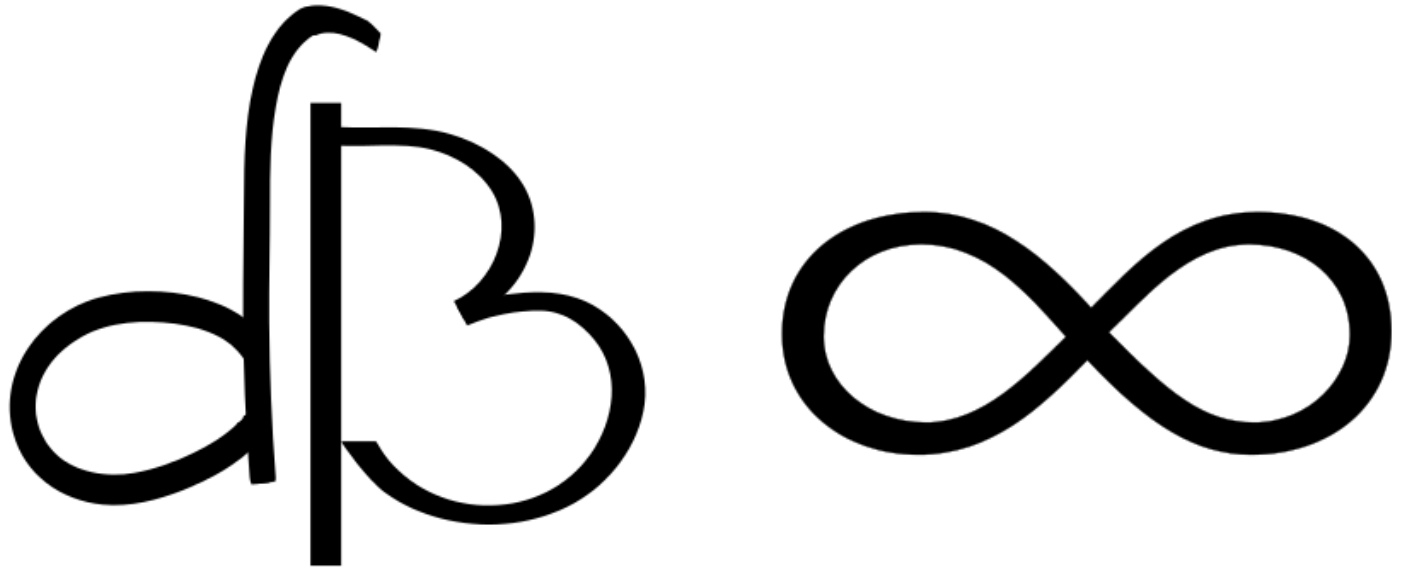


**INFINITE**



InfiniteDB  
Database Software  
Overview

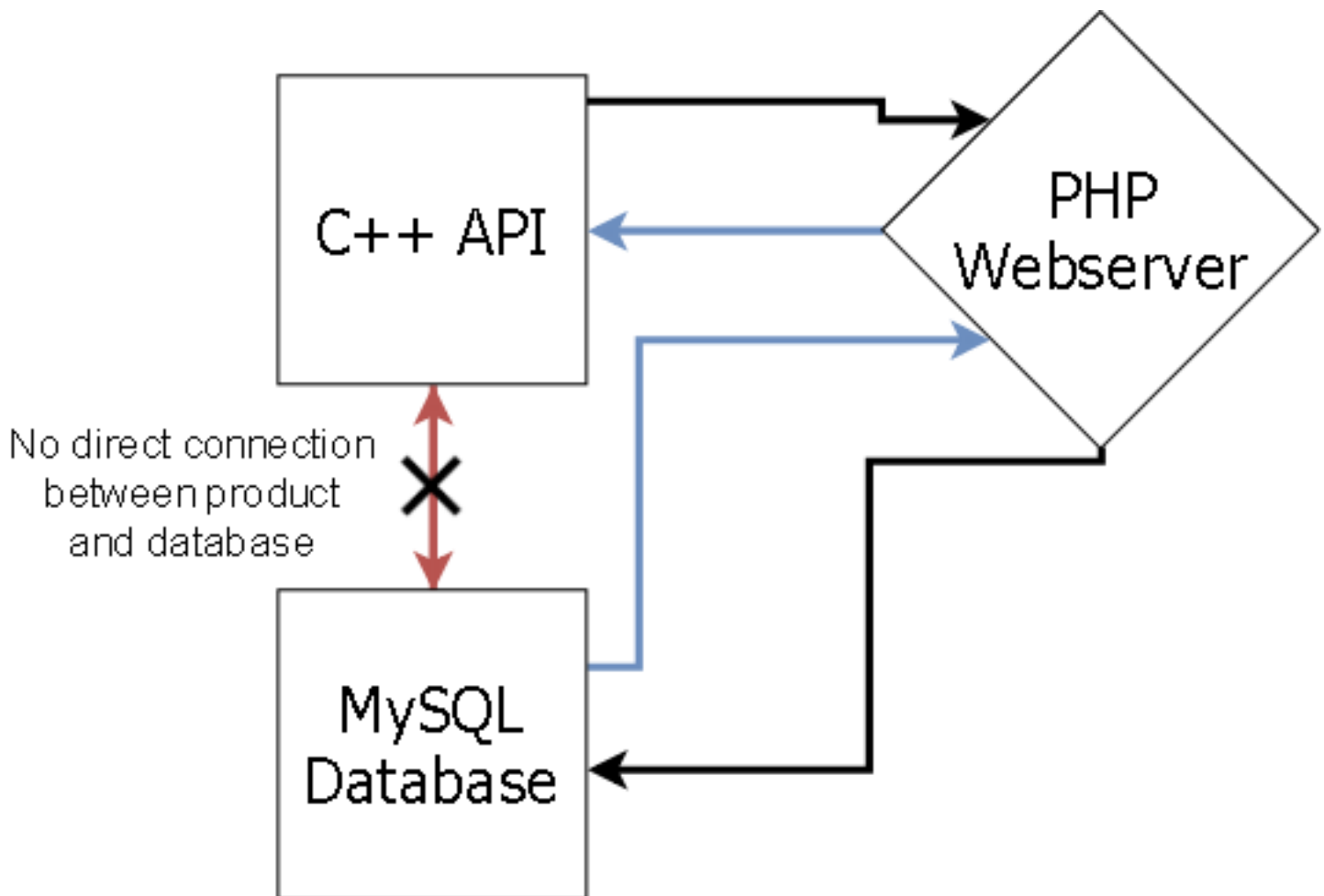
**Databases Made Easy**

# What is InfiniteDB?

- InfiniteDB is a database solution that uses a PHP library to link and transfer data to/from MySQL and SQLite databases.
- We also include a C++ API that allows easy integration into almost any project, no PHP knowledge required!
- Our product is highly focused on providing an easy to use database solution without sacrificing security or the features expected from modern software.

# Security First

InfiniteDB creates chains when it sends data from client to server and vice versa:



This makes functions virtually impossible to trace externally!

# Straightforward Setup

- Simple install process; extract the files to your webserver and it's ready to be used!
- Compatible with all modern PHP versions.

```
int main()
{
    // Create a DB Handle
    DB *DB_HANDLE;
    DBReturn DB_RESULT;

    // Global initialisation for WinSock and SSL
    db_global_init(DB_GLOBAL_ALL);

    // Initialise using webserver directory, containing the php interface
    DB_HANDLE = db_init("localhost");

    if (DB_HANDLE)
    {
        // All log-in info for db is stored within pdo for safety
        db_easy_setopt(DB_HANDLE, DB_OPT_PDO_ATTRIBUTE, true);

        string Response;

        // Insert values into a table in MySQL
        db_easy_setopt(DB_HANDLE, DB_OPT_ACTION, DB_ACT_FETCH);
        db_easy_setopt(DB_HANDLE, DB_OPT_TABLE, "My Guests"); // My Guests Table
        db_easy_setopt(DB_HANDLE, DB_OPT_VALUES, "'Name'");
        db_easy_setopt(DB_HANDLE, DB_OPT_ROW, 1); // Fetch the first row
        db_easy_setopt(DB_HANDLE, DB_OPT_WRITEFUNCTION, &DB_FETCH_STRING); // Custom function for writing
        db_easy_setopt(DB_HANDLE, DB_OPT_RESPONSE, Response); // Return value

        DB_RESULT = db_easy_perform(DB_HANDLE);

        if (DB_RESULT != DBE_OK)
        {
            fprintf(stderr, db_error_str(DB_RESULT));
        }

        // Clean up the handle (reset, to be used later?)
        db_easy_cleanup(DB_HANDLE);
    }

    // Completely wipe out all the bytes
    db_global_cleanup();
}
```

Quick Example: Send values to a MySQL database in a single easy function!

# Ease Of Use

- There is no DB solution on the market easier to integrate into your projects!

- Perfect for any type of software;

Games, Service, and even Banking programs can use our unified and simple C++ library to meet their needs.

- Using another language? Features like DLLImport for C#/.NET are also fully supported, and languages like Python or Java have libraries for importing.

# Ease Of Use

- Full documentation for both the API and backend to help speed up your workflow and avoid confusion with your developers.
- Data can be transferred through cURL, FTP or Torrent.

```
int main()
{
    // Create a DB Handle
    DB *DB_HANDLE;
    DBReturn DB_RESULT;

    // Global initialisation for WinSock and SSL
    db_global_init(DB_GLOBAL_ALL);

    // Initialise using webserver directory, containing the php interface
    DB_HANDLE = db_init("localhost");

    if (DB_HANDLE)
    {
        // All log-in info for db is stored within pdo for safety
        db_easy_setopt(DB_HANDLE, DB_OPT_PDO_ATTRIBUTE, true);

        // Insert values into a table in MySQL
        db_easy_setopt(DB_HANDLE, DB_OPT_ACTION, DB_ACT_INSERT);
        db_easy_setopt(DB_HANDLE, DB_OPT_TABLE, "My Guests"); // My Guests Table
        db_easy_setopt(DB_HANDLE, DB_OPT_VALUES, "'John', 'Smith', 'jsmith@example.com'");

        DB_RESULT = db_easy_perform(DB_HANDLE);

        if (DB_RESULT != DBE_OK)
        {
            fprintf(stderr, db_error_str(DB_RESULT));
        }

        // Clean up the handle (reset, to be used later?)
        db_easy_cleanup(DB_HANDLE);
    }

    // Completely wipe out all the bytes
    db_global_cleanup();
}
```

With little effort, you can securely communicate with your database!

# A Cheaper Solution

- We offer a competitive price for one complete package; guaranteed lower rates than other solutions.
- Purchase of InfiniteDB will include source code of all assets, a pre-compiled binary for the C++ API, and full documentation.
- Prefer to license? We are open to non-buyout opportunities as well.

Interested? Require more information?

**Email: [avery@zeroimaginationproductions.com](mailto:avery@zeroimaginationproductions.com)**

Or fill out the contact form at our website:  
**[zeroimaginationproductions.com](http://zeroimaginationproductions.com)**