Dynasty Record Updater Tool Documentation

**Structure:**

**Tab Name** – **Tab Name** (in MXDBE)

* **Column Name** (in EA DB Editor) - **Column Name** (in MXDBE)

**Notes:**

* 2000 in the rush, pass, or receiving yard column signifies a negative yard total. 2047 signifies -1 yards and every decrease from 2047 is a decrease in yard total (2047 = -1, 2046 = -2, 2045 = -3, etc.).
* Similar to the offensive yardage stats, a stat total of 500 in the defensive yard totals indicates a negative yard total (511 = -1, 510 = -2, 509 = -3, etc.).

Individual Player Stats/Game (Offense) – **BOFF**

* PGID – Player ID
* SGNM – Game Number
* SEWN – Game Week
* gaya – Passing Yards
* gatd – Passing Touchdowns
* gaIN – Longest Pass
* guya – Rushing Yards
* gutd – Rushing Touchdowns
* guIN – Longest Run
* guyh – Rush Yards After Contact
* gcya – Receiving Yards
* gctd – Receiving Touchdowns
* gcca – Receptions
* gcrL – Longest Reception
* gcyc – Yards After Catch
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Individual Player Stats/Game (Defense) – **BDEF**

* PGID – Player ID
* SGNM – Game Number
* SEWN – Game Week
* gdta – Tackles
* gdtl – Tackles for Loss
* glsk – Sacks
* gsin – Interceptions
* gsIR – Longest Interception Return
* gsiy – Total Interception Return Yards
* glff – Forced Fumbles
* glfr – Fumble Recoveries
* glfy – Fumble Recovery Yards
* glsa – Safeties
* gdpd – Pass Deflections (?)
* gdht – Assisted Tackes (?)
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Team Game Stats – **BTES**

* SGNM – Game Number
* SEWN – Game Week

Team Season Stats – **TSSE**

* PGID – Player ID
* SGNM – Game Number
* SEWN – Week Number

Return Season Stats – PSKP

* Player ID – PGID
* Year – SGYR
* Games Played – sgmp
* Total Kick Returns – srka
* Total Kick Return Yards – srky
* Total Kick Return Touchdowns – srkt
* Longest Kick Return – srkL
* Total Punt Returns – srpa
* Total Punt Return Yards – srpy
* Total Punt Return Touchdowns – srpt
* Longest Punt Return – srpL
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School Records – **RBKS**

* Team ID – **RCDM**
* School Record Description – **RCDI**
  + 0 = Rush Yards
  + 1 = Rush TDs
  + 2 = Pass Yards
  + 3 = Pass TDs
  + 4 = Receptions
  + 5 = Receiving Yards
  + 6 = Receiving Touchdowns
  + 7 = Sacks
  + 8 = INTs
* Record Type – **RCDT**
  + 0 = Game
  + 1 = Season
  + 2 = Career)
* Record Holder – **RCDH**
* Record Holder Player ID – **RCDL**
  + (-1 is default; a record holder that was in current dynasty)
* Record Value – **RCDV**
* Previous Record Value – **RCDA**
* Previous Record Holder – **RCDE**
* Opponent when Record was Broken – **RCDO**
* Week of Broken Record – **SEWN**
* User Profile Used When Record Broken – **RCDU**