The folder “Headers and Implementations” contains .h and .cpp files pertaining to our custom classes for CEAMS. This is things like spells, classes, feats, skills, characters, etc. Most of the .cpp files are currently empty, with a few minor exceptions. Functions pertaining to each class should be added to these files.

The folder “Database and DBIO” contains the actual database (.db3 file), SQLiteSpy.exe (allows you to view a .db3 file) and the DBIO C++ files which allow you to interact with the database.

The Developer\_Info file in this directory contains valuable information for everyone as developers in how to work with my DBIO files (how to add or remove things from the database, fetch them, so on and so forth).

Let me know if there are bugs, and please be careful with what you do with the AddToCEAMS and RemoveFromCEAMS functions. They do what the name says, and do not ask for confirmation.