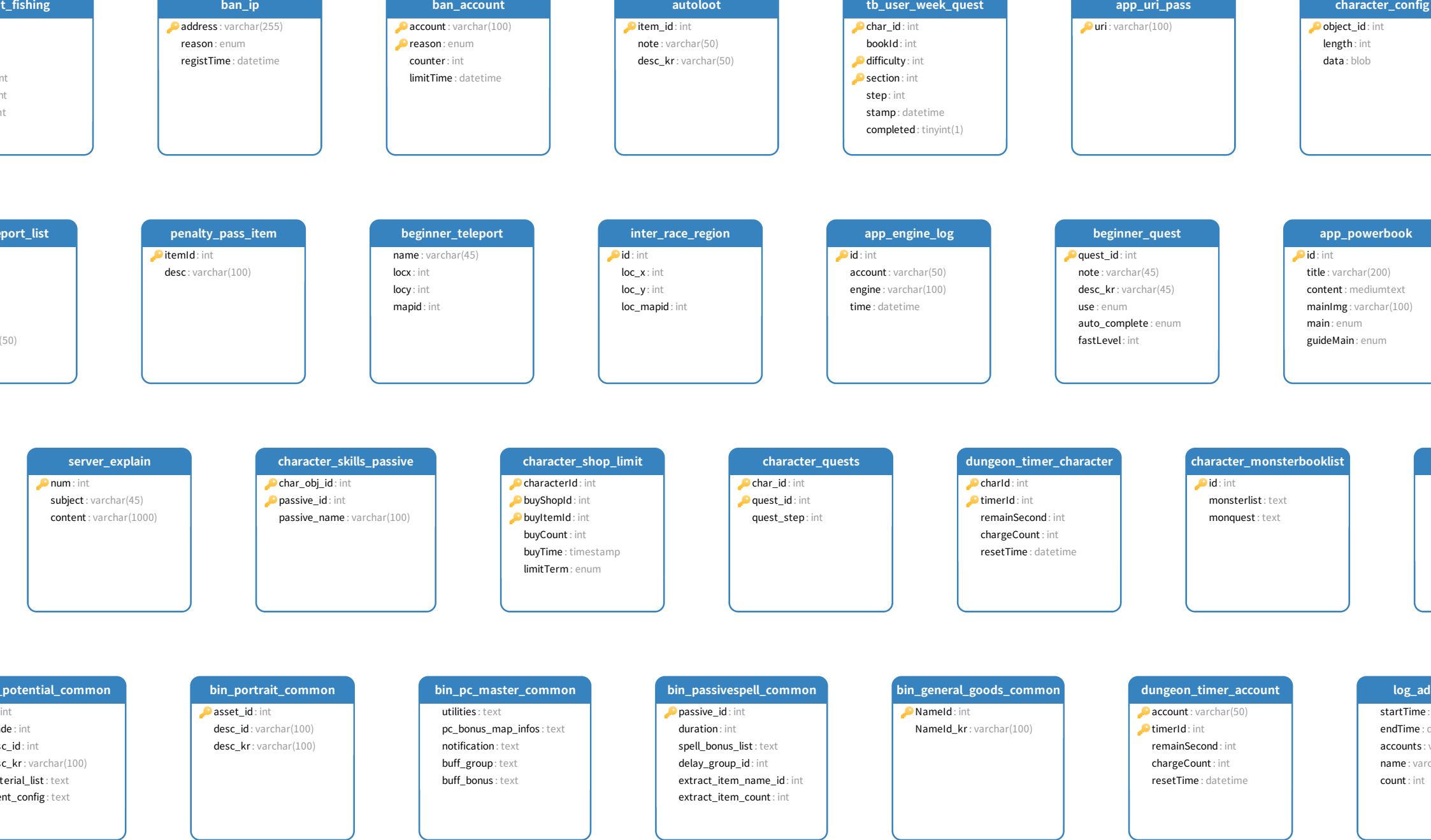
shop_info
<div> npcId: int</div> <div>name: varchar(50)</div> <div>type: enum</div> <div>currencyId: int</div> <div>currencyDescId: int</div>

board_user1
<div>id: int</div> <div>name: varchar(16)</div> <div>date: varchar(16)</div> <div>title: varchar(16)</div> <div>content: varchar(1000)</div>

board_user
<div> id: int</div> <div>name: varchar(16)</div> <div>date: varchar(16)</div> <div>title: varchar(16)</div> <div>content: varchar(1000)</div>

board_posts_key
<div> id: int</div> <div>name: varchar(16)</div> <div>date: varchar(16)</div> <div>title: varchar(16)</div> <div>content: varchar(1000)</div>





	ai_user_drop	spawnlist_furniture	bin_charged_time_map_common
	🗝️class: enum 🗝️itemId: int name: varchar(100) count: int chance: int	🗝️item_obj_id: int npcId: int locx: int locy: int mapId: int	🗝️id: int groups: text multi_group_list: text

	ai_user_item	weapon_skill_spell_def	bin_companion_skill_common
	🗝️class: enum 🗝️itemId: int name: varchar(100) count: int enchantLevel: int attrLevel: int equip: enum	🗝️id: int def_dmg: int def_ratio: int	🗝️id: int descNum: int descKr: varchar(100) enchantBonus: text

log_adena_monster	character_einhasadfaith	dungeon_timer_item
startTime: datetime endTime: datetime accounts: varchar(20) name: varchar(20) count: int	🗝️objId: int groupId: int 🗝️indexId: int spellId: int expiredTime: datetime	🗝️itemId: int desc: varchar(50) desc_kr: varchar(50) timerId: int groupId: int

ena_shop	board_notice2	bin_element_enchant_common
datetime datetime varchar(20) char(20)	🗝️id: int name: varchar(16) date: varchar(16) title: varchar(16) content: varchar(1000)	🗝️prob_index: int 🗝️type_index: int 🗝️level: int increaseProb: int decreaseProb: int