# 圣剑神域游戏数据库文档

## 说明

player\_id为玩家的唯一64位id

guild\_id 为公会的唯一64位id

career 为职业 1战士 2法师 3牧师

## achive(未使用)

成就表

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| achive\_info | text | ?? |

## activity\_schedule

活动表

|  |  |  |
| --- | --- | --- |
| activity\_id | int | 活动id |
| activity\_type | int | 活动类型 |
| start\_time | timestamp | 开始时间 |
| end\_time | timestamp | 结束时间 |

## adventure(未使用)

大冒险

|  |  |  |
| --- | --- | --- |
| player\_id | biging | 玩家id |
| player\_name | char | 玩家名 |
| guild\_name | char | 公会名 |
| map\_id | int | 地图名 |
| rob\_times | int |  |
| rob\_gamepoint | int |  |
| take\_time | int |  |
| end\_time | timestamp |  |

## answer\_rank

勇者问答排行榜

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| player\_name | char | 玩家名 |
| score | int | 分数 |
| rank | int | 排名 |

## ashura

玩家的修罗场信息

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| ashura\_info | text | 修罗场信息 |
| kill\_count | int | 杀人数 |

ashura\_info

{

"dead\_count": 10550, // 死亡次数

"delay\_count": 0,

"kill\_count": 46730, // 杀人次数

"refresh\_time": 0

}

## ashura\_rank

修罗场排行榜

|  |  |  |
| --- | --- | --- |
| rank | int | 排名 |
| player\_id | bigint | 玩家id |
| kill\_count | int | 杀人数 |
| sex | tinyint | 玩家性别 |
| player\_name | char | 玩家名 |
| level | int | 等级 |
| guild\_id | bigint | 公会id |
| guild\_name | char | 公会名(未使用) |
| career | tinyint | 职业 |

## babel

至尊魔宫

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| babel\_info | text | 至尊魔宫的信息 |

babel\_info

{

"babel\_stage": 12, // 到达层

"babel\_tier": 4, // 到达级别

"last\_refresh\_time": 0,

"left\_reset\_times": 0,

"pass\_stage": 4, // 当前层

"pass\_tier": 5 // 当前级别

}

## brave\_heart

勇敢的心

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| bh\_info | text | 勇敢的心信息 |

bh\_info

{

"attributes": [

{

"attr": 9, // 属性id

"val": 0 // 属性值

},

{

"attr": 10,

"val": 112

},

],

"cur\_type": 0,

"heart\_point": 0,

"heart\_point\_sum": 0,

"is\_selected": 0,

"pass\_stage": 0,

"pass\_type": 0,

"today\_count": 0 // 今天勇敢之心的次数

}

## crusade\_boss\_ranking

公会BOSS战排行榜

|  |  |  |
| --- | --- | --- |
| rank | int | 排名 |
| guild\_id | bigint | 公会id |
| player\_name | char | 玩家名 |
| damage | int | 伤害值 |
| level | int | 等级 |

## daily\_activity

日常活动表 (摇钱树,答题等)

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| racing\_info | text |  |
| mining\_info | text |  |
| treasury\_info | text |  |
| goldtree\_info | text |  |
| adventrue\_info | text |  |
| answer\_info | text |  |
| single\_answer\_info | text |  |

goldtree\_info

{

"buy\_count": 0, // 购买次数

"count": 3,

"daily\_time": 0,

"enter\_time": 1433302676 // 进入时间

}

answer\_info

{

"answer\_version": 1434601800, // 这次参加的问答活动的时间

"buy\_double\_num": 0,

"continuation": 0,

"question\_id": 194,

"result\_id": 0,

"reward\_version": 1434601800, // 这次问答活动奖励的时间

"score": 147,

"sys\_double\_num": 3,

"use\_double\_flag": 0

}

single\_answer\_info

{

"cd\_start\_time": 1441937302,

"change\_num": 1,

"into\_answer": 0,

"num": 2

}

## daily\_recharge\_activity(未使用)

特殊活动

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| update\_time | timestamp |  |
| money\_point | int |  |
| reward\_flag | int |  |

## day\_investment

每日投资理财

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| day\_investment\_info | text |  |

day\_investment\_info

{

"invest\_begin\_time": 1438154754, // 投资理财开始时间

"list": [

{

"day": 0,

"status": 1

},

{

"day": 1,

"status": 1

},

...

{

"day": 30,

"status": 0

}

],

"recharge\_num": 650 // 投入魔石数

}

## dg\_account

动艺官网帐号信息

|  |  |  |
| --- | --- | --- |
| account | char | 帐号 |
| password | char | 密码 |
| token | char | 登陆描述符 |
| company | char | 公司 |
| email | char | 邮件地址 |

## dg\_cdkey

动艺官网CDKey

|  |  |  |
| --- | --- | --- |
| cdkey | char | cdkey |
| flag | int | 是否使用过 |

## donate

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| donate\_info | text |  |

donate\_info

{

"money\_point": 0,

"timer": 0,

"state": 0

}

## dungeon\_score

各副本通关记录

|  |  |  |
| --- | --- | --- |
| dungeon\_id | int | 副本id |
| score\_info | text | 通关信息 |

score\_info

{

"cost\_time": 168, // 通关时间

"dungeon\_id": 4033, // 副本id

"member\_list": [ // 通关成员列表

{

"level": 67,

"player\_name": "S9004.小逸",

"vip": 4

},

{

"level": 67,

"player\_name": "S9004.奥菲斯",

"vip": 5

},

{

"level": 68,

"player\_name": "S9002.大家叫我托",

"vip": 8

}

]

}

## dungeon\_times

副本进入次数

某些玩法的副本每天有进入次数，超过次数后就不可以再进入该副本。此表就是用来记录那些有进入次数限制的副本。

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| dungeon\_times\_info | text | 副本进入记录 |

dungeon\_times\_info

{

"list": [

{

"dungeon\_id": 5301,

"enter\_count": 1,

"refresh\_time": 0

}

]

}

## enemy

善恶信息

玩家在虚空幻境中有仇恨值，该表用来保存此信息。

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| enemy\_info | text | 善恶信息 |

enemy\_info

{

"evil\_point": 1,

"update\_time": 1433497365,

"version": 1

}

## equip

玩家的装备信息和时装信息

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| equip\_info | text |  |
| fashion\_info | text |  |

装备信息

{

"equip": [

{

"cur\_slot": 4,

"enchant1": 0,

"enchant2": 0,

"enchant3": 0,

"id": 906, // 装备id

"jewel1": 406,

"jewel2": 415,

"jewel3": 455,

"jewel4": 434,

"level": 7,

"max\_slot": 4,

"quality": 4,

"soul": 0,

"star": 64,

"state": 0,

"time": 0,

"type": 2

},

],

"face\_id": 0, // 脸id(未使用)

"fashion\_id": 0, // 时装id

"public\_time": 0,

"star\_finish\_time": 0,

"star\_sum\_time": 0,

"version": 1,

"wing\_id": 0 // 翅膀id

}

时装信息

{

"fashion": [

{

"fashion\_id": 2001,

"fashion\_level": 0

}

],

"fashion\_id": 2001,

"last\_finish\_time": 1433301445,

"random\_list": [

0,

0,

0,

0,

0,

1

],

"version": 1

}

## festival

精彩活动数据

各种拉付费和拉留存的活动都是记录在此数据库表中。GMT也是直接操作这个表。

|  |  |  |
| --- | --- | --- |
| id | int | 活动id |
| name | char | 活动名 |
| type | tinyint | 活动类型1:冲值类,2:消费类,3:条件类,4:兑换类,5:文字类 |
| show\_pos | tinyint | 活动的现实位置 1:精彩活动,2:独立UI |
| state | tinyint | 活动状态 0:下架,1:上架,2:自动 |
| sort | tinyint | 排序位置 |
| loop\_hours | int | 循环时间 |
| begin\_time | timestamp | 活动开始时间 |
| end\_time | timestamp | 活动结束时间 |
| desc | text | 活动描述 |
| task | text | 任务json |
| condition | text | 条件json |
| rewards | text | 活动奖励json |
| servers | text | 未使用 |
| flag | tinyint | 'new'标签显示标志 |

task任务json

{

"task": [ // 任务列表

{

"id": 1, // 任务序号

"icon": "",

"desc": "任意被动技能达到5级", // 任务描述

"rewards": [ // 任务奖励列表

{

"type": "28", // 物品类型

"id": "163", // 物品id

"num": "10", // 物品数量

"flag": 0

}

],

"targets": [ // 任务目标列表

{

"target\_type": 83, // 任务目标类型

"value": "0|5" // 任务目标参数

}

],

"loop\_num": 1 // 任务的可循环次数

}

]

}

condition条件json

{

"minLevel": 0, // 玩家的最小等级要求，0表示无要求

"maxLevel": 0 // 玩家的最大等级要求，0表示无要求

}

reward活动奖励json

{

"items": [ // 奖励物品列表

{

"type": "28", // 物品类型

"id": "7057", // 物品id

"num": "20", // 物品数量

"flag": 0

},

]

}

## first\_time\_recharge\_activity(未使用)

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| activity\_info | text |  |

## friend

好友关系表

好友关系表中的每一条数据表达，谁是谁的好友。

|  |  |  |
| --- | --- | --- |
| player\_id\_a | bigint | 玩家id |
| player\_id\_b | bigint | 玩家id |

## gainback\_resource

资源挽回数据

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| gainback\_info | text | 资源找回信息 |

{

"activity\_enter\_list": [

{

"id": 28,

"is\_enter": 1

}

],

"last\_time": 0,

"yesterday\_list": [

{

"count": 0,

"id": 33,

"state": 0

}

]

}

## gamepoint\_ranking

金币排行

|  |  |  |
| --- | --- | --- |
| rank | int | 排名 |
| player\_id | bigint | 玩家id |
| sex | tinyint | 性别 |
| level | int | 等级 |
| career | tinyint | 职业 |
| guild\_name | char | 公会名 |
| gamepoint | int | 金币数 |
| player\_name | char | 玩家名 |

## game\_setting

游戏设置数据

|  |  |  |
| --- | --- | --- |
| id | int | 功能id |
| info | text | 设置数据json |

## gift\_code

礼包码数据

|  |  |  |
| --- | --- | --- |
| active\_code | char | 礼包码 |
| flag | int | 是否已经使用 |
| player\_id | bigint | 使用的玩家id |
| gift\_id | int | 对应的礼包id |
| use\_time | timestamp | 使用时间 |

## gift\_code\_info

玩家领取的礼包码

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| gift\_code\_state | text |  |

## gift\_code\_item

礼包数据表，记录每个礼包的内容。

|  |  |  |
| --- | --- | --- |
| uid | int | 礼包唯一id |
| title | text | 礼包名 |
| items | text | 物品json |
| createtime | timestamp | 创建时间 |

## global\_setting

游戏相关的配置记录

|  |  |  |
| --- | --- | --- |
| id | int |  |
| fashion\_info | text |  |
| proclamation\_info | text |  |

## gmt\_sync\_recorder

GMT活动同步操作记录

|  |  |  |
| --- | --- | --- |
| id | int | 序号，自增 |
| type | int | 类型，目前只有1 |
| time | timestamp | 时间 |

## group\_mail

群邮件记录表

|  |  |  |
| --- | --- | --- |
| mail\_id | bigint | 邮件唯一id |
| sender\_id | bigint | 发送者id |
| mail\_type | timyint | 邮件类，必为4 |
| send\_time | timestamp | 发送时间 |
| title | char | 邮件标题 |
| message | text | 邮件内容 |
| attachment | text | 附件json |

attachment附件json

{

"attach": [ // 附件列表

{

"flag": 0,

"id": 0,

"num": 200000, // 数量

"type": 1 // 物品类型

},

]

}

## group\_mail\_flag

群邮件的领取状态

|  |  |  |
| --- | --- | --- |
| mail\_id | bigint | 邮件id |
| player\_id | bigint | 玩家id |
| mail\_flag | tinyint | 邮件是否已读 |
| attachment\_flag | tinyint | 附件领取状态 |

## guild\_apply

公会加入申请

|  |  |  |
| --- | --- | --- |
| guild\_id | bigint | 公会id |
| player\_id | bigint | 玩家id |
| player\_name | char | 玩家名 |
| player\_level | int | 玩家等级 |
| player\_career | int | 玩家职业 |
| apply\_time | timestamp | 申请时间 |

## guild\_info

公会信息

|  |  |  |
| --- | --- | --- |
| guild\_id | bigint | 公会id |
| guild\_name | char | 公会名 |
| member\_count | int | 玩家数 |
| level | int | 公会等级 |
| exp | int | 公会经验 |
| additions | text |  |
| flag | int |  |
| battle\_power | int | 公会战斗力 |
| bulletin | char | 公会公告 |
| guild\_boss\_level | int | 公会boss等级 |
| guild\_boss\_exp | int | 公会boss经验 |
| guild\_boss\_star\_time | int |  |
| guild\_boss\_create\_time | int | 公会boss创建时间 |
| guild\_boss\_dead\_time | int | 公会boss死亡时间 |

## guild\_member

公会成员

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| guild\_id | bigint | 公会id |
| office\_id | int | 职位id |
| additions | text |  |
| contribute\_value | int | 公会贡献点 |

## guild\_ranking

公会战斗力排行榜

|  |  |  |
| --- | --- | --- |
| rank | int | 排行序号 |
| guild\_id | bigint | 公会id |
| guild\_name | char | 公会名 |
| level | int | 等级 |
| number\_count | int | 公会人数 |
| battle\_power | int | 公会战斗力 |

## guild\_science

公会科技，描述每个玩家对于公会的科技投入

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| science\_info | text | 该玩家的公会科技提升json |

{

"guild\_player\_addition\_list": [ // 公会科技投入列表

{

"id": 0, // 公会科技id

"promote\_time\_gamepoint": 1, // 投入金币

"promote\_time\_moneypoint": 0 // 投入魔石

},

]

}

## horoscope

玩家的星空图信息

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| horoscope\_level | int | 星空图等级 |
| horoscope\_info | text | 星空图信息json |
| levelup\_time | timestamp | 升级时间 |

horoscope\_info

{

"levelup\_id": 0,

"levelup\_time": 1440061297,

"version": 1

}

## investment\_operation

投资理财的投资记录

|  |  |  |
| --- | --- | --- |
| operation\_index | bigint | 序号，自增 |
| operation\_info | text | 投资记录json |

operation\_info

{

"money": 300,

"name": "S9010.潘金莲",

"operation": 2,

"type": 1

}

## investment\_plan

投资理财计划记录

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| investment\_plan\_info | text | 投资理财json |

## item

角色背包物品信息

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| item\_info | text | 玩家背包物品数据 |
| hide\_item\_info | text |  |
| package\_info | text |  |

{

"base\_grid\_num": 84,

"ext\_grid\_num": 126,

"item": [ // 背包物品列表

{

"id": 205, // 物品id

"num": 2, // 物品数量

"pos": 0 // 物品所在背包格

}

],

"open\_grid\_time": 1433296414,

"version": 1

}

## kunlun\_account

玩家帐号CDKEY信息

|  |  |  |
| --- | --- | --- |
| account | char | 帐号 |
| cdkey | char | 对应的激活cdkey |

## kunlun\_cdkey

CDKEY信息

|  |  |  |
| --- | --- | --- |
| cdkey | char | cdkey |
| flag | int | 是否已经使用 |
| usetime | timestamp | 使用时间 |

## kunlun\_pay\_order

充值记录

|  |  |  |
| --- | --- | --- |
| oid | char | 充值定单id |
| uid | char | 平台帐号id |
| amount | char | 充值RMB数 |
| coins | int | 充值魔石数 |
| before\_pay\_moneypoint | int | 充值前魔石数 |
| after\_pay\_moneypoint | int | 充值后魔石数 |
| dtime | timestamp | 充值时间 |
| sign | char | 校验码 |
| ext | char |  |
| partner | char |  |
| serverid | char | 角色区号 |
| paystate | int | 必为2 |

## level\_activity

等级奖励的记录

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| level\_activity\_info | text |  |

## level\_investment

等级投资理财信息

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| level\_investment\_info | text | 等级投资理财json |

level\_investment\_info

{

"invested\_money": 3000, // 投资魔石

"list": [ // 投资项列表

{

"level": 1, // 等级

"status": 1 // 投资项状态

},

....

{

"level": 65,

"status": 2

}

]

}

## limitbuy

玩家的限购信息

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| limit\_buy\_info | text | 限购信息json |

limit\_buy\_info

{

"bindmoneylist": [ // 限购列表

{

"num": 10,

"product\_id": 7096

},

{

"num": 50,

"product\_id": 225

}

]

}

## liveness

活跃度信息

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| liveness\_info | text | 活跃度信息json |

liveness\_info

{

"info\_list": [ // 活跃度目标列表

{

"cur\_count": 1,

"finish": 1,

"target": 1

},

...

{

"cur\_count": 0,

"finish": 0,

"target": 27

}

],

"reward\_list": [ // 活跃度奖励列表

{

"flag": 1

},

...

]

}

## maintain\_schedule

|  |  |  |
| --- | --- | --- |
| maintain\_id | int |  |
| execute\_time | timestamp |  |

## mall\_info

|  |  |  |
| --- | --- | --- |
| product\_id | int |  |
| product\_num | int |  |
| sell\_type | int |  |
| tag\_type | int |  |
| home\_page | int |  |
| discount | int |  |
| show\_flag | tinyint |  |
| hot\_flag | tinyint |  |
| new\_flag | tinyint |  |
| present\_flag | tinyint |  |
| modify\_flag | tinyint |  |
| item\_id | int |  |
| item\_num | int |  |
| price | int |  |
| show\_price | int |  |
| vip\_price | int |  |
| show\_vip\_price | int |  |
| again\_discount | int |  |
| again\_price | int |  |
| show\_again\_price | int |  |
| again\_start\_time | timestamp |  |
| again\_end\_time | timestamp |  |
| personal\_limit\_num | int |  |
| global\_limit\_num | int |  |
| global\_limit\_counter | int |  |
| start\_time | timestamp |  |
| end\_time | timestamp |  |

## micro\_client\_activity(未使用)

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| activity\_info | text |  |

## motion

玩家的跳舞信息

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| dance\_info | text | 跳舞信息 |

dance\_info

{

"count": 3,

"list": [

1,

2,

3

]

}

## multiserver\_battle\_info

跨服战斗信息

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| battle\_info | text | 跨服战斗信息json |
| win\_pro | Int | 没用 |
| Integral | int | 没用 |
| season\_time | int | 没用 |

battle\_info

{

"battle\_info": [

{

"last\_time": 1441076576,

"today\_count": 0,

"today\_exploit": 0,

"type": 1

}

],

"exploit\_point": 112,

"exploit\_time": 1438828110,

"integral": 13,

"version": 1,

"yesterday\_count": 0,

"yesterday\_integral": 13

}

## offline\_battle

离线战斗信息

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| player\_door | text | 勇者争霸信息json |
| monster\_door | text | 怪物之门战斗信息json |
| battle\_info | text | 勇者争霸战斗信息 |

**player\_door**

{

"buy\_challenge\_count": 0,

"cd\_timestamp": 1436866713,

"challenge\_count": 10,

"is\_init": 1,

"rewarded\_today": 1436862681,

"version": 1,

"winning\_steak": 3

}

**monster\_door**

{

"auto\_cd\_timestamp": 0,

"auto\_index": 0,

"battle\_boss\_flag": 31,

"battle\_count": 0,

"combat\_count": 1,

"combat\_flag": 0,

"combat\_history\_flag": 0,

"reset\_count": 0,

"version": 1

}

**battle\_info**

{

"buy\_challenge\_count": 0,

"cd\_timestamp": 1436866713,

"challenge\_count": 10,

"is\_init": 1,

"rewarded\_today": 1436862681,

"version": 1,

"winning\_steak": 3

}

## offline\_event

玩家离线事件信息

|  |  |  |
| --- | --- | --- |
| id | bigint | 记录id |
| player\_id | bigint | 玩家id |
| event\_id | bigint | 事件id |
| event\_str | text | 事件内容json |
| used | tinyint | 是否使用 |

**event\_str**

{

"integral\_point": -10,

"alliance\_point": 10

}

## offline\_player

玩家玩家信息

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| player\_name | char | 玩家名称 |
| sex | tinyint | 性别 |
| career | text | 事件内容json |
| battle\_power | tinyint | 战斗力 |
| vip\_level | int | vip等级 |
| attack | int | 攻击力 |
| fire\_up | int | 火增幅 |
| ice\_up | int | 冰增幅 |
| thunder\_up | int | 雷增幅 |
| defence | int | 防御力 |
| fire\_defence | int | 火抗 |
| ice\_defence | int | 冰抗 |
| thunder\_defence | int | 雷抗 |
| attack\_speed | int | 攻速 |
| move\_speed | int | 移动速度 |
| critical\_attack | int | 暴击 |
| cri\_att\_red | int |  |
| cri\_att\_damage\_add | int |  |
| cri\_att\_damage\_red | int |  |
| level | int | 等级 |
| exp | int | 经验 |
| max\_exp | int | 最大经验 |
| strength | int | 力量 |
| agility | int | 敏捷 |
| spirit | int | 精神 |
| constitution | int | 体质 |
| hit\_rate | int | 碰撞范围 |
| dodge | int | 闪避 |
| consume\_mp | int | 消耗mp |
| damage\_reduction | int | 伤害减少 |
| res\_hp | int |  |
| res\_mp | int |  |
| max\_hp | int |  |
| max\_mp | int |  |
| equip\_info | text | 装备信息 |
| wing | int | 翅膀 |
| battle\_power\_info | text | 战斗力信息 |
| guild\_name | text | 公会名称 |

**equip\_info**

{

"equip": [

{

"cur\_slot": 1,

"enchant1": 0,

"enchant2": 0,

"enchant3": 0,

"id": 991,

"jewel1": 0,

"jewel2": 0,

"jewel3": 0,

"jewel4": 0,

"level": 2,

"max\_slot": 4,

"quality": 1,

"star": 0

},

{

"cur\_slot": 1,

"enchant1": 0,

"enchant2": 0,

"enchant3": 0,

"id": 1009,

"jewel1": 0,

"jewel2": 0,

"jewel3": 0,

"jewel4": 0,

"level": 2,

"max\_slot": 4,

"quality": 1,

"star": 0

},

{

"cur\_slot": 1,

"enchant1": 0,

"enchant2": 0,

"enchant3": 0,

"id": 1000,

"jewel1": 0,

"jewel2": 0,

"jewel3": 0,

"jewel4": 0,

"level": 2,

"max\_slot": 4,

"quality": 1,

"star": 0

},

{

"cur\_slot": 1,

"enchant1": 0,

"enchant2": 0,

"enchant3": 0,

"id": 1018,

"jewel1": 0,

"jewel2": 0,

"jewel3": 0,

"jewel4": 0,

"level": 2,

"max\_slot": 4,

"quality": 1,

"star": 0

},

{

"cur\_slot": 1,

"enchant1": 0,

"enchant2": 0,

"enchant3": 0,

"id": 1027,

"jewel1": 0,

"jewel2": 0,

"jewel3": 0,

"jewel4": 0,

"level": 2,

"max\_slot": 4,

"quality": 1,

"star": 0

},

{

"cur\_slot": 1,

"enchant1": 0,

"enchant2": 0,

"enchant3": 0,

"id": 1036,

"jewel1": 0,

"jewel2": 0,

"jewel3": 0,

"jewel4": 0,

"level": 2,

"max\_slot": 4,

"quality": 1,

"star": 0

},

{

"cur\_slot": 1,

"enchant1": 0,

"enchant2": 0,

"enchant3": 0,

"id": 1045,

"jewel1": 0,

"jewel2": 0,

"jewel3": 0,

"jewel4": 0,

"level": 2,

"max\_slot": 4,

"quality": 1,

"star": 0

},

{

"cur\_slot": 1,

"enchant1": 0,

"enchant2": 0,

"enchant3": 0,

"id": 1054,

"jewel1": 0,

"jewel2": 0,

"jewel3": 0,

"jewel4": 0,

"level": 2,

"max\_slot": 4,

"quality": 1,

"star": 0

},

{

"cur\_slot": 1,

"enchant1": 0,

"enchant2": 0,

"enchant3": 0,

"id": 1063,

"jewel1": 0,

"jewel2": 0,

"jewel3": 0,

"jewel4": 0,

"level": 2,

"max\_slot": 4,

"quality": 1,

"star": 0

},

{

"cur\_slot": 1,

"enchant1": 0,

"enchant2": 0,

"enchant3": 0,

"id": 1072,

"jewel1": 0,

"jewel2": 0,

"jewel3": 0,

"jewel4": 0,

"level": 2,

"max\_slot": 4,

"quality": 1,

"star": 0

}

],

"version": 1

}

**battle\_power\_info**

{

"base\_prop": 3100,

"equip": 728,

"fashion": 6779,

"horoscope": 0,

"jewel": 0,

"pet\_base\_prop": 0,

"pro\_soul": 0,

"ride\_altas": 0,

"ride\_mark": 0,

"skill": 876,

"title": 2880,

"total": 14688,

"wing\_altas": 0,

"wing\_base\_prop": 325

}

## online\_activity

在线活动信息信息

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| sign\_info | text | 签到信息json |
| online\_reward\_info | text | 在线奖励信息 |

**sign\_info**

{

"day\_count": 31,

"days": 0,

"last\_login\_time": 0,

"last\_sign\_time": 1437814134,

"login\_rewards": 0,

"login\_rewards\_count": 2,

"makeup\_time": 0,

"reward\_count": 5,

"rewards": 0

}

**online\_reward\_info**

{

"cirtnum": 0,

"day": 1437814178,

"fixed\_reward\_num": 1,

"grow\_reward\_num": 1,

"growlist": [

{

"flag": 1,

"id": 0,

"num": 0,

"type": 93

},

{

"flag": 2,

"id": 0,

"num": 0,

"type": 3

},

{

"flag": 3,

"id": 0,

"num": 0,

"type": 45

},

{

"flag": 4,

"id": 0,

"num": 0,

"type": 1

},

{

"flag": 5,

"id": 0,

"num": 0,

"type": 2

}

],

"interval\_time": 86400,

"level": 0,

"online\_level\_reward\_flag": 0,

"online\_reward\_day": 1437926400,

"online\_reward\_flag": 0,

"online\_reward\_time": 23280,

"open\_time": 1437814178

}

## pay\_order

充值订单信息

|  |  |  |
| --- | --- | --- |
| payid | bigint | 订单id |
| player\_id | bigint | 玩家id |
| item\_id | int | 物品id |
| before\_pay\_moneypoint | int | 之前充了多少 |
| after\_pay\_moneypoint | int | 充完后是多少 |
| money\_point | int | 充多少 |
| reason | int | 充值类型 |
| paystate | int | 订单状态 |

## pay\_point\_lottery

充值活动信息

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| pay\_point\_lottery\_info | bigint | 充值活动信息 |

**pay\_point\_lottery\_info**

{

"record\_time": 1442228139,

"exchange\_enable": 0,

"pay\_point": 0,

"get\_count": 0,

"world\_get\_record": [

],

"local\_get\_record": [

]

}

## pet

宠物信息

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| pet\_info | bigint | 宠物信息 |

**pet\_info**

{

"follow\_id": 0,

"follow\_pet\_list": [

{

"pet\_id": 30103,

"cur\_state": 0,

"name": "南瓜头",

"cur\_fightState": 0,

"cur\_express": 0,

"cur\_level": 1,

"cur\_step": 1,

"skill\_level": 1,

"rskill\_level": 1,

"formation\_state": 0,

"active\_list": [

{

"state": 1,

"id": 1001

},

{

"state": 2,

"id": 1002

}

]

},

{

"pet\_id": 30105,

"cur\_state": 0,

"name": "弹弓莫莫",

"cur\_fightState": 0,

"cur\_express": 0,

"cur\_level": 1,

"cur\_step": 1,

"skill\_level": 1,

"rskill\_level": 1,

"formation\_state": 0,

"active\_list": [

{

"state": 1,

"id": 1001

},

{

"state": 2,

"id": 1002

}

]

},

{

"pet\_id": 30108,

"cur\_state": 0,

"name": "波动小子",

"cur\_fightState": 0,

"cur\_express": 0,

"cur\_level": 1,

"cur\_step": 1,

"skill\_level": 1,

"rskill\_level": 1,

"formation\_state": 0,

"active\_list": [

{

"state": 1,

"id": 1001

},

{

"state": 2,

"id": 1002

}

]

},

{

"pet\_id": 30110,

"cur\_state": 0,

"name": "猫仙人",

"cur\_fightState": 0,

"cur\_express": 0,

"cur\_level": 1,

"cur\_step": 1,

"skill\_level": 1,

"rskill\_level": 1,

"formation\_state": 0,

"active\_list": [

{

"state": 1,

"id": 1001

},

{

"state": 2,

"id": 1002

}

]

}

],

"pro\_soul\_list": [

],

"freetime": 1441957932,

"free\_num": 3

}

## pet\_formation

宠物列阵信息

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| pet\_formation\_info | bigint | 宠物列阵信息 |

**pet\_formation\_info**

{

"formation\_list": [

{

"id": 1,

"level": 1,

"exp": 0,

"lock\_list": [

{

"id": 0,

"state": 2,

"pet\_id": 30102

},

{

"id": 1,

"state": 1,

"pet\_id": 0

},

{

"id": 2,

"state": 0,

"pet\_id": 0

}

]

},

{

"id": 2,

"level": 1,

"exp": 0,

"lock\_list": [

{

"id": 0,

"state": 0,

"pet\_id": 0

},

{

"id": 1,

"state": 0,

"pet\_id": 0

},

{

"id": 2,

"state": 0,

"pet\_id": 0

},

{

"id": 3,

"state": 0,

"pet\_id": 0

}

]

}

]

}

## player

角色信息

|  |  |  |
| --- | --- | --- |
| account\_name | char | 账号名 |
| player\_name | char | 角色名 |
| player\_id | bigint | 角色id |
| platform\_uid | char | 平台id |
| platform\_uname | char | 平台名 |
| platform | char | 平台 |
| platform\_server\_name | char | 所在平台服务器名 |
| region | int | 所在平台服务器id |
| sex | tinyint | 性别 |
| career | tinyint | 职业 |
| level | int | 等级 |
| exp | int | 经验 |
| vip\_level | int | vip等级 |
| money\_point | int | 魔石 |
| bind\_money\_point | int | 绑定魔石 |
| game\_point | int | 金币 |
| soul\_point | int | 精魂 |
| star\_point | int | 星点 |
| honor\_point | int | 荣誉点 |
| guild\_point | int | 公会贡献点 |
| incarnation\_point | int | 化身点 |
| battle\_soul\_point | int | 战魂点 |
| sys\_vigor | int | 系统体力 |
| buy\_vigor | int | 购买体力 |
| vigor\_reftime | int | 体力刷新时间 |
| vigor\_buytimes | int | 购买体力刷新时间 |
| team\_dungeon\_systimes | int | 组队副本次数 |
| team\_dungeon\_buytimes | int | 组队副本购买次数 |
| stone\_turn\_gold\_times | int | 点石成金的次数 |
| void\_field\_time | int | 虚空幻境的挂机时间 |
| void\_field\_reftime | int | 虚空幻境的刷新时间 |
| battle\_power | int | 战斗力 |
| hp | int | 蓝 |
| mp | int | 红 |
| guild\_id | bigint | 公会id |
| guild\_join\_time | int | 公会加入时间 |
| unionmap\_id | int | 初始地图 |
| x | int | 出生点 |
| y | int | 出生点 |
| angle | int | 出生角度 |
| growth\_point | int | 获取成长点 |
| spend\_plus | int | 增加过成点后花费剩余磨石 |
| right\_flag | int | 状态（gm，禁言，封号） |
| daily\_reftime | int | 获得每日刷新时间 |
| create\_time | timestamp | 创建时间 |
| logout\_time | timestamp | 下线时间 |
| vip\_info | text | vip信息 |
| open\_system\_info | text | 系统开启信息 |
| guild\_welfare\_info | text | 公会福利信息 |
| city\_fight\_info | text | 城市争夺战信息 |
| fcm\_info | text | 防沉迷信息 |
| vigor\_info | text | 体力信息 |
| off\_line\_vigor\_info | text | .离线体力 |
| field\_id | int | 虚空id |
| field\_x | int | 虚空坐标 |
| field\_y | int | 虚空坐标 |
| map\_type | int | 虚空类型 |
| field\_hook\_x | int | 虚空挂机点坐标 |
| field\_hook\_y | int | 虚空挂机点坐标 |
| online\_time | int | 在线时长 |
| getwelcome\_reward | int | 登录奖励 |

**vip\_info**

{

"is\_vip": 0,

"is\_vip\_reward\_today": 0,

"vip\_card\_1\_num": 0,

"vip\_card\_2\_num": 0,

"vip\_card\_3\_num": 0,

"vip\_first\_ts": 0,

"vip\_gif\_flag": 0,

"vip\_ts": 0

}

**open\_system\_info**

**guild\_welfare\_info**

{

"member\_turntable\_buy\_times": 0,

"reward\_turntalbe\_time": 0,

"reward\_welfare\_time": 0

}

**city\_fight\_info**

{

"fcm\_flag": 0,

"fcm\_gain\_rate": 10000,

"ingame\_time": 1442461633,

"outgame\_time": 0,

"total\_ingame\_time": 4044,

"total\_outgame\_time": 1442461610

}

**fcm\_info**

{

"fcm\_flag": 0,

"fcm\_gain\_rate": 10000,

"ingame\_time": 1442461633,

"outgame\_time": 0,

"total\_ingame\_time": 4044,

"total\_outgame\_time": 1442461610

}

**vigor\_info**

{

"last\_time": 0

}

**off\_line\_vigor\_info**

{

"b\_get": 0,

"count\_time": 0,

"off\_voigor\_point": 40,

"start\_time": 1442461633

}

## player\_dungeon\_info

副本信息信息

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| plot\_dungeon\_info | text | 剧情副本信息 |
| soul\_dungeon\_info | text | 护魂副本管理器 |

**plot\_dungeon\_info**

{

"plot\_dungeon\_flag": [

168,

0,

0,

0

],

"plot\_dungeon\_score": [

17472,

0,

0,

0

],

"raids\_dungeon\_buy\_vigor": 0,

"raids\_dungeon\_end\_time": 0,

"raids\_dungeon\_id": 0,

"raids\_dungeon\_times": 0,

"raids\_dungeon\_total\_times": 0

}

**soul\_dungeon\_info**

{

"raids\_dungeon\_end\_time": 0,

"raids\_dungeon\_times": 0,

"raids\_dungeon\_total\_times": 0,

"soul\_dungeon\_flag": [

4

],

"soul\_dungeon\_times\_recorder": [

{

"buy\_times": 0,

"daily\_pur\_times": 0,

"sys\_times": 0

},

{

"buy\_times": 0,

"daily\_pur\_times": 0,

"sys\_times": 0

},

{

"buy\_times": 0,

"daily\_pur\_times": 0,

"sys\_times": 0

},

{

"buy\_times": 0,

"daily\_pur\_times": 0,

"sys\_times": 0

},

{

"buy\_times": 0,

"daily\_pur\_times": 0,

"sys\_times": 0

}

]

}

## player\_mail

邮件信息

|  |  |  |
| --- | --- | --- |
| mail\_id | bigint | 邮件id |
| receiver\_id | text | 邮件接收人id |
| sender\_id | text | 寄件人id |
| sender\_name | char | 寄件人名字 |
| order\_id | bigint |  |
| send\_time | timestamp | 寄件时间 |
| mail\_type | tinyint | 邮件类型 |
| mail\_flag | tinyint | 邮件状态 |
| title | char | 标题 |
| message | text | 消息类容 |
| attachment\_flag | tinyint | 附件状态 |
| attachment | text | 附件 |

**attachment**

{

"attach": [

{

"flag": 0,

"id": 0,

"num": 50,

"type": 256

}

]

}

## player\_mall

商城信息

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| mall\_info | text | 商城信息 |

## ranking\_all\_first

玩家总榜

|  |  |  |
| --- | --- | --- |
| rank\_type | int | 排行id |
| player\_id | bigint | 玩家id |
| sex | tinyint | 性别 |
| level | int | 等级 |
| career | tinyint | 职业 |
| guild\_name | char | 公会 |
| player\_name | char | 玩家名 |

## ranking\_battle\_power

战力排行榜

|  |  |  |
| --- | --- | --- |
| rank\_type | int | 排行id |
| player\_id | bigint | 玩家id |
| sex | tinyint | 性别 |
| level | int | 等级 |
| career | tinyint | 职业 |
| guild\_name | char | 公会 |
| battle\_power | int | 战力 |
| player\_name | char | 玩家名 |

## ranking\_horoscope

星图排行榜

|  |  |  |
| --- | --- | --- |
| rank\_type | int | 排行id |
| player\_id | bigint | 玩家id |
| sex | tinyint | 性别 |
| level | int | 等级 |
| career | tinyint | 职业 |
| guild\_name | char | 公会 |
| horoscope\_level | int | 星图等级 |
| player\_name | char | 玩家名 |

ranking\_offline\_player

离线排行榜

|  |  |  |
| --- | --- | --- |
| rank\_type | int | 排行id |
| old\_rank | int | 旧排名 |
| player\_id | bigint | 玩家id |
| sex | tinyint | 性别 |
| level | int | 等级 |
| career | tinyint | 职业 |
| guild\_name | char | 公会 |
| battle\_power | int | 战力 |
| player\_name | char | 玩家名 |

## ranking\_player\_level

等级排行榜

|  |  |  |
| --- | --- | --- |
| rank | int | 排行id |
| player\_id | int | 旧排名 |
| sex | tinyint | 性别 |
| level | int | 等级 |
| career | tinyint | 职业 |
| guild\_name | char | 公会 |
| battle\_power | int | 战力 |
| player\_name | char | 玩家名 |

## ranking\_schedule

排行刷新时间

|  |  |  |
| --- | --- | --- |
| ranking\_type | int | 排行榜 |
| execute\_time | timestamp | 执行时间 |

## ranking\_twilight\_war

公会暮光之战的排行信息

|  |  |  |
| --- | --- | --- |
| ranking\_type | int | 排行榜 |
| execute\_time | timestamp | 执行时间 |

## recharge\_daily

每日充值信息

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 排行榜 |
| money\_point | int | 总充值 |
| max\_single | int | 最大充值 |
| update\_time | timestamp | 更新时间 |

## recharge\_info

充值信息

|  |  |  |
| --- | --- | --- |
| id | int | 标号 |
| player\_id | bigint | 角色id |
| money\_point | int | 充值魔石 |
| update\_time | timestamp | 更新时间 |

## recharge\_return

充值信息

|  |  |  |
| --- | --- | --- |
| platform\_uname | char | 平台名 |
| flag | int | 状态 |
| player\_id | bigint | 角色id |
| money\_point | int | 充值金额 |
| use\_time | timestamp | 使用时间 |

## recharge\_total

充值总额

|  |  |  |
| --- | --- | --- |
| player\_id | char | 角色id |
| money\_point | int | 充值金额 |
| update\_time | bigint | 更新时间 |

## reward\_store

奖励存储信息

|  |  |  |
| --- | --- | --- |
| player\_id | char | 角色id |
| reward\_info | int | 奖励信息 |

## ride

坐骑信息

|  |  |  |
| --- | --- | --- |
| player\_id | char | 角色id |
| ride\_info | text | 坐骑信息 |

**ride\_info**

{

"ride\_id": 0,

"ride\_pet\_list": [

{

"pet\_id": 20001,

"name": "陆行鸟",

"express": 0,

"level": 1,

"state": 3,

"b\_mark": 5,

"b\_get": 2,

"b\_train": 6

},

{

"pet\_id": 20041,

"name": "小粉龙",

"express": 0,

"level": 1,

"state": 3,

"b\_mark": 5,

"b\_get": 2,

"b\_train": 6

},

{

"pet\_id": 20043,

"name": "丰羽鸟",

"express": 0,

"level": 1,

"state": 3,

"b\_mark": 5,

"b\_get": 2,

"b\_train": 6

},

{

"pet\_id": 20044,

"name": "小马驹",

"express": 0,

"level": 1,

"state": 3,

"b\_mark": 5,

"b\_get": 2,

"b\_train": 6

},

{

"pet\_id": 20031,

"name": "紫甲钢龙",

"express": 0,

"level": 1,

"state": 3,

"b\_mark": 5,

"b\_get": 2,

"b\_train": 6

},

{

"pet\_id": 20006,

"name": "冰青鸟",

"express": 0,

"level": 1,

"state": 3,

"b\_mark": 5,

"b\_get": 2,

"b\_train": 6

},

{

"pet\_id": 20033,

"name": "蛮骨驯龙",

"express": 0,

"level": 1,

"state": 3,

"b\_mark": 5,

"b\_get": 2,

"b\_train": 6

},

{

"pet\_id": 20045,

"name": "小白马",

"express": 0,

"level": 1,

"state": 3,

"b\_mark": 5,

"b\_get": 2,

"b\_train": 6

},

{

"pet\_id": 20042,

"name": "小雏鸟",

"express": 0,

"level": 1,

"state": 3,

"b\_mark": 5,

"b\_get": 2,

"b\_train": 6

},

{

"pet\_id": 20040,

"name": "双足龙",

"express": 0,

"level": 1,

"state": 3,

"b\_mark": 5,

"b\_get": 2,

"b\_train": 6

},

{

"pet\_id": 20002,

"name": "小骏马",

"express": 0,

"level": 1,

"state": 3,

"b\_mark": 5,

"b\_get": 2,

"b\_train": 6

},

{

"pet\_id": 20003,

"name": "迅蜥龙",

"express": 0,

"level": 1,

"state": 3,

"b\_mark": 5,

"b\_get": 2,

"b\_train": 6

},

{

"pet\_id": 20009,

"name": "七彩战鸟",

"express": 0,

"level": 1,

"state": 3,

"b\_mark": 5,

"b\_get": 2,

"b\_train": 6

},

{

"pet\_id": 20021,

"name": "精灵战马",

"express": 0,

"level": 1,

"state": 3,

"b\_mark": 5,

"b\_get": 2,

"b\_train": 6

},

{

"pet\_id": 20008,

"name": "疾行鸟",

"express": 0,

"level": 1,

"state": 3,

"b\_mark": 5,

"b\_get": 2,

"b\_train": 6

},

{

"pet\_id": 20048,

"name": "巴哈姆特",

"express": 2600,

"level": 2,

"state": 3,

"b\_mark": 4,

"b\_get": 2,

"b\_train": 6

},

{

"pet\_id": 20047,

"name": "惊愕龙",

"express": 0,

"level": 1,

"state": 3,

"b\_mark": 5,

"b\_get": 2,

"b\_train": 6

},

{

"pet\_id": 20020,

"name": "翡翠战马",

"express": 0,

"level": 1,

"state": 3,

"b\_mark": 5,

"b\_get": 2,

"b\_train": 6

},

{

"pet\_id": 20007,

"name": "披甲鸟",

"express": 0,

"level": 1,

"state": 3,

"b\_mark": 5,

"b\_get": 2,

"b\_train": 6

},

{

"pet\_id": 20032,

"name": "战甲龙",

"express": 0,

"level": 1,

"state": 3,

"b\_mark": 5,

"b\_get": 2,

"b\_train": 6

},

{

"pet\_id": 20019,

"name": "白银战马",

"express": 0,

"level": 1,

"state": 3,

"b\_mark": 5,

"b\_get": 2,

"b\_train": 6

},

{

"pet\_id": 20011,

"name": "碧甲战鸟",

"express": 0,

"level": 1,

"state": 3,

"b\_mark": 5,

"b\_get": 2,

"b\_train": 6

},

{

"pet\_id": 20036,

"name": "冰甲暴龙",

"express": 0,

"level": 1,

"state": 3,

"b\_mark": 5,

"b\_get": 2,

"b\_train": 6

},

{

"pet\_id": 20024,

"name": "冰封战马",

"express": 0,

"level": 1,

"state": 3,

"b\_mark": 4,

"b\_get": 2,

"b\_train": 6

},

{

"pet\_id": 20039,

"name": "冰霜巨龙",

"express": 0,

"level": 1,

"state": 3,

"b\_mark": 5,

"b\_get": 2,

"b\_train": 6

},

{

"pet\_id": 20013,

"name": "菲尼克斯",

"express": 0,

"level": 1,

"state": 3,

"b\_mark": 4,

"b\_get": 2,

"b\_train": 6

},

{

"pet\_id": 20035,

"name": "机械暴龙",

"express": 0,

"level": 1,

"state": 3,

"b\_mark": 5,

"b\_get": 2,

"b\_train": 6

},

{

"pet\_id": 20005,

"name": "快行鸟",

"express": 0,

"level": 1,

"state": 3,

"b\_mark": 5,

"b\_get": 2,

"b\_train": 6

},

{

"pet\_id": 20023,

"name": "烈焰战马",

"express": 0,

"level": 1,

"state": 3,

"b\_mark": 5,

"b\_get": 2,

"b\_train": 6

},

{

"pet\_id": 20030,

"name": "条纹龙",

"express": 0,

"level": 1,

"state": 3,

"b\_mark": 5,

"b\_get": 2,

"b\_train": 6

}

],

"ride\_random\_list": [

],

"object\_random\_list": [

{

"flag": 1,

"type": 47,

"id": 1,

"num": 173

},

{

"flag": 1,

"type": 47,

"id": 2,

"num": 236

},

{

"flag": 1,

"type": 47,

"id": 3,

"num": 383

}

],

"filed\_num": 0,

"b\_free": 0,

"time": 0,

"critnum": 0,

"mark\_list": [

{

"id": 1001,

"state": 100,

"pet\_id": 20048

},

{

"id": 1002,

"state": 100,

"pet\_id": 0

},

{

"id": 1003,

"state": 100,

"pet\_id": 20013

},

{

"id": 1004,

"state": 100,

"pet\_id": 0

},

{

"id": 1005,

"state": 100,

"pet\_id": 20024

},

{

"id": 1006,

"state": 100,

"pet\_id": 0

},

{

"id": 1007,

"state": 100,

"pet\_id": 0

},

{

"id": 1008,

"state": 100,

"pet\_id": 0

}

],

"ride\_altas\_list": [

{

"id": 1001,

"num": 3,

"state": 100

},

{

"id": 1002,

"num": 3,

"state": 0

},

{

"id": 1003,

"num": 3,

"state": 0

},

{

"id": 1004,

"num": 3,

"state": 100

},

{

"id": 1005,

"num": 6,

"state": 100

},

{

"id": 1006,

"num": 9,

"state": 100

},

{

"id": 1007,

"num": 3,

"state": 100

},

{

"id": 1008,

"num": 5,

"state": 0

},

{

"id": 1009,

"num": 5,

"state": 0

},

{

"id": 1010,

"num": 3,

"state": 100

},

{

"id": 1011,

"num": 4,

"state": 0

},

{

"id": 1012,

"num": 4,

"state": 0

}

],

"ride\_train\_list": [

{

"id": 1001,

"state": 100,

"pet\_id": 0,

"mode\_id": 0,

"start\_time": 0

},

{

"id": 1002,

"state": 101,

"pet\_id": 0,

"mode\_id": 0,

"start\_time": 0

},

{

"id": 1003,

"state": 101,

"pet\_id": 0,

"mode\_id": 0,

"start\_time": 0

},

{

"id": 1004,

"state": 101,

"pet\_id": 0,

"mode\_id": 0,

"start\_time": 0

},

{

"id": 1005,

"state": 101,

"pet\_id": 0,

"mode\_id": 0,

"start\_time": 0

}

],

"ride\_quality\_list": [

{

"type": 1,

"id": 4,

"num": 5

},

{

"type": 1,

"id": 5,

"num": 11

},

{

"type": 2,

"id": 4,

"num": 3

},

{

"type": 2,

"id": 5,

"num": 3

}

]

}

## setting

奖励存储信息

|  |  |  |
| --- | --- | --- |
| player\_id | char | 角色id |
| auto\_fight\_setting | text | 自动战斗设置 |
| system\_setting | text | 系统设置 |
| player\_setting | text | 玩家设置 |
| void\_field\_setting | text | 虚空设置 |

**auto\_fight\_setting**

{

"auto\_buy\_attack\_drug": 0,

"auto\_buy\_defence\_drug": 0,

"auto\_buy\_hp\_drug": 0,

"auto\_buy\_mp\_drug": 0,

"auto\_buy\_speed\_drug": 0,

"auto\_fight": 1,

"auto\_revival": 0,

"auto\_use\_attack\_drug": 0,

"auto\_use\_defence\_drug": 0,

"auto\_use\_speed\_drug": 0,

"hp": 30,

"hp\_order": 0,

"mp": 30,

"mp\_order": 0,

"skills": 15

}

**system\_setting**

{

"effect\_level": 1,

"fog": 1,

"frame": 1,

"fullscreen": 13,

"illumination": 1,

"light": 1,

"mipmap": 0,

"quality\_state": 97,

"ride\_pet": 20048,

"se\_volume": 50,

"show\_particle": 1,

"show\_pet": 1,

"show\_player": 1,

"show\_shadow": 1,

"volume": 50

}

**player\_setting**

{

"hp": 200,

"mp": 203

}

**void\_field\_setting**

{

"auto\_buy\_revival": 0,

"auto\_use\_revival": 1,

"current\_revival": 0,

"reconnect\_on\_loss": 1

}

## shorcut

游戏收藏信息

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 角色id |
| shorcut\_info | text | 游戏收藏信息信息 |

**shorcut\_info**

{

"shorcut\_info": 0,

"taste\_vip": 0,

"version": 1

}

## skill

技能信息

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 角色id |
| skill\_info | text | 游戏收藏信息信息 |
| passive\_skill | text |  |

**skill\_info**

{

"fire\_level": 80,

"ice\_level": 80,

"save\_version": 65,

"skill\_e\_rune": 3010,

"skill\_q\_rune": 3002,

"skill\_w\_rune": 3007,

"thunder\_level": 80,

"version": 1

}

**passive\_skill**

{

"count": 12,

"list": [

{

"id": 9011,

"level": 20

},

{

"id": 9012,

"level": 20

},

{

"id": 9007,

"level": 20

},

{

"id": 9008,

"level": 20

},

{

"id": 9010,

"level": 20

},

{

"id": 9009,

"level": 20

},

{

"id": 9004,

"level": 20

},

{

"id": 9005,

"level": 20

},

{

"id": 9006,

"level": 20

},

{

"id": 9001,

"level": 20

},

{

"id": 9002,

"level": 20

},

{

"id": 9003,

"level": 20

}

]

}

## special\_activity

特殊活动信息

|  |  |  |
| --- | --- | --- |
| activity\_key | char | 活动key |
| activity\_info | text | 活动信息 |

**activity\_key**

city\_fight\_activity\_info

**activity\_info**

[

{

"city\_id": 1,

"flag": 1,

"guild\_name": "",

"timestamp": 0

},

{

"city\_id": 2,

"flag": 1,

"guild\_name": "",

"timestamp": 0

},

{

"city\_id": 3,

"flag": 1,

"guild\_name": "",

"timestamp": 0

},

{

"city\_id": 4,

"flag": 1,

"guild\_name": "",

"timestamp": 0

}

]

## statistic\_player\_online

玩家在线信息

|  |  |  |
| --- | --- | --- |
| id | int | 编号 |
| player\_id | bigint | 玩家id |
| login\_time | int | 上线时间 |
| logout\_time | int | 离线时间 |

## sword

圣剑信息

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 玩家id |
| sword\_info | text | 圣剑信息 |

**sword\_info**

{

"advance": 1,

"advance\_exp": 0,

"advance\_level": 8,

"battle": 61529,

"star": 0,

"star\_exp": 0,

"upgrade\_level": 8

}

## system\_mail

系统邮件

|  |  |  |
| --- | --- | --- |
| mail\_id | bigint | 邮件id |
| sender\_id | bigint | 寄件人id |
| mail\_type | bigint | 邮件类型 |
| send\_time | timestamp | 发件时间 |
| title | char | 标题 |
| message | text | 消息 |
| attachment | text | 附件 |

## system\_mail\_flag

邮件状态

|  |  |  |
| --- | --- | --- |
| mail\_id | bigint | 邮件id |
| player\_id | bigint | 玩家id |
| mail\_flag | tinyint | 邮件状态 |
| attachment\_flag | tinyint | 附件状态 |

## system\_version

系统版本

|  |  |  |
| --- | --- | --- |
| system\_id | int | 系统id |
| version | int | 系统版本 |

## task

任务信息

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 角色 |
| game\_info | int | 主线任务 |
| festival\_info |  | 活动信息 |
| guild\_info |  | 公会任务信息 |

**game\_info**

{

"branch\_flag": [

0,

0,

0,

0,

0,

0,

0,

0,

0,

0,

0,

0,

0,

0,

0,

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0,

0,

0,

0,

0,

0,

0,

0,

0,

0,

0,

0,

0

],

"crusade\_task\_count": 0,

"crusade\_task\_flash\_time": 1442489400,

"daily\_task\_count": 0,

"daily\_task\_flash\_time": 0,

"daily\_task\_reset\_count": 0,

"guard\_buy\_count": 0,

"guard\_buy\_day\_count": 0,

"guard\_task\_count": 2,

"guide\_id": 0,

"main\_task\_id": 10055,

"open\_box": 0,

"task": [

{

"id": 50001,

"loop\_num": 0,

"quality": 0,

"state": 2,

"target": [

{

"id": 1,

"num": 0

}

]

},

{

"id": 20001,

"loop\_num": 0,

"quality": 0,

"state": 1,

"target": [

{

"id": 1,

"num": 0

}

]

},

{

"id": 20201,

"loop\_num": 0,

"quality": 0,

"state": 1,

"target": [

{

"id": 1,

"num": 0

}

]

},

{

"id": 20401,

"loop\_num": 0,

"quality": 0,

"state": 1,

"target": [

{

"id": 1,

"num": 0

}

]

},

{

"id": 20601,

"loop\_num": 0,

"quality": 0,

"state": 1,

"target": [

{

"id": 1,

"num": 0

}

]

},

{

"id": 40003,

"loop\_num": 0,

"quality": 2,

"state": 1,

"target": [

{

"id": 1,

"num": 0

}

]

},

{

"id": 40002,

"loop\_num": 0,

"quality": 2,

"state": 1,

"target": [

{

"id": 1,

"num": 0

}

]

},

{

"id": 40004,

"loop\_num": 0,

"quality": 3,

"state": 1,

"target": [

{

"id": 1,

"num": 0

}

]

},

{

"id": 40010,

"loop\_num": 0,

"quality": 1,

"state": 1,

"target": [

{

"id": 1,

"num": 0

}

]

},

{

"id": 40005,

"loop\_num": 0,

"quality": 0,

"state": 1,

"target": [

{

"id": 1,

"num": 0

}

]

},

{

"id": 10058,

"loop\_num": 0,

"quality": 0,

"state": 1,

"target": [

{

"id": 1,

"num": 1

}

]

}

],

"version": 1

}

**festival\_info**

{

"task": [

{

"id": 500101,

"loop\_num": 0,

"quality": 0,

"state": 2,

"target": [

{

"id": 1,

"num": 0

}

]

},

{

"id": 500105,

"loop\_num": 0,

"quality": 0,

"state": 2,

"target": [

{

"id": 1,

"num": 2

}

]

},

{

"id": 500106,

"loop\_num": 0,

"quality": 0,

"state": 2,

"target": [

{

"id": 1,

"num": 0

}

]

},

{

"id": 500107,

"loop\_num": 0,

"quality": 0,

"state": 2,

"target": [

{

"id": 1,

"num": 1

}

]

},

{

"id": 604708,

"loop\_num": 0,

"quality": 0,

"state": 3,

"target": [

{

"id": 1,

"num": 18

}

]

}

]

}

**guild\_info**

{

"guild\_sroces": 0,

"guild\_task\_count": 0

}

## title

称号信息

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 角色id |
| title\_info | text | 称号信息 |

**title\_info**

{

"list": [

{

"b\_state": 0,

"num": 1,

"starttime": 0,

"time": 0,

"titlid": 1071

},

{

"b\_state": 0,

"num": 1,

"starttime": 1449828564,

"time": 7436921,

"titlid": 1084

},

{

"b\_state": 0,

"num": 1,

"starttime": 1449828564,

"time": 7436921,

"titlid": 1087

},

{

"b\_state": 1,

"num": 1,

"starttime": 0,

"time": 0,

"titlid": 1088

},

{

"b\_state": 1,

"num": 1,

"starttime": 0,

"time": 0,

"titlid": 1092

},

{

"b\_state": 0,

"num": 1,

"starttime": 0,

"time": 0,

"titlid": 2001

},

{

"b\_state": 0,

"num": 1,

"starttime": 0,

"time": 0,

"titlid": 3001

},

{

"b\_state": 0,

"num": 1,

"starttime": 0,

"time": 0,

"titlid": 3002

},

{

"b\_state": 0,

"num": 1,

"starttime": 0,

"time": 0,

"titlid": 3004

},

{

"b\_state": 0,

"num": 1,

"starttime": 0,

"time": 0,

"titlid": 3015

},

{

"b\_state": 0,

"num": 1,

"starttime": 0,

"time": 0,

"titlid": 3016

},

{

"b\_state": 0,

"num": 1,

"starttime": 1442433876,

"time": 42233,

"titlid": 1011

}

]

}

## trade\_order

购买订单信息

|  |  |  |
| --- | --- | --- |
| order\_id | bigint | 订单id |
| order\_state | int | 订单状态 |
| buyer\_account | char | 购买账号 |
| buyer\_name | char | 购买角色名 |
| buyer\_id | bigint | 购买id |
| receiver\_account | char | 受益账号 |
| receiver\_name | char | 受益角色名 |
| receiver\_id | bigint | 受益id |
| before\_pay\_moneypoint | int | 购买前魔石 |
| after\_pay\_moneypoint | int | 购买后魔石 |
| pay\_reason | int | 购买原因 |
| product\_id | int | 商品id |
| product\_num | int | 商品数量 |
| item\_type | int | 物品类型(功能类型PROP\_GBACK\_RESOURCE) |
| item\_id | int int | 物品id |
| item\_num | int | 物品数量 |
| unit\_price | int | 单价 |
| total\_price | int | 总价 |
| param\_1 | int | 参数 |
| ext | text | 扩展 |
| buy\_time | timestamp | 购买时间 |

## upgrade\_wing\_acitivity

翅膀升级活动

|  |  |  |
| --- | --- | --- |
| player\_id | bigint | 角色id |
| activity\_info | text | 活动信息 |

## version

数据库版本信息

|  |  |  |
| --- | --- | --- |
| major\_version | int | 角色id |
| minor\_version | int | 活动信息 |
| revision\_version | int |  |
| update\_time | timestamp |  |

## wing

翅膀信息

|  |  |  |
| --- | --- | --- |
| player\_id | int | 角色id |
| wing\_info | text | 翅膀信息 |

**wing\_info**

{

"count": 11,

"exp": 16,

"level": 63,

"list": [

{

"id": 0

},

{

"id": 1

},

{

"id": 25

},

{

"id": 27

},

{

"id": 2

},

{

"id": 3

},

{

"id": 24

},

{

"id": 30

},

{

"id": 22

},

{

"id": 26

},

{

"id": 28

}

],

"procount": 3,

"prolist": [

{

"flag": 1,

"protype": 11

},

{

"flag": 1,

"protype": 12

},

{

"flag": 2,

"protype": 13

}

],

"refresh\_time": 1449792000,

"star": 0,

"transmogrification": 28

}

## world\_boss

世界boss

|  |  |  |
| --- | --- | --- |
| id | int | id |
| world\_boss\_info | text | 世界boss信息 |

**world\_boss\_info**

{

"boss\_count": 1,

"list": [

{

"boss\_id": 30400,

"dead\_time": 0,

"strong\_level": 2

}

]

}

## zombie

僵尸生存

|  |  |  |
| --- | --- | --- |
| player\_id | int | 角色id |
| zombie\_info | text | 僵尸信息 |

**zombie\_info**

{

"cumulative\_time": 0,

"enter\_count": 0

}