

# Capturing Legacy PCs For the Registry

13-AUG-2013

The Dallas IFGS Registry is up to date with most of the PCs that were started within the last five years, and with a good many others as well. However, many of the PCs that have been around longer than five years are NOT in the Registry.

## Here's how to get your legacy PC(s) into the Registry:

1. Determine your IFGS ID, and the ID of the PC to be added:

Please follow the instructions listed here:

<http://www.dallasifgs.org/reports.html>

*If your IFGS ID or your PC is not listed, contact me to have that data added to the Registry.*

2. Determine the GAME IDs in which your PC participated:

Get the list of all GAME IDs here:

<http://www.dallasifgs.org/reports/All%20Dallas%20Games.pdf>

*If a game is not listed in the above file, contact me to have that game added to the system.*

3. Copy all of the Excel spreadsheets (\*.xls files) from the website onto your computer:

<http://www.dallasifgs.org/reports/legacy>

- a) 1\_ITEMS (table).xls
- b) 2\_ITEM\_SAVVIES.xls
- c) 3\_PC\_ITEMS.xls
- d) 4\_PC\_PNTS.xls

Also copy the four EXAMPLE FILES:

- e) 1\_ITEMS (table)\_597.xls
- f) 2\_ITEM\_SAVVIES\_597.xls
- g) 3\_PC\_ITEMS\_597.xls
- h) 4\_PC\_PNTS\_597.xls

4. Look at the EXAMPLE files to understand how the data is to be entered.
5. COPY the blank spreadsheets on your C drive and SAVE them with the following file name:  
`<original file name>_<YOUR IFGS ID>.xls`
6. Populate the renamed files you just SAVED on your C drive (step 5 above) with the data to be entered into the Registry. Please enter ALL of the data for EVERY PC into each of the appropriate

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files. You will end up with FOUR files, regardless of the number of PCs for which data is specified.

NOTE: If you have listed an item that is no longer legal, we will assume that it is to be a "legacy item" and will be entered into the database as you have it written. "Legacy" items cannot be traded or sold, and must have specific GP approval before being used in any game.

Any item that is prohibited by the rules and thus **absolutely** not allowed, like the "Mark of Mercy", will be dealt with on an individual basis.

7. Once you have completed and verified the content of the four renamed files, email them to me at [olknight@yahoo.com](mailto:olknight@yahoo.com) with the subject line:

REGISTRY UPDATES for <YOUR IFGS ID>

where "<IFGS ID>" is your 4 digit IFGS id number.

*Example: "REGISTRY UPDATES FOR 597"*

The four spreadsheets mirror the tables into which the data will be stored, and contain the following columns. If a spreadsheet is populated, then all of the columns are required.

## 4 PC PNTS

IFGS ID	Your four-digit IFGS ID
PC ID	The one or two-digit ID of the PC being updated
GAME ID	The ID of the game in which this PC participated
CAP SPENT	Zero, or CAP spent to add experience points to your PC
EP EARNED	The experience points earned from the game
CLONED	Zero, or the CAP used for the Fate Point Option
NEW GOLD TOTAL	Zero, or the total gold your PC owned at the end of this game
CAP SPENT FOR GOLD	Zero, or the CAP spent for gold at this game
GOLD GAINED FROM CAP	Zero, or the gold obtained using CAP-For-Gold at this game

This spreadsheet is populated in order to add specific experience points for specific games for your PC to the Registry.

Please enter data in ascending PC\_ID order, and within each PC\_ID please list the data in ascending GAME\_ID order.

This spreadsheet is only used to add GAMES or EVENTS for a PC.

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## 1 ITEMS (table)

GAME ID	The ID of the game in which the PC participated
ITEM NO	Start at "1" and increment by one for each row
ITEM DESC	The name of the item <i>If an item has a specific number of discharges per day, add that data as a suffix to the description. Example: 2 Point Healing Potion, 1xpd If an item is a one-shot, add no suffix If an item is permanent, add no suffix Each entry in this column must be unique!</i>
BLUBOOK VALUE	The current bluebook value of the item <i>This value can be zero in some cases</i>
DISCHARGES PER DAY	If this is a once per day item, enter "1" <i>If this is a twice per day item, enter "2" If this is a permanent item, leave it blank If this is a one-shot item, leave it blank</i>
PERMANENT	Enter "N" for one-shot items, else "Y"
MAGIC	Enter "Y" if the item is magic, else "N"
CATEGORY	The categories are: <i>OFFENSIVE      Offensive items DEFENSIVE      Defensive items HEALING        Healing items POINTS         Provides additional spell/ability pts KNOWLEDGE     Informational items MOVEMENT      Movement items MISC            Other types of magic items</i>
ITEM ID	<i>Please spell these in ALL CAPS, exactly as listed</i> Start with <b>1001</b> and increment by one for each new item
RESTRICTIONS	If this item is from a closed world, enter the DESCRIPTION of the restriction. <i>At this time the only restrictions we have are: Continuity 2      Denver/Boulder closed world items Triad Games      Navarro closed world items David Wood Games &lt;reserved for future use&gt;</i>

*If you have an item that was originally a Closed World item, as from some of the early Bill Flagg and James Hines games, contact me for a Restriction Description.*

This spreadsheet contains all of the items acquired by all of the PCs being updated from the games listed. Each individual item must be listed separately, and duplicate entries are not allowed.

For example, your PC bought 3 of the "Ring of 1 Spell Point Generator, 6 times per day". This item would only be entered once, not three times.

Please list the items in ascending GAME\_ID order.

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## 2 ITEM SAVVIES

ITEM ID	The ITEM ID in "ITEMS (table)" to which this savvy refers
SAVVY ID	Start with "1" on the first row of each new ITEM ID, and increment by one for each subsequent row used for this item.
SAVVY DESC	The description of this Savvy for the item. Note that A Savvy Description may include more than one line, but <i>NO MORE THAN 255 characters per line is allowed!</i>
FINI	"Y" if this savvy on this row was the last Savvy for this item, else "N" to add another savvy for this item on the next line.

For each item listed in the "ITEMS (table)" spreadsheet, there must be a corresponding entry in this spreadsheet. An entry can have multiple rows if there is more than one Savvy for the item, or if a Savvy description requires more than 255 characters.

Please list the Savvies in ITEM\_ID order.

## 3 PC ITEMS

IFGS ID	Your four-digit IFGS ID
PC ID	The two-digit ID of the PC being updated
GAME ID	The ID of the game in which this item was acquired
ITEM ID	The ITEM ID from the "ITEMS (table)"
ITEM_COUNT	The quantity of ITEM ID objects acquired in this game

There will be one entry in this spreadsheet for each different item your PC acquired. The ITEM\_COUNT column will indicate the number of these items that were acquired.

Please list the data in PC\_ID order, and within each PC ID in ITEM\_ID order.

## OVERVIEW

ITEMS (table) - one entry for each different item from the game

| |  
| |

| ITEM\_SAVVIES - one or more savvies with one or more lines per entry  
| for each item in "ITEMS (table)"  
|

PC\_ITEMS - one entry for each different item acquired by your PC

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- 1) The `4_PC_PNTS` spreadsheet can be submitted by itself if no items were acquired for the games it contains.
- 2) If **items** were acquired in a game already listed in the Registry, then the three ITEM spreadsheets can be submitted on their own.
- 3) If a PC acquired any item, then all three ITEM spreadsheets must be populated: `1_ITEM (table)`, `2_ITEM_SAVVIES`, and `3_PC_ITEM`.

Please let me know if you have any questions.

Olan Knight  
Dallas Registry Chair  
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