16 \_gameloop = 1 second

Find rows based on column value:

df.loc[df[‘col name’] == value]

**Where to look for data**

1. **dfHeader (1 Row x 11 Cols)**
   1. Summary – data/game version numbers and total game time
   2. m\_dataBuildNum – TBD
   3. m\_elapsedGameLoops – divide total by 16 to get total game time in seconds
   4. m\_type – TBD
   5. m\_useScaledTime – False indicates that 16 gameloops = 1 second
   6. m\_version\_m\_baseBuild – game version
   7. m\_version\_m\_build – TBD
   8. m\_version\_m\_flags – TBD
   9. m\_version\_m\_major – TBD
   10. m\_version\_m\_minor – TBD
   11. m\_version\_m\_revision – TBD
   12. replayId
2. **dfDetails (10 Rows x 9 Cols)**
   1. Summary – player name and chosen hero, team ID, user ID, winner/loser
   2. m\_control – TBD
   3. m\_handicap – TBD
   4. m\_hero – name of hero
   5. m\_name – player name
   6. m\_observe – False = 0; True = 1
   7. m\_result – Win = 1, Loss = 2
   8. m\_workingSetSlotId – range(0,10) that maps to m\_userId
   9. replayId
3. **df\_m\_gameDescription (1 Row x 22 Cols)**
   1. Summary – general game options
   2. m\_defaultAIBuild – default value = 7
   3. m\_gameOptions\_m\_battleNet – <Boolean> utilized battlnet
   4. m\_gameOptions\_m\_competitive – <Boolean> could indicate whether a hero league game or not
   5. m\_gameOptions\_m\_cooperative – <Boolean> could indicate if a game vs AI
   6. m\_gameOptions\_m\_fog – <Boolean> indicates if fog of war is present
   7. m\_gameOptions\_m\_heroDuplicatesAllowed – <Boolean> whether hero duplicates are allowed
   8. m\_gameOptions\_m\_lockTeams – <Boolean> lock teams
   9. m\_gameOptions\_m\_noVictoryOrDefeat – <Boolean> used for special game modes
   10. m\_gameOptions\_m\_observers – <Int> number of observers
   11. m\_gameOptions\_m\_practice – <Boolean> practice game mode
   12. m\_gameSpeed – <Int> default seems to be 4
   13. m\_gameType – <Int> default seems to be 0
   14. m\_isBlizzardMap – <Boolean>
   15. m\_isCoopMode – <Boolean> could indicated vs AI game
   16. m\_isPremadeFFA – <Boolean> could indicate custom game
   17. m\_mapSizeX – <Int> map size X
   18. m\_mapSizeY – <Int> map size Y
   19. m\_maxObservers – <Int> default 6
   20. m\_maxTeams – <Int> default 10
   21. m\_maxPlayers – <Int> default 10
   22. m\_randomValue – <Int> randomly generated numbered one part of creating the unique replayId
   23. replayId
4. **df\_m\_userInitialData (16 Rows x 6 Cols)**
   1. Summary – Names of all players and observers and their associated userId
   2. m\_clanTag – currently blank, left in for possible future implementation by Blizzard
   3. m\_HighestLeage – <Int> currently 0, left in for possible future implementation by Blizzard
   4. m\_name – <String> name of player or observer
   5. m\_observe – <Int> 0 if player, 1 if observer
   6. m\_userId – <Int> range(0,16), same reference is used in other tables
   7. replayId
5. **df\_m\_slots (16 Rows x 11 Cols)**
   1. Summary – chosen hero information to include skins
   2. m\_colorPref – <Int> typically 2 or 6, represents color in replay file, Red or Blue?
   3. m\_handicap – <Int> default is 100
   4. m\_hasSilencePenalty – <Boolean> silenced
   5. m\_hero – <String> name of hero, NOTE: E.T.C = L90ETC, Illidan = DemonHunter, Li-Ming = Wizard
   6. m\_mount – <String> name of mount used
   7. m\_observe – <Int> 0 if player, 1 if observer
   8. m\_skin – <String> name of skin if used, default skin is an empty field
   9. m\_teamId – <Int> 0 is one team, 1 is the other (0 could potentially always be team color 2 in m\_colorPref)
   10. m\_toonHandle – <String> unique identifier for hero chosen, potentially could relate to toon handle in m\_stringData?
   11. m\_userId – <Int> userId assigned for the game
   12. replayId
6. **dfParentTE (Many Rows x 15 Cols)**
   1. \_bits – <Int> number associated with elapsed time
   2. \_event – <String> name of event
   3. \_eventid – <Int> number associated with \_event
   4. \_gameloop – <Int> 16 gameloops = 1 second
   5. m\_controlPlayerId – <Int> range(0,16), somehow tied to userId?
   6. m\_eventName – <String> specific description of events
      1. GameStart, PlayerInit , TownStructureInit, JungleCampInit, PlayerSpawned, LevelUp, TalentChosen, GatesOpen, RegenGlobePickedUp, PeriodicXPBreakdown, PlayerDeath, JungleCampCapture, GhostShipCaptured, EndOfGameXPBreakdown, EndOfGameTimeSpentDead, EndOfGameTalentChoices
   7. m\_firstUnitIndex – <Int> TBD
   8. m\_killerPlayerId – <Int> userId of killing player range(0, 10), if outside of range, a NPC kill
   9. m\_unitTagIndex –<Int> TBD
   10. m\_unitTagRecycle – <Int> TBD
   11. m\_unitTypeName – <String> name of unit, can be hero or NPC
   12. m\_userId – <Int> designates the user associated with event
   13. m\_x – <Int> X-position where event occurred
   14. m\_y – <Int> Y-position where event occurred
   15. replayId
7. **df\_m\_intData (Many Rows x 16 Cols)**
   1. Summary – supplemental <Int> data to dfParentTE
   2. CampID – <Int> number associated with each camp on a map
   3. Event – <Int> does NOT correspond to dfParentTE[‘\_eventid’], TBD
   4. KillingPlayer – <Int> userId of player(s) that killed a unit
   5. Lane – <Int> lane number event occurred in
   6. Level – <Int> hero level event occurred in
   7. OpponentScore – <Int> TBD on what this tracks
   8. Team – <Int> 1 or 2 denotes team
   9. TeamLevel – <Int> team level event occurred in, matches Level
   10. TeamScore – <Int> TBD on what this tracks
   11. TownID – <Int> number notation of Town event occurred in
   12. \_bits – <Int> inherited from dfParentTE for key matching
   13. \_eventid – <Int> inherited from dfParentTE for key matching
   14. \_gameloop – <Int> inherited from dfParentTE for key matching
   15. m\_userId – <Int> removed native PlayerID and replaced with this for consistency across other tables
   16. replayId
8. **df\_m\_stringData (Many Rows x 13 Cols)**
   1. Summary – talent choices, win/loss information, when/what camps were capped
   2. CampType – <String> name of camp, generic siege, bruiser, boss, and map specific camps (e.g. Doubloon Camp)
   3. Controller – <String> User or NaN
   4. Hero – <String> Name of hero chosen
   5. Map – <String> Name of map played
   6. PurchaseName – <String> used to denote talent choice when first selecting talent
   7. Tier 1..7 Choice – <String> all talents chosen by a hero, reported at end of game
   8. ToonHandle – <String> 1-Hero-1-##### unique hero identifier
   9. Win/Loss – <String> reported with talent choices at end of game
   10. \_bits – <Int> inherited from dfParentTE for key matching
   11. \_eventid – <Int> inherited from dfParentTE for key matching
   12. \_gameloop – <Int> inherited from dfParentTE for key matching
   13. replayId
9. **df\_m\_fixedData (Many Rows x 15 Cols)**
   1. Summary – Map size information, XP, and map position information
   2. CreepXP – <Int> amount of XP provided by Creeps? TBD
   3. HeroXP – <Int> amount of XP provided by Heroes
   4. MapSizeX – <Int> X-size of map in some unit TBD
   5. MapSizeY – <Int> Y-size of map in some unit TBD
   6. MinionXP – <Int> amount of XP provided by Minions? TBD
   7. PositionX – <Int> X-position on map where event occurred
   8. PositionY – <Int> Y-position on map where event occurred
   9. StructureXP – <Int> amount of XP provided by structure
   10. TeamID – <Float> 8192.0 or 4096.0 depending on team
   11. TrickleXP – <Int> TBD
   12. \_bits – <Int> inherited from dfParentTE for key matching
   13. \_eventid – <Int> inherited from dfParentTE for key matching
   14. \_gameloop – <Int> inherited from dfParentTE for key matching
   15. replayId