

##### OCMEvent TABLE #####

// BASE QUERY

```
INSERT INTO "public"."OCMEvent" VALUES (dbId, competitionId, qualifyingPeriodStartAt,
qualifyingPeriodCloseAt, competitionStartAt, competitionCloseAt, competitionEndAt, lengthOfPeriod,
lengthOfInterval, area, minigamePattern);
```

// Query Example (don't copy paste all of this, change the timestamp... this still using old timestamps)

```
INSERT INTO "public"."OCMEvent" VALUES (1, 1, 1659312000, 1660420740, 1660420800,
1661446800, 1661792400, 86400, 0, 0, 1);
```

|                          |            |
|--------------------------|------------|
| dbId                     | 1          |
| competitionId            | 1          |
| qualifyingPeriodStart... | 1659312000 |
| qualifyingPeriodClos...  | 1660420740 |
| competitionStartAt       | 1660420800 |
| competitionCloseAt       | 1660553400 |
| competitionEndAt         | 1660554000 |
| lengthOfPeriod           | 86400      |
| lengthOfInterval         | 0          |
| area                     | 0          |
| minigamePatternId        | 1          |

// CompetitionId Reference :

BASE\_PATH\src\util\games\games\_util\ghost\_ocm\_area.ts

// Description

competitionId = OCM Event number (also for changing the area)  
qualifyingPeriodStartAt = start timestamp (datetime) of OCM Qualifying  
qualifyingPeriodCloseAt = end timestamp (datetime) of OCM Qualifying  
competitionStartAt = start timestamp (datetime) of OCM Main Draw  
competitionCloseAt = end timestamp (datetime) of OCM Main Draw  
competitionEndAt = idk what this is, last tally maybe  
lengthOfPeriod = not sure what this is, maybe the length of the timestamp of each period (like how much time for each period)

lengthOfInterval = idk what this is (maybe interval for each period)  
 area = course area, not really important tbh... set to 0 still works fine  
 minigamePattern = idk the correct value

---PLEASE DON'T CHANGE THE TIMESTAMPS (**maybe competitionId too**) AFTER YOU SET YOURS OCM EVENT... DO IT BEFORE YOU RUN THE QUERY OR BEFORE ENTERING THE GAME---

##### OCMPeriod TABLE #####

// BASE QUERY

INSERT INTO "public"."OCMPeriod" VALUES (dbld, competitionDbld, competitionId, periodId, startAt, closeAt);

// INSERT QUERY is automatic... no need to insert this manually  
 (BASE\_PATH/src/modules/ghost\_ocm.ts line 64)

| dbld | competitionDbld | competitionId | periodId | startAt    | closeAt    |
|------|-----------------|---------------|----------|------------|------------|
| 1    | 1               | 1             | 1        | 1660420800 | 1660496340 |
| 2    | 1               | 1             | 2        | 1660496340 | 1660550400 |
| 3    | 1               | 1             | 3        | 1660550400 | 1660553400 |

// Description

competitionId = OCM Event number (connected to OCMEvent table)  
 periodId = idk how to explain this... like how many periods are available for main draw  
 startAt = start timestamp (datetime) of each period  
 closeAt = end timestamp (datetime) of each period

// periodId (idk if this is correct) :

1.  $x = \text{competitionStartAt} + \text{lengthOfPeriod}$
2. if  $x$  is still less than  $\text{competitionCloseAt}$ ,  $\text{periodId} = 1$  ( $\text{startAt} = \text{competitionStartAt}$ ,  $\text{closeAt} = x$ )
3.  $\text{competitionStartAt} = x + \text{lengthOfInterval}$
4. if  $x$  is still less than  $\text{competitionCloseAt}$ ,  $\text{periodId} = \text{periodId} + 1$  (in this case is  $\text{periodId} = 2$ )
5. do the count again (no 1)
6. do it again until  $x$  is more than or same like  $\text{competitionCloseAt}$  (for last period, better make it same like  $\text{competitionCloseAt}$ )

##### OCMGhostBattleRecord TABLE #####

| dbld | carId | tunePower | tuneHandling | competitionId | periodId | result | area | playedAt   | playedShopName | ocmMainDraw |
|------|-------|-----------|--------------|---------------|----------|--------|------|------------|----------------|-------------|
| 7    | 6     | 16        | 18           | 1             | 0        | -60231 | 0    | 1660374907 | Bayshore       | f           |
| 11   | 2     | 16        | 18           | 1             | 1        | 63579  | 0    | 1660476558 | Bayshore       | t           |
| 5    | 4     | 16        | 18           | 1             | 1        | 59436  | 0    | 1660477091 | Bayshore       | t           |
| 3    | 1     | 16        | 18           | 1             | 1        | 71025  | 0    | 1660480060 | Bayshore       | t           |
| 2    | 3     | 16        | 18           | 1             | 0        | -60191 | 0    | 1660374903 | Bayshore       | f           |
| 8    | 11    | 16        | 18           | 1             | 1        | 86680  | 0    | 1660535679 | Bayshore       | t           |
| 6    | 5     | 16        | 18           | 1             | 1        | 74927  | 0    | 1660535679 | Bayshore       | t           |

-This will save your OCM ghost battle record (like history of your game) after you finishing the race (will not update this table and OCMGhostTrail table if current result is lower than result in database)

-Tally from Qualifying Day to Main Draw is using this table... sorting it from 'result' column

##### OCMGhostTrail TABLE #####

| dbld | carId | area | ramp | path     | trail | competitionId | periodId | playedAt   | tunePower | tuneHandling | ocmMainDraw |
|------|-------|------|------|----------|-------|---------------|----------|------------|-----------|--------------|-------------|
| 5    | 3     | 0    | 2    | 6 (BLOB) | <     | 1             | 0        | 1660374905 | 16        | 18           | f           |
| 7    | 6     | 0    | 2    | 6 (BLOB) | <     | 1             | 0        | 1660374907 | 16        | 18           | f           |
| 4    | 2     | 0    | 2    | 6 (BLOB) | <     | 1             | 1        | 1660476558 | 16        | 18           | t           |
| 2    | 4     | 0    | 2    | 6 (BLOB) | <     | 1             | 1        | 1660477091 | 16        | 18           | t           |
| 3    | 1     | 0    | 2    | 6 (BLOB) | <     | 1             | 1        | 1660480060 | 16        | 18           | t           |
| 6    | 5     | 0    | 2    | 6 (BLOB) | <     | 1             | 1        | 1660535679 | 16        | 18           | t           |
| 8    | 11    | 0    | 2    | 6 (BLOB) | <     | 1             | 1        | 1660535679 | 16        | 18           | t           |

-Record of your movement (ghost trail) after finishing the race (will not update if current result is lower than result in database)

##### OCMPlayRecord TABLE #####

| dbld | carId | competitionId | periodId | brakingPoint | playedAt   |
|------|-------|---------------|----------|--------------|------------|
| 3    | 3     | 1             | 0        | 336          | 1660374904 |
| 6    | 6     | 1             | 0        | 336          | 1660374907 |
| 4    | 2     | 1             | 1        | 336          | 1660476558 |
| 1    | 4     | 1             | 1        | 336          | 1660477091 |
| 2    | 1     | 1             | 1        | 336          | 1660480060 |
| 5    | 5     | 1             | 1        | 336          | 1660535679 |
| 7    | 11    | 1             | 1        | 336          | 1660535679 |

-Record if you are participating in OCM, also for saving mini game braking point

##### OCMTop1Ghost TABLE #####

| dbld | carld | competitionId | periodId  | result | tunePower | tuneHandling |
|------|-------|---------------|-----------|--------|-----------|--------------|
| 4    | 1     | 1             | 1         | 0      | 16        | 18           |
| 9    | 11    | 1             | 2         | 0      | 16        | 18           |
| 12   | 11    | 1             | 3         | 0      | 16        | 18           |
| 14   | 11    | 1             | 999999999 | 0      | 16        | 18           |

-Record of Top 1 Ghost for each period

-periodId 999999999 is last tally (end of ocm day)

##### OCMTop1GhostTrail TABLE #####

| dbld | carld    | area | ramp | path      | trail | competitionId | periodId  | playedAt   | tunePower | tuneHandling | ocmMainDraw |
|------|----------|------|------|-----------|-------|---------------|-----------|------------|-----------|--------------|-------------|
| 1    | 99999999 | 8    | 25   | 49 (BLOB) |       | 4             | 0         | 1660292950 | 20        | 14           | f           |
| 2    | 99999999 | 2    | 7    | 17 (BLOB) |       | 7             | 0         | 1660304180 | 14        | 20           | f           |
| 4    | 99999999 | 9    | 26   | 53 (BLOB) |       | 2             | 0         | 1660376987 | 18        | 16           | f           |
| 3    | 99999999 | 0    | 2    | 6 (BLOB)  |       | 1             | 0         | 1660306460 | 16        | 18           | f           |
| 5    | 99999999 | 11   | 31   | 60 (BLOB) |       | 3             | 0         | 1660392958 | 18        | 16           | f           |
| 6    | 99999999 | 0    | 0    | 1 (BLOB)  |       | 5             | 0         | 1660393414 | 16        | 18           | f           |
| 7    | 99999999 | 10   | 28   | 55 (BLOB) |       | 6             | 0         | 1660394180 | 14        | 20           | f           |
| 8    | 99999999 | 18   | 37   | 56 (BLOB) |       | 8             | 0         | 1660446260 | 16        | 18           | f           |
| 9    | 99999999 | 12   | 33   | 62 (BLOB) |       | 9             | 0         | 1660446638 | 16        | 18           | f           |
| 10   | 1        | 0    | 2    | 6 (BLOB)  |       | 1             | 1         | 1660374903 | 16        | 18           | t           |
| 13   | 11       | 0    | 2    | 6 (BLOB)  |       | 1             | 2         | 1660535679 | 16        | 18           | t           |
| 16   | 11       | 0    | 2    | 6 (BLOB)  |       | 1             | 3         | 1660535679 | 16        | 18           | t           |
| 18   | 11       | 0    | 2    | 6 (BLOB)  |       | 1             | 999999999 | 1660535679 | 16        | 18           | t           |

-Record of Top 1 Ghost Trail for each period

-carId 999999999 is default ghost trail for qualifying day (don't remove this)

-you will get this record after migrating the prisma  
(query inside 20220812083231\_ocm\_4/migration.sql)

```
-- InsertData
INSERT INTO "public"."OCMTop1GhostTrail" VALUES (1, 999999999, 8, 25, 49, E'\\037\\213\\010\\000V\\017\\366b\\000\\377\\',
INSERT INTO "public"."OCMTop1GhostTrail" VALUES (2, 999999999, 2, 7, 17, E'\\037\\213\\010\\0004;\\366b\\000\\377\\354\\',
INSERT INTO "public"."OCMTop1GhostTrail" VALUES (4, 999999999, 9, 26, 53, E'\\037\\213\\010\\000\\233w\\367b\\000\\377\\',
INSERT INTO "public"."OCMTop1GhostTrail" VALUES (3, 999999999, 0, 2, 6, E'\\037\\213\\010\\000\\034D\\366b\\000\\377\\35',
INSERT INTO "public"."OCMTop1GhostTrail" VALUES (5, 999999999, 11, 31, 60, E'\\037\\213\\010\\000\\376\\225\\367b\\000\\',
INSERT INTO "public"."OCMTop1GhostTrail" VALUES (6, 999999999, 0, 0, 1, E'\\037\\213\\010\\000\\306\\227\\367b\\000\\377',
INSERT INTO "public"."OCMTop1GhostTrail" VALUES (7, 999999999, 10, 28, 55, E'\\037\\213\\010\\000\\304\\232\\367b\\000\\',
INSERT INTO "public"."OCMTop1GhostTrail" VALUES (8, 999999999, 18, 37, 56, E'\\037\\213\\010\\0004f\\370b\\000\\377\\354',
INSERT INTO "public"."OCMTop1GhostTrail" VALUES (9, 999999999, 12, 33, 62, E'\\037\\213\\010\\000\\256g\\370b\\000\\377\\')
```

##### OCMTally TABLE #####

| dbld | carId | competitionId | periodId  | result  | tunePower | tuneHandling |
|------|-------|---------------|-----------|---------|-----------|--------------|
| ▶ 10 | 11    | 1             | 999999999 | 0       | 16        | 18           |
| 8    | 5     | 1             | 999999999 | -35753  | 16        | 18           |
| 4    | 1     | 1             | 999999999 | -39655  | 16        | 18           |
| 6    | 2     | 1             | 999999999 | -47101  | 16        | 18           |
| 5    | 4     | 1             | 999999999 | -51244  | 16        | 18           |
| 7    | 3     | 1             | 999999999 | -120710 | 16        | 18           |
| 9    | 6     | 1             | 999999999 | -120730 | 16        | 18           |

-Tally data will go to this table (qualifying tally and main draw tally)

-This also used when tallying each period in main draw

-This will save your OCM ghost battle record after you finishing the race (will not update this table, OCMGhostBattleRecord, and OCMGhostTrail table if current result is lower than result in database)

-999999999 is last tally

-Tallying happen when you enter ghost mode screen

##### SOME SCREENSHOT #####



-Qualifying day





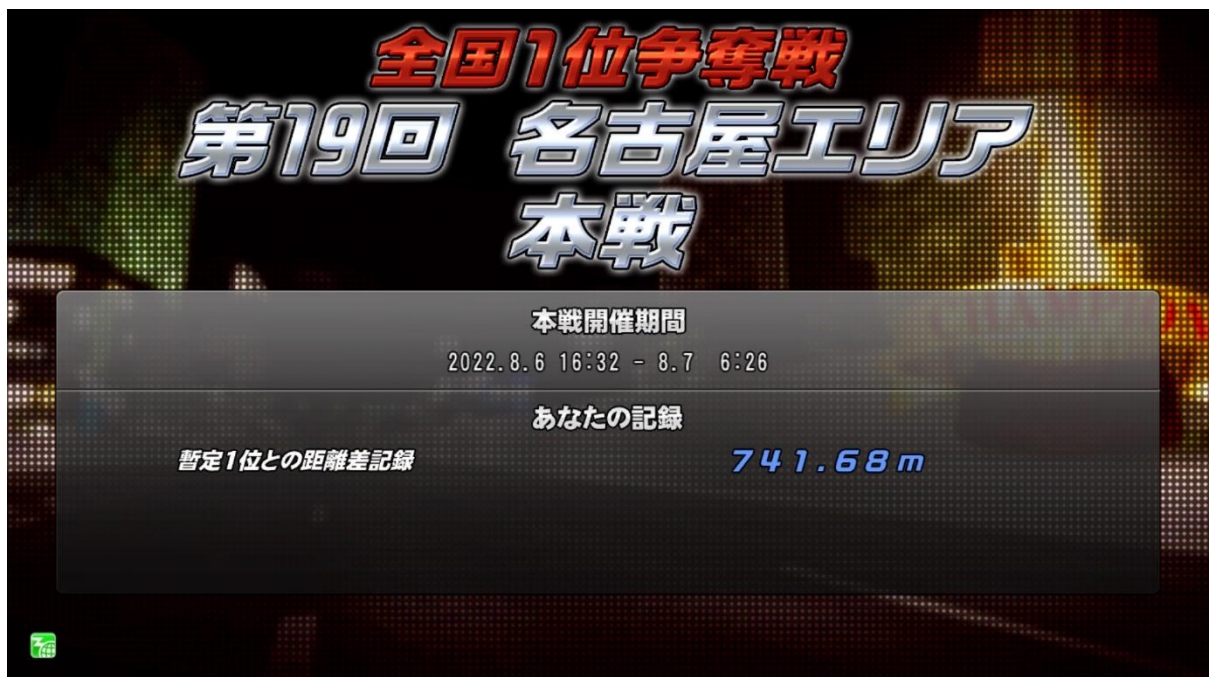
- Top 1 OCM



-VS Top 1



-Mini game



-Main draw



*Now connecting  
Please wait*

# WHAT THE FCK, ERROR

Just kidding...



All people can re-challenge the Top 1 OCM after OCM event end (after you are selecting your car in driver unit)