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

// Structure

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

// Query Example

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

Field	Value
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 TIMETAMPS (maybe competitionId too) AFTER YOU SET YOURS OCM EVENT... DO IT BEFORE YOU RUN THE QUERY---

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

// Structure

INSERT INTO "public"."OCMPeriod" VALUES (dbId, competitionDbId, competitionId, periodId, startAt, closeAt);

// INSERT QUERY is automatic... no need to insert this manually
(BASE_PATH/src/modules/ghost_ocm.ts line 64)

dbId	competitionDbId	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... how many periods 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 = competitionStartAt + lengthOfPeriod

2. if x is still less than competitionCloseAt, periodId = 1 (startAt = competitionStartAt, closeAt = x)

3. competitionStartAt = x + lengthOfInterval

4. if x is still less than competitionCloseAt, periodId = periodId + 1 (in this case is periodId = 2)

5. do the count again (no 1)

6. do it again until x is more than or same like competitionCloseAt (for last period, better make it same like competitionCloseAt)

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

dbId	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 ###########################

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

dbId	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 ######################

dbId	carId	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 ######################

dbId	carId	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 #######################

dbId	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)

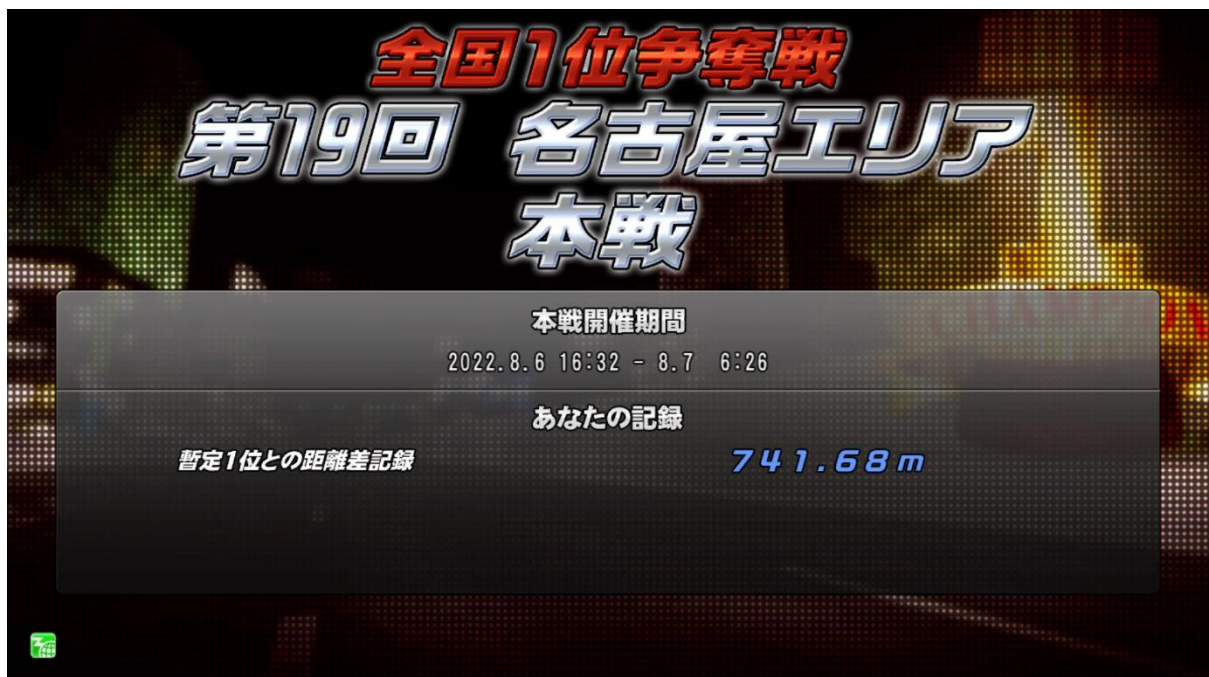####################### SOME SCREENSHOT #######################

-Qualifying day

- Top 1 OCM

-VS Top 1

-Mini game

-Main draw

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)