mm_master_demos

file	The file name that the demo was scraped from. This is a unique field for each match.
map	The Valve official map the match was played on.
date	Date the match was played (unverified if they are correct).
round	The round that the duel took place.
tick	The current tick in the demo the entry took place. A tick is represented as a state in the game, Valve's competitive matchmaking sets every match at 64 ticks which represents that there are 64 states within each second of the game.
seconds	The converted tick to seconds within the game since match start.
att_team	The team that the attacking player is on that dealt damage to the victim. Usually Team 1 and 2 but in some recorded pro matches, can have custom team name e.g Games Academy.
vic_team	The team that the victim player is on that received damage from the attacker.
att_side	The side that the attacker was on. Can be Terrorist or CounterTerrorist.
vic_side	The side that the victim was on. Can be Terrorist or CounterTerrorist.
hp_dmg	The total damage dealt in that duel to the victim. Each player starts the round with 100 max hp.
arm_dmg	The total damage dealt to Kevlar. Three things to note: 1. Kevlar is an optional item that players choose to buy 2. Kevlar only protects the chest area and 3. Damage to kevlar is already accounted for in hp_dmg, that is if hp_dmg = 50 and arm_dmg = 50, the player has only lost 50 hp and is still alive.
is_bomb_planted	Has the bomb been planted as of this entry.
bomb_site	The site the bomb is planted at (only A or B) and empty ifis_bomb_planted is false.
hitbox	The body area the victim was struck in.
wp	The weapon that the attacker used to deal damage.

wp_type	The type of weapon that the attacker used.
award	The kill reward (in $) that the player get should they kill that person. The kill reward changes purely based on the weapon they are using.
winner_team	The team that won at the end of that round.
winner_side	The side that the team that winner_team was on.
att_id	The steam id of the attacker. This is a unique identifier for each player.
att_rank	The new rank of the attacking player after the match is complete.
vic_id	The steam id of the victim. This is a unique identifier for each player.
vic_rank	The new rank of the victim after the match is complete. Bothatt_rank and vic_rank are constant over all damage entries for each player/match.
att_pos_x	The X position of the attacker when they started the engagement. Note that this is an in-game coordinate and need to be converted to positive X,Y coordinates when plotting on a map.
att_pos_y	The Y position of the attacker when they started the engagement. Note that this is an in-game coordinate and need to be converted to positive X,Y coordinates when plotting on a map.
vic_pos_x	The X position of the victim when they received damage. Note that this is an in-game coordinate and need to be converted to positive X,Y coordinates when plotting on a map.
vic_pos_y	The Y position of the attacker when they started the engagement. Note that this is an in-game coordinate and need to be converted to positive X,Y coordinates when plotting on a map.
round_type	The estimated round type by Akiver's csgo demo manager. This is based on ct_eq_val and t_eq_valand is imperfect so there can be mistakes.
ct_eq_val	The Counter Terrorist team's total equipment value (weapon + grenades + armor + utilities) after buy time

t_eq_val	The Terrorist team's total equipment value (weapon + grenades + armor + utilities) after buy time.
avg_match_rank	The average rank over all players in the match.

mm_grenade_demos

file	The file name that the demo was scraped from. This is a unique field for each match.
map	The Valve official map the match was played on.
round	The round that the duel took place.
start_seconds	
seconds	The converted tick to seconds within the game since match start.
end_seconds	
att_team	The team that the attacking player is on that dealt damage to the victim. Usually Team 1 and 2 but in some recorded pro matches, can have custom team name e.g Games Academy.
vic_team	The team that the victim player is on that received damage from the attacker.
att_id	
vic_id	
att_side	The side that the attacker was on. Can be Terrorist or CounterTerrorist.
vic_side	The side that the victim was on. Can be Terrorist or CounterTerrorist.
hp_dmg	The total damage dealt in that duel to the victim. Each player starts the round with 100 max hp.
arm_dmg	The total damage dealt to Kevlar. Three things to note: 1. Kevlar is an optional item that players choose to buy 2. Kevlar only protects the chest area and 3. Damage to kevlar is already accounted for in hp_dmg, that is if hp_dmg = 50 and arm_dmg = 50, the player has only lost 50 hp and is still alive.
is_bomb_planted	Has the bomb been planted as of this entry.
bomb_site	The site the bomb is planted at (only A or B) and empty ifis_bomb_planted is false.
hitbox	The body area the victim was struck in.
nade	The weapon that the attacker used to deal damage.
winner_team	The team that won at the end of that round.
winner_side	The side that the team that winner_team was on.
att_rank	The new rank of the attacking player after the match is complete.
vic_rank	The new rank of the victim after the match is complete. Bothatt_rank and vic_rank are constant over all damage entries for each player/match. Blank indicates no victim.

att_pos_x	The X position of the attacker when they started the engagement. Note that this is an in-game coordinate and need to be converted to positive X,Y coordinates when plotting on a map.
att_pos_y	The Y position of the attacker when they started the engagement. Note that this is an in-game coordinate and need to be converted to positive X,Y coordinates when plotting on a map.
nade_land_x	The X position of the grenade when it exploded or started. Note that this is an in-game coordinate and need to be converted to positive X,Y coordinates when plotting on a map. Blank indicates no victim. 0 implies that there were no matching event for that grenade starting/exploding (this can sometime happen when a round ends before a grenade explodes)
nade_land_y	The Y position of the grenade when it exploded or started. Note that this is an in-game coordinate and need to be converted to positive X,Y coordinates when plotting on a map. Blank indicates no victim. 0 implies that there were no matching event for that grenade starting/exploding (this can sometime happen when a round ends before a grenade explodes)
vic_pos_x	The X position of the victim when they received damage. Note that this is an in-game coordinate and need to be converted to positive X,Y coordinates when plotting on a map. Blank indicates no victim.
vic_pos_y	The Y position of the attacker when they started the engagement. Note that this is an in-game coordinate and need to be converted to positive X,Y coordinates when plotting on a map. Blank indicates no victim.
round_type	The estimated round type by Akiver's csgo demo manager. This is based on ct_eq_val and t_eq_valand is imperfect so there can be mistakes.
ct_eq_val	The Counter Terrorist team's total equipment value (weapon + grenades + armor + utilities) after buy time
t_eq_val	The Terrorist team's total equipment value (weapon + grenades + armor + utilities) after buy time.
avg_match_rank	The average rank over all players in the match.