NCAA Football PS2/PSP/Xbox Indexes

Note indexes start at 0. The file location listed here is starting at 0.

**Stadiums**

STADIUMS.DAT

Every team has 12 files. First 4 are Daytime, then Night, then Dusk

**Index Location:** LEAGUE.DAT FILE 1 or DYNASTY SAVE  
DB Table: STAD  
Field: SRES

SRES value x 12 = start of file location in DAT file

**Field Numbers**

FLDDATA.DAT

**Index Location:** N/A

File 0-9 are the numbers in order

**Field Cones**

FLDDATA.DAT

**Index Location:** N/A

File 10-27

**Field Turf/Grass Overlay Designs**

FLDDATA.DAT

**Index Location:** N/A

File 28-44

Each Team has a turf assigned in STAD table. It is in STYP field.

**Mid-Field Logos**

FLDDATA.DAT

**Index Location:** LEAGUE.DAT FILE 1 or DYNASTY SAVE  
DB Table: TEAM  
Field: TMFL

File 80 - 643

TEAM table. TMFL field. Value + 80 = location

**In-Game Team Field Logos**

FLDDATA.DAT

**Index Location:** LEAGUE.DAT FILE 1 or DYNASTY SAVE  
DB Table: TEAM  
Field: TLGL

File 644-754

TEAM table. TLGL field. Value + 644 = location

**Thirty Five Yard Logos**

FLDDATA.DAT

**Index Location:** LEAGUE.DAT FILE 1 or DYNASTY SAVE  
DB Table: TEAM  
Field: TL35

Value + 755 = location

File 755 – 1078

**End Zones**

FLDDATA.DAT

**Index Location:** LEAGUE.DAT FILE 1 or DYNASTY SAVE  
DB Table: TEAM  
Field: TEZ1 TEZ2

Value + 1079 = location

File 1079 - End

**Uniforms**

UNIFORM.DAT

Every uniform is a single file.

Index Location: STRMDATA.DB

DB Table: UNIF and TUNI

TUNI contains the UFID (Uniform ID) and the association Team ID (TGID)

UNIF Field UFID is the Index location of the resource asset in UNIFORM.DAT