# RED MC General Editing Tutorial

NBA 2K13 roster files

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# PLAYERS

*Tabs: Players, Players0, CAP_Templates, MP_Templates, My_Legend*

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **ID** | ID | Integer<br>Min: 0 Max: 9999 |

## Name

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **Last_Name (Last Name)** | Player's last name | String |
| **First_Name (First Name)** | Player's first name | String |
| **NickName** | Player's custom nickname | String |

## General

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **IsRegNBA (Is Regular NBA)** | Defines, if the player can be signed, traded, etc. via the game (handled as a regular NBA player). | Boolean |
| **IsSpecial (Is Special)** | Defines, it the player is a Special guy (Celebrity, etc.) | Boolean |
| **SlotType (Slot Type)** | Player Slot Type | Enumerable:<br>0 - Regular Slot<br>1 - CAP Slot<br>2 - Slot for CAT Player<br>3 - Slot for Exported Team Player |
| **IsGener (Is Generated)** | True means the player was generated by the game during Association/MyCareer mode | Boolean |
| **IsDraftee (Is Draftee)** | True means the player is going to participate in the next NBA Draft | Boolean |
| **IsDrafted (Is Drafted)** | True means the player was drafted in the previous NBA Draft | Boolean |
| **ASA_ID (ASA ID)** | Defines Awards, Box Scores Stats and Audio stories, assigned to a specific player. NOTE! All players MUST have different ASA_IDs, as otherwise Box Scores will be glitching during game modes | Integer<br>Min: 0 Max: 65535 |

## Bio

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **Pos (Primary Position)** | Player's primary position | Enumerable:<br>0 - Point Guard<br>1 - Shooting Guard<br>2 - Small Forward<br>3 - Power Forward<br>4 - Center |
| **SecondPos (Secondary Position)** | Player's secondary position | Enumerable:<br>0 - Point Guard<br>1 - Shooting Guard<br>2 - Small Forward<br>3 - Power Forward<br>4 - Center<br>5 - *Not Assigned* |
| **Height** | Represents player's height. Metric system used (centimeters) | Double<br>Min: 0 Max: 9000 |
| **Weight** | Represents player's weight. Imperial system used (pounds) | Double<br>Min: 0 Max: 9000 |
| **BirthDay (Birth Day)** | Player's birth day of the month | Integer<br>Min: 0 Max: 31 |

| | | |
|---|---|---|
| **BirthMonth (Birth Month)** | Player's birth month | Enumerable:<br>0 - 0<br>1 - January<br>2 - February<br>3 - March<br>4 - April<br>5 - May<br>6 - June<br>7 - July<br>8 - August<br>9 - September<br>10 - October<br>11 - November<br>12 - December |
| **BirthYear (Birth Year)** | Player's birth year | Integer<br>Min: 0 Max: 4095 |
| **Hand** | Player's dominant hand | Enumerable:<br>0 - Left<br>1 - Right |
| **YearsPro (Years Pro)** | How many years the player has played in the NBA | Integer<br>Min: 0 Max: 31 |
| **CollegeID (College)** | Assigns a College to the Player by matching the value with ID column of Colleges tab-sheet | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **DraftedBy (Drafted By)** | ID of a team, which the player was originally drafted by | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **DraftYear (Draft Year)** | Year, when the player was drafted | Integer<br>Min: 1947 Max: 2155 |
| **DraftRound (Draft Round)** | Round, the player was drafted in | Integer<br>Min: 0 Max: 15 |
| **DraftPos (Draft Position)** | Player's position on the Draft | Integer<br>Min: 0 Max: 63 |
| **CAP_Nick (CAP Nickname)** | Player's Nickname, which is selectable via Create-A-Player menu | Enumerable:<br>*See below* |

**List of CAP Nicknames:**

0 - ABC
1 - A-Train
2 - Baddest One
3 - Big Cat
4 - Big Daddy
5 - Big Dog
6 - Big Red
7 - Big Smooth
8 - Black Hole
9 - Bottoms
10 - B-Train
11 - Clutch
12 - Cool Hands
13 - Dimes
14 - Easy Breezy
15 - Goose
16 - Houdini
17 - Insanity
18 - Lights Out
19 - Little General
20 - Magician
21 - Miracle Man
22 - Money
23 - Mr. Clutch
24 - Mr. Fundamentals
25 - Mr. Incredible
26 - Mr. Moves
27 - Mr. Perfect
28 - Rain Man
29 - Red Hot
30 - Shake n' Bake
31 - Shorty
32 - Silk
33 - Skinny
34 - Smooth
35 - The Beast
36 - The Body Guard
37 - The Bulldozer
38 - The Captain
39 - The Cobra
40 - The Eraser
41 - The General
42 - The Great
43 - The Kid
44 - The Machine
45 - The Mayor
46 - The Monster
47 - The Natural
48 - The Prophet
49 - The Quick
50 - The Waiter
51 - The Wizard
52 - Thunder

| | | |
|---|---|---|
| **Personality** | Player's personality | Enumerable:<br>0 - Unpredictable<br>1 - Laid Back<br>2 - Neutral<br>3 - Expressive |
| **Play4Winner (Play For Winner)** | How important it is for the player to win games. The default game range is 0..100, though values up to 127 are possible | Integer<br>Min: 0 Max: 127 |
| **FinSecurity (Financial Security)** | How important it is for the player to be financially secured (have big contracts). The default game range is 0..100, though values up to 127 are possible | Integer<br>Min: 0 Max: 127 |

| | | |
|---|---|---|
| **Loyalty** | How loyal the player is. The default game range is 0..100, though values up to 127 are possible | Integer<br>Min: 0 Max: 127 |
| **PeakAgeS (Peak Age Start)** | How old the player is, when his Peak Years start. Players gain skills faster and lose them slower during their Peak Age | Integer<br>Min: 0 Max: 63 |
| **PeakAgeE (Peak Age End)** | How old the player is, when his Peak Years are about to finish. Players gain skills faster and lose them slower during their Peak Age | Integer<br>Min: 0 Max: 63 |

## *Appearance*

| ***Field Name*** | ***Description*** | ***Values*** |
|---|---|---|
| **PortrID (Portrait ID)** | Defines player's portrait by ID. If no portrait art with the assigned value is found in the portraits storage (portraits.iff file of the main game folder), the game generates a generic portrait. | Integer<br>Min: 0 Max: 65535 |
| **GenericF (Generic Face)** | Defines, whether the player has a Generic Face (created via the game's Create-A-Player feature) or a Cyber Face (a unique face, which data is stored in a separate file in the game folder). | Boolean |
| **CF_ID (CyberFace ID)** | If the player has a Cyber Face, it's ID is defined by this value. If the player has Generic Face, this value doesn't affect anything. | Integer<br>Min: -1 Max: 32767 |
| **AudioID_M (Audio ID - Momentums)** | Audio, which the speaker screams after the player dunks, etc. | Integer<br>Min: -1 Max: 32767 |
| **NmOrder (Name Order)** | Defines, if the player's surname is used before his first name | Enumerable:<br>0 - Name.Surname<br>1 - Surname.Name |
| **SkinTone (Skin Tone)** | Defines the player's Skin Tone (for players with Cyber Face, it mostly affects their legs and torso and slightly affects arms and head | Integer<br>Min: 0 Max: 7 |
| **Muscles** | How ripped the player's muscles are | Enumerable:<br>0 - Buff<br>1 - Ripped |
| **EyeColor (Eye Color)** | Player's eyes' color | Enumerable:<br>0 - Blue<br>1 - Brown<br>2 - Green<br>3 - Hazel<br>4 - Amber<br>5 - Gray |
| **Bodytype** | Stands for the player's body and figure | Enumerable:<br>0 - Slim<br>1 - Normal<br>2 - Fat<br>3 - Athletic |
| **Clothes** | Assigns a set of clothes, the player balls in. | Enumerable:<br>0 - NBA Jersey<br>1 - Streetball / Practice<br>2 - Suit<br>3 - Casual 1<br>4 - Casual 2 |
| **HS_ID (HeadShape ID)** | Assigns a Headshape to the Player by matching the value with ID column of Headshapes tab-sheet. If the player has non-generic face, this doesn't affect anything | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **CAP_FaceT (Face Type)** | Defines Face Type, if the player has generic face | Integer<br>Min: 0 Max: 3 |

| | | |
|---|---|---|
| **CAP_Hstl (Hair Style)** | CAP Face - Hair Style | Enumerable:<br>*See below* |

**List of Hair Styles:**

0 - No Hair
1 - Short Stubble
2 - Medium Stubble
3 - Dark Stubble
4 - Dark Recessed Stubble
5 - Balding Stubble
6 - Short Buzz
7 - Buzz
8 - Widow's Peak Buzz
9 - Balding Buzz
10 - Natural Waves
11 - Natural Patches
12 - Natural Part
13 - Natural Fauxhawk
14 - Natural Balding
15 - Thick Cornrows
16 - Thin Cornrows
17 - Afro
18 - Messy
19 - Twisties
20 - Short Dreads
21 - Medium Dreads
22 - Tied Dreads
23 - Dreads Tail
24 - Mop
25 - Mop Tail
26 - Straight Short
27 - Straight Long
28 - Straight Flat
29 - Straight Part
30 - Straight Tail
31 - Straight Balding
32 - Spikey
33 - Curly
34 - Balding Flat
35 - Short Flat
36 - Medium Flat
37 - Wavy
38 - Shaggy
39 - Mohawk
40 - The Patch

| | | |
|---|---|---|
| **CAP_Hcol (Hair Color)** | CAP Face - Hair Color | Enumerable:<br>0 - Black<br>1 - Dark Brown<br>2 - Medium Brown<br>3 - Light Brown<br>4 - Very Light Brown<br>5 - Dark Blonde<br>6 - Medium Blonde<br>7 - Light Blonde<br>8 - Very Light Blonde<br>9 - Gray<br>10 - White<br>11 - Red<br>12 - Green<br>13 - Blue<br>14 - Yellow<br>15 - Orange |
| **CAP_Hlen (Hair Length)** | CAP Face - Hair Length | Integer<br>Min: 0 Max: 255 |
| **CAP_BStyle (Beard Style)** | CAP Face - Beard Style | Integer<br>Min: 0 Max: 15 |
| **CAP_Moust (Moustache)** | CAP Face - Moustache | Integer<br>Min: 0 Max: 7 |
| **CAP_Goatee (Goatee)** | CAP Face - Goatee | Integer<br>Min: 0 Max: 31 |
| **CAP_Fhcol (Facial Hair Color)** | CAP Face - Facial Hair Color | Enumerable:<br>0 - Black<br>1 - Dark Brown<br>2 - Medium Brown<br>3 - Light Brown<br>4 - Very Light Brown<br>5 - Dark Blonde<br>6 - Medium Blonde<br>7 - Light Blonde<br>8 - Very Light Blonde<br>9 - Gray<br>10 - White<br>11 - Red<br>12 - Green<br>13 - Blue<br>14 - Yellow<br>15 - Orange |
| **CAP_Eyebr (Eyebrows)** | CAP Face - Eyebrows | Integer<br>Min: 0 Max: 15 |
| **CAP_T_LftN (Left Neck)** | CAP Tattoo - Left Neck | Integer<br>Min: 0 Max: 63 |
| **CAP_T_LftS (Left Shoulder)** | CAP Tattoo - Left Shoulder | Integer<br>Min: 0 Max: 31 |
| **CAP_T_RgtS (Right Shoulder)** | CAP Tattoo - Right Shoulder | Integer<br>Min: 0 Max: 31 |

| | | |
|---|---|---|
| **CAP_T_LftB (Left Bicep)** | CAP Tattoo - Left Bicep | Integer<br>Min: 0 Max: 127 |
| **CAP_T_RgtB (Right Bicep)** | CAP Tattoo - Right Bicep | Integer<br>Min: 0 Max: 127 |
| **CAP_T_LftF (Left Forearm)** | CAP Tattoo - Left Forearm | Integer<br>Min: 0 Max: 127 |
| **CAP_T_RgtF (Right Forearm)** | CAP Tattoo - Right Forearm | Integer<br>Min: 0 Max: 127 |

## *Play Style*

| ***Field Name*** | ***Description*** | ***Values*** |
|---|---|---|
| **PlayInitor (Play Initiator)** | Defines, if the player can bring the ball up and call a play for the offense (enables PG-like behaviour) | Boolean |
| **PlayStyle (Play Style)** | Player's general style of play | Enumerable:<br>*See below* |

**List of Play Styles:**

0 - PG - Pass First
1 - PG - Scoring
2 - PG - Defensive
3 - PG - 3PT Specialist
4 - PG - Athletic
5 - PG - All-Around
6 - SG - Scoring
7 - SG - Defensive
8 - SG - 3PT Specialist
9 - SG - Athletic
10 - SG - Slashing
11 - SG - All-Around
12 - SF - Scoring
13 - SF - Defensive
14 - SF - 3PT Specialist
15 - SF - Athletic
16 - SF - Slashing
17 - SF - Point Forward
18 - SF - All-Around
19 - PF - Defensive
20 - PF - Athletic
21 - PF - Back to Basket
22 - PF - Faceup
23 - PF - Rebounding
24 - PF - All-Around
25 - C - Defensive
26 - C - Athletic
27 - C - Back to Basket
28 - C - Faceup
29 - C - Rebounding
30 - C - All-Around

| | | |
|---|---|---|
| **PlayType1 (Play Type 1) to PlayType4 (Play Type 4)** | Player's first priority type of play. Makes the biggest impact on the range of plays from the player's team playbook, assigned to the player. | Enumerable:<br>0 - None<br>1 - Isolation<br>2 - P&R Ball Handler<br>3 - P&R Roll Man<br>4 - Post Up Low<br>5 - Post Up High<br>6 - Cutter<br>7 - Mid Range<br>8 - 3 PT |

## *Status*

| ***Field Name*** | ***Description*** | ***Values*** |
|---|---|---|
| **Number** | Player's Jersey Number | Integer<br>Min: 0 Max: 127 |
| **IsFA (Is Free Agent)** | Defines if the player is in the Free Agents pool | Boolean |
| **TeamID1 (Team ID 1)** | Defines the team, some player's appearance parameters are taken from | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **TeamID2 (Team ID 2)** | Defines the team, some player's appearance parameters are taken from | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **MinsAsg (Minutes Assigned)** | Defines the amount of playing time, assigned to the player (by coach) | Integer<br>Min: 0 Max: 127 |
| **Morale** | Player's morale. Players with good morale have boost to their attributes and are more tended to stay with their current team. | Integer<br>Min: 0 Max: 127 |
| **Fatigue** | Player's general fatigue (used in game modes between the fixtures). Fatigued players have their attributes lowered. | Integer<br>Min: 0 Max: 127 |

| | | |
|---|---|---|
| **CtrThoughts (Contract Thoughts)** | Player's thoughts on his current contract | Enumerable:<br>0 - Undecided<br>1 - Would Like To Stay With The Team<br>2 - Going To Retire<br>3 - Wants To Test Free Agents Market<br>4 - Requests A Trade |
| **InjDaysLeft (Injury Days Left)** | Days, left until recovery (used, when InjType <> 0) | Integer<br>Min: 0 Max: 65535 |
| **InjType (Injury Type)** | Type of an injury the player has | Enumerable:<br>*See below* |

**List of Injury Types:**

0 - Healthy
1 - Sore Knee
2 - Strained MCL
3 - Torn ACL
4 - Twisted Ankle
5 - Severe Ankle Sprain
6 - Broken Ankle
7 - Sprained Toe
8 - Strained Achilles
9 - Torn Achilles
10 - Plantar Fasciitis
11 - Sore Hamstring
12 - Strained Quad
13 - Back Spasms
14 - Bruised Hip
15 - Broken Finger
16 - Sprained Wrist
17 - Inflamed Elbow
18 - Strained Abdomen
19 - Strained Hamstring
20 - Lower Back Strain
21 - Strained Calf
22 - Sore Wrist
23 - Knee Tendinitis
24 - Bone Spurs
25 - Broken Wrist
26 - Strained Groin
27 - Broken Toe
28 - Flu
29 - Broken Nose
30 - Bruised Tailbone
31 - Migraine Headache
32 - Bruised Heel
33 - Broken Patella
34 - Shin Splints
35 - Separated Shoulder
36 - Dislocated Finger
37 - Broken Hand
38 - Bruised Sternum
39 - Torn Patellar Tendon
40 - Torn Labrum
41 - Sprained Foot
42 - Sprained Finger
43 - Sprained Knee
44 - Sprained Shoulder
45 - Sprained Neck
46 - Arthroscopic Surgery
47 - Microfracture Surgery
48 - Sore Ankle
49 - Sore Foot
50 - Sore Back
51 - Torn MCL
52 - Torn Meniscus
53 - Torn Hand Ligament
54 - Torn Hamstring
55 - Broken Arm
56 - Broken Foot
57 - Broken Jaw
58 - Broken Back
59 - Fractured Eye Socket
60 - Hyperextended Knee
61 - Concussion
62 - Inner Ear Infection
63 - Hernia
64 - Fatigue
65 - Personal Reason
66 - Suspended
67 - Broken Rib
68 - Broken Hip
69 - Bruised Rib
70 - Bruised Knee
71 - Bruised Thigh
72 - Bruised Spinal Cord
73 - Strained Oblique
74 - Bone Bruise
75 - High Ankle Sprain
76 - Dislocated Patella
77 - Eye Surgery
78 - Stress Fracture
79 - Torn Ligament Foot

## *Stats*

| ***Field Name*** | ***Description*** | ***Values*** |
|---|---|---|
| **StatY0 (Year 0)** | Links to the Player_Stats tab. Defines the player's current season statistics | Integer<br>Min: -1 Max: 32767 |
| **StatY1 (Year 1)** | Links to the Player_Stats tab. Defines the player's previous year statistics | Integer<br>Min: -1 Max: 32767 |
| **StatY2 (Year 2)** | Links to the Player_Stats tab. Defines the player's statistics for the 2 years ago season | Integer<br>Min: -1 Max: 32767 |
| **StatY3 (Year 3)** | Links to the Player_Stats tab. Defines the player's statistics for the 3 years ago season | Integer<br>Min: -1 Max: 32767 |
| **StatY4 (Year 4)** | Links to the Player_Stats tab. Defines the player's statistics for the 4 years ago season | Integer<br>Min: -1 Max: 32767 |
| **StatY5 (Year 5)** | Links to the Player_Stats tab. Defines the player's statistics for the 5 years ago season | Integer<br>Min: -1 Max: 32767 |
| **StatY6 (Year 6)** | Links to the Player_Stats tab. Defines the player's statistics for the 6 years ago season | Integer<br>Min: -1 Max: 32767 |
| **StatY7 (Year 7)** | Links to the Player_Stats tab. Defines the player's statistics for the 7 years ago season | Integer<br>Min: -1 Max: 32767 |
| **StatY8 (Year 8)** | Links to the Player_Stats tab. Defines the player's statistics for the 8 years ago season | Integer<br>Min: -1 Max: 32767 |

| | | |
|---|---|---|
| **StatY9 (Year 9)** | Links to the Player_Stats tab. Defines the player's statistics for the 9 years ago season | Integer<br>Min: -1 Max: 32767 |
| **StatY10 (Year 10)** | Links to the Player_Stats tab. Defines the player's statistics for the 10 years ago season | Integer<br>Min: -1 Max: 32767 |
| **StatY11 (Year 11)** | Links to the Player_Stats tab. Defines the player's statistics for the 11 years ago season | Integer<br>Min: -1 Max: 32767 |
| **StatY12 (Year 12)** | Links to the Player_Stats tab. Defines the player's statistics for the 12 years ago season | Integer<br>Min: -1 Max: 32767 |
| **StatY13 (Year 13)** | Links to the Player_Stats tab. Defines the player's statistics for the 13 years ago season | Integer<br>Min: -1 Max: 32767 |
| **StatY14 (Year 14)** | Links to the Player_Stats tab. Defines the player's statistics for the 14 years ago season | Integer<br>Min: -1 Max: 32767 |
| **StatY15 (Year 15)** | Links to the Player_Stats tab. Defines the player's statistics for the 15 years ago season | Integer<br>Min: -1 Max: 32767 |
| **StatY16 (Year 16)** | Links to the Player_Stats tab. Defines the player's statistics for the 16 years ago season | Integer<br>Min: -1 Max: 32767 |
| **StatY17 (Year 17)** | Links to the Player_Stats tab. Defines the player's statistics for the 17 years ago season | Integer<br>Min: -1 Max: 32767 |
| **StatY18 (Year 18)** | Links to the Player_Stats tab. Defines the player's statistics for the 18 years ago season | Integer<br>Min: -1 Max: 32767 |
| **StatY19 (Year 19)** | Links to the Player_Stats tab. Defines the player's statistics for the 19 years ago season | Integer<br>Min: -1 Max: 32767 |
| **StatPOs (Play-Offs)** | Links to the Player_Stats tab. Defines the player's statistics for the current Play-Offs | Integer<br>Min: -1 Max: 32767 |

## *Game Highs*

| ***Field Name*** | ***Description*** | ***Values*** |
|---|---|---|
| **GH_CarPts (Career Points)** | Game Highs - Career Points | Integer<br>Min: 0 Max: 255 |
| **GH_CarFGM (Career FGM)** | Game Highs - Career Field Goals Made | Integer<br>Min: 0 Max: 127 |
| **GH_CarFGA (Career FGA)** | Game Highs - Career Field Goals Attempted | Integer<br>Min: 0 Max: 127 |
| **GH_CarStl (Career Steals)** | Game Highs - Career Steals | Integer<br>Min: 0 Max: 31 |
| **GH_CarBlk (Career Blocks)** | Game Highs - Career Blocks | Integer<br>Min: 0 Max: 31 |
| **GH_Car3PM (Career 3PM)** | Game Highs - Career 3-Pointers Made | Integer<br>Min: 0 Max: 31 |
| **GH_Car3PA (Career 3PA)** | Game Highs - Career 3-Pointers Attempted | Integer<br>Min: 0 Max: 31 |
| **GH_CarFTM (Career FTM)** | Game Highs - Career Free Throws Made | Integer<br>Min: 0 Max: 63 |
| **GH_CarFTA (Career FTA)** | Game Highs - Career Free Throws Attempted | Integer<br>Min: 0 Max: 63 |
| **GH_CarOReb (Career ORebs)** | Game Highs - Career Offensive Rebounds | Integer<br>Min: 0 Max: 31 |
| **GH_CarDReb (Career DRebs)** | Game Highs - Career Defensive Rebounds | Integer<br>Min: 0 Max: 31 |

| | | |
|---|---|---|
| **GH_CarRebs (Career Rebs)** | Game Highs - Career Total Rebounds | Integer<br>Min: 0 Max: 63 |
| **GH_CarAst (Career Assists)** | Game Highs - Career Assists | Integer<br>Min: 0 Max: 63 |
| **GH_SeaPts (Season Points)** | Game Highs - Season Points | Integer<br>Min: 0 Max: 255 |
| **GH_SeaFGM (Season FGM)** | Game Highs - Season Field Goals Made | Integer<br>Min: 0 Max: 127 |
| **GH_SeaFGA (Season FGA)** | Game Highs - Season Field Goals Attempted | Integer<br>Min: 0 Max: 127 |
| **GH_SeaStl (Season Steals)** | Game Highs - Season Steals | Integer<br>Min: 0 Max: 31 |
| **GH_SeaBlk (Season Blocks)** | Game Highs - Season Blocks | Integer<br>Min: 0 Max: 31 |
| **GH_Sea3PM (Season 3PM)** | Game Highs - Season 3-Pointers Made | Integer<br>Min: 0 Max: 31 |
| **GH_Sea3PA (Season 3PA)** | Game Highs - Season 3-Pointers Attempted | Integer<br>Min: 0 Max: 31 |
| **GH_SeaFTM (Season FTM)** | Game Highs - Season Free Throws Made | Integer<br>Min: 0 Max: 63 |
| **GH_SeaFTA (Season FTA)** | Game Highs - Season Free Throws Attempted | Integer<br>Min: 0 Max: 63 |
| **GH_SeaOReb (Season ORebs)** | Game Highs - Season Offensive Rebounds | Integer<br>Min: 0 Max: 31 |
| **GH_SeaDReb (Season DRebs)** | Game Highs - Season Defensive Rebounds | Integer<br>Min: 0 Max: 31 |
| **GH_SeaRebs (Season Rebs)** | Game Highs - Season Total Rebounds | Integer<br>Min: 0 Max: 63 |
| **GH_SeaAst (Season Assists)** | Game Highs - Season Assists | Integer<br>Min: 0 Max: 63 |

## *Skills*

| ***Field Name*** | ***Description*** | ***Values*** |
|---|---|---|
| **SShtIns (Shot Inside)** | Ability to shoot from underneath the basket | Double<br>Min: 25 Max: 110 |
| **SShtCls (Shot Close)** | Ability to shoot from close-range | Double<br>Min: 25 Max: 110 |
| **SShtMed (Shot Medium)** | Ability to shoot from mid-range | Double<br>Min: 25 Max: 110 |
| **SSht3PT (Shot 3-Pointers)** | Ability to shoot from 3PT-range | Double<br>Min: 25 Max: 110 |
| **SShtFT (Shot Free Throw)** | Ability to shoot free throws | Double<br>Min: 25 Max: 110 |
| **SLayUp (LayUp)** | Ability to make layups, contact layups, and alley-oop layups | Double<br>Min: 25 Max: 110 |
| **SDunk (Dunk)** | Affects dunk success, ability to dunk in traffic, and alley-oop dunks | Double<br>Min: 25 Max: 110 |
| **SStdDunk (Standing Dunk)** | Ability to perform standing dunks | Double<br>Min: 25 Max: 110 |
| **SShtInT (Shoot In Traffic)** | Ability to shoot while in traffic | Double<br>Min: 25 Max: 110 |
| **SPstFdaway (Post Fadeaway)** | Ability to make fadeaway roll shots from the post | Double<br>Min: 25 Max: 110 |
| **SPstHook (Post Hook)** | Ability to make hook shots from the post | Double<br>Min: 25 Max: 110 |
| **SShtOfD (Shoot Off-Dribble)** | Ability to perform shots off the dribble | Double<br>Min: 25 Max: 110 |
| **SBallHndl (Ball Handling)** | Ability to perform dribble moves | Double<br>Min: 25 Max: 110 |

| | | |
|---|---|---|
| **SOffHDrib (Off Hand Dribble)** | Ability to perform dribble moves with the non-dominant hand | Double<br>Min: 25 Max: 110 |
| **SBallSec (Ball Security)** | Ability to secure the ball while dribbling | Double<br>Min: 25 Max: 110 |
| **SPass (Pass)** | Ability to throw accurate passes | Double<br>Min: 25 Max: 110 |
| **SBlock (Block)** | Ability to block shots | Double<br>Min: 25 Max: 110 |
| **SSteal (Steal)** | Ability to steal the ball | Double<br>Min: 25 Max: 110 |
| **SHands (Hands)** | Ability to catch the ball | Double<br>Min: 25 Max: 110 |
| **SOnBallD (On-Ball Defense)** | Ability to guard and react when defending the ballhandler | Double<br>Min: 25 Max: 110 |
| **SOReb (Offense Rebound)** | Ability to grab offensive rebounds | Double<br>Min: 25 Max: 110 |
| **SDReb (Defense Rebound)** | Ability to grab defensive rebounds | Double<br>Min: 25 Max: 110 |
| **SOLowPost (Offensive Low Post)** | Ability to perform moves while in the post | Double<br>Min: 25 Max: 110 |
| **SDLowPost (Defense Low Post)** | Ability to defend in the post | Double<br>Min: 25 Max: 110 |
| **SOAwar (Offensive Awareness)** | Ability to react on loose balls and double teams | Double<br>Min: 25 Max: 110 |
| **SDAwar (Defensive Awareness)** | Help defense ability when picking up the ballhandler | Double<br>Min: 25 Max: 110 |
| **SConsis (Consistency)** | Ability to keep a shooting streak or get out of a shooting slump | Double<br>Min: 25 Max: 110 |
| **SStamina (Stamina)** | Affects the player's fatigue level while on the court | Double<br>Min: 25 Max: 110 |
| **SSpeed (Speed)** | Affects how fast the player can run at full sprint | Double<br>Min: 25 Max: 110 |
| **SQuick (Quickness)** | Agility while moving around the court | Double<br>Min: 25 Max: 110 |
| **SStrength (Strength)** | Determines how successful the player will be when backing down in the post | Double<br>Min: 25 Max: 110 |
| **SVertical (Vertical)** | This is the player's leaping ability on dunks, rebounds, blocks and jump balls | Double<br>Min: 25 Max: 110 |
| **SHustle (Hustle)** | Ability to dive for loose balls | Double<br>Min: 25 Max: 110 |
| **SDurab (Durability)** | Ability to avoid injuries | Double<br>Min: 25 Max: 110 |
| **SPOT (Potential)** | Affects the player's overall development and progression | Double<br>Min: 25 Max: 110 |
| **SEmotion (Emotion)** | Affects the type of reaction to referee calls | Double<br>Min: 25 Max: 110 |

## Signature Skills

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **SigSkill1 (Signature Skill 1) to SigSkill5 (Signature Skill 5)** | One of the player's signature skills | Enumerable:<br>*See below* |

**List of Signature Skills:**

0 - None
1 - Posterizer
2 - Highlight Flim
3 - Finisher
4 - Acrobat
5 - Spot Up Shooter
6 - Shot Creator
7 - Deadeye
8 - Corner Specialist
9 - Post Proficiency
10 - Ankle Breaker
11 - Post Playmaker
12 - Dimer
13 - Break Starter
14 - Alley Oopers
15 - Brick Wall
16 - Lockdown Defender
17 - Charge Card
18 - Interceptor
19 - Pick Pocketer
20 - Active Hands
21 - Eraser
22 - Chase Down Artist
23 - Bruiser
24 - Hustle Points
25 - Scrapper
26 - Anti-Freeze
27 - Microwave
28 - Heat Rentention
29 - Closer
30 - Defensive Anchor
31 - Floor General
32 - Gatorade Prime Pack
33 - On Court Coach

## Tendencies

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **TShtTend (Shot Tendency)** | Tendency - Shooting - Shot Tendency | Integer<br>Min: 0 Max: 100 |
| **TInsShots (Inside Shots)** | Tendency - Shooting - Inside Shots | Integer<br>Min: 0 Max: 100 |
| **TCloseSht (Close Shots)** | Tendency - Shooting - Close Shots | Integer<br>Min: 0 Max: 100 |
| **TMidShots (Mid-Range Shots)** | Tendency - Shooting - Mid-Range Shots | Integer<br>Min: 0 Max: 100 |
| **T3PTShots (3-Point Shots)** | Tendency - Shooting - 3-Point Shots | Integer<br>Min: 0 Max: 100 |
| **TPutbacks (Putbacks)** | Tendency - Shooting - Putbacks | Integer<br>Min: 0 Max: 100 |
| **TDriveLn (Drive Lane vs. Spot Up)** | Tendency - Drive Lane vs. Spot Up | Integer<br>Min: 0 Max: 100 |
| **TPullUp (Pull Up vs. Penetrate)** | Tendency - Pull Up vs. Penetrate | Integer<br>Min: 0 Max: 100 |
| **TPumpFake (Pump Fake)** | Tendency - Setup Pre-Dribble - Pump Fake | Integer<br>Min: 0 Max: 100 |
| **TTrplThrt (Triple Threat)** | Tendency - Setup Pre-Dribble - Triple Threat | Integer<br>Min: 0 Max: 100 |
| **TTTShot (Triple Threat Shot)** | Tendency - Setup Pre-Dribble - Triple Threat Shot | Integer<br>Min: 0 Max: 100 |
| **TNoTT (No 3-Threat Moves)** | Tendency - Setup Pre-Dribble - No 3-Threat Moves | Integer<br>Min: 0 Max: 100 |
| **TStrghtDr (Straight Dribble)** | Tendency - Setup Dribble - Straight Dribble | Integer<br>Min: 0 Max: 100 |
| **TSizeUp (SizeUp)** | Tendency - Setup Dribble - SizeUp | Integer<br>Min: 0 Max: 100 |
| **THesitat (Hesitation)** | Tendency - Setup Dribble - Hesitation | Integer<br>Min: 0 Max: 100 |
| **TDriveRvL (Drive Right vs. Left)** | Tendency - Drive Right vs. Left | Integer<br>Min: 0 Max: 100 |
| **TCrossov (Crossover)** | Tendency - Dribble Penetration - Crossover | Integer<br>Min: 0 Max: 100 |
| **TSpin (Spin)** | Tendency - Dribble Penetration - Spin | Integer<br>Min: 0 Max: 100 |
| **TStepBack (Step Back)** | Tendency - Dribble Penetration - Step Back | Integer<br>Min: 0 Max: 100 |

| | | |
|---|---|---|
| **THalfSpin (Half Spin)** | Tendency - Dribble Penetration - Half Spin | Integer<br>Min: 0 Max: 100 |
| **TDblCross (Double Cross)** | Tendency - Dribble Penetration - Double Cross | Integer<br>Min: 0 Max: 100 |
| **TBhndBack (Behind The Back)** | Tendency - Dribble Penetration - Behind The Back | Integer<br>Min: 0 Max: 100 |
| **THesCross (Hesitation Cross)** | Tendency - Dribble Penetration - Hesitation Cross | Integer<br>Min: 0 Max: 100 |
| **TInAndOut (In And Out)** | Tendency - Dribble Penetration - In And Out | Integer<br>Min: 0 Max: 100 |
| **TDPSimpDr (Simple Drive)** | Tendency - Dribble Penetration - Simple Drive | Integer<br>Min: 0 Max: 100 |
| **TAttackB (Attack The Basket)** | Tendency - Dribble Finish - Attack The Basket | Integer<br>Min: 0 Max: 100 |
| **TPassOut (Pass Out)** | Tendency - Dribble Finish - Pass Out | Integer<br>Min: 0 Max: 100 |
| **THopStep (Hop Step)** | Tendency - Finishing Move - Hop Step | Integer<br>Min: 0 Max: 100 |
| **TSpinLUp (Spin Lay Up)** | Tendency - Finishing Move - Spin Lay Up | Integer<br>Min: 0 Max: 100 |
| **TEuroStep (Euro Step)** | Tendency - Finishing Move - Euro Step | Integer<br>Min: 0 Max: 100 |
| **TRunner (Runner)** | Tendency - Shot Type - Runner | Integer<br>Min: 0 Max: 100 |
| **TFadeaway (Fadeaways)** | Tendency - Shot Type - Fadeaways | Integer<br>Min: 0 Max: 100 |
| **TStpbJmpr (Stepback Jumper)** | Tendency - Shot Type - Stepback Jumper | Integer<br>Min: 0 Max: 100 |
| **TSpinJmpr (Spin Jumper)** | Tendency - Shot Type - Spin Jumper | Integer<br>Min: 0 Max: 100 |
| **TDunkvLU (Dunk vs. LayUp)** | Tendency - Inside Shot - Dunk vs. LayUp | Integer<br>Min: 0 Max: 100 |
| **TAlleyOop (Alley-Oops)** | Tendency - Various Shots - Alley-Oops | Integer<br>Min: 0 Max: 100 |
| **TUseGlass (Use Glass)** | Tendency - Various Shots - Use Glass | Integer<br>Min: 0 Max: 100 |
| **TDrawFoul (Draw Foul)** | Tendency - Various Shots - Draw Foul | Integer<br>Min: 0 Max: 100 |
| **TStpThrgh (Step Through)** | Tendency - Various Shots - Step Through | Integer<br>Min: 0 Max: 100 |
| **TVShCrash (Crash)** | Tendency - Various Shots - Crash. Player tendency to fall to the ground when shooting in heavy traffic | Integer<br>Min: 0 Max: 100 |
| **TUsePick (Use Pick)** | Tendency - Freelance - Use Pick | Integer<br>Min: 0 Max: 100 |
| **TSetPick (Set Pick)** | Tendency - Freelance - Set Pick | Integer<br>Min: 0 Max: 100 |
| **TIsolat (Isolation)** | Tendency - Freelance - Isolation | Integer<br>Min: 0 Max: 100 |
| **TUseOBScr (Use Off Ball Screen)** | Tendency - Freelance - Use Off Ball Screen | Integer<br>Min: 0 Max: 100 |
| **TSetOBScr (Set Off Ball Screen)** | Tendency - Freelance - Set Off Ball Screen | Integer<br>Min: 0 Max: 100 |
| **TSpotUp (Spot Up)** | Tendency - Freelance - Spot Up | Integer<br>Min: 0 Max: 100 |
| **TPostUp (Post Up)** | Tendency - Freelance - Post Up | Integer<br>Min: 0 Max: 100 |
| **TGiveGo (Give and Go)** | Tendency - Freelance - Give and Go | Integer<br>Min: 0 Max: 100 |

| | | |
|---|---|---|
| **TTouches (Touches)** | Tendency - Freelance - Touches | Integer<br>Min: 0 Max: 100 |
| **TPostSpn (Spin)** | Tendency - Post Moves - Spin | Integer<br>Min: 0 Max: 100 |
| **TPostDrv (Drive)** | Tendency - Post Moves - Drive | Integer<br>Min: 0 Max: 100 |
| **TPostAgBd (Aggressive Backdown)** | Tendency - Post Moves - Aggressive Backdown | Integer<br>Min: 0 Max: 100 |
| **TLeavePost (Leave Post)** | Tendency - Post Moves - Leave Post | Integer<br>Min: 0 Max: 100 |
| **TPostDrpSt (Drop Step)** | Tendency - Post Moves - Drop Step | Integer<br>Min: 0 Max: 100 |
| **TPostFaceU (Face Up)** | Tendency - Post Moves - Face Up | Integer<br>Min: 0 Max: 100 |
| **TPostBDown (Back Down)** | Tendency - Post Moves - Back Down | Integer<br>Min: 0 Max: 100 |
| **TPostShots (Post Shots)** | Tendency - Post Moves - Post Shots. Player tendency to shoot from the post. | Integer<br>Min: 0 Max: 100 |
| **TPostHook (Post Hook)** | Tendency - Post Shot - Post Hook | Integer<br>Min: 0 Max: 100 |
| **TPostFdawy (Post Fadeaway)** | Tendency - Post Shot - Post Fadeaway | Integer<br>Min: 0 Max: 100 |
| **TPostShmSh (Shimmy Shot)** | Tendency - Post Shot - Shimmy Shot | Integer<br>Min: 0 Max: 100 |
| **TPostHopSh (Hop Shot)** | Tendency - Post Shot - Hop Shot | Integer<br>Min: 0 Max: 100 |
| **TFlshPass (Flashy Passes)** | Tendency - Passing - Flashy Passes | Integer<br>Min: 0 Max: 100 |
| **TThrowAO (Throw Alley-Oop)** | Tendency - Passing - Throw Alley-Oop | Integer<br>Min: 0 Max: 100 |
| **THardFoul (Hard Foul)** | Tendency - Defense - Hard Foul | Integer<br>Min: 0 Max: 100 |
| **TTakeChrg (Take Charge)** | Tendency - Defense - Take Charge | Integer<br>Min: 0 Max: 100 |
| **TPassLane (Play Pass Lane)** | Tendency - Defense - Play Pass Lane | Integer<br>Min: 0 Max: 100 |
| **TOnBalStl (On-Ball Steal)** | Tendency - Defense - On-Ball Steal | Integer<br>Min: 0 Max: 100 |
| **TContShot (Contest Shot)** | Tendency - Defense - Contest Shot | Integer<br>Min: 0 Max: 100 |
| **TCommFoul (Commit Foul)** | Tendency - Defense - Commit Foul | Integer<br>Min: 0 Max: 100 |

## *Hot Spots*

| ***Field Name*** | ***Description*** | ***Values*** |
|---|---|---|
| **HIso3PLft (3PT Left)** | HotSpots - Isolation - 3PT Left | Integer<br>Min: 0 Max: 100 |
| **HIso3PCtr (3PT Center)** | HotSpots - Isolation - 3PT Center | Integer<br>Min: 0 Max: 100 |
| **HIso3PRgt (3PT Right)** | HotSpots - Isolation - 3PT Right | Integer<br>Min: 0 Max: 100 |
| **HIsoHPLft (High Post Left)** | HotSpots - Isolation - High Post Left | Integer<br>Min: 0 Max: 100 |
| **HIsoHPCtr (High Post Center)** | HotSpots - Isolation - High Post Center | Integer<br>Min: 0 Max: 100 |
| **HIsoHPRgt (High Post Right)** | HotSpots - Isolation - High Post Right | Integer<br>Min: 0 Max: 100 |
| **HP_rLCrnr (Left Corner)** | HotSpots - Pick & Roll - Left Corner | Integer<br>Min: 0 Max: 100 |

| | | |
|---|---|---|
| **HP_rLWing (Left Wing)** | HotSpots - Pick & Roll - Left Wing | Integer<br>Min: 0 Max: 100 |
| **HP_rTopOA (Top Of Arc)** | HotSpots - Pick & Roll - Top Of Arc | Integer<br>Min: 0 Max: 100 |
| **HP_rRWing (Right Wing)** | HotSpots - Pick & Roll - Right Wing | Integer<br>Min: 0 Max: 100 |
| **HP_rRCrnr (Right Corner)** | HotSpots - Pick & Roll - Right Corner | Integer<br>Min: 0 Max: 100 |
| **HSpt3PLCr (3PT Left Corner)** | HotSpots - Spot Up - 3PT Left Corner | Integer<br>Min: 0 Max: 100 |
| **HSpt3PLWg (3PT Left Wing)** | HotSpots - Spot Up - 3PT Left Wing | Integer<br>Min: 0 Max: 100 |
| **HSpt3PTop (3PT Top)** | HotSpots - Spot Up - 3PT Top | Integer<br>Min: 0 Max: 100 |
| **HSpt3PRWg (3PT Right Wing)** | HotSpots - Spot Up - 3PT Right Wing | Integer<br>Min: 0 Max: 100 |
| **HSpt3PRCr (3PT Right Corner)** | HotSpots - Spot Up - 3PT Right Corner | Integer<br>Min: 0 Max: 100 |
| **HSptMdLBl (Mid Left Baseline)** | HotSpots - Spot Up - Mid Left Baseline | Integer<br>Min: 0 Max: 100 |
| **HSptMdLWg (Mid Left Wing)** | HotSpots - Spot Up - Mid Left Wing | Integer<br>Min: 0 Max: 100 |
| **HSptMdCtr (Mid Center)** | HotSpots - Spot Up - Mid Center | Integer<br>Min: 0 Max: 100 |
| **HSptMdRWg (Mid Right Wing)** | HotSpots - Spot Up - Mid Right Wing | Integer<br>Min: 0 Max: 100 |
| **HSptMdRBl (Mid Right Baseline)** | HotSpots - Spot Up - Mid Right Baseline | Integer<br>Min: 0 Max: 100 |
| **HPstRHigh (Right High Post)** | HotSpots - Post - Right High Post | Integer<br>Min: 0 Max: 100 |
| **HPstRLow (Right Low Post)** | HotSpots - Post - Right Low Post | Integer<br>Min: 0 Max: 100 |
| **HPstLHigh (Left High Post)** | HotSpots - Post - Left High Post | Integer<br>Min: 0 Max: 100 |
| **HPstLLow (Left Low Post)** | HotSpots - Post - Left Low Post | Integer<br>Min: 0 Max: 100 |

## *Hot Zones*

| ***Field Name*** | ***Description*** | ***Values*** |
|---|---|---|
| **HZ1 (Under The Basket)** | Under the basket Hot Zone. "Burned" value is bigger, than "Hot", but is NOT recommended. | Enumerable:<br>0 - Cold<br>1 - Neutral<br>2 - Hot<br>3 - Burned |
| **HZ2 (Close - Left)** | Left Close Range Hot Zone. "Burned" value is bigger, than "Hot", but is NOT recommended. | Enumerable:<br>0 - Cold<br>1 - Neutral<br>2 - Hot<br>3 - Burned |
| **HZ3 (Close - Top)** | Top Close Range Hot Zone. "Burned" value is bigger, than "Hot", but is NOT recommended. | Enumerable:<br>0 - Cold<br>1 - Neutral<br>2 - Hot<br>3 - Burned |
| **HZ4 (Close - Right)** | Right Close Range Hot Zone. "Burned" value is bigger, than "Hot", but is NOT recommended. | Enumerable:<br>0 - Cold<br>1 - Neutral<br>2 - Hot<br>3 - Burned |

| | | |
|---|---|---|
| **HZ5 (Mid - Left)** | Left Mid Range Hot Zone. "Burned" value is bigger, than "Hot", but is NOT recommended. | Enumerable:<br>0 - Cold<br>1 - Neutral<br>2 - Hot<br>3 - Burned |
| **HZ6 (Mid - Mid-Left)** | Mid-Left Mid Range Hot Zone. "Burned" value is bigger, than "Hot", but is NOT recommended. | Enumerable:<br>0 - Cold<br>1 - Neutral<br>2 - Hot<br>3 - Burned |
| **HZ7 (Mid - Top)** | Top Mid Range Hot Zone. "Burned" value is bigger, than "Hot", but is NOT recommended. | Enumerable:<br>0 - Cold<br>1 - Neutral<br>2 - Hot<br>3 - Burned |
| **HZ8 (Mid - Mid-Right)** | Mid-Right Mid Range Hot Zone. "Burned" value is bigger, than "Hot", but is NOT recommended. | Enumerable:<br>0 - Cold<br>1 - Neutral<br>2 - Hot<br>3 - Burned |
| **HZ9 (Mid - Right)** | Right Mid Range Hot Zone. "Burned" value is bigger, than "Hot", but is NOT recommended. | Enumerable:<br>0 - Cold<br>1 - Neutral<br>2 - Hot<br>3 - Burned |
| **HZ10 (3PT - Left)** | Left 3-Point Range Hot Zone. "Burned" value is bigger, than "Hot", but is NOT recommended. | Enumerable:<br>0 - Cold<br>1 - Neutral<br>2 - Hot<br>3 - Burned |
| **HZ11 (3PT - Mid-Left)** | Mid-Left 3-Point Range Hot Zone. "Burned" value is bigger, than "Hot", but is NOT recommended. | Enumerable:<br>0 - Cold<br>1 - Neutral<br>2 - Hot<br>3 - Burned |
| **HZ12 (3PT - Top)** | Top 3-Point Range Hot Zone. "Burned" value is bigger, than "Hot", but is NOT recommended. | Enumerable:<br>0 - Cold<br>1 - Neutral<br>2 - Hot<br>3 - Burned |
| **HZ13 (3PT - Mid-Right)** | Mid-Right 3-Point Range Hot Zone. "Burned" value is bigger, than "Hot", but is NOT recommended. | Enumerable:<br>0 - Cold<br>1 - Neutral<br>2 - Hot<br>3 - Burned |
| **HZ14 (3PT - Right)** | Right 3-Point Range Hot Zone. "Burned" value is bigger, than "Hot", but is NOT recommended. | Enumerable:<br>0 - Cold<br>1 - Neutral<br>2 - Hot<br>3 - Burned |

## *Animations*

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **AShtForm (Shooting Form)** | Animation - Shots - Shooting Form | Enumerable:<br>*See below* |

**List of Shooting Forms:**

0 - Release 1
1 - Release 2
2 - Release 3
3 - Release 4
4 - Release 5
5 - Release 6
6 - Release 7
7 - Release 8
8 - Release 9
9 - Release 10
10 - Release 11
11 - Release 12
12 - Release 13
13 - Release 14
14 - Release 15
15 - Release 16
16 - Release 17
17 - Release 18
18 - Release 19
19 - Release 20
20 - Release 21
21 - Release 22
22 - Release 23
23 - Release 24
24 - Release 25
25 - Release 26
26 - Release 27
27 - Release 28
28 - Release 29
29 - Release 30
30 - Release 31
31 - Release 32
32 - Release 33
33 - Release 34
34 - Release 35
35 - Release 36
36 - Release 37
37 - Release 38
38 - Release 39
39 - Release 40
40 - Release 41
41 - Release 42
42 - Release 43
43 - Release 44
44 - Release 45
45 - Release 46
46 - Release 47
47 - Release 48
48 - Release 49
49 - Release 50
50 - Release 51
51 - Release 52
52 - Release 53
53 - Release 54
54 - Release 55
55 - Release 56
56 - Release 57
57 - Release 58
58 - Release 59
59 - Release 60
60 - Release 61
61 - Release 62
62 - Release 63
63 - Release 64
64 - Release 65
65 - Release 66
66 - Release 67
67 - Release 68
68 - Release 69
69 - Release 70
70 - Release 71
71 - Release 72
72 - Release 73
73 - Release 74
74 - Release 75
75 - Release 76
76 - Release 77
77 - Release 78
78 - Release 79
79 - Release 80
80 - Release 81
81 - L. Aldridge
82 - R. Allen
83 - C. Anthony
84 - G. Arenas
85 - A. Bargnani
86 - D. Barnett
87 - M. Beasley
88 - C. Billups
89 - L. Bird
90 - A. Bogut
91 - C. Boozer
92 - C. Bosh
93 - K. Bryant
94 - M. Camby
95 - V. Carter
96 - S. Curry
97 - K. Duckworth
98 - T. Duncan
99 - K. Durant
100 - M. Ellis
101 - T. Evans
102 - P. Ewing
103 - D. Gallinari
104 - K. Garnett
105 - P. Gasol
106 - R. Gay
107 - M. Ginobili
108 - D. Granger
109 - B. Griffin
110 - D. Howard
111 - A. Iguodala
112 - L. James
113 - J. Johnson
114 - M. Johnson
115 - M. Jordan
116 - J. Kidd
117 - B. Laimbeer
118 - D. Lee
119 - B. Lopez
120 - K. Love
121 - K. Malone
122 - K. Martin
123 - T. McGrady
124 - S. Nash
125 - D. Nowitzki
126 - S. O'Neal
127 - C. Oakley
128 - T. Parker
129 - C. Paul
130 - P. Pierce
131 - Z. Randolph
132 - A. Rivers
133 - O. Robertson
134 - D. Robinson
135 - D. Rose
136 - J. Smith
137 - J. Stockton
138 - A. Stoudemire
139 - D. Wade
140 - D. Waiters
141 - J. Wall
142 - G. Wallace
143 - J. West
144 - R. Westbrook
145 - D. Williams
146 - M. Yao

| | | |
|---|---|---|
| **AShtBase (Shot Base)** | Animation - Shots - Shot Base | Enumerable:<br>*See below* |

**List of Shot Bases:**

0 - Jump Shot 1
1 - Jump Shot 2
2 - Jump Shot 3
3 - Jump Shot 4
4 - Jump Shot 5
5 - Jump Shot 6
6 - Jump Shot 7
7 - Jump Shot 8
8 - Jump Shot 9
9 - Jump Shot 10
10 - Jump Shot 11
11 - Jump Shot 12
12 - Jump Shot 13
13 - Jump Shot 14
14 - Jump Shot 15
15 - Jump Shot 16
16 - Jump Shot 17
17 - Jump Shot 18
18 - Jump Shot 19
19 - Jump Shot 20
20 - Jump Shot 21
21 - Jump Shot 22
22 - Jump Shot 23
23 - Jump Shot 24
24 - Jump Shot 25
25 - Jump Shot 26
26 - Jump Shot 27
27 - Jump Shot 28
28 - Jump Shot 29
29 - Jump Shot 30
30 - Jump Shot 31
31 - Jump Shot 32
32 - Jump Shot 33
33 - Jump Shot 34
34 - Jump Shot 35
35 - Jump Shot 36
36 - Jump Shot 37
37 - Jump Shot 38
38 - Jump Shot 39
39 - Jump Shot 40
40 - Jump Shot 41
41 - Set Shot 1
42 - Set Shot 2
43 - Set Shot 3
44 - Set Shot 4
45 - Set Shot 5
46 - Set Shot 6
47 - Set Shot 7
48 - Set Shot 8
49 - Set Shot 9
50 - Set Shot 10
51 - Set Shot 11
52 - Set Shot 12
53 - Set Shot 13
54 - Set Shot 14
55 - Set Shot 15
56 - Set Shot 16
57 - Set Shot 17
58 - Set Shot 18
59 - L. Aldridge
60 - R. Allen
61 - C. Anthony
62 - G. Arenas
63 - A. Bargnani
64 - D. Barnett
65 - M. Beasley
66 - C. Billups
67 - L. Bird
68 - A. Bogut
69 - C. Boozer
70 - C. Bosh
71 - K. Bryant
72 - M. Camby
73 - V. Carter
74 - S. Curry
75 - K. Duckworth
76 - T. Duncan
77 - K. Durant
78 - M. Ellis
79 - T. Evans
80 - P. Ewing
81 - D. Gallinari
82 - K. Garnett
83 - P. Gasol
84 - R. Gay
85 - M. Ginobili
86 - D. Granger
87 - B. Griffin
88 - D. Howard
89 - A. Iguodala
90 - L. James
91 - J. Johnson
92 - M. Johnson
93 - M. Jordan
94 - J. Kidd
95 - B. Laimbeer
96 - D. Lee
97 - B. Lopez
98 - K. Love
99 - K. Malone
100 - K. Martin
101 - T. McGrady
102 - S. Nash
103 - D. Nowitzki
104 - S. O'Neal
105 - C. Oakley
106 - T. Parker
107 - C. Paul
108 - P. Pierce
109 - Z. Randolph
110 - A. Rivers
111 - O. Robertson
112 - D. Robinson
113 - D. Rose
114 - J. Smith
115 - J. Stockton
116 - A. Stoudemire
117 - D. Wade
118 - D. Waiters
119 - J. Wall
120 - G. Wallace
121 - J. West
122 - R. Westbrook
123 - D. Williams
124 - M. Yao

| | | |
|---|---|---|
| **AFadeaway (Fadeaway)** | Animation - Shots - Fadeaway | Enumerable:<br>*See below* |

**List of Fadeaways:**

0 - J Awkward
1 - J Big Kick
2 - J Big Kick 2
3 - J Big Kick 3
4 - J Lean
5 - J Small Kick
6 - J Small Kick 2
7 - J Small Kick 3
8 - J Small Kick 4
9 - S Big Kick
10 - S Bowed
11 - S Grounded
12 - S Hop Back
13 - S Kick
14 - S Late Kick
15 - S Side Hop
16 - S Small Kick
17 - S Small Step
18 - S Tight
19 - K. Bryant
20 - K. Durant
21 - L. James
22 - W. Johnson
23 - S. Marion
24 - S. Nash
25 - D. Nowitzki
26 - P. Pierce
27 - D. Rose
28 - E. Turner
29 - D. Wade
30 - M. Yao

| | | |
|---|---|---|
| **AContestd (Contested)** | Animation - Shots - Contested | Enumerable:<br>0 - Normal<br>1 - Big |

| | | |
|---|---|---|
| **AEscDrPlU (Escape Dribble Pull-up)** | Animation - Shots - Escape Dribble Pull-up | Enumerable:<br>0 - Bowed<br>1 - Elite<br>2 - Elite 2<br>3 - Normal<br>4 - One Foot<br>5 - Stiff |
| **ARunner (Runner)** | Animation - Shots - Runner | Enumerable:<br>*See below* |

**List of Runners:**

0 - Guard Default
1 - Guard Angled
2 - Guard Grounded
3 - Guard High Hold
4 - Guard High Push
5 - Guard Hold
6 - Guard Normal
7 - Guard Quick Flick
8 - Guard Quick Release
9 - Guard Textbook
10 - Swingman Default
11 - Swingman Angled
12 - Swingman Angled Hold
13 - Swingman Grounded
14 - Swingman High
15 - Swingman High Push
16 - Swingman Hold
17 - Swingman Straight
18 - Swingman Quick Release
19 - Bigman Default
20 - Bigman Angled
21 - Bigman Athletic
22 - Bigman Extend
23 - Bigman Extend Follow
24 - Bigman Flick
25 - Bigman Grounded
26 - Bigman Hard Flick
27 - Bigman High Push
28 - Bigman Hold
29 - Bigman Textbook
30 - M. Jordan
31 - S. Nash
32 - T. Parker
33 - C. Paul

| | | |
|---|---|---|
| **AFreeT (Free Throw)** | Animation - Shots - Free Throw | Enumerable:<br>*See below* |

**List of Free Throws:**

0 - Brave
1 - Brown
2 - Cal
3 - Cap
4 - Cougar
5 - Crusader
6 - Cue
7 - Cyclone
8 - Doc
9 - Gaucho
10 - Generic
11 - Hollywood
12 - Hund
13 - Lean
14 - Pitbull
15 - Push Up
16 - Robin
17 - Round
18 - Sib
19 - Snoop Dogg
20 - Spider
21 - Stag
22 - C. Aldrich
23 - L. Aldridge
24 - R. Allen
25 - G. Arenas
26 - R. Artest
27 - R. Barry
28 - M. Beasley
29 - A. Biedrins
30 - C. Billups
31 - L. Bird
32 - M. Bonner
33 - C. Boozer
34 - C. Bosh
35 - E. Brand
36 - K. Bryant
37 - V. Carter
38 - B. Cartwright
39 - W. Chamberlain
40 - J. Childress
41 - M. Conley
42 - J. Crawford
43 - G. Davis
44 - C. Drexler
45 - T. Duncan
46 - M. Dunleavy
47 - K. Durant
48 - M. Ellis
49 - P. Ewing
50 - D. Fisher
51 - K. Garnett
52 - M. Gasol
53 - P. Gasol
54 - R. Gay
55 - M. Ginobili
56 - B. Gordon
57 - D. Granger
58 - R. Hamilton
59 - D. Harris
60 - C. Hayes
61 - A. Horford
62 - J. Hornacek
63 - D. Howard
64 - A. Iguodala
65 - S. Jackson
66 - L. James
67 - A. Jamison
68 - R. Jefferson
69 - J. Johnson
70 - M. Johnson
71 - O. Johnson
72 - W. Johnson
73 - M. Jordan
74 - J. Kidd
75 - D. Lee
76 - R. Lewis
77 - S. Livingston
78 - K. Love
79 - C. Maggette
80 - K. Malone
81 - S. Marion
82 - Kev. Martin
83 - A. Mason
84 - T. McGrady
85 - P. Millsap
86 - A. Mourning
87 - S. Nash
88 - Nene
89 - J. Noah
90 - D. Nowitzki
91 - E. Okafor
92 - J. O'Neal
93 - S. O'Neal
94 - T. Parker
95 - C. Paul
96 - T. Prince
97 - M. Redd
98 - J.J. Redick
99 - J. Richardson
100 - A. Rivers
101 - N. Robinson
102 - D. Rodman
103 - R. Rondo
104 - D. Rose
105 - J. Salmons
106 - L. Scola
107 - R. Sessions
108 - J.R. Smith
109 - J. Smith
110 - J. Stockton
111 - P. Stojakovic
112 - R. Stuckey
113 - I. Thomas
114 - Ty. Thomas
115 - H. Turkoglu
116 - E. Turner
117 - D. Wade
118 - D. Waiters
119 - G. Wallace
120 - J. West
121 - De. Williams
122 - Marv. Williams

| | | |
|---|---|---|
| **ADrPullUp (Dribble Pull-up)** | Animation - Momentum Shots Outside - Dribble Pull-up | Enumerable:<br>*See below* |

**List of Dribble Pull-ups:**

0 - Big
1 - Big 2
2 - Bowed
3 - Elite
4 - Elite 2
5 - Elite 3
6 - Elite 4
7 - Elite 5
8 - Elite 6
9 - Elite 7
10 - Elite 8
11 - Elite 9
12 - Normal
13 - Normal 2
14 - Normal 3
15 - Normal 4
16 - Normal 5
17 - Normal 6
18 - Normal 7
19 - Normal 8
20 - Normal 9
21 - Normal 10
22 - One Foot
23 - Stiff
24 - Stiff 2
25 - Stiff 3
26 - Stiff 4
27 - Stiff 5
28 - Stiff 6

| | | |
|---|---|---|
| **ASpinJmpr (Spin Jumper)** | Animation - Momentum Shots Outside - Spin Jumper | Enumerable:<br>0 - Big<br>1 - Big 2<br>2 - Normal<br>3 - Normal 2<br>4 - Normal 3<br>5 - Normal 4<br>6 - Normal 5<br>7 - Normal 6<br>8 - Normal 7<br>9 - One Foot<br>10 - Stiff<br>11 - Stiff 2<br>12 - Stiff 3<br>13 - Stiff 4 |
| **AHopJmpr (Hop Jumper)** | Animation - Momentum Shots Outside - Hop Jumper | Enumerable:<br>0 - Big<br>1 - Big 2<br>2 - Normal<br>3 - Normal 2<br>4 - Normal 3<br>5 - Normal 4<br>6 - Normal 5<br>7 - Normal 6<br>8 - Normal 7<br>9 - Normal 8<br>10 - Normal 9<br>11 - Normal 10<br>12 - One Foot<br>13 - Stiff |
| **APstFade (Post Fade)** | Animation - Post Shots - Post Fade | Enumerable:<br>0 - Normal<br>1 - Fade 1<br>2 - Fade 2<br>3 - Fade 3<br>4 - Fade 4<br>5 - Fade 5<br>6 - Fade 6<br>7 - Fade 7<br>8 - Fade 8<br>9 - Fade 9<br>10 - B. Cartwright<br>11 - M. Jordan<br>12 - K. Malone<br>13 - D. Nowitzki |

| | | |
|---|---|---|
| **APstHook (Post Hook)** | Animation - Post Shots - Post Hook | Enumerable:<br>0 - Normal<br>1 - Hook 1<br>2 - Hook 2<br>3 - Hook 3<br>4 - Hook 4<br>5 - Hook 5<br>6 - Hook 6<br>7 - Hook 7<br>8 - Hook 8<br>9 - Hook 9<br>10 - Hook 10<br>11 - Hook 11<br>12 - Hook 12<br>13 - Classic Sky Hook<br>14 - S. O'Neal |
| **APstHopSh (Post Hop Shot)** | Animation - Post Shots - Post Hop Shot | Enumerable:<br>0 - Normal<br>1 - Big<br>2 - Compact<br>3 - Crusader<br>4 - Deliberate<br>5 - Gaucho<br>6 - One Foot<br>7 - Quick |
| **APstShmSh (Post Shimmy Shot)** | Animation - Post Shots - Post Shimmy Shot | Enumerable:<br>0 - Normal<br>1 - Big<br>2 - One Foot |
| **APstDrvStB (Post Drive Stepback Shot)** | Animation - Post Shots - Post Drive Stepback Shot | Enumerable:<br>0 - Normal<br>1 - Compact<br>2 - Deliberate<br>3 - Quick |
| **APstSpnStB (Post Spin Stepback Shot)** | Animation - Post Shots - Post Spin Stepback Shot | Enumerable:<br>0 - Normal<br>1 - Compact<br>2 - Cougar<br>3 - Crusader<br>4 - Deliberate<br>5 - Quick |
| **APstPrtct (Post Protect Shot)** | Animation - Post Shots - Post Protect Shot | Enumerable:<br>0 - Normal<br>1 - Compact<br>2 - One Foot |
| **APstPrtSpn (Post Protect Spin Shot)** | Animation - Post Shots - Post Protect Spin Shot | Enumerable:<br>0 - Normal<br>1 - Compact<br>2 - Gaucho<br>3 - One Foot |
| **AIsoCross (Iso Crossover)** | Animation - Dribble Moves - Iso Crossover | Enumerable:<br>0 - Crossover 1<br>1 - Crossover 2<br>2 - Crossover 3<br>3 - Crossover 4<br>4 - Crossover 5<br>5 - Crossover 6 |
| **AIsoBhBck (Iso Behind Back)** | Animation - Dribble Moves - Behind Back | Enumerable:<br>0 - Behind Back 1<br>1 - Behind Back 2<br>2 - Behind Back 3<br>3 - Behind Back 4<br>4 - Behind Back 5<br>5 - Behind Back 6<br>6 - Behind Back 7 |
| **AIsoSpin (Iso Spin)** | Animation - Dribble Moves - Iso Spin | Enumerable:<br>0 - Spin 1<br>1 - Spin 2<br>2 - Spin 3<br>3 - Spin 4<br>4 - Spin 5<br>5 - Spin 6<br>6 - Spin 7 |

| | | |
|---|---|---|
| **AIsoHesit (Iso Hesitation)** | Animation - Dribble Moves - Hesitation | Enumerable:<br>0 - Hesitation 1<br>1 - Hesitation 2<br>2 - Hesitation 3<br>3 - Hesitation 4 |
| **ALayUp (Lay Up Package)** | Animation - Dunks And LayUps - Lay Up Package | Enumerable:<br>0 - Rookie Guard<br>1 - Rookie Bigman<br>2 - Pro Guard<br>3 - All-Star Guard<br>4 - J. Crawford<br>5 - Classic<br>6 - M. Ginobili<br>7 - Air Jordan<br>8 - K. Bryant<br>9 - S. Nash<br>10 - T. Parker<br>11 - C. Paul<br>12 - D. Rose<br>13 - R. Rondo<br>14 - D. Wade |
| **AGoToDunk (Go-To Dunk Package) - ADunk2 (Dunk Package 2) to ADunk15 (Dunk Package 15)** | Animation - Dunks And LayUps - Go-To Dunk Package - Dunk Package 2 to Dunk Package 15 | Enumerable:<br>*See below* |

### List of Dunk Packages:

0 - None
1 - Under Basket Rim Pulls
2 - Under Basket Athletic Flushes
3 - Under Basket One Handers
4 - Under Basket Bigman Slams
5 - Rim Grazers off One
6 - Rim Grazers off Two
7 - Basic One-Handers off One
8 - Basic Two-Handers off One
9 - Basic One-Handers off Two
10 - Basic Two-Handers off Two
11 - Bigman One-Handers off One
12 - Bigman One-Handers off Two
13 - Athletic One-Handers off One
14 - Athletic One-Handers off Two
15 - Hangs off One
16 - Hangs off Two
17 - Quick Drops
18 - Fist Pump Rim Pulls
19 - Bigman Tomahawks off One
20 - Bigman Tomahawks off Two
21 - Side Arm Tomahawks
22 - Straight Arm Tomahawks
23 - Cock Back Tomahawks
24 - Athletic Side Tomahawks
25 - Athletic Front tomahawks
26 - Uber Athletic Tomahawks off One
27 - Uber Athletic Tomahawks off Two
28 - Leaning Slams
29 - Front Clutches
30 - Front Clutches off Two
31 - Side Clutches off One
32 - Side Clutches off Two
33 - Back Scratchers off One
34 - Back Scratchers off Two
35 - Back Scratching Rim Hangs
36 - Bigman Back Scratchers
37 - Quick Drop-in Back Scratchers
38 - Reverses off One
39 - Reverses off Two
40 - Clutch Reverse off One
41 - Clutch Reverse off Two
42 - Baseline Clutch Reverses
43 - Windmill Reverses
44 - Switch Hand Reverses
45 - Baseline Reverses off One
46 - Baseline Reverses off Two
47 - Windmill Baseline Reverses
48 - Clutch Baseline Reverses
49 - Bigman Baseline Reverses
50 - Windmills off One
51 - Leaning Windmills
52 - Bigman Windmills
53 - Front Windmills
54 - Side Windmills
55 - Athletic Windmills
56 - Basic 360s
57 - Athletic 360s off One
58 - Athletic 360s off Two
59 - Under Leg 360s
60 - One Hand Spin Dunks
61 - Two Hand Spin Dunks
62 - Cradle Dunks
63 - Flashy Flushes
64 - Historic Jordan
65 - Historic Drexler

| | | |
|---|---|---|
| **AIntHLght (HighLight Film)** | Animations - Signature Introductions - Highlight Film | Enumerable:<br>*See below* |

### List of HighLight Films:

0 - Default
1 - L. James Anthem
2 - D. Wade Anthem
3 - Huddle Dance - Kicks
4 - Huddle Dance - Pumps
5 - Huddle Dance - Robot
6 - Huddle Dance - Running
7 - Huddle Dance - Shake
8 - Huddle Dance - Kicks
9 - Lineup - Back Slide
10 - Lineup - Buzzerbeater
11 - Lineup - Fake Out
12 - Lineup - Get Low
13 - Lineup - Jersey
14 - Lineup - Jump
15 - Lineup - Low Fives
16 - Lineup - Power Up
17 - Lineup - Push Ups
18 - Lineup - The Wheel
19 - Trick Shot - Behind Back
20 - Trick Shot - No Look
21 - Trick Shot - On Bended Knees
22 - Trick Shot - Rock the Floor
23 - Trick Shot - The Runner
24 - Trick Shot - Turn Around
25 - Trick Shot - Underhand

| | | |
|---|---|---|
| **AIntPreG1 (Pre-Game 1) and AIntPreG2 (Pre-Game 2)** | Animations - Signature Introductions - Pre-Game 1 and Pre-Game 2 | Enumerable: *See below* |

**List of Pre-Game introductions:**

0 - Default
1 - T. Duncan Rim Hang
2 - B. Griffin Rim Hang
3 - K. Garnett Bang Head
4 - L. James Salute
5 - D. Wade Rim Hang
6 - D. Wade Boxing
7 - L. James Handshake
8 - Ankle Breaker
9 - Boxing Exercise
10 - Boxing Match
11 - Bump and Jump
12 - Bunny Hop
13 - Cabbage Patch
14 - Double Kneel
15 - Foot Grab
16 - Foot Lock
17 - Gone Fishing
18 - Home Run
19 - Kickoff
20 - Left Hanging
21 - Left Hanging Again
22 - On Camera
23 - Punching Bag
24 - Rim Hang - Flex
25 - Rim Hang - Swing Out
26 - Rim Hang - Tap
27 - Robot
28 - Salsa
29 - Shake Up
30 - Shove Off
31 - Superhero
32 - Snap Dance
33 - The Wheelbarrow
34 - Touchdown Pass
35 - Trust My Buddy

| | | |
|---|---|---|
| **AIntPreT1 (Pre-TipOff 1) and AIntPreT2 (Pre-TipOff 2)** | Animations - Signature Introductions - Pre-TipOff 1 and Pre-TipOff 2 | Enumerable: *See below* |

**List of Pre-TipOffs:**

0 - Default
1 - R. Allen Powder
2 - C. Anthony Inspect Ball
3 - C. Anthony Handshake
4 - C. Billups Inspect Ball
5 - C. Boozer Smack Table
6 - C. Boozer Inspect Ball
7 - K. Bryant Teammate Hug
8 - K. Bryant Powder
9 - V. Carter Rim Pull-up
10 - T. Duncan Inspect Ball
11 - K. Durant Shoulder Brush
12 - K. Durant Handshake
13 - K. Garnett Hype Crowd
14 - K. Garnett Powder
15 - D. Howard Post Play
16 - D. Howard Handshake
17 - L. James Inspect Ball
18 - L. James Powder
19 - M. Jordan Powder
20 - M. Jordan Powder 2
21 - J. Lin Textbook
22 - D. Nowitzki Low Fives
23 - D. Nowitzki Tie Shoes
24 - C. Paul Teammate Hug
25 - D. Wade Hype Crowd
26 - D. Wade Handshake
27 - Backflip Grounded
28 - Backflip Elevated
29 - Championship Belt
30 - Chicken Dance
31 - Dunk On You
32 - Get Hip
33 - Home Run Hit
34 - I Can't Hear You
35 - Kneel and Focus
36 - Push Ups
37 - Take A Bow
38 - The Robot
39 - The Salsa
40 - Hand Stand
41 - Hype Crowd - Let's Hear It
42 - Hype Crowd - Chest Pump
43 - Hype Crowd - Rally
44 - Hype Crowd - Louder
45 - Hype Crowd - I Can't Hear You
46 - Hype Crowd - Our House
47 - Powder - Routine Basic
48 - Powder - Routine Spread
49 - Powder - Chest Tap
50 - Powder - Point To Sky
51 - Stanchion - Head Bang
52 - Stanchion - Beat It
53 - Stanchion - Punch Out 1
54 - Stanchion - Punch Out 2
55 - Stanchion - Focus
56 - Stanchion - Punch Kick
57 - Stanchion - Punch Bag
58 - Stanchion - Lean Back
59 - Stanchion - Wax On
60 - With Ball - Dance
61 - With Ball - Around Back
62 - With Ball - Bowling
63 - With Ball - Baseball
64 - With Ball - Football
65 - With Ball - Hit Head
66 - With Ball - Scratch
67 - With Ball - Weigh It

## *Contract*

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **BirdYears (Bird Years)** | Amount of consecutive years, the player has played since he had tested Free Agents market for the last time. If the amount is bigger than 3, the player gets Bird rights on contract re-signing | Integer<br>Min: 0 Max: 31 |
| **CClrYears (Clear Years)** | Number of player's clear (without any +1 or +2 options) contract years | Integer<br>Min: 0 Max: 7 |
| **CRole (Role)** | Player's role on the team | Integer<br>Min: 0 Max: 7 |
| **COption (Option)** | Player's contract option | Integer<br>Min: 0 Max: 3 |
| **CNoTrade (No Trade)** | No trade clause of the contract | Integer<br>Min: 0 Max: 1 |
| **CYear1 (Year 1 Money)** | Contract money for the 1st year | Integer<br>Min: 0 Max: 2147483648 |
| **CYear2 (Year 2 Money)** | Contract money for the 2nd year | Integer<br>Min: 0 Max: 2147483648 |
| **CYear3 (Year 3 Money)** | Contract money for the 3rd year | Integer<br>Min: 0 Max: 2147483648 |

| | | |
|---|---|---|
| **CYear4 (Year 4 Money)** | Contract money for the 4th year | Integer<br>Min: 0 Max: 2147483648 |
| **CYear5 (Year 5 Money)** | Contract money for the 5th year | Integer<br>Min: 0 Max: 2147483648 |
| **CYear6 (Year 6 Money)** | Contract money for the 6th year | Integer<br>Min: 0 Max: 2147483648 |
| **SgndTYWith (Signed This Year With)** | ID of a team, the player has signed the contract this year with (if there is such a team) | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **YrsForCurT (Years For Current Team)** | Number of consecutive years, the player has played for his current team | Integer<br>Min: 0 Max: 31 |

## *Gear*

| ***Field Name*** | ***Description*** | ***Values*** |
|---|---|---|
| **GHeadband (Wears Headband)** | | Boolean |
| **GHdbndLg (Headband Logo Position)** | Headband Logo Position | Enumerable:<br>0 - Front Left<br>1 - Front<br>2 - Front Right<br>3 - Back<br>4 - No Logo |
| **GUndrshrt (Undershirt)** | | Enumerable:<br>0 - None<br>1 - Undershirt<br>2 - Shortsleeve Shirt<br>3 - Longsleeve Shirt |
| **GUndrsCol (Undershirt Color)** | | Enumerable:<br>0 - White<br>1 - Black<br>2 - Team Color 1<br>3 - Team Color 2 |
| **GLeftArm (Left Arm)** | | Enumerable:<br>0 - None<br>1 - Sleeve<br>2 - Padded Sleeve<br>3 - Short Sleeve<br>4 - Shoulder Sleeve<br>5 - Full Arm Sleeve<br>6 - PowerWEB Armsleeve |
| **GLArmCol (Left Arm Color)** | | Enumerable:<br>0 - White<br>1 - Black<br>2 - Team Color 1<br>3 - Team Color 2 |
| **GLeftElb (Left Elbow)** | | Enumerable:<br>0 - None<br>1 - Pad<br>2 - Sleeve<br>3 - Small Band<br>4 - Medium Band<br>5 - High Band<br>6 - Brace<br>7 - Strap |
| **GLElbCol (Left Elbow Color)** | | Enumerable:<br>0 - White<br>1 - Black<br>2 - Team Color 1<br>3 - Team Color 2 |
| **GLeftWrst (Left Wrist)** | | Enumerable:<br>0 - None<br>1 - Forearm Band<br>2 - Wrist Band<br>3 - Protective Wrist Band<br>4 - Double Wrist Band<br>5 - Rubberband<br>6 - Double Rubberband<br>7 - Powerband<br>8 - Wrist Wrap<br>9 - Hand Wrap |

| | | |
|---|---|---|
| **GLWrstC1 (Left Wrist 1st Color)** | | Enumerable:<br>0 - White<br>1 - Black<br>2 - Team Color 1<br>3 - Team Color 2 |
| **GLWrstC2 (Left Wrist 2nd Color)** | | Enumerable:<br>0 - White<br>1 - Black<br>2 - Team Color 1<br>3 - Team Color 2 |
| **GLeftFngr (Left Fingers)** | | Enumerable:<br>0 - None<br>1 - Finger Strap<br>2 - Double Finger Strap<br>3 - Long Index Strap<br>4 - Long Middle Strap<br>5 - Long Double Strap |
| **GLFngrCol (Left Fingers Color)** | | Enumerable:<br>0 - White<br>1 - Black<br>2 - Team Color 1<br>3 - Team Color 2 |
| **GRghtArm (Right Arm)** | | Enumerable:<br>0 - None<br>1 - Sleeve<br>2 - Padded Sleeve<br>3 - Short Sleeve<br>4 - Shoulder Sleeve<br>5 - Full Arm Sleeve<br>6 - PowerWEB Armsleeve |
| **GRArmCol (Right Arm Color)** | | Enumerable:<br>0 - White<br>1 - Black<br>2 - Team Color 1<br>3 - Team Color 2 |
| **GRghtElb (Right Elbow)** | | Enumerable:<br>0 - None<br>1 - Pad<br>2 - Sleeve<br>3 - Small Band<br>4 - Medium Band<br>5 - High Band<br>6 - Brace<br>7 - Strap |
| **GRElbCol (Right Elbow Color)** | | Enumerable:<br>0 - White<br>1 - Black<br>2 - Team Color 1<br>3 - Team Color 2 |
| **GRghtWrst (Right Wrist)** | | Enumerable:<br>0 - None<br>1 - Forearm Band<br>2 - Wrist Band<br>3 - Protective Wrist Band<br>4 - Double Wrist Band<br>5 - Rubberband<br>6 - Double Rubberband<br>7 - Powerband<br>8 - Wrist Wrap<br>9 - Hand Wrap |
| **GRWrstC1 (Right Wrist 1st Color)** | | Enumerable:<br>0 - White<br>1 - Black<br>2 - Team Color 1<br>3 - Team Color 2 |
| **GRWrstC2 (Right Wrist 2nd Color)** | | Enumerable:<br>0 - White<br>1 - Black<br>2 - Team Color 1<br>3 - Team Color 2 |

| | | |
|---|---|---|
| **GRghtFngr (Right Fingers)** | | Enumerable:<br>0 - None<br>1 - Finger Strap<br>2 - Double Finger Strap<br>3 - Long Index Strap<br>4 - Long Middle Strap<br>5 - Long Double Strap |
| **GRFngrCol (Right Fingers Color)** | | Enumerable:<br>0 - White<br>1 - Black<br>2 - Team Color 1<br>3 - Team Color 2 |
| **GPresShrt (Wears Pressure Shorts)** | | Enumerable:<br>0 - None<br>1 - Pressure Shorts<br>2 - High Thigh Pad |
| **GPrsShCol (Pressure Shorts Color)** | | Enumerable:<br>0 - White<br>1 - Black<br>2 - Team Color 1<br>3 - Team Color 2 |
| **GLeftLeg (Left Leg)** | | Enumerable:<br>0 - None<br>1 - Leg Sleeve<br>2 - Calf Sleeve<br>3 - Padded Calf Sleeve<br>4 - Half Calf Sleeve<br>5 - Hex Pad Half Calf Sleeve<br>6 - Jordan Calf Sleeve<br>7 - Mid Calf Sleeve |
| **GLLegCol (Left Leg Color)** | | Enumerable:<br>0 - White<br>1 - Black<br>2 - Team Color 1<br>3 - Team Color 2 |
| **GLeftKnee (Left Knee)** | | Enumerable:<br>0 - None<br>1 - Pad<br>2 - Hex Pad<br>3 - Brace<br>4 - Sleeve<br>5 - Strap |
| **GLKneeCol (Left Knee Color)** | | Enumerable:<br>0 - White<br>1 - Black<br>2 - Team Color 1<br>3 - Team Color 2 |
| **GLeftAnkl (Left Ankle)** | | Enumerable:<br>0 - None<br>1 - Ankle Brace<br>2 - Ankle Wrap |
| **GLAnklCol (Left Ankle Color)** | | Enumerable:<br>0 - White<br>1 - Black<br>2 - Team Color 1<br>3 - Team Color 2 |
| **GRghtLeg (Right Leg)** | | Enumerable:<br>0 - None<br>1 - Leg Sleeve<br>2 - Calf Sleeve<br>3 - Padded Calf Sleeve<br>4 - Half Calf Sleeve<br>5 - Hex Pad Half Calf Sleeve<br>6 - Jordan Calf Sleeve<br>7 - Mid Calf Sleeve |
| **GRLegCol (Right Leg Color)** | | Enumerable:<br>0 - White<br>1 - Black<br>2 - Team Color 1<br>3 - Team Color 2 |

| | | |
|---|---|---|
| **GRghtKnee (Right Knee)** | | Enumerable:<br>0 - None<br>1 - Pad<br>2 - Hex Pad<br>3 - Brace<br>4 - Sleeve<br>5 - Strap |
| **GRKneeCol (Right Knee Color)** | | Enumerable:<br>0 - White<br>1 - Black<br>2 - Team Color 1<br>3 - Team Color 2 |
| **GRghtAnkl (Right Ankle)** | | Enumerable:<br>0 - None<br>1 - Ankle Brace<br>2 - Ankle Wrap |
| **GRAnklCol (Right Ankle Color)** | | Enumerable:<br>0 - White<br>1 - Black<br>2 - Team Color 1<br>3 - Team Color 2 |
| **GSockLngh (Sock Length)** | Gear - Sock Length | Enumerable:<br>0 - None<br>1 - Ankle Socks<br>2 - Short Socks<br>3 - Short Double Socks<br>4 - Medium Socks<br>5 - Medium Double Socks<br>6 - Medium Long Socks<br>7 - Long Socks<br>8 - Striped Long Socks |
| **GShsBrLck (Lock Brand)** | The brand, originally locked to the player (if set to any other value than No Lock, then the player's Shoe Brand will be uneditable via the game) | Enumerable:<br>0 - No Lock<br>1 - Nike<br>2 - Adidas<br>3 - Jordan<br>4 - Converse<br>5 - Reebok<br>6 - Under Armour<br>7 - Spalding |
| **GShsBrand (Brand)** | Gear - Shoes - Brand | Enumerable:<br>0 - Generic<br>1 - Nike<br>2 - Adidas<br>3 - Jordan<br>4 - Converse<br>5 - Reebok<br>6 - Under Armour<br>7 - Spalding |
| **GShsModel (Model)** | Gear - Shoes - Model | Integer<br>Min: 0 Max: 4095 |
| **GShsUCusC (Use Custom Colors)** | Gear - Shoes - Use Custom Colors | Boolean |
| **GShsTHC1 (Team Home Trim Color 1)** | Gear - Shoes - Team Home Trim 1 (used, when Use Custom Colors is turned OFF) | Integer<br>Min: 0 Max: 7 |
| **GShsTHC2 (Team Home Trim Color 2)** | Gear - Shoes - Team Home Trim 2 (used, when Use Custom Colors is turned OFF) | Integer<br>Min: 0 Max: 7 |
| **GShsTAC1 (Team Away Trim Color 1)** | Gear - Shoes - Team Away Trim 1 (used, when Use Custom Colors is turned OFF) | Integer<br>Min: 0 Max: 7 |
| **GShsTAC2 (Team Away Trim Color 2)** | Gear - Shoes - Team Away Trim 2 (used, when Use Custom Colors is turned OFF) | Integer<br>Min: 0 Max: 7 |
| **GShsHCol1 (Home Dom. Color)** | Gear - Shoes - Home Dominant Color (used, when Use Custom Colors is turned ON) | Hexadecimal string<br>Represents the color in format RRGGBB |
| **GShsHCol2 (Home Trim Color 1)** | Gear - Shoes - Home Trim Color 1 (used, when Use Custom Colors is turned ON) | Hexadecimal string<br>Represents the color in format RRGGBB |
| **GShsHCol3 (Home Trim Color 2)** | Gear - Shoes - Home Trim Color 2 (used, when Use Custom Colors is turned ON) | Hexadecimal string<br>Represents the color in format RRGGBB |

| | | |
|---|---|---|
| **GShsACol1 (Away Dom. Color)** | Gear - Shoes - Away Dominant Color (used, when Use Custom Colors is turned ON) | Hexadecimal string<br>Represents the color in format RRGGBB |
| **GShsACol2 (Away Trim Color 1)** | Gear - Shoes - Away Trim Color 1 (used, when Use Custom Colors is turned ON) | Hexadecimal string<br>Represents the color in format RRGGBB |
| **GShsACol3 (Away Trim Color 2)** | Gear - Shoes - Away Trim Color 2 (used, when Use Custom Colors is turned ON) | Hexadecimal string<br>Represents the color in format RRGGBB |

# ARENAS

*Tab: Arenas*

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **ID** | ID | Integer<br>Min: 0 Max: 9999 |

## Names

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **FullName (Full Name)** | Defines arena's full name. It is shown at match startups and in most other situations | String |
| **ShortName (Short Name)** | Defines arena's short name. It is used, when selecting an Arena in Match Options -> Select Arena | String |
| **__FullName (FullName Replacer)** | Set to zero to use the value, stored in FullName, as Arena's Full Name. Otherwise the actual arena's full name is grabbed from the *current_language*.IFF file, using the value as a string ID. | Hexadecimal string<br>*Check "List Of Text Values.txt" file* |
| **__ShrtName (ShortName Replacer)** | Set to zero to use the value, stored in ShortName, as Arena's Short Name. Otherwise the actual arena's short name is grabbed from the *current_language*.IFF file, using the value as a string ID. | Hexadecimal string<br>*Check "List Of Text Values.txt" file* |

## General Parameters

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **AType (Arena Type)** | Defines Arena Type | Enumerable:<br>0 - Regular NBA / Showcase<br>1 - All-Stars / Team USA<br>2 - From 2K11 / Player Create / Summer Circuit<br>3 - Blacktop / Practice Gym<br>4 - Create-A-Team<br>5 - From 2K12 (Retros) |
| **IsPractGym (Is Practice Gym)** | Defines, if the arena is supposed to be a practice gym | Boolean |
| **IsSpecial (Is Special)** | Defines, if the arena is special | Boolean |
| **RuckerType (Rucker Park Type)** | Defines, if the arena is a version of the Rucker Park court | Enumerable:<br>-1 - Not Rucker Park<br>0 - Rucker Day<br>1 - Rucker Night |
| **ShdwMode (Shadow Mode)** | Shadow Mode, used by the arena | Integer<br>Min: 0 Max: 3 |
| **AudioID (Audio ID)** | Arena's Audio ID | Integer<br>Min: -1 Max: 127 |

## Appearance

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **Model3D (3D Model)** | A name of an IFF-file, where the arena's 3D Model and some other parameters are stored | String |
| **FloorID (Floor ID)** | ID of a floor, used by the Arena (deprecated, use FloorName instead) | Integer<br>Min: 0 Max: 2047 |
| **FloorName (Floor Name)** | An IFF-file name, where the floor, used by the arena, is stored | String |
| **LED** | This field stands for the arena's LED file | String |
| **Ads (Advertisments)** | This field defines an IFF file, where the arena's adverts are stored | String |

## *Additional Parameters*

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **City** | This field stands for the city, the arena is located in | String |
| **CityAbbr (City Abbreviation)** | This field stands for the city abbreviation, the arena is located in | String |
| **SomeName (Some Name)** | This field stands for some arena's name. All arenas have an empty name here, except for LAC and LAL. | String |
| **StAbbr (State Abbreviation)** | This field stands for the state abbreviation, the arena is located in | String |
| **HomBnchPos (Home Bench Position)** | Home Bench/First Quarter Goal side, on Broadcast camera | Enumerable:<br>0 - Left<br>1 - Right |
| **PracMenCam (Practice Mode Menu Cameras)** | "Blacktop" Cameras during Pause Menu, only for Practice Mode? Doesn't affect BT Mode or Gameplay Modes | Boolean |
| **Capacity** | Arena's capacity. Purposes of this value are not known, but setting it to 0 will give you empty stands, other values have no effect | Integer<br>Min: 0 Max: 65535 |

# TEAMS

*Tab: Teams*

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **ID** | ID | Integer<br>Min: 0 Max: 9999 |

## Names

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **Name** | This field indicates team's Name | String |
| **City** | This field indicates team's City | String |
| **CityUnique (City Unique)** | Stands for the team's alternative City name. A unique value should be set for each team. | String |
| **Abbr (Abbreviation)** | Team's Name abbreviation | String |
| **Nickname** | This field indicates team's Nickname | String |
| **__Name (TeamNam_Replacer)** | Set to zero to use the value, stored in Name, as Team's Name. Otherwise the actual team's name is grabbed from the *current_language*.IFF file, using the value as a string ID. | Hexadecimal string<br>*Check "List Of Text Values.txt" file* |
| **__City (TeamCity_Replacer)** | Set to zero to use the value, stored in City, as Team's City. Otherwise the actual team's city is grabbed from the *current_language*.IFF file, using the value as a string ID. | Hexadecimal string<br>*Check "List Of Text Values.txt" file* |
| **__CityUnq (UniqueCity_Replacer)** | Set to zero to use the value, stored in CityUnique, as Team's Unique City. Otherwise the actual team's unique city is grabbed from the *current_language*.IFF file, using the value as a string ID. | Hexadecimal string<br>*Check "List Of Text Values.txt" file* |
| **__TeamAbbr (TeamAbbr_Replacer)** | Set to zero to use the value, stored in Abbr, as Team's abbreviation. Otherwise the actual team's abbreviation is grabbed from the *current_language*.IFF file, using the value as a string ID. | Hexadecimal string<br>*Check "List Of Text Values.txt" file* |

## Parameters

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **TType (Team Type)** | Defines Team Type | Enumerable:<br>*See below* |

**List of Team Types:**

0 - Regular NBA
1 - D-League (deprecated)
3 - CAT
4 - Unknown (On-Line?)
5 - East All-Stars
6 - West All-Stars
7 - Special Mode Home Team
8 - Special Mode Away Team
10 - Stars (new)
11 - Elites (new)
17 - Elites / Stars (original)
18 - Tutorial Home Team
19 - Tutorial Away Team
21 - Retro Team
22 - Celeb / Dream Team / Team USA
25 - 2K Sports Team

| | | |
|---|---|---|
| **IsSpecial (Is Special)** | Teams, used in special game modes, have this field set to True | Boolean |
| **Division** | Defines the division the team belongs to | Enumerable:<br>0 - Atlantic Division (Reg. NBA)<br>1 - Central Division (Reg. NBA)<br>2 - South-East Division (Reg. NBA)<br>3 - South-West Division (Reg. NBA)<br>4 - North-West Division (Reg. NBA)<br>5 - Pacific Division (Reg. NBA)<br>6 - All-Stars<br>7 - Other |

| | | |
|---|---|---|
| **Year** | Defines the season, the team originally played in. Used for historical teams | Integer<br>Min: 0 Max: 255 |
| **Logo** | This field contains the name of the Logo file used by the team | String |
| **GID (Graphics ID)** | Team's Graphics ID. This stands for the set of uniforms, used by the team, and also defines team IFF file, which contains cheer-leaders, supporters, etc. | Integer<br>Min: 0 Max: 65535 |
| **Color1 (Team Color 1)** | Team main color. It is used in different menus and as a scoreboard color during mathces, as well as on home arena jumbotrons | Hexadecimal string<br>Represents the color in format RRGGBB |
| **Color2 (Team Color 2)** | Team secondary color. It is used in some menus and also on home arena jumbotrons | Hexadecimal string<br>Represents the color in format RRGGBB |
| **AudioID1 (Audio ID1)** | Audio used in-game for this team. -1 = no associated audio. Note, that this doesn't control some presentation audio | Integer<br>Min: -1 Max: 32767 |
| **SomeID1 (Some ID 1)** | Some unknown ID | Integer<br>Min: -1 Max: 32767 |
| **SomeID2 (Some ID 2)** | Some unknown ID | Integer<br>Min: -1 Max: 32767 |
| **ArenaID (Arena ID)** | Default arena for the team | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |

## Relatives

| ***Field Name*** | ***Description*** | ***Values*** |
|---|---|---|
| **Rival1 (Rival 1)** | Defines one of team's rivals | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Rival2 (Rival 2)** | Defines one of team's rivals | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Rival3 (Rival 3)** | Defines one of team's rivals | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **SomeRelT (Some Related Team)** | Some Unknown Relation | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |

## Status

| ***Field Name*** | ***Description*** | ***Values*** |
|---|---|---|
| **AttndReg (Regular Matches Attendance)** | Defines, how much the team is supported during regular mathces. The value affects, how many spectators visit team's matches. Has major effect on home games and somewhat effect on away games. Significant values range from 0.3 to 1.0 | Double<br>Min: 0 Max: 1 |
| **AttndEx (Extra Matches Attendance)** | Defines, how much the team is supported during special mathces (vs. rivals or during play-offs). The value affects, how many spectators visit team's matches. Has major effect on home games and somewhat effect on away games. | Double<br>Min: 0 Max: 1 |
| **Chemistry** | Team chemistry value | Double<br>Min: 0 Max: 1000 |

## *Roster*

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **PlNum (Number Of Players)** | Number of players on Team's rotation.!!!!!!IMPORTANT!!!!!!Change this value, if you wish to change the actual number of players.!!!Remember, that setting -1 for Subs' and Reserves' IDs will lead to game crash, if this value is not adjusted | Integer<br>Min: 5 Max: 20 |
| **Ros_PG (Point Guard)** | Stands for team's starting Point Guard. | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Ros_SG (Shooting Guard)** | Stands for team's starting Shooting Guard. | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Ros_SF (Small Forward)** | Stands for team's starting Small Forward. | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Ros_PF (Power Forward)** | Stands for team's starting Power Forward. | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Ros_C (Center)** | Stands for team's starting Center. | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Ros_S6 (6th Player)** | Stands for team's 6th player (substitution player #1). | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Ros_S7 (7th Player)** | Stands for team's 7th player (substitution player #2). | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Ros_S8 (8th Player)** | Stands for team's 8th player (substitution player #3). | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Ros_S9 (9th Player)** | Stands for team's 9th player (substitution player #4). | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Ros_S10 (10th Player)** | Stands for team's 10th player (substitution player #5). | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Ros_S11 (11th Player)** | Stands for team's 11th player (substitution player #6). | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Ros_S12 (12th Player)** | Stands for team's 12th player (substitution player #7). | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Ros_R13 (1st Reserve Player)** | Stands for team's 13th player (first reserve player) | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Ros_R14 (2nd Reserve Player)** | Stands for team's 14th player (second reserve player) | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Ros_R15 (3rd Reserve Player)** | Stands for team's 15th player (third reserve player) | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Ros_R16 (4th Reserve Player)** | Stands for team's 16th player (fourth reserve player) | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Ros_R17 (5th Reserve Player)** | Stands for team's 17th player (fifth reserve player) | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Ros_R18 (6th Reserve Player)** | Stands for team's 18th player (sixth reserve player) | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |

| | | |
|---|---|---|
| **Ros_R19 (7th Reserve Player)** | Stands for team's 19th player (seventh reserve player) | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Ros_R20 (8th Reserve Player)** | Stands for team's 20th player (eighth reserve player) | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |

## *Situationals*

| ***Field Name*** | ***Description*** | ***Values*** |
|---|---|---|
| **Sit_Strt_PG (Point Guard)** | Situationals - Starter - PG | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit_Strt_SG (Shooting Guard)** | Situationals - Starter - SG | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit_Strt_SF (Small Forward)** | Situationals - Starter - SF | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit_Strt_PF (Power Forward)** | Situationals - Starter - PF | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit_Strt_C (Center)** | Situationals - Starter - C | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit_Bnch_PG (Point Guard)** | Situationals - Bench - PG | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit_Bnch_SG (Shooting Guard)** | Situationals - Bench - SG | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit_Bnch_SF (Small Forward)** | Situationals - Bench - SF | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit_Bnch_PF (Power Forward)** | Situationals - Bench - PF | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit_Bnch_C (Center)** | Situationals - Bench - C | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit_Tall_PG (Point Guard)** | Situationals - Tall - PG | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit_Tall_SG (Shooting Guard)** | Situationals - Tall - SG | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit_Tall_SF (Small Forward)** | Situationals - Tall - SF | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit_Tall_PF (Power Forward)** | Situationals - Tall - PF | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit_Tall_C (Center)** | Situationals - Tall - C | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit_Quck_PG (Point Guard)** | Situationals - Quick - PG | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit_Quck_SG (Shooting Guard)** | Situationals - Quick - SG | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit_Quck_SF (Small Forward)** | Situationals - Quick - SF | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |

| | | |
|---|---|---|
| **Sit_Quck_PF (Power Forward)** | Situationals - Quick - PF | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit_Quck_C (Center)** | Situationals - Quick - C | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit_Dfns_PG (Point Guard)** | Situationals - Defense - PG | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit_Dfns_SG (Shooting Guard)** | Situationals - Defense - SG | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit_Dfns_SF (Small Forward)** | Situationals - Defense - SF | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit_Dfns_PF (Power Forward)** | Situationals - Defense - PF | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit_Dfns_C (Center)** | Situationals - Defense - C | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit_3PT_PG (Point Guard)** | Situationals - 3-Point - PG | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit_3PT_SG (Shooting Guard)** | Situationals - 3-Point - SG | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit_3PT_SF (Small Forward)** | Situationals - 3-Point - SF | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit_3PT_PF (Power Forward)** | Situationals - 3-Point - PF | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit_3PT_C (Center)** | Situationals - 3-Point - C | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit_FT_PG (Point Guard)** | Situationals - Free Throw - PG | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit_FT_SG (Shooting Guard)** | Situationals - Free Throw - SG | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit_FT_SF (Small Forward)** | Situationals - Free Throw - SF | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit_FT_PF (Power Forward)** | Situationals - Free Throw - PF | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit_FT_C (Center)** | Situationals - Free Throw - C | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |

## *Staff*

| ***Field Name*** | ***Description*** | ***Values*** |
|---|---|---|
| **Staff_HC (Head Coach)** | Staff - Head Coach | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Staff_AC (Assistant Coach)** | Staff - Assistant Coach | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Staff_SPr2 (Prospect Scout 1)** | Staff - Prospect Scout 1 | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |

| | | |
|---|---|---|
| **Staff_SPr3 (Prospect Scout 2)** | Staff - Prospect Scout 2 | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Staff_SPr1 (Prospect Scout 3)** | Staff - Prospect Scout 3 | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Staff_Trn (Trainer)** | Staff - Trainer | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Staff_SNBA (NBA Scout)** | Staff - NBA Scout | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |

## *Stats*

| ***Field Name*** | ***Description*** | ***Values*** |
|---|---|---|
| **StatCurS (Current Season)** | Team's Current Regular Season Stats | Integer<br>Min: -1 Max: 9999 |
| **StatCurP (Current Playoffs)** | Team's Current Playoffs Stats | Integer<br>Min: -1 Max: 9999 |
| **StatPrevS (Previous Season)** | Team's Previous Regular Season Stats | Integer<br>Min: -1 Max: 9999 |
| **StatPrevP (Previous Playoffs)** | Team's Previous Year Playoffs Stats | Integer<br>Min: -1 Max: 9999 |
| **CurStreak (Current Streak)** | Current Streak | Integer<br>Min: -128 Max: 127 |
| **CurHStr (Home Streak)** | Current Home Streak | Integer<br>Min: -128 Max: 127 |
| **CurRStr (Road Streak)** | Current Road Streak | Integer<br>Min: -128 Max: 127 |
| **WAhAtHalf (Wins Ahead At Half)** | Number of games won, when the team was originally ahead at half time. | Integer<br>Min: 0 Max: 255 |
| **LAhAtHalf (Losses Ahead At Half)** | Number of games lost, when the team was originally ahead at half time. | Integer<br>Min: 0 Max: 255 |
| **WBhAtHalf (Wins Behind At Half)** | Number of games won, when the team was originally behind at half time. | Integer<br>Min: 0 Max: 255 |
| **LBhAtHalf (Losses Behind At Half)** | Number of games lost, when the team was originally behind at half time. | Integer<br>Min: 0 Max: 255 |
| **WAhAft3rd (Wins Ahead After 3rd)** | Number of games won, when the team was originally ahead after 3rd quater. | Integer<br>Min: 0 Max: 255 |
| **LAhAft3rd (Losses Ahead After 3rd)** | Number of games lost, when the team was originally ahead after 3rd quater. | Integer<br>Min: 0 Max: 255 |
| **WBhAft3rd (Wins Behind After 3rd)** | Number of games won, when the team was originally behind after 3rd quater. | Integer<br>Min: 0 Max: 255 |
| **LBhAft3rd (Losses Behind After 3rd)** | Number of games lost, when the team was originally behind after 3rd quater. | Integer<br>Min: 0 Max: 255 |
| **WAg500plus (Wins Against .500+ Teams)** | Number of wins against the teams with .500 or a better record | Integer<br>Min: 0 Max: 255 |
| **LAg500plus (Losses Against .500+ Teams)** | Number of losses against the teams with .500 or a better record | Integer<br>Min: 0 Max: 255 |
| **WBetterFG (Wins With Better FG%)** | Number of wins with better FG percentage | Integer<br>Min: 0 Max: 255 |
| **LBetterFG (Losses With Better FG%)** | Number of losses with better FG percentage | Integer<br>Min: 0 Max: 255 |
| **WMoreRebs (Wins With More Rebounds)** | Number of wins with more rebounds | Integer<br>Min: 0 Max: 255 |
| **LMoreRebs (Losses With More Rebounds)** | Number of losses with more rebounds | Integer<br>Min: 0 Max: 255 |
| **WFewerTOs (Wins With Fewer TOs)** | Number of wins with fewer turnovers | Integer<br>Min: 0 Max: 255 |

| | | |
|---|---|---|
| **LFewerTOs (Losses With Fewer TOs)** | Number of losses with fewer turnovers | Integer<br>Min: 0 Max: 255 |

## History

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **H_DivTtls (Division Titles)** | Total amount of Division Titles, won by the team (best regular season record among native Division) | Integer<br>Min: 0 Max: 255 |
| **H_POAps (Playoff Appearances)** | Number of seasons, when the team took part in the Play-Offs | Integer<br>Min: 0 Max: 255 |
| **H_LastPOAp (Last PO Appearance)** | The year, when the team took part in the Play-Offs for the last time | Integer<br>Min: -1 Max: 32767 |
| **H_ConfTtls (Conference Titles)** | Total amount of Conference Titles, won by the team (got to the Finals during Play-Offs) | Integer<br>Min: 0 Max: 255 |
| **H_NBAChmps (NBA Championships)** | How many times the team has won the NBA Championship | Integer<br>Min: 0 Max: 255 |

## Records

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **Record0 (Record 0)** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record1 (Record 1)** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record2 (Record 2)** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record3 (Record 3)** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record4 (Record 4)** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record5 (Record 5)** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record6 (Record 6)** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record7 (Record 7)** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record8 (Record 8)** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record9 (Record 9)** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record10 (Record 10)** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record11 (Record 11)** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record12 (Record 12)** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record13 (Record 13)** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |

| | | |
|---|---|---|
| **Record14 (Record 14)** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record15 (Record 15)** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record16 (Record 16)** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record17 (Record 17)** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record18 (Record 18)** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record19 (Record 19)** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |

## *Total Sim Control & Settings*

| ***Field Name*** | ***Description*** | ***Values*** |
|---|---|---|
| **TSC_1ScrO (1st Scoring Option)** | Total Sim Control - 1st Scoring Option. It refers to the ID of Players tab. | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **TSC_2ScrO (2nd Scoring Option)** | Total Sim Control - 2nd Scoring Option. It refers to the ID of Players tab. | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **TSC_3ScrO (3rd Scoring Option)** | Total Sim Control - 3rd Scoring Option. It refers to the ID of Players tab. | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **AutoCamps (Auto Training Camps)** | Defines, if the Training Camps, attended by players, are user or auto-determined. Set to True to make them auto-determined. (Assoc. Customization settings) | Boolean |

# COLLEGES

*Tab: Colleges*

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **ID** | ID | Integer<br>Min: 0 Max: 9999 |

## Names

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **Name** | College Name | String |
| **__Name (Name Replacer)** | Set to zero to use the value, stored in Name, as College's Name. Otherwise the actual name is grabbed from the *current_language*.IFF file, using the value as a string ID. | Hexadecimal string<br>*Check "List Of Text Values.txt" file* |

## Parameters

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **CollegeID (College ID)** | The other ID. Should be unique for all the colleges. | Integer<br>Min: 0 Max: 2047 |
| **IsRegular (Is Regular)** | Determines, if the college is regular or not. Not regular colleges are not used by the in-game player Generator and can't be assigned via Create-A-Player menu. | Boolean |
| **TerrID1 (Territory ID 1)** | Determines a territory, the college situates at. This also affects audio, used by the college. | Integer<br>Min: 0 Max: 2047 |
| **TerrID2 (Territory ID 2)** | Determines a territory, the college situates at. | Integer<br>Min: 0 Max: 2047 |
| **GenProbab (Generator - Probability)** | Colleges with bigger value are more likely to be used by the generator. Maybe this defines the probability of at least 1 player in the Draft Class being from the college. | Integer<br>Min: 0 Max: 255 |
| **GenNation (Generator - Nationality)** | Used by the Generator to define the graduates' nationality. The Generator adjusts newly generated players' names accordingly. Not Used means, the College is not used by the Generator and is also invisible on Create-A-Player screen. | Enumerable:<br>-1 - Not Used<br>0 - USA<br>1 - Argentina<br>2 - Australia<br>3 - Brazil<br>4 - Canada<br>5 - China<br>6 - Croatia<br>7 - England<br>8 - France<br>9 - Germany<br>10 - Greece<br>11 - Hungary<br>12 - Italy<br>13 - Lithuania<br>14 - Mexico<br>15 - Nigeria<br>16 - Puerto Rico<br>17 - Romania<br>18 - Serbia<br>19 - Slovenia<br>20 - Spain<br>21 - Sweden<br>22 - Turkey<br>23 - Ukraine<br>24 - Russia |
| **GenApTweak (Generator - Appearance Tweak)** | Used by the Generator. Determines, if players, generated with this college, will have extra appearance tweaks (according to their home region). For example, this is used to make players with Asian colleges have mostly Asian appearance, etc. | Integer<br>Min: 0 Max: 65535 |

# SCHEDULE

*Tabs: ScheduleBase_82, ScheduleBase_58, ScheduleBase_29, ScheduleBase_14, Schedule_PreSeason*

**Note**: These tabs only affect base schedules used for new Association/My Player/Season. So editing them in other file than roster won't have any effect on the current schedule (used in the game mode). Still, they have some impact on the schedule generated for each next season.

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **ID** | ID | Integer<br>Min: 0 Max: 9999 |
| **Year** | Year of the scheduled match. Note, that it is NOT possible to set the value below 2000 due to game limitations. | Integer<br>Min: 2000 Max: 2127 |
| **Month** | Month of the year of the scheduled match. | Enumerable:<br>0 - 0<br>1 - January<br>2 - February<br>3 - March<br>4 - April<br>5 - May<br>6 - June<br>7 - July<br>8 - August<br>9 - September<br>10 - October<br>11 - November<br>12 - December |
| **Day** | Day of the month of the scheduled match. | Integer<br>Min: 0 Max: 31 |
| **Hour** | Hour of the day, when the match begins. | Integer<br>Min: 0 Max: 23 |
| **Minute** | Minute of the hour, when the match begins. | Integer<br>Min: 0 Max: 59 |
| **Order** | If several matches take place at the same time, this is used by the game to define the order, which to handle the matches in. So, matches with lower values will be handled (simulated) first. | Integer<br>Min: 0 Max: 31 |
| **HTeam (Home Team)** | Match Home Team | Integer<br>Min: -1 Max: 9999 |
| **ATeam (Away Team)** | Match Away Team | Integer<br>Min: -1 Max: 9999 |

# STAFF

*Tab: Staff*

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **ID** | ID | Integer<br>Min: 0 Max: 9999 |

## Names

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **Last_Name (Last Name)** | This field indicates staff member's Last Name | String |
| **First_Name (First Name)** | This field indicates staff member's First Name | String |

## Bio

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **SType (Staff Type)** | Stands for the type of the staff member | Enumerable:<br>0 - Head Coach<br>1 - Assistant Coach<br>2 - Prospects Scout (assigned)<br>3 - Trainer<br>4 - NBA Scout<br>5 - Prospects Scout 2 (unassigned - invisible)<br>6 - Prospects Scout 3 (unassigned - invisible) |
| **Experience** | How many years the coach has been in the NBA. | Integer<br>Min: 0 Max: 63 |
| **PortrID (Portrait ID)** | Staff member's portrait is defined by this ID value | Integer<br>Min: 0 Max: 16383 |
| **CF_ID (CyberFace ID)** | Staff member's in-match face is defined by this ID value | Integer<br>Min: 0 Max: 8191 |
| **Height** | Represents staff member's height | Double<br>Min: 0 Max: 9000 |
| **AudioID (Audio ID)** | Audio stories, told by commentators about the staff member during matches | Integer<br>Min: -1 Max: 1023 |

## Skills

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **SOffense (Offense)** | Offensive Skill (used by coaches) | Enumerable:<br>0 - F<br>1 - D<br>2 - C<br>3 - B<br>4 - A |
| **SDefense (Defense)** | Defensive Skill (used by coaches) | Enumerable:<br>0 - F<br>1 - D<br>2 - C<br>3 - B<br>4 - A |
| **STeacher (Teacher)** | Teaching Skill (used by coaches) | Enumerable:<br>0 - F<br>1 - D<br>2 - C<br>3 - B<br>4 - A |
| **SSct_Trn (Scout / Trainer)** | Scouting skill for scouts and Medical skill for Trainers | Enumerable:<br>0 - F<br>1 - D<br>2 - C<br>3 - B<br>4 - A |

| | | |
|---|---|---|
| **SPotential (Potential)** | Potential of the staff member | Enumerable:<br>0 - F<br>1 - D<br>2 - C<br>3 - B<br>4 - A |

## Status

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **TeamGID (Team GID)** | The same as Team Graphics ID | Integer<br>Min: -4096 Max: 4095 |
| **CYears (Years)** | Number of staff member's contract years | Integer<br>Min: 0 Max: 15 |
| **CMoney (Money)** | Contract Money | Integer<br>Min: 0 Max: 16777215 |

## Playbook

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **PlaybookID (Playbook ID)** | ID of the default Playbook, used by the coach | Integer<br>Min: 0 Max: 127 |
| **POffTempo (Offensive Tempo)** | Profile - Offensive Tempo | Integer<br>Min: 0 Max: 255 |
| **PDefPress (Defensive Pressure)** | Profile - Defensive Pressure | Integer<br>Min: 0 Max: 255 |
| **PHelpDef (Help Defense)** | Profile - Help Defense | Integer<br>Min: 0 Max: 255 |
| **PFastBrk (Fast Break)** | Profile - Fast Break | Integer<br>Min: 0 Max: 255 |
| **PCrBoards (Crash Boards)** | Profile - Crash Boards | Integer<br>Min: 0 Max: 255 |
| **PBnchDepth (Bench Depth)** | Profile - Bench Depth | Integer<br>Min: 0 Max: 255 |
| **PRunPlays (Run Plays)** | Profile - Run Plays | Integer<br>Min: 0 Max: 255 |
| **PDblTeams (Double Teams)** | Profile - Double Teams | Integer<br>Min: 0 Max: 255 |
| **PZoneUsg (Zone Usage)** | Profile - Zone Usage | Integer<br>Min: 0 Max: 255 |
| **PTkInsShts (Take Inside Shots)** | Profile - Take Inside Shots | Integer<br>Min: 0 Max: 255 |
| **PTkClsShts (Take Close Shots)** | Profile - Take Close Shots | Integer<br>Min: 0 Max: 255 |
| **PTkMidShts (Take Mid-Range Shots)** | Profile - Take Mid-Range Shots | Integer<br>Min: 0 Max: 255 |
| **PTk3PTShts (Take 3-Point Shots)** | Profile - Take 3-Point Shots | Integer<br>Min: 0 Max: 255 |
| **PAttBskt (Attack The Basket)** | Profile - Attack The Basket | Integer<br>Min: 0 Max: 255 |
| **PLookPostP (Look for Post Players)** | Profile - Look for Post Players | Integer<br>Min: 0 Max: 255 |
| **PThrowAOs (Throw Alley-Oops)** | Profile - Throw Alley-Oops | Integer<br>Min: 0 Max: 255 |
| **PSizeSpd (Size vs. Speed)** | Profile - Size vs. Speed | Integer<br>Min: 0 Max: 255 |
| **PAthlSkill (Athleticism vs. Skill)** | Profile - Athleticism vs. Skill | Integer<br>Min: 0 Max: 255 |
| **POffDef (Offense vs. Defense)** | Profile - Offense vs. Defense | Integer<br>Min: 0 Max: 255 |
| **PGrdsFrwds (Guards vs. Forwards)** | Profile - Guards vs. Forwards | Integer<br>Min: 0 Max: 255 |

| | | |
|---|---|---|
| **PInsOuts (Inside vs. Outside)** | Profile - Inside vs. Outside | Integer<br>Min: 0 Max: 255 |

## *Total Sim Control*

| ***Field Name*** | ***Description*** | ***Values*** |
|---|---|---|
| **TOShotSel (Shot Selection)** | Total Sim Control - Offense - Shot Selection | Enumerable:<br>0 - Milk Clock<br>1 - Extra Passes<br>2 - Average<br>3 - Quick Shots<br>4 - Run N Gun |
| **TOFocus (Offensive Focus)** | Total Sim Control - Offense - Offensive Focus | Enumerable:<br>0 - Balanced<br>1 - Post Up<br>2 - Mid Range<br>3 - Outside<br>4 - Drive |
| **TORebound (Offensive Rebounding)** | Total Sim Control - Offense - Offensive Rebounding | Enumerable:<br>0 - Transition Defense<br>1 - Balanced<br>2 - Crash Offensive Glass |
| **TDPressure (Defensive Pressure)** | Total Sim Control - Defense - Defensive Pressure | Enumerable:<br>0 - Sag Off Ball<br>1 - Normal<br>2 - Pressure Ball |
| **TDStyle (Defensive Style)** | Total Sim Control - Defense - Defensive Style | Enumerable:<br>0 - More Man<br>1 - Balanced<br>2 - More Zone |
| **TDRebound (Defensive Rebounding)** | Total Sim Control - Defense - Defensive Rebounding | Enumerable:<br>0 - Box Out<br>1 - Balanced<br>2 - Leak Out |

# PLAYBOOKS

*Tabs: Playbooks0, Playbooks1*

| *Field Name* | *Description* | *Values* |
|---|---|---|
| ID | ID | Integer<br>Min: 0 Max: 9999 |

## General

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **Name** | Playbook's name | String |
| **__Name (Name Replacer)** | Set to zero to use the value, stored in Name, as Playbook's Name. Otherwise the actual name is grabbed from the *current_language*.IFF file, using the value as a string ID. | Hexadecimal string<br>*Check "List Of Text Values.txt" file* |
| **InGameID (In-Game ID)** | Defines Playbook's ID, used by the game | Integer<br>Min: 0 Max: 2147483648 |
| **IsSpecial (Is Special)** | Defines whether the playbook is special or not. Special Playbooks can't be assigned to coaches | Boolean |
| **SomePar1 (Some Parameter 1)** | Some Parameter 1 | Boolean |
| **SomePar2 (Some Parameter 2)** | Some Parameter 2 | Boolean |

## Plays

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **Play1 (Play 1) to Play50 (Play 50)** | | Enumerable:<br>*See below* |

**List of Plays:**

00000000 - None
000816AC - 1-4 SCREEN MID
0073B904 - HORNS QUICK SCREEN
00F5AB6E - 20 ANGLE OPTION
00FD9896 - QUICK SWING ROLL
015EF9A9 - Floppy Stagger
01C02C31 - 96 Sonics 12 Up Double
01F1DC6E - CHIN 1 CHEST
0286CE43 - 20 FADE
02CC8746 - POINT ICE
03265686 - 95 Knicks 15 Cross Post
03489C37 - 65 BOS 3 Side
03764D52 - 90 LAL Iso 1
0388EC0D - 24 PUNCH
03CBE91D - HAWK CURL ISO
04346A62 - SLICE POST
0452F83A - CHEST FADE CAV
045A0E4B - RAY X POWER
04AD63C9 - 86 Bulls Air Raid
04BDC215 - 65 BOS 45 Punch
04CDCC5F - SIDE PG POST
04E09F5A - 90 Hawks 13 Punch
0578CF1A - 71 LAL 1 Fist
059F3DF8 - LAC 1 Angle
05A309B7 - 96 Bulls 52 Rub
05D953BB - 1 CHEST FADE
06B236A9 - 40 X POST
06D82031 - 86 Celtics 23 Swing
07244E93 - 91 Lakers 14 Curl Post
07D39F59 - HAWK QUICK PIN
07F67F5B - 95 Knicks 12 Cross Up
08007F16 - FLOW BACKDOOR
080BC2E0 - DIVE PICK POST
08737B41 - 91 Lakers 25 Pin
0886E7AB - 01 SAC Post 2
092B224A - HORNS PINDOWN
09D33DBB - 84 PHI Iso 1
09D6AC57 - 97 Jazz 12 Cross
0A1A6B2B - 90 Cavs 12 Up
0A2F5001 - 97 Jazz 13 Cross Up
0A81717E - RUB 2 ISO
0AC7E469 - BEAR CHEST FADE
0B4F1516 - SAS EARLY 14 Punch
0BEA9032 - FADE ISO
0C15DD11 - POR 1 Chest
0C3A6EE2 - CNR CUT
0C542A8B - SIDE 4 ISO
0CAC0F94 - 71 MIL 1 Chest
0CEB3CC4 - QUICK FADE
0D152422 - EDGE CUTTER
0D5376B0 - 65 LAL 2 Circle
0D68044E - PINDOWN ISO
0DB62CB6 - MEM Cut 2
0DD4A884 - 71 NYK 35 Cross Post
0DF61D02 - FLOPPY SINGLE
0E0F33FB - 50 POWER
0E265D1F - A 4 HIGH
0E34E971 - ZIPPER 3 DOWN
0E9DE1D7 - 93 HOU 3 Tight Power
0EC5D08E - BOX DBL POST
0F9F9477 - 94 ORL Pick N Curl
0FE10079 - 2 QUICK ISO
0FEE05E4 - 84 MIL Offscreen 5
0FF881FB - 95 Bulls 34 Post
100D2E92 - Early 3
10317157 - QUICK PINDOWN
10769E6B - 15 STRONG
107FF7DC - 90 Hawks 13 Dub Up
10ACBD2D - 94 ORL Deuce Cross Post
1220CBB9 - 94 ORL P Lil Penny Alley
123F1C12 - 41 RED CHEST
124D6344 - LAKE CUTTER
13724EE5 - ANGLE ROLL
1397F7C3 - 41 SILVER
14779E5B - 90 Pistons 12 Cross Up
14AB694D - FLOPPY FUNNEL
14F33875 - X CUT 12 SCREEN
14FEB821 - 14 FIST
151A62E6 - SWING BASE POWER
156E62C6 - 2 SIDE
1583B35E - PICK SCREEN
15BA31C9 - 94 DEN Floppy
15CA1C4E - 3 ICE
166FB047 - 95 Bulls 41 Up
16732717 - 1-4 QUICK SCREEN
167C4F88 - UTA 1-4 Full
16B2F26C - HAWK TRIPLE
16D1BB5D - 71 ATL Iso 2
16DA2DD0 - NY 43 CUTTER
1753B25E - 95 Bulls 35 Strong
17861A13 - AI HANDOFF ISO
186B46B9 - 15 DUCKIN
18A6F2B4 - FLOPPY TWIST
18C8CE6F - 30 FIST
1901E1F3 - Base Box 1
191C1919 - ANGLE QUICK SCREEN
1A9569CF - DBL POP
1AAB15DA - BIG D FADE
1ABF7EA3 - HORNS DBL
1AC6DA39 - 86 Celtics 12 Reverse Double
1AC992C0 - 3X HIGH
1AED2E65 - SAS B Flex Roll
1B6904F7 - 1-4 QUICK PICK
1B6CBE6F - 2 SIDE B FADE
1B73125F - 40 HIGH
1B7749FC - 86 Bulls 12 Up Single
1C0F712A - SAS 42 Fist
1C4A3A0A - SAS 51 Gut PnR
1C4ECB0B - SPUR 51 GUT
1C884D17 - MEM 1 Dbl Angle
1CD5B1BA - BEAR ICE PICK
1CE9F6BE - A BOX ROLL
1D398836 - 86 Celtics 24 Swing Post

1D6BD8C4 - REV PICK POST
1D9ED70B - N BASE SCR MID
1DEA5526 - 23 SINGLE DUB
1E4DC7BD - 41 CUT ANGLE
1EA41952 - 90 Hawks 32 Up
1EFC0BE7 - 86 Celtics 35 Post
1F834F45 - OPEN ANGLE
1FA15F67 - ACE ANGLE
1FCC5892 - 95 Knicks 12 Up
1FE87794 - LOOP REV FADE
20033FA5 - 90 Hawks 15 Post
203EE405 - HORNS RAY CUT
2057FB2E - ANGLE DBL
2062E4CF - 92 Blazers 42 Roll
216B6896 - MIA HIGH
216D1581 - 40 PINCH HIGH
2185CBC2 - D3 DOWN FLOPPY
21C46A65 - 71 MIL 3 Down Quick
21ECF601 - 90 Pistons 13 Delay
22097AD6 - DBL CUTTER
224FB5B7 - A1 FIST
22AA2B29 - 24 POWER
22B99404 - BOS PnR 12 Quick Offscreen
23291256 - 92 Blazers 15 Cross Punch
24CF0DA3 - RAY SCREEN ROLL
25672382 - 50 HORNS POWER
256A84BE - SPREAD DBL
256B47C5 - BLUE 4 SCREEN
257C9339 - 91 Lakers 41 Screen
258A730A - SAS C Flex 52 Roll
262BCAC1 - QUICK FADE TREY
263657C2 - CUT FLOPPY
2665B34E - 4 HI POST
2684686C - PUNCH 3 ISO
26ACBF76 - 65 BOS Baseline Double
26D04C4A - 90 Hawks 13 Straight
272026FF - 98 Bulls 23 Punch
277305C3 - 92 CHA Post 3
27997D43 - 90 Bulls 42 Side Roll
27C1B289 - LOOP UNDER
284FD101 - ZIPPER HANDOFF
2885D624 - 91 Lakers 14 Iso
2893BB10 - A 4 HIGH ISO
28962A14 - SAS EARLY 51 Angle PnR
28E9B2B9 - PETAL OPTION
290405B9 - 71 NYK Hi Post Floppy
2917E453 - 94 ORL Cross Power
2952C757 - B 41 FIST
2965A0F3 - 84 PHI Post 1
296BCD61 - 90 Hawks 13 Top Iso
29C30953 - 65 LAL 1 Stagger
29C8847F - POR 2 Side Roll
2A025D10 - HAWK FADE
2A3334EE - 65 BOS 1 Angle
2A3E1EC6 - ROCK FLOPPY
2A5367CA - PHILLY SCREEN ISO
2A5B5295 - 4 RAY CURL
2A80B410 - 90 GSW Iso 2
2AC39C00 - 15 BLACK
2AC5AB16 - 24 QUICK POST
2B02ADBC - SIDE FLOPPY MID
2B031CF6 - CNR DROP 3
2B07E744 - 71 MIL 1 Fist
2B17408F - 95 Knicks 25 Punch
2B25BF89 - HORNS FADE TREY
2B40A97C - 65 BOS 4 Handoff
2B57F4A8 - 2 FADE SCREEN
2C1FEBA8 - HORNS ALLEY
2CFF08DF - 90 Hawks 14 Punch
2D2FD6B9 - 71 MIL 5 Handofff Punch
2D56DE0E - 3 REV DOWN
2D706CA7 - 98 Bulls 23 Curl Post
2DD0E3BC - BLACK FIST FADE
2E04108C - LIBERTY HIGH
2E26FC57 - 20 PINCH ISO
2E74C949 - FIST FADE BUC
2E839145 - 65 BOS Circle
2E8D7100 - 51 CHEST ROLL
2EBC287D - 90 LAL Post 5
2F660EDE - 20 SIDE ISO
2FBD3110 - 98 LAL Cross Offscreen
30BDC4CB - DEUCE ISO
30BE0C8A - Triangle 12 Island
30C3A0E8 - 20 DELAY ICE
30C9D27C - WEAK PICK POST
30E4F8F6 - 90 Cavs 15 Brush Post
314324EE - 96 Sonics 41 Angle Roll
318B9A39 - 95 Knicks 1 Ice
325694FA - 65 BOS 1 Dribble Chin
34167E39 - SLICE X POST
342CDA02 - 5 BUC HIGH
345AE45F - 65 LAL 3 Iso
347BD124 - 65 LAL 31 Angle
34850D69 - PUNCH HIGH
34A1CA34 - AI OVER
34B88D90 - PHI P Dribble Punch
34F9FBC4 - NJN 1 Sceen Fist
3515A1DD - 97 Bulls 14 Reverse Iso
35174506 - MOUSE
3588D44F - 96 Bulls 4 Hi Iso
358D4CD9 - D QUICK POST
35D09D05 - 01 SAC Offscreen 1
36069535 - 1 ICE
36359E04 - 71 ATL PnR 5
366F73C2 - Base 21 Up "3"
36CC62CD - 52 FIST
36F685A2 - 14 SIDE POP
374F4F33 - HORNS CIRCLE POST
376C23BB - 95 Knicks 14 Punch
37792F35 - BOS 12 Post Option
37A9CBC9 - 98 LAL C Strong Offscreen
384D81A2 - FIST HANDOFF
38E4BF83 - 2-3 KILLER
390FF329 - HAWK STRETCH
39854FD7 - 95 Knicks 15 Dribble Punch
39CF859B - CNR FIST OPTION
3A5C891D - 52 HAND ROLL
3AF321EB - END 21 TREY
3AF7D45F - 90 Hawks 12 Straight
3AFBDE42 - NO SWING ROLL
3B2DB8A7 - CHA Horns Cutter
3B4878B7 - 2 Out 2
3B6E040A - BLUE 25 POST
3BA26495 - 71 LAL 12 Handoff
3BE5C538 - 3 FLOPPY
3C0F668A - 97 Jazz 14 Dive Post
3C13C43E - X DRIBBLE PUNCH
3C5BEA3C - MINNY FADE
3C751F00 - 65 LAL 3 Side
3C8C51A1 - 71 NYK 3 Curl
3C96DAB7 - Base 13 Fade
3C9BFDDF - 4 PINCH
3CB281FF - CHA 1 Chest
3CF05A7D - 98 SAS 52 Stretch Roll
3CF92265 - DEUCE ANGLE DBL
3D0636DE - 3 FADE TREY
3D80E048 - A DEUCE ISO
3D95458B - SLICE X SCREEN
3DA6502F - 90 Cavs 14 Cross Punch
3DE87867 - 92 CHA PnR 1
3E350E5B - BRUSH TREY
3E6D21B5 - HORNS CIRCLE SCREEN TREY
3E77596D - SUN QUICK DBL
3F60FA43 - 93 HOU Ace Side Ice
3F707AA2 - STRONG ICE HIGH
3FC4A532 - 35 PUNCH
3FD12848 - 96 Sonics 14 Dive Post
3FF3639B - 71 LAL 1 Double
4092E88D - SAS 53 PnR
40D531DC - ROCK FIST
411D5629 - 15 FADE
412E7BE7 - 90 GSW Post 1
4132093B - BIG D SWING HIGH
4143C568 - 91 Lakers 12 Up
41760C10 - 86 Celtics 15 Reverse Punch
41803B47 - 3 ICE OUT
418575BF - RED ANGLE ISO
41BEA64B - 90 GSW Iso 5
41D331D9 - 21 PNP
41D47606 - 96 Bulls 12 Reverse Power
41FD4E73 - 31 TRIPLE MID
42090AB9 - 84 PHI PnR 1
420CC461 - 86 Bulls 12 Post
421AEDF9 - Blazers 14 Punch 2
42558DC2 - 97 Jazz 51 Angle Roll
425C2D32 - 86 Bulls 21 Roll
4288BA53 - 30 ISO
42C86AEB - HAWK CLEAR
42D1F3E1 - PUNCH 5 ISO
4300B9BA - LA HIGH POST
43103EA4 - 13 ENTRY
43181B72 - HORNS ACTION
431FC44C - ROCK DELAY ROLL
4397956B - 90 Bulls 12 Quick Dive
4426B053 - DBL 15 DIVE
442A593C - 97 Jazz 41 Angle Roll
449C1AD9 - SLICE POINT POST
45823A26 - 90 LAL Post 2
45CBCDDC - NUG 3 SCREEN
468B8594 - HORNS SPLIT SCREEN
46D45297 - 15 CAV ALLEY
471ACEB7 - MIL 52 Fist
473975B2 - HORNS FADE
47B36BE7 - RED CIRCLE POST
47F6B46E - SLICE REV DROP 5
480DB83A - 71 LAL 2 Angle
485ED4E0 - LIB HIGH POST 3
4871BE52 - 92 CHA Post 1
4881E039 - 95 Knicks 12 Cross Double
48AC7A50 - 90 LAL PnR 1
48CBFAC9 - A STACK HANDOFF
49710352 - 91 Lakers 12 Cross Up
497F17C5 - 71 ATL Post 1
49D9B0B8 - 98 LAL Tight Curl
4A0CC257 - HORNS QUICK SCREEN TREY
4A6F3C2D - 43 HIGH 3
4AF7D65F - 3 BLUE ICE
4BB89632 - 01 SAC Cut 1
4BDC2A69 - 84 MIL Post 1
4C4D1798 - 92 CHA Post 4
4C5CE039 - POR Curl Cutter
4CE9A830 - LOOP POST PIN
4D4ECC0E - 84 MIL High 1
4D4F2FE5 - DBL SUN
4D79DC1D - CNR ICE
4DA144E9 - 91 Lakers 14 Brush Post
4DC5C305 - MINNY REV POWER
4E198A6E - 65 LAL West Offscreen
4E276365 - 90 Cavs 13 Punch
4E44F7E9 - Basic 15 Clear
4E4C1E37 - 95 Bulls 2 Gut Iso
4EAD7D24 - 92 Blazers 41 Reverse Up
4F1908E9 - NYK Quick 41 PnR
4F43AB7D - Floppy Base 2
4F645189 - 65 LAL 12 Dribble Handoff
4F748AC2 - 30 PUNCH
4F9D17CC - 86 Celtics 15 Clear Post
5053B24E - 90 Bulls 12 Reverse Iso
5098E01A - 90 Cavs 31 Angle Up
5180D302 - 91 Lakers 13 Cross Post
518A9BF1 - 90 Pistons 34 Delay Power
51B44C46 - SWIFT 41 FIST
5205879B - 86 Bulls 14 Curl Punch
52404A7F - HAWK 3 SCREEN
52AD30FF - 98 SAS 4 High Post
5349FBE4 - 98 SAS 24 Cross Post
535757AE - HAWK REV ENTRY
5371EA4A - MINNY POWER
5390DF53 - 90 Cavs 41 Angle
53B9ABC2 - 1-4 TRIPLE MID
53E57432 - LOOP QUICK ROLL
543A62CA - 71 MIL 5 High
54CBF060 - RAY FIST
55183EBF - 90 GSW Offscreen 2
551D23E3 - FLOPPY DRIBBLE ENTRY
556C6324 - Base 13 Lo Cross
55FDD792 - 84 PHI Offscreen 1
5645E7FC - 71 MIL 1 Mouse

567F6338 - CIRCLE FIST
56972C9B - FLOPPY POWER
56B7AA96 - 90 Cavs 51 Open Roll
56C1F033 - 98 LAL Dive Post
57019E2A - 13 SCREEN MID
57698B95 - SIDE UTE CUTTER
57C53770 - 90 Pistons 15 Trey
583F1BF1 - 21 HANDOFF CUT
585B461D - 4 PINCH HIGH
586E8092 - 51 SILVER
59A78E9E - BULL CHEST
59B9063F - Floppy 4 In Tight
59D497D4 - UTA Angle
59E153C4 - KING QUICK DBL
59E58DC4 - DIRTY
59FCCE3A - CLEAR 5 POWER
5AB1DF4F - Base 12 Gut Give
5B36F14B - SAS C Flex 3 Dive Post
5B3BD01D - ZIPPER REV POWER
5B45A9C5 - 95 Knicks 42 Side Roll
5B7632D2 - SIDE STACK
5B7B3A8E - ROCK HORN QUICK
5BA2CFBF - UTE SIDE DOUBLE
5BA58110 - 65 BOS Dribble Brush
5BAFD67A - END 1 MID
5BB8484C - 90 Hawks 13 Swing Punch
5BC67337 - RAZOR C POWER
5C032981 - KING SCREEN
5C1F32C4 - 96 Bulls 43 Corner Iso
5C25DB3B - 97 Jazz 12 Up
5C509DAD - ZIPPER C FIST
5C737BE5 - 98 SAS 4 Clear Post
5C852DAF - 4 CLEAR POWER
5CC2B220 - 71 MIL 31 Offscreen
5CFC2AE1 - 51 PNP
5D0B8C5F - 71 ATL PnR 2
5D3F578C - NY BACKDOOR
5D98D024 - 71 ATL Cut 1
5DDED373 - 41 SCREEN HANDOFF
5E144D7A - 30 SIDE ROLL
5E1EA2D8 - 90 Bulls 43 Reverse Roll
5E232E37 - 91 Lakers 13 Side Up
5E244355 - 98 SAS 2 Side
5E28D835 - SILVER HIGH ROLL
5E5A479F - 97 Bulls 23 Slash Post
5E89B267 - HORNS DROP 4
5ED2E72E - 90 Hawks 12 Stretch
5F24FA2A - 12 QUICK PINDOWN
5F33EF0F - 1-4 DEUCE
5F9C5889 - SUN RAZOR
601883BC - 41 FADE TREY
60332145 - 31 SCREEN FIST
60A13675 - RAY PICK N POST
60B1E9D9 - 95 Knicks 51 Angle Roll
60B9DE2D - 65 BOS 5 Handoff
60CE4350 - STACK ALLEY
615A8312 - 90 GSW PnR 2
61C10034 - CLE 4 Punch
61C9DF69 - 90 GSW Cut 1
6209A0D0 - ANGLE OPTION
6235810B - FLOPPY CHI
626CF0FB - BLACK CHEST
62712242 - 94 Den Eagle Post
63B64C9C - 71 LAL 34 Roll
63BB77F4 - 65 BOS 1 Double
645496DB - UTE ALLEY
64AB3B54 - CUT FLOPPY POST
64D017BF - 84 MIL Offscreen 2
6569EC98 - LOOP ISO
65C1FCC7 - 97 Bulls 24 Post Iso
6638F4E0 - 90 Cavs 14 Punch
666832B2 - QUICK BEAST
668503BE - Floppy 2 In
66BA2718 - 90 Bulls 12 Corner Iso
66D1862A - 84 PHI Iso 3
66DA2F05 - 65 BOS 1 Corner Handoff
66E0F753 - 93 HOU 42 Post
66E309D2 - 97 Bulls 53 Corner Roll
67CDBE4F - D4 HIGHPOST
6805ED10 - 92 Blazers 14 Quick Punch
6809777C - FLOPPY INVERT
6811E190 - 86 Bulls 12 Screen Iso
687C2E20 - 41 THORN
6894C87B - SIDE DEUCE TRIPLE
68DD934C - 1 DOUBLE STACK
6998DB93 - IND P Quick Post
69A20B2B - 94 ORL Drop 1
69AFB724 - 65 LAL Quick Offscreen
6A0E8D8D - 71 NYK 35 Punch
6A43BAB7 - 86 Bulls 51 Roll
6A889E82 - FLOPPY SIDE
6ACE112E - 71 MIL Handoff Power
6ACF7E3F - ROCK HORNS SCREEN
6B05EFC8 - HEAT ICE PICK
6B5E1E24 - HORNS SIDE ROLL
6B90B0ED - 65 LAL 3 Slash
6B9648AF - 90 Pistons 41 Reverse Roll
6BA7CB4D - 50 REPOST
6BEF1CC8 - NO 20 FADE
6C1DE4B4 - 15 CAV ALLEY POST
6C62FE8B - 31 SCREEN ANGLE
6C77AA56 - SCREEN CUTTER
6C893D61 - 95 Knicks 15 Cross Post 2
6CADEA0A - 01 SAC Chin Rub
6D4478E7 - 84 MIL Iso 1
6D8D291F - 91 Lakers 21 Mismatch
6DAB9C5B - Blazers 12 Quick Up
6DC1B1B7 - 4 DELAY SCREEN
6DCADCE2 - DELAY FIST
6E0060AD - 90 Pistons 51 Fade
6EA8F2F4 - SIDE 3 STACK PG
6F19FA8B - 77 FADE
6F2F19E7 - Inb PG Pitchout
6F3DF152 - CLE P 24 Post
6F51D31E - CLEAR HANDOFF
6FFCD270 - 90 Cavs 14 Side Iso
7086FE1D - 96 Bulls 52 Corner Roll
70B66574 - 96 Sonics 43 Quick Post
70F3EC37 - WEAVE
70F59AED - 71 MIL Corner Roll
7163C8C2 - Base 12 Dbl Offscreen "3"
71D0F3BD - HAWK SWING
71F0249C - HAWK CURL LOW
7232CE0D - HANDOFF PICK POST
72ACA0C8 - 1-4 CUTTER
7301FC9A - SLICE X POWER
7333D67C - 86 Celtics 51 Roll
73803CE8 - 86 Bulls 52 Screen Open
7393D27E - 41 HANDOFF
73A23058 - 71 MIL Quick Post
73D650E8 - 12 SUN ALLEY
73FAE49C - END 3 TREY
74E3869B - HORNS PINDOWN TREY
7528ED5B - 86 Celtics 43 Roll
754178DD - QUICK SUN ANGLE
758E21F8 - 1 GO
762246B3 - 96 Sonics 41 Screen
76324F65 - 92 CHA Iso 1
76B020AD - 71 NYK Swing Power
77837E80 - IND 15 Pick n Post
77C11CD4 - DBL PICK N POST
77CA18A7 - 90 Pistons 14 Reverse Post
77E4939D - OPEN DBL
781B7669 - N BASE SCR MID 2
783238A4 - 13 DUCKIN
78B6FA30 - ANGLE SCREEN
78C8C378 - 4 DELAY FADE
798AA620 - 20 CHEST DBL
79F51952 - 65 BOS 4 Rub
7A308C0A - HAWK FLOPPY
7A35CBF8 - JET OVER
7A7E876F - ICE PICK BLUE
7B010925 - PICK POST
7B2C13DF - 43 CUTTER
7B4608E2 - CAV FLOPPY POST
7B9595F4 - QUICK X
7BA4DC27 - 90 Bulls 25 Dribble Punch
7C058D3E - 1 FIST DUB
7D074E23 - 24 PICK N POST
7D1C5C28 - 90 Cavs 1 Double
7D26547F - MIL 2 Side
7D276FB5 - THRU BASE TREY
7D7592B7 - CNR OPTION
7D99CBF9 - HEAT KILLER DBL
7DFD7ABC - SLICE REV TRIPLE
7E8B373C - BEAR HANDOFF ISO
7E9BC3CC - SCRN ISO
7ED6A73B - HORNS SCREEN
7F002279 - 96 Sonics 31 Double Go
7F0F9503 - Early 1
7F4B2649 - ZIPPER FIST 1
7F4E3CBA - 40 GET
7F517A2A - 4 MAV HIGH
7F68C698 - 86 Bulls 12 Up Double
7F7F8F0D - 86 Bulls 21 Stretch
7FBEC904 - HEAT KILLER
7FCF2E73 - SAS EARLY 51 PnR
801381B7 - KING 2 ICE
80289A4F - 98 LAL Deuce Double
80355635 - 1 TRAILER
804159FD - HORNS ROLL
80510C4F - 71 LAL 1 Chest
80903A8F - 20 STRETCH
80A8D295 - 96 Bulls 54 Over
80B0320F - HAWK DUCKIN
80BB85E0 - RAPTOR DEUCE
81238D9D - 4 OUT HIGH
81D24EF3 - LOOP FADE TREY
8251D700 - 96 Bulls 12 Swing Post
8256F899 - BOS 15 PnR Duckin
82A2EC3B - 98 Bulls 2 Ice
8337E4DE - NO FLOW POWER
8390E238 - 90 Hawks 43 Ice
83AAD81A - 90 Pistons 32 Swing Up
83CC1ABE - O 3 DOWN
8466EEFF - SLICE DROP 5
84A529B6 - DEUCE SCREEN DBL
856C8058 - LOOP SINGLE
85718450 - 71 LAL 2 Ice
85A6F6DF - NO QUICK
860E6E53 - PINDOWN HAND ROLL
862F3528 - DEUCE DBL
863225B5 - SLICE ROLL OPTION
8694F007 - BLEND POST
870D3A67 - 65 LAL 1 Double
872AC53F - FLOPPY SWIRL
872F0454 - 2 GO
873252B7 - 71 ATL PnR 3
87503BBF - RAPT HIGH
87681DE4 - 90 Pistons 51 Gut Roll
87EDD275 - DROP 2
87F0A832 - 90 Pistons 31 Fade
87FFEE33 - 92 Blazers 12 Post Iso
8828F846 - 20 QUICK ISO
8844769A - ANGLE QUICK
885C47AD - LYN 21 X TREY
889A03E1 - 71 LAL 23 Offscreen
88A24C6D - BROOK DIVE POST
88B58C97 - THRU BASE
88D1E8F6 - FIST
88F325D0 - 90 Pistons 13 Clear Power
8950EB57 - HORNS DRIBBLE POWER
89733CAA - QUICK 4 DIVE
89CED612 - 86 Bulls 34 Post
89D30CAA - PIN HANDOFF HIGH
8A032AA0 - LAKE PIN
8A5A0E99 - SIDE AIR 2
8A772DCA - BIG OFFSCREEN
8AE6E709 - 96 Sonics 14 Cross Power
8B20A914 - HORNS 50 FADE
8B4BDC8D - 95 Bulls 32 Fade
8B74A6DB - SIDE PICK FADE
8B946309 - PINCH OPTION
8B97F5F2 - BLUE 51 FIST
8BCB16F5 - Floppy Flat
8BDE4220 - 90 Bulls 42 Screen
8C0C9618 - 90 Cavs 14 Dive Post
8C3011A4 - THUNDER CHEST
8C3F01B4 - 20 ANGLE ICE
8C60EB52 - LYN SCREEN FIST

8CB108F4 - EAGLE CURL POST
8CD2DDE8 - MOTOR CITY
8D307D8A - HORNS TWIST ROLL
8D57CE75 - 86 Bulls 23 Side Up
8D6F2F2F - 91 Lakers 12 Mid Iso
8D8D0928 - DEUCE SIDE
8DB12810 - 90 Cavs 14 Cross Up
8ED6E1C3 - 90 Bulls 32 Swing Iso
8F18E19A - FIST FADE BUC TREY
8F21E057 - 90 GSW Offscreen 3
8F2AC868 - 86 Bulls 13 Up Side
8FFEF297 - HORNS CLEAR DIVE
90130CAE - 21 LYN PICK FADE
90334EAC - 86 Celtics 43 Back Door
90756265 - 91 Lakers 14 Lob
91F1DF42 - 91 Lakers 15 Cross Power
91FC8514 - 96 Sonics 43 Cross Post
92479368 - CLEAR DBL SCREEN
925D95F9 - 96 Sonics 14 Brush Post
92670A08 - LIB HIGH POST 2
928E72D6 - 90 Pistons 15 Cross Punch
929B2832 - CLE 51 Fist Go
92B1AC62 - 65 LAL 1 Angle
92BB3E85 - 90 Hawks 13 Weak Post
92CDA273 - 92 CHA P Grandma
92E8D038 - 71 MIL Cross Post
931D118B - 3X POWER
933676E7 - 84 MIL Cut 1
939D5C95 - 0
93A33083 - 71 NYK Baseline Dbl
94132F5A - 90 Hawks 13 Cross Post
9426D7B2 - FLOPPY QUICK
944F1E6B - HAWK BASE
94C2F383 - HAWK REV FIST
94E9FCE4 - 95 Knicks 51 Gut Roll
9531A361 - 41 HIGH
9546131D - 91 Lakers 14 Power Iso
955F2E01 - 98 SAS 3 Cross Offscreen
9575B02D - PIN POST
959CD8C4 - 65 LAL 3 Punch Baylor
9632B94F - 65 BOS 3 Handoff Chin
9674C970 - 92 CHA Post 5
968A7F51 - 31 FIST
96A4AE62 - HORNS CIRCLE SCREEN
96AEE92E - BLAZE 20 GO
96DA9FD1 - 91 Lakers Magic
97085527 - 90 Bulls 20 Ice Hi
970A1F17 - 31 SCREEN FLOPPY
9717DDC8 - CLE 42 Side
9738CF73 - TRIP FADE
973FF6DC - 71 LAL C Weak Power
9796E6B9 - 10 ANGLE
97CEA584 - CUT OPTION
98372FAE - CIRCLE DEUCE
98C769CF - 71 LAL 5 Punch
99672477 - Inb Corner Pocket
9968BE70 - SIDE 3 OPTION
99A1D959 - 1-4 DEUCE FIST
99A59DBC - NYK P 43 Cutter
99CAC1A7 - ROCK HORN POWER
99E8B0F6 - 12 X POST
9A00CB7E - CIRCLE POST
9A19AEC0 - 95 Knicks 52 Straight Up
9B67061A - 96 Bulls 25 Swing Post
9B6DAEC3 - HORNS 1
9B746EEA - ROCK FADE
9B8778A3 - 90 GSW Iso 4
9BECE4B3 - MID TRIPLE
9C062491 - MIA HIGH ICE
9C5EC58A - 84 PHI Post 2
9CC137B5 - PINDOWN PUNCH
9CE0C650 - A BOX 3
9E036F63 - 1-4 DEUCE TREY
9EBF52C5 - 92 Blazers 21 Delay Up
9EF48606 - BLAZE SWING POST
9EF766B0 - NO 13 SCREEN
9F30AE38 - BIG FLOPPY
9FBBD169 - 90 GSW Iso 1
9FBBE4CE - 90 LAL Post 3
A00A1A9E - 93 HOU Dream Post Iso
A1655B28 - Base 12 Dbl Over Q2
A19206B6 - SLICE ISO
A19A2419 - A 21 SCREEN FADE
A2046235 - LOOP OVER
A209A608 - CLEAR PUNCH
A20FEFBB - PHO 1 Fist Dbl
A249AA1E - HAWK CURL HIGH
A24BF658 - HAWK CIRCLE
A2B14837 - 92 Blazers 14 Hi Iso 2
A3056AB3 - 91 Lakers 43 Punch
A339D0BA - ZIPPER C
A34DD6D4 - 4 SOLO
A35292DB - BASE SCREEN ISO
A3EADE24 - 71 ATL Iso 1
A417AB6E - 15 CHEST ROLL
A42511F4 - ACE FADE
A4467B46 - SWIFT 41 CHEST
A4D8E559 - MIL 1 Angle Clear
A525F3F8 - 98 LAL P Single Curl
A58188D4 - SPUR 52 ROLL
A5A39003 - 97 Jazz 14 Dribble Power
A5C3385D - 95 Bulls 52 Roll
A5EEDC9A - QUICK BRUSH POST
A60C2433 - 91 Lakers 13 Up
A61FAD00 - 4 FLOPPY
A636359C - NO 14 FADE
A63B3DFE - 92 Blazers 41 Screen
A65C14E5 - BEAR PICK POST
A664EFF7 - 96 Sonics 13 Circle Up
A66DEA4F - ZIPPER 3
A67591AF - Base 31 Scr Screener Q2
A6851304 - 95 Knicks 32 Reverse Up
A6F62B77 - HORNS CNR POST
A706EAED - 45 DUCKIN
A76FD337 - 90 Hawks 12 Delay Up
A79222BE - 86 Celtics 35 Brush Post
A79B395C - BLAZE BASELINE CUT
A7DF76C5 - MIN Clear Punch
A8215B09 - 91 Lakers 42 Fade
A8B45843 - POWER CIRCLE
A99D0682 - HORNS RAZOR
A9A4D697 - 90 Bulls 43 Dive
A9B98338 - PHILLY SCREEN 3
A9C529D5 - FIST DBL
A9E39548 - LOOP DROP POST
AA1C61E6 - ATL 2 Ice
AA57CDEB - 21 POST ISO
AA5BA2BA - ISO OPTION
AAB158F5 - 65 BOS 5 Low
AADF0C7A - 50 QUICK POST
AB07281F - HAMMER FIST
AB569F00 - 90 Pistons 13 Punch
AB8645BA - HORNS FLOPPY TREY
AC10E711 - 1-4 DIVE POST
AC2D8F40 - HORNS ISO
AC41EBB6 - 90 Bulls 43 Up Side
ACCFC31C - HORNS SCREEN ROLL
AD4B991E - 50 SCREEN POST
AD5179D2 - BASE SCREEN OPTION
ADDFFD9F - 30 CUT BLACK
AE5484CF - 98 SAS 52 Screen
AE55DCB0 - 98 LAL Under Offscreen
AEA178A4 - 15 BUD
AEF144EB - SLICE 4 HIGH
AF5434DB - DET Quick Fist
B08A90A6 - 96 Bulls 15 Cross Punch 2
B0A27FF0 - TRIPLE TREY
B10C63B7 - 98 Bulls 2 Russel
B1F511B5 - ICE SOLO
B28CDDD2 - 13 ICE
B298F283 - HORNS DEEP FADE
B2EA093B - 98 LAL Beast 5
B2FFBA06 - HAWK CUT ACTION
B31A1387 - 77 TREY
B36AB4D1 - CHI 1-4 Offscreen 13
B378B097 - 92 Blazers 32 Delay Swing
B3AA1941 - ZIPPER SCREEN
B3B9FB22 - 97 Bulls 25 Punch
B3BFD398 - 52 HANDOFF
B3C3D8C1 - HORNS UNDER POST
B413D757 - 86 Celtics 34 Punch
B4169AD2 - 90 Pistons 13 Reverse Up
B485C855 - HAWK POST
B4883F40 - 10 SINGLE
B4B1A6A4 - CLIP ANGLE DBL
B4FCE096 - 90 Bulls 14 Screen Post
B5342AED - 50 PINDOWN
B5848B2E - 41 REV SCREEN
B5EFA9A2 - 1 DELAY CHEST
B60B3B2B - QUICK HORNS DIVE
B61F0237 - POINT DELAY FIST
B6F2D586 - 20 ICE PICK
B7B4065F - HORNS SCREEN TREY
B7BC28B6 - 90 Pistons 51 Angle Roll
B810AA6C - 2 SIDE B
B900E1C4 - BASELINE DBL
B90144D8 - SPUR 5 HIGH
B944265F - 71 MIL Bucks Motion Cutter
B95CB275 - SIDE OUT ISO
B984E2AE - DEUCE ANGLE
B9A53A52 - 4 PICK POST
BA1E845A - 30 BOX CUT
BA6CE28B - 14 GO FADE
BAB14754 - LOOP PICK OPTION
BB6213E1 - 41 FIST FADE
BB6A3A60 - 97 Jazz 13 Up
BBB9EE11 - BLAZE 4 HIGH
BBBFEE06 - 3 MID QUICK
BC206FC2 - 86 Celtics 24 Reverse Post
BC473BFC - SIDE AIR
BC9791FB - SPUR SCREEN FIST
BCA98ABD - QUICK SIDE
BCE858C2 - 84 PHI Iso 2
BD90977B - DROP 2 DOWN
BDBD82D2 - 01 SAC Post 1
BE15D814 - CHEST HANDOFF
BE79A2C2 - FLOPPY HIGH OVER
BEE9C957 - 84 MIL Offscreen 3
BEF53E7D - SLICE DBL SCREEN
BF567DCB - DELAY MID SCREEN
BF6A0A6B - 95 Knicks 12 Reverse Double
BF897942 - 2 SIDE PICK
BF8CF52D - 13 OVER
BF98106C - 90 Bulls 42 Up Strong
BFA6FE94 - RAY 4 SCREEN
C007F8CB - GUT FADE TREY
C01CD4AD - FLOPPY MILLER
C0815B41 - 90 Pistons 12 Double Up
C0F7DFF8 - 71 LAL 3 Offscreen
C0FDCF47 - ZIPPER REV FIST
C10F3C55 - 92 Blazers 34 Delay Punch
C11C37B2 - HANDOFF CUTTER
C1520159 - 1 ANGLE DOUBLE
C1CCC0C5 - 31 BLACK FADE
C1E9805F - Base 13 Offscreen Stack
C22D7E97 - LOOP SCREEN
C267B317 - 25 PUNCH
C26DF571 - CHI 43 Cutter
C2E78810 - 95 Knicks 23 Punch
C2FD098E - 95 Bulls 31 Fade
C308A6BE - DBL CURL POST
C320981D - 71 MIL 35 Hi Low
C356F7CF - AI TRIPLE
C3A9E2B4 - C BASE POWER
C3AFD0F7 - 65 LAL Swing Punch
C3C9DCAC - BIG D ANGLE
C4BCF80A - 65 BOS 1 Side
C4FC5A4E - 13 QUICK SCREEN FLOPPY
C5179165 - PICK N POST 5
C55A2131 - HAWK 3 ICE
C637B804 - PUNCH
C6446A3A - 4 HIGH
C6794A5F - SIDE FLOPPY TREY
C7063276 - ICE PICK SOLO
C76F5763 - 2 SIDE B TREY
C7EE1C11 - 77 ROLL OPTION
C8B7E94D - SIDE SWING
C8EF8857 - WIDE

C9243CF7 - HAWK HANDOFF
C9A719F7 - 95 Knicks 41 Open Roll
C9E7B318 - WEAK SCREEN
C9F0BC94 - 71 NYK 5 X Option
CA0776BB - DOUBLE FADE
CA34F07A - Early 2
CA61440F - 91 Lakers 24 Power
CB0C65DB - 1 ALLEY
CB186D3C - 90 Hawks 25 Dive Power
CC4F2D81 - A BOX POST
CD0EF8D2 - 86 Bulls 52 Screen
CD14DF8B - FLOPPY POST
CD7B61C6 - FADED CHEST
CD8B3660 - Floppy 4 In Base
CDB5FDC9 - SIDE HEAT
CDEBD576 - HAWK FADE TREY
CDF345D7 - 71 LAL 32 Quick Offscreen
CDFF81F0 - SAS EARLY 2 Double
CE251AC7 - N SIDE 3
CE6AB76B - 90 Cavs 31 Angle
CE8A217F - CNR POST
CEB7E61F - BLUE FADE TREY
CEC53DF9 - A20 POWER
CEE962C2 - 12 OPTION
CF4F8389 - 91 Lakers 12 Post
CFB51052 - 92 CHA Offscreen 1
CFE9E2A9 - WOLF 14 FADE
CFF86B37 - LOOP FADE
D097B024 - 10 DOUBLE
D0B32B7C - THRU X POWER
D0C9E327 - 91 Lakers 23 Swing Punch
D0EE54E0 - BASE SCREEN HIGH
D0F6C800 - 97 Jazz 43 Side Roll
D0FF9555 - 2 DOWN ISO
D1029839 - Kings 13 Double
D14D5F55 - 71 LAL 1 Angle
D177A703 - NY HORN CUTTER
D188DAF1 - MAMBA ISO
D1ADCACE - 86 Celtics 13 Swing Double
D1EB72C6 - 84 MIL Offscreen 1
D239DC3B - HORNS FLOPPY
D25DA4DB - THRU OVER
D28EE2FA - 40 PUNCH
D2B99A6C - 13 CROSS POST
D2BF3943 - 01 SAC Post 3
D2F8F129 - 92 Bulls 15 Power
D32AEB49 - CLIP HORN ALLEY
D32DE38A - SWING SIDE OPTION
D3308107 - A4 HIGH
D3434D78 - 1 ALLEY MID
D378A3A6 - 96 Sonics 31 Brush Fade
D3FEEB84 - 12 SCREEN
D461E66B - 90 GSW PnR 1
D482481D - 71 MIL 35 Punch
D492B15D - SLICE ROLL
D49B8D35 - HAWK STRETCH TREY
D4F2BA10 - 90 GSW Cut 2
D502B1BA - DBL OPTION
D50DE6B6 - 4X POST
D5D7DB0C - 84 MIL Offscreen 4
D5EA4454 - ZIPPER SWING ROLL
D6550256 - DROP 3 ISO
D69A951C - Side Handoff Roll
D6B89CCF - QUICK CHIN ROLL
D70E0D92 - 20 FADE TREY
D79ABDA5 - 95 Bulls 31 Cross Up
D7AD4545 - DAL 4 Pick Ice
D82ABFAF - ACE HIGH POST
D864572A - 96 Bulls 23 Fade
D87D057E - HAWK TRAIL
D8B1D98F - 01 SAC Chin Option
D9088C6D - HORNS DOUBLE DRAG
D9193D3D - GUT DOUBLE
D955D3E1 - UTE BOX POST
D95A0406 - O BOX POWER
D9786F54 - 91 Lakers 12 Curl Power
D989A7DA - CLIP STRONG
D9A939E5 - BLADE
D9C3683E - MEM 4 High Iso
D9C55055 - LAKE PIN HIGH
DA277172 - 90 Hawks 13 Up
DA65DCFC - 71 NYK 1 Angle
DA87AEE7 - DEUCE FLOPPY DBL
DA9E8967 - Mavs 14 Iso
DB9105F7 - 96 Sonics 14 Punch
DBB28829 - HORNS HIGH POST
DBE55080 - 1-4 SCREEN TREY
DC062E4A - 4O SWING POWER
DC81316C - THUNDER ICE
DC877662 - 42 HIGH
DC996E52 - 94 ORL Drop 2
DCBF5347 - SIDE 13 POST
DE00CBDC - 1 GO OPTION
DE1E8847 - 86 Celtics 13 Up
DE280EA5 - LOOP OUT ISO
DE3CB32D - 23 SOLO
DE4B59C0 - 52 CHEST
DE93A1F7 - ACE FADE SINGLE
DEE8CD1E - ZIPPER HIGH
DEF3B75E - 1-4 DOWN
DF27779A - 91 Lakers 12 Punch
DFE836C6 - 13 SCREEN OPTION
E0235BC6 - 90 GSW Offscreen 1
E083D766 - 92 Blazers 13 Cross Up
E09B6009 - HAWK TWIN DBL
E0C6B2EB - 84 PHI Offscreen 2
E13F02ED - 94 DEN 1 Hawk
E1730F3C - LOOP DOUBLE
E19F3674 - CNR QUICK SCREEN
E1C368D6 - DET 1 Angle
E1DA37A6 - SAS B Flex Power
E1EAF11D - 71 NYK 1 Dbl
E1F7CB51 - SAS EARLY 41 Angle PnR
E23097EF - 93 HOU 13 Over
E23A9A64 - 4 OUT HIGH ISO
E24E3D8C - 97 Jazz 14 Cross Power
E26FFF60 - Base 23 Circle "3"
E2D90BB4 - LOOP 4 FADE
E35E54AB - 93 HOU 5 Down
E3EF8991 - SLICE HIGH
E3FDAA8F - CNR HANDOFF
E41FF20C - 90 GSW Offscreen 4
E447859D - 96 Bulls 13 Quick Up
E45C7A24 - 97 Jazz 34 Cross Post
E4B3B25C - ISO
E4C31DA1 - IND P Punch
E53B2135 - OPTION ISO
E53FD645 - DELAY 14 FADE
E5908568 - 86 Bulls 12 Side
E60DF796 - HORNS DIVE
E63C71FA - DEUCE BEAST
E65C43A7 - EAGLE ALLEY
E664BB1A - SIDE 3 LOW
E68FF99E - ROCKET POWER
E6B041AF - SLICE X HIGH SCREEN
E6F8C92E - HORNS FLEX POST
E726C949 - 15 ANGLE
E7404C26 - 71 MIL Dribble Punch
E749DE3A - 77 CUTTER
E750C5D0 - GUT OPTION
E7878194 - RED 1 OPTION
E830E926 - 71 ATL PnR 1
E835AAB9 - 77 MID OPTION
E86950F1 - 86 Bulls 12 Cross Post
E8A3B55D - 71 ATL Cut 2
E8A418F0 - 65 BOS Dribble Punch
E8C57C16 - 86 Bulls 13 Up
E912B864 - Inb SF Decision
E9203BF3 - SLICE STRONG SCREEN
E9376EB7 - FLOW POWER
E98C759D - 41 PIN HANDOFF
EA80F7B5 - 71 MIL 32 Offscreen
EAAC3685 - 4 ANGLE HIGH
EAE27738 - ANGLE DUB
EAE68958 - 65 BOS 3 Side 2
EB151BCD - PIN SCREEN MID
EB42FAAF - SAS Rev Zipper Fist
EBD1B29D - WOLF DROP 3
EC0C40EC - 71 ATL PnR 4
EC4B3125 - 90 Bulls 25 Quick Post
EC638C09 - 96 Bulls 12 Quick Iso
ECD3C02E - DROP 5
ECF9545B - HAWK 4 UP
EDB5A906 - HAWK TRAIL TREY
EDDE09B5 - FLOPPY BASE
EE612D02 - 95 Knicks 12 Up Quick
EEC21567 - KING PICK POST
EECB7E19 - 97 Bulls 43 Cross Post
EEE4C319 - 90 Bulls 35 Pinch
EF836FA4 - HORNS HANDOFF
EF96FC82 - MO ALLEY
EFE754AF - CLIP PICK POST
EFFA93F9 - MIL Quick Offscreen
F048F740 - DIVE QUICK POST
F0B95F5F - 90 LAL Post 1
F0B96AF8 - 90 GSW Iso 3
F0BDB2FF - 4 PIN
F0EF54DA - 86 Bulls 32 Swing Up
F1311376 - 97 Jazz 13 Cross Power
F1CE1009 - 93 HOU Dream High
F21DAF38 - SAS EARLY 14 Punch 2
F2485B22 - Base 3 Inb "3" Shoot
F283DAC0 - 20 HIGH
F3876647 - 90 Cavs 45 Cross Power
F3C9C18F - 10 SCREEN
F3D79B6E - MAV SIDE ICE
F4151E9E - 90 GSW Post 2
F46163BB - HAWK INVERT
F485C332 - 90 GSW Iso 6
F485F695 - 90 LAL Post 4
F48ECCD6 - SAS EARLY Corner 1
F4BEC13F - BOS Floppy High Quick
F52223FF - 77 MID SCREEN
F54886AA - QUICK 34 PUNCH
F565923C - RAPT HORN 5 SCREEN
F637EFEE - 71 MIL 1 Side
F680E256 - HAWK DROP 4
F687CBA0 - THRU ALLEY
F69C68B0 - MIL Weak Dive Post
F7A133BB - 84 PHI Cut 1
F7C9EFC4 - 96 Sonics 32 Circle Side
F7E747E3 - 91 Lakers 13 Dive
F8566450 - 90 Hawks 23 Power
F883B9C9 - 95 Knicks 13 Up
F8C575D4 - 96 Sonics 31 Open Fade
F8C9ED08 - 5X
F9619A2A - ELBOW ALLEY
F9A25C17 - 1X ISO
F9F20991 - PICK SWING POWER
FA02D822 - CHIN 4 POST
FA05525B - POR 2 Ice
FA25007D - SAS EARLY 41 GUT PnR
FA643CD9 - 1 ROSE
FA7F2BD4 - CROSS POST
FB817B3D - 65 LAL 1 Side
FB937FC0 - THRU REV
FBAB8DDB - 86 Bulls 13 Up Delay
FBACEDD7 - THRU QUICK REV
FBC4972B - 86 Bulls 13 Iso
FBD9B5D6 - SAS 53 Offscreen Option 42 Up
FBE95213 - THRU REV SCREEN
FC4472BC - 71 ATL Post 2
FC6F653D - 1-4 QUICK CUTTER
FCAA709F - SIDE DAGGER
FCB148E8 - 96 Bulls 32 Punch
FD044352 - 90 LAL Cut 1
FD184CC0 - 24 DROP POWER
FD4ADB2B - 92 CHA Post 2
FE0057C8 - HAWK INVERT TREY
FE10AF30 - 01 SAC PnR 1
FE83F34B - 01 SAC Cut 2
FEA7C9C1 - BASE POWER
FED74906 - ROCK QUICK
FEE74F10 - 84 MIL Post 2
FEFCFAFA - PICK ISO
FF287037 - BEAR DROP 5
FF966E82 - 1 ANGLE CLEAR

# PLAYER STATS

*Tab: Player_Stats*

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **ID** | ID | Integer<br>Min: 0 Max: 9999 |

## General

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **TeamID1 (Team Started At)** | Defines a team, the player started the season at | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **TeamID2 (Team Finished At)** | Defines a team, the player finished the season at (set to -1, if it's the same team, where he started the season) | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Year** | Year, the stats record belongs to. | Integer<br>Min: 1900 Max: 2155 |
| **SomeRtg (Some Rating)** | Some Rating, calculated for players, while in a game mode | Integer<br>Min: 0 Max: 65535 |

## Stats

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **GamesP (Games Played)** | Total number of games, the player took place in throughout the season | Integer<br>Min: 0 Max: 127 |
| **GamesS (Games Started)** | Total number of games, the player took place in as a starter during the season | Integer<br>Min: 0 Max: 127 |
| **Minutes** | Defines total number of minutes, the player spent on the court throughout the season | Integer<br>Min: 0 Max: 16382 |
| **Points** | Total points, scored by the player during the season | Integer<br>Min: 0 Max: 65535 |
| **DRebs (Defensive Rebounds)** | Total number of defensive rebounds, grabbed by the player during the season | Integer<br>Min: 0 Max: 65535 |
| **ORebs (Offensive Rebounds)** | Total number of offensive rebounds, grabbed by the player during the season | Integer<br>Min: 0 Max: 1023 |
| **Assists** | Defines the number of assists, made by the player throughout the season | Integer<br>Min: 0 Max: 2047 |
| **Steals** | Total number of steals, made by the player during the season | Integer<br>Min: 0 Max: 2047 |
| **Blocks** | Total number of blocks, performed by the player during the season | Integer<br>Min: 0 Max: 2047 |
| **TOs (Turnovers)** | The number of turnovers, the player made throughout the season | Integer<br>Min: 0 Max: 32767 |
| **Fouls** | Defines how many times the player fouled on his opponents during the season | Integer<br>Min: 0 Max: 1023 |
| **FGMade (FG Made)** | Total number of field goals, made by the player during the season | Integer<br>Min: 0 Max: 4095 |
| **FGAtt (FG Attempted)** | Total number of field goals, attempted by the player during the season | Integer<br>Min: 0 Max: 8191 |
| **TPTMade (3PT Made)** | Total number of 3-Pointers, made by the player during the season | Integer<br>Min: 0 Max: 1023 |
| **TPTAtt (3PT Attempted)** | Total number of 3-Pointers, attempted by the player during the season | Integer<br>Min: 0 Max: 2047 |
| **FTMade (FT Made)** | Total number of free throws, made by the player during the season | Integer<br>Min: 0 Max: 2047 |

| | | |
|---|---|---|
| **FTAtt (FT Attempted)** | Total number of free throws, attempted by the player during the season | Integer<br>Min: 0 Max: 2047 |

## Awards

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **IsNBAChamp (Is NBA Champion)** | Defines, if the player won the NBA Championship that year | Boolean |
| **IsMVP (Is MVP)** | Defines, if the player was voted as MVP that year. Note: Invisible on Player Profile Screen - edit Awards tab instead | Boolean |
| **IsRookOfY (Is Rookie Of The Year)** | Defines, if the player was voted to be Rookie Of The Year that season. Note: Invisible on Player Profile Screen - edit Awards tab instead | Boolean |
| **Is6thMan (Is 6th Man Of The Year)** | Defines, if the player was selected as the 6th Man Of The Year that season. Note: Invisible on Player Profile Screen - edit Awards tab instead | Boolean |
| **IsDefPlOfY (Is Defensive Player Of The Year)** | Defines, if the player won Defensive Player Of The Year award that season. Note: Invisible on Player Profile Screen - edit Awards tab instead | Boolean |
| **IsMostImpr (Is Most Improved Player)** | Defines, if the player was voted to be The Most Improved guy that year. Note: Invisible on Player Profile Screen - edit Awards tab instead | Boolean |
| **AllNBATeam (All-NBA Team)** | Was selected to one of the All-NBA Teams that year (1st, 2nd, 3rd). Zero means "wasn't". | Integer<br>Min: 0 Max: 3 |
| **AllDefTeam (NBA All-Defensive Team)** | Was selected to one of the NBA All-Defensive Teams that year (1st, 2nd, 3rd). Zero means "wasn't". | Integer<br>Min: 0 Max: 3 |
| **AllRookieT (NBA All-Rookie Team)** | Was selected to one of the NBA All-Rookie Teams that year (1st, 2nd, 3rd). Zero means "wasn't". | Integer<br>Min: 0 Max: 3 |
| **IsAllStar (Is All-Star)** | Defines, if the player was selected to take part in All-Star Game that season. | Boolean |

# TEAM STATS

*Tab: Team_Stats*

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **ID** | ID | Integer<br>Min: 0 Max: 9999 |
| **Wins** | Total number of games, the team won during the season | Integer<br>Min: 0 Max: 255 |
| **Losses** | Total number of games, the team lost during the season | Integer<br>Min: 0 Max: 255 |
| **Mins (Minutes)** | Total minutes, played by the team during the season | Integer<br>Min: 0 Max: 65535 |
| **PtsFor (Points For)** | Points, scored by the team | Integer<br>Min: 0 Max: 65535 |
| **PtsAg (Points Against)** | Points, scored by the team's opponents during the season games | Integer<br>Min: 0 Max: 65535 |
| **FGMade (FG Made)** | Total number of field goals, made by the team during the season | Integer<br>Min: 0 Max: 65535 |
| **FGAtt (FG Attempted)** | Total number of field goals, attempted by the team during the season | Integer<br>Min: 0 Max: 65535 |
| **TPTMade (3PT Made)** | Total number of 3-Pointers, made by the team during the season | Integer<br>Min: 0 Max: 65535 |
| **TPTAtt (3PT Attempted)** | Total number of 3-Pointers, attempted by the team during the season | Integer<br>Min: 0 Max: 65535 |
| **FTMade (FT Made)** | Total number of free throws, made by the team during the season | Integer<br>Min: 0 Max: 65535 |
| **FTAtt (FT Attempted)** | Total number of free throws, attempted by the team during the season | Integer<br>Min: 0 Max: 65535 |
| **DRebs (Defensive Rebounds)** | Total number of defensive rebounds, grabbed by the team during the season | Integer<br>Min: 0 Max: 65535 |
| **ORebs (Offensive Rebounds)** | Total number of offensive rebounds, grabbed by the team during the season | Integer<br>Min: 0 Max: 65535 |
| **Steals** | Total number of steals, made by the team during the season | Integer<br>Min: 0 Max: 65535 |
| **Blocks** | Total number of blocks, performed by the team during the season | Integer<br>Min: 0 Max: 65535 |
| **Assists** | Defines the number of assists, made by the team throughout the season | Integer<br>Min: 0 Max: 65535 |
| **Fouls** | Fouls | Integer<br>Min: 0 Max: 65535 |
| **TOs (Turnovers)** | The number of turnovers, the team made throughout the season | Integer<br>Min: 0 Max: 65535 |
| **SomeStat (Some Stat)** | Some Unknown Stat | Integer<br>Min: 0 Max: 65535 |

# NAMES

*Tabs: First_Names, Last_Names*

| ***Field Name*** | ***Description*** | ***Values*** |
|---|---|---|
| **ID** | ID | Integer<br>Min: 0 Max: 9999 |
| **Name** | | String |
| **AudioID1 (Audio ID 1)** | Audio 1 used in-game for the associated name | Integer<br>Min: -1 Max: 32767 |
| **AudioID2 (Audio ID 2)** | Audio 2 used in-game for the associated name | Integer<br>Min: -1 Max: 32767 |
| **GenNation (Generator - Nationality)** | Used by Generator. It uses names and colleges with the same GenNation value together. | Enumerable:<br>-1 - Not Used<br>0 - USA<br>1 - Argentina<br>2 - Australia<br>3 - Brazil<br>4 - Canada<br>5 - China<br>6 - Croatia<br>7 - England<br>8 - France<br>9 - Germany<br>10 - Greece<br>11 - Hungary<br>12 - Italy<br>13 - Lithuania<br>14 - Mexico<br>15 - Nigeria<br>16 - Puerto Rico<br>17 - Romania<br>18 - Serbia<br>19 - Slovenia<br>20 - Spain<br>21 - Sweden<br>22 - Turkey<br>23 - Ukraine<br>24 - Russia |

# JERSEYS

*Tab: Jerseys*

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **ID** | ID | Integer<br>Min: 0 Max: 9999 |

## Graphics

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **Texture** | This field stands for jersey texture file name | String |
| **Logo** | This field stands for jersey logo file name | String |
| **GID (Graphics ID)** | Jersey's Graphics ID. All jerseys with the same GID form one jersey set, which is used by teams with the same GID value | Integer<br>Min: 0 Max: 65535 |

## Name

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **Name** | | Enumerable:<br>*See below (additional values can be looked up in the "List Of Text Values.txt" file)* |

**List of Names:**

00000000 - None
024B8933 - 1995-96
03B6588B - 1985-86
070E3F74 - Classic Home I
0872C7C8 - Classic Away I Alt
0A6FC68C - Classic Home IV
2024391A - 2013
22EC94EF - Street
248E0A7B - Classic Away IV Alt
26BFA752 - Classic Home V
287C09A3 - Unlocked
28F94690 - Practice
2BDE5EAA - Classic Home II
30F8223D - 1984-85
3105F385 - 1994-95
32CC4081 - Classic Away VI
336C6F83 - 1997-98
345EBAFB - Christmas
39976E3D - Alternate
39A2D4A5 - St. Patrick's
3B1A4A6D - 1964-65
440E2F70 - 1988-89
460FAC8D - Current
4A997118 - Classic Home III
5897FDC4 - Classic Away I
6A3F34A4 - Mardi Gras
758B36E8 - Back in Black
7793C8FB - Classic Home VII
77A6E757 - 1976-77
792665E2 - Classic Away V
7DB95EBF - 1986-87
846A3685 - Rip City
893F3614 - Latin Nights
932B1867 - 1971-72
97CC5AB6 - Racing
9D160E5D - Classic Away VI Alt
A06562D1 - 1970-71
AB870A81 - 1990-91
B7E8E31A - Home
BDFBD6EE - NBA Green
C151ECC2 - Classic Away IV
C76BD841 - 2012
C7939431 - Cavfanatic
C94B4570 - 1989-90
CB13436A - 2001-02
CF5210A6 - Classic Away III Alt
CF9C51C5 - Classic Away V Alt
DB3623A5 - Classic Away III
DD7BE75B - Military Night
E0E074E4 - Classic Away II
E3609C76 - Classic Away II Alt
E3742C13 - NBA 2K13
E63C9A46 - Classic Away VII
E6C67603 - 1992-93
F45673DE - Away
F668378A - 1992
F85D39DC - 2000-01
F9F26ACF - Classic Home VI
FE55855B - 1993-94
FE73242E - White Hot

| | | |
|---|---|---|
| **CATTmplNm (CAT Template Name)** | Name, used for CAT jerseys' templates on Create-A-Team screen | Enumerable:<br>*See below (additional values can be looked up in the "List Of Text Values.txt" file)* |

**List of CAT Template Names:**

00000000 - None
01EE2453 - Jazz
1021E292 - Logo 08
11AEE872 - Mavericks
14E99BEB - Heat
165E366C - Logo 09
182B18F4 - Pistons
24BAE5C1 - Clippers
25A0919C - Logo 01
26961579 - Trail Blazers
295F3860 - Logo 03
2F20EC9E - Logo 02
30A06B98 - Logo 07
36DFBF66 - Logo 06
376F6D38 - Kings
385BCE13 - Suns
3A20169A - Logo 04
3C5FC264 - Logo 05
3CE54EEF - Celtics
433F6A63 - 8
4540BE9D - 9
4A22425D - Logo 18
4C5D96A3 - Logo 19
584D56A8 - Warriors
593B130B - Cavaliers
5C2E636D - Nuggets
6023B655 - Logo 14
63BEE369 - 7
65C13797 - 6
665C62AB - Logo 15
693E9E6B - 4
6AA3CB57 - Logo 17
6CDC1FA9 - Logo 16
6F414A95 - 5
70C1CD93 - 0
735C98AF - Logo 13
75234C51 - Logo 12
7548E10B - Wizards
76BE196D - 1
79DCE5AD - Logo 10
7A41B091 - 3
7C3E646F - 2
7FA33153 - Logo 11
80005DC3 - Raptors
82D8FEF8 - Logo 26
83C2A374 - E
84A72A06 - Logo 27
85BD778A - D
885883FA - Logo 25
8942DE76 - F
8E275704 - Logo 24
8F3D0A88 - G
90BD8D8E - B
91A7D002 - Logo 21
969E2A71 - Bucks
96C25970 - C
97D804FC - Logo 20
9A3DF08C - A
9B27AD00 - Logo 22
9BDD29FB - Knicks
9D5879FE - Logo 23
A25977F2 - Logo 29
A3432A7E - J
A426A30C - Logo 28
A53CFE80 - K
A56EBDD2 - Bulls
A64F82CB - Rockets
A7DD2E6A - Nets
A9C3577C - I
AFBC8382 - H
B03C0484 - M
B29D1AB4 - Jersey 11
B4E2CE4A - Jersey 10
B643D07A - L
B66A3446 - Thunder
B81D67B6 - Jersey 12
BABC7986 - N
BCC3AD78 - O
BE057332 - Grizzlies
BF10B79F - Spurs
C1242598 - Jersey 1
C4BE659E - Z
C841CC62 - X
CAFDFC23 - Pacers
CBA4589A - Jersey 2
CDDB8C64 - Jersey 3
CDDBA433 - Logo 30
CE3E189C - Y
D0E5050A - Timberwolves
D25B0B62 - Jersey 6
D424DF9C - Jersey 7
D8DB7660 - Jersey 5
DE418DA8 - Bobcats
DEA4A29E - Jersey 4
E240386A - T
E332D367 - Hornets
E43FEC94 - U
E8C04568 - W
E980D165 - Magic
EE935BB5 - 76ers
EEBF9196 - V
EFA4848C - Lakers
F13F1690 - S
F2DA8268 - Jersey 9
F4A55696 - Jersey 8
F5FDD06C - Hawks
F740C26E - R
FBBF6B92 - P
FDC0BF6C - Q

## *Parameters*

| ***Field Name*** | ***Description*** | ***Values*** |
|---|---|---|
| **JerseyID (Jersey ID)** | The other ID. Should be unique for each item. | Integer<br>Min: 0 Max: 65535 |
| **JType_c (Jersey Type (constant))** | Defines jersey slot constant type | Enumerable:<br>0 - Regular<br>1 - Practice<br>15 - CAT / CAT Template<br>16 - Global Jersey Template |
| **JType (Jersey Type (active))** | Current jersey type. It differs from the constant type for CAT jerseys | Enumerable:<br>0 - Regular<br>1 - Practice<br>15 - CAT / CAT Template<br>16 - Global Jersey Template |
| **JType2 (Jersey Type 2)** | Jersey Type 2 | Enumerable:<br>0 - CAT / Template<br>1 - Regular / Regular Alternate<br>3 - Home Alternate<br>4 - Retro |
| **CAT_Usage (CAT Usage)** | Determines, if the jersey is a CAT one, CAT template or not. | Enumerable:<br>0 - Created CAT / Template<br>1 - Regular / Not Created CAT |
| **ShortsStl (Shorts Style)** | Defines, which style (length) of shorts is worn along with the jersey | Enumerable:<br>0 - Modern (Long)<br>1 - 1990s (Medium)<br>2 - Retro (Short) |

| | | |
|---|---|---|
| **JModel (Jersey Model)** | Defines, whether the jersey is tight or baggy, and what collar type it has. NOTE: you can use TIGHT jerseys ONLY with THE SHORTEST shorts (ShortsStl = 2), as the game will crash otherwise | Enumerable:<br>0 - Baggy: Round Collar<br>1 - Baggy: Parabola Collar<br>2 - Baggy: A-type Collar<br>3 - Baggy: V-type Collar<br>4 - Baggy: }-type Collar<br>5 - Tight: Round Collar<br>6 - Tight: Parabola Collar |
| **IsAway (Is Away)** | Defines, whether the jersey is Home or Away | Boolean |
| **SocksCol (Socks Color)** | Defines color of the socks | Enumerable:<br>0 - White<br>1 - Black |
| **UseCusClrs (Use Custom Colors)** | Swaps the set of colors, used by the jersey | Boolean |
| **CusClrs4Nm (Use Cus. Colors 4 Numbers)** | If enabled, then jersey numbers col | Boolean |

## *Colors*

| ***Field Name*** | ***Description*** | ***Values*** |
|---|---|---|
| **TColor1 (Team Color 1)** | Team Color 1 | Hexadecimal string<br>Represents the color in format RRGGBB |
| **TColor2 (Team Color 2)** | Team Color 2 | Hexadecimal string<br>Represents the color in format RRGGBB |
| **TColor3 (Team Color 3)** | Team Color 3 | Hexadecimal string<br>Represents the color in format RRGGBB |
| **TColor4 (Team Color 4)** | Team Color 4 | Hexadecimal string<br>Represents the color in format RRGGBB |
| **TColor5 (Team Color 5)** | Team Color 5 | Hexadecimal string<br>Represents the color in format RRGGBB |
| **TColor6 (Team Color 6)** | Team Color 6 | Hexadecimal string<br>Represents the color in format RRGGBB |

## *CAT Colors*

| ***Field Name*** | ***Description*** | ***Values*** |
|---|---|---|
| **JColor1 (Jersey Color 1)** | Jersey Color 1 | Enumerable:<br>0 - Team Color 1<br>1 - Team Color 2<br>2 - Team Color 3<br>3 - Light Gray<br>4 - Darkned Team Color 1<br>5 - Darkned Team Color 2<br>6 - Darkned Team Color 3<br>7 - Black |
| **JColor2 (Jersey Color 2)** | Jersey Color 2 | Enumerable:<br>0 - Team Color 1<br>1 - Team Color 2<br>2 - Team Color 3<br>3 - Light Gray<br>4 - Darkned Team Color 1<br>5 - Darkned Team Color 2<br>6 - Darkned Team Color 3<br>7 - Black |
| **JColor3 (Jersey Color 3)** | Jersey Color 3 | Enumerable:<br>0 - Team Color 1<br>1 - Team Color 2<br>2 - Team Color 3<br>3 - Light Gray<br>4 - Darkned Team Color 1<br>5 - Darkned Team Color 2<br>6 - Darkned Team Color 3<br>7 - Black |

| | | |
|---|---|---|
| **LColor1 (Logo Color 1)** | Logo Color 1 | Enumerable:<br>0 - Team Color 1<br>1 - Team Color 2<br>2 - Team Color 3<br>3 - Light Gray<br>4 - Darkned Team Color 1<br>5 - Darkned Team Color 2<br>6 - Darkned Team Color 3<br>7 - Black |
| **LColor2 (Logo Color 2)** | Logo Color 2 | Enumerable:<br>0 - Team Color 1<br>1 - Team Color 2<br>2 - Team Color 3<br>3 - Light Gray<br>4 - Darkned Team Color 1<br>5 - Darkned Team Color 2<br>6 - Darkned Team Color 3<br>7 - Black |
| **LColor3 (Logo Color 3)** | Logo Color 3 | Enumerable:<br>0 - Team Color 1<br>1 - Team Color 2<br>2 - Team Color 3<br>3 - Light Gray<br>4 - Darkned Team Color 1<br>5 - Darkned Team Color 2<br>6 - Darkned Team Color 3<br>7 - Black |
| **NameColor (Name Color)** | | Enumerable:<br>0 - Team Color 1<br>1 - Team Color 2<br>2 - Team Color 3<br>3 - Light Gray<br>4 - Darkned Team Color 1<br>5 - Darkned Team Color 2<br>6 - Darkned Team Color 3<br>7 - Black |
| **FrNumCol1 (Front Number Color 1)** | Front Number Color 1 | Enumerable:<br>0 - Team Color 1<br>1 - Team Color 2<br>2 - Team Color 3<br>3 - Light Gray<br>4 - Darkned Team Color 1<br>5 - Darkned Team Color 2<br>6 - Darkned Team Color 3<br>7 - Black |
| **FrNumCol2 (Front Number Color 2)** | Front Number Color 2 | Enumerable:<br>0 - Team Color 1<br>1 - Team Color 2<br>2 - Team Color 3<br>3 - Light Gray<br>4 - Darkned Team Color 1<br>5 - Darkned Team Color 2<br>6 - Darkned Team Color 3<br>7 - Black |
| **BkNumCol1 (Back Number Color 1)** | Back Number Color 1 | Enumerable:<br>0 - Team Color 1<br>1 - Team Color 2<br>2 - Team Color 3<br>3 - Light Gray<br>4 - Darkned Team Color 1<br>5 - Darkned Team Color 2<br>6 - Darkned Team Color 3<br>7 - Black |
| **BkNumCol2 (Back Number Color 2)** | Back Number Color 2 | Enumerable:<br>0 - Team Color 1<br>1 - Team Color 2<br>2 - Team Color 3<br>3 - Light Gray<br>4 - Darkned Team Color 1<br>5 - Darkned Team Color 2<br>6 - Darkned Team Color 3<br>7 - Black |

| | | |
|---|---|---|
| **ShsColor1 (Shoes Dominant Color)** | Shoes Dominant Color | Enumerable:<br>0 - Team Color 1<br>1 - Team Color 2<br>2 - Team Color 3<br>3 - Light Gray<br>4 - Darkned Team Color 1<br>5 - Darkned Team Color 2<br>6 - Darkned Team Color 3<br>7 - Black |
| **ShsColor2 (Shoes Trim Color 1)** | Shoes Trim Color 1 | Enumerable:<br>0 - Team Color 1<br>1 - Team Color 2<br>2 - Team Color 3<br>3 - Light Gray<br>4 - Darkned Team Color 1<br>5 - Darkned Team Color 2<br>6 - Darkned Team Color 3<br>7 - Black |
| **ShsColor3 (Shoes Trim Color 2)** | Shoes Trim Color 2 | Enumerable:<br>0 - Team Color 1<br>1 - Team Color 2<br>2 - Team Color 3<br>3 - Light Gray<br>4 - Darkned Team Color 1<br>5 - Darkned Team Color 2<br>6 - Darkned Team Color 3<br>7 - Black |

# HEADSHAPES

*Tab: Headshapes*

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **ID** | ID | Integer<br>Min: 0 Max: 9999 |

## General

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **HParam1 (Head Param 1)** | Head Parameter 1 | Integer<br>Min: 0 Max: 255 |
| **HParam2 (Head Param 2)** | Head Parameter 2 | Integer<br>Min: 0 Max: 255 |

## Head

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **HdBrwHght (Brow Height)** | Head - Brow - Height | Integer<br>Min: -255 Max: 255 |
| **HdBrwWdth (Brow Width)** | Head - Brow - Width | Integer<br>Min: -255 Max: 255 |
| **HdBrwSlpd (Brow Sloped)** | Head - Brow - Sloped | Integer<br>Min: 0 Max: 255 |
| **HdNkThck (Neck Thickness)** | Head - Neck - Thickness | Integer<br>Min: -255 Max: 255 |
| **HdNkFat (Neck Fat)** | Head - Neck - Fat | Integer<br>Min: 0 Max: 255 |
| **HdChnLen (Chin Length)** | Head - Chin - Length | Integer<br>Min: -255 Max: 255 |
| **HdChnWdth (Chin Width)** | Head - Chin - Width | Integer<br>Min: -255 Max: 255 |
| **HdChnProt (Chin Protrusion)** | Head - Chin - Protrusion | Integer<br>Min: -255 Max: 255 |
| **HdJawSqr (Jaw Squareness)** | Head - Jaw - Squareness | Integer<br>Min: -255 Max: 255 |
| **HdJawWdth (Jaw Width)** | Head - Jaw - Width | Integer<br>Min: -255 Max: 255 |
| **HdChkHght (Cheek Height)** | Head - Cheek - Height | Integer<br>Min: -255 Max: 255 |
| **HdChkWdth (Cheek Width)** | Head - Cheek - Width | Integer<br>Min: -255 Max: 255 |
| **HdChkFull (Cheek Fullness)** | Head - Cheek - Fullness | Integer<br>Min: -255 Max: 255 |
| **HdDefinit (Head Definition)** | Head - Definition | Integer<br>Min: 0 Max: 255 |

## Mouth

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **MtULCurve (Upper Lip Curve)** | Mouth - Upper lip - Curve | Integer<br>Min: -255 Max: 255 |
| **MtULThick (Upper Lip Thickness)** | Mouth - Upper lip - Thickness | Integer<br>Min: -255 Max: 255 |
| **MtULProtr (Upper Lip Protrusion)** | Mouth - Upper lip - Protrusion | Integer<br>Min: -255 Max: 255 |
| **MtLLCurve (Lower Lip Curve)** | Mouth - Lower lip - Curve | Integer<br>Min: -255 Max: 255 |
| **MtLLThick (Lower Lip Thickness)** | Mouth - Lower lip - Thickness | Integer<br>Min: -255 Max: 255 |
| **MtLLProtr (Lower Lip Protrusion)** | Mouth - Lower lip - Protrusion | Integer<br>Min: -255 Max: 255 |
| **MtSzHght (Mouth Height)** | Mouth - Mouth Size - Height | Integer<br>Min: -255 Max: 255 |
| **MtSzWdth (Mouth Width)** | Mouth - Mouth Size - Width | Integer<br>Min: -255 Max: 255 |
| **MtCrvCorn (Mouth Corners)** | Mouth - Curvature - Corners | Integer<br>Min: -255 Max: 255 |

## Ears

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **ErHeight (Ears Height)** | Ears - Ears - Height | Integer<br>Min: -255 Max: 255 |
| **ErWidth (Ears Width)** | Ears - Ears - Width | Integer<br>Min: -255 Max: 255 |
| **ErEarLobe (Ear Lobe)** | Ears - Ears - Ear Lobe | Integer<br>Min: -255 Max: 255 |
| **ErTilt (Ears Tilt)** | Ears - Ears - Tilt | Integer<br>Min: -255 Max: 255 |

## Nose

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **NsNsHght (Nose Height)** | Nose - Nose - Height | Integer<br>Min: -255 Max: 255 |
| **NsNsWdth (Nose Width)** | Nose - Nose - Width | Integer<br>Min: -255 Max: 255 |
| **NsNsProtr (Nose Protrusion)** | Nose - Nose - Protrusion | Integer<br>Min: -255 Max: 255 |
| **NsBnBridge (Nose Bone Bridge)** | Nose - Bone - Bridge | Integer<br>Min: -255 Max: 255 |
| **NsBnDefin (Nose Bone Definition)** | Nose - Bone - Definition | Integer<br>Min: -255 Max: 255 |
| **NsBnWdth (Nose Bone Width)** | Nose - Bone - Width | Integer<br>Min: -255 Max: 255 |
| **NsTipHght (Nose Tip Height)** | Nose - Tip - Height | Integer<br>Min: -255 Max: 255 |
| **NsTipWdth (Nose Tip Width)** | Nose - Tip - Width | Integer<br>Min: -255 Max: 255 |
| **NsTipTip (Nose Tip)** | Nose - Tip - Tip | Integer<br>Min: -255 Max: 255 |
| **NsTipBnd (Nose Tip Bend)** | Nose - Tip - Bend | Integer<br>Min: -255 Max: 255 |
| **NsNtHght (Nostrils Height)** | Nose - Nostrils - Height | Integer<br>Min: -255 Max: 255 |
| **NsNtWdth (Nostrils Width)** | Nose - Nostrils - Width | Integer<br>Min: -255 Max: 255 |

## *Eyes*

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **EsFrmOpen (Eyes Openess)** | Eyes - Form - Openness | Integer<br>Min: -255 Max: 255 |
| **EsFrmSpac (Eyes Spacing)** | Eyes - Form - Spacing | Integer<br>Min: -255 Max: 255 |
| **EsFrmLwEl (Form - Lower Eyelid)** | Eyes - Form - Lower eyelid | Integer<br>Min: -255 Max: 255 |
| **EsFrmUpEl (Form - Upper Eyelid)** | Eyes - Form - Upper eyelid | Integer<br>Min: -255 Max: 255 |
| **EsPlcHght (Eyes Height)** | Eyes - Placement - Height | Integer<br>Min: -255 Max: 255 |
| **EsPlcWdth (Eyes Width)** | Eyes - Placement - Width | Integer<br>Min: -255 Max: 255 |
| **EsPlcRot (Eyes Rotation)** | Eyes - Placement - Rotation | Integer<br>Min: -255 Max: 255 |
| **EsPlcProt (Eyes Protrusion)** | Eyes - Placement - Protrusion | Integer<br>Min: -255 Max: 255 |
| **EsShpOtEl (Outer Eyelid Shape)** | Eyes - Shape - Outer eyelid | Integer<br>Min: -255 Max: 255 |
| **EsShpInEl (Inner Eyelid Shape)** | Eyes - Shape - Inner eyelid | Integer<br>Min: -255 Max: 255 |

# OVERRIDING ROTATIONS

*Tab: Overriding_Rotations*

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **ID** | ID | Integer<br>Min: 0 Max: 9999 |
| **TeamID (Team ID)** | Overrides Roster of the Team with this ID and makes it unmanageable via the game | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **PG (Point Guard)** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **SG (Shooting Guard)** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **SF (Small Forward)** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **PF (Power Forward)** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **C (Center)** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **S6 (6th Player)** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **S7 (7th Player)** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **S8 (8th Player)** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **S9 (9th Player)** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **S10 (10th Player)** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **S11 (11th Player)** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **S12 (12th Player)** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |

# RECORDS

*Tab: Records*

| ***Field Name*** | ***Description*** | ***Values*** |
|---|---|---|
| **ID** | ID | Integer<br>Min: 0 Max: 9999 |
| **Last_Name (Last Name)** | Player's (recordsman's) last name | String |
| **First_Name (First Name)** | Player's (recordsman's) first name | String |
| **RecType (Category)** | Record Category | Enumerable:<br>0 - Team Record - Single Game<br>1 - Team Record - Single Game Play-off<br>2 - League Record - Single Game<br>3 - League Record - Single Game Play-off<br>4 - League Record - Single Season<br>5 - League Record - Career |
| **RecSType (Stat)** | Stat Type | Enumerable:<br>0 - Total Points<br>1 - FG Made<br>2 - 3PT Made<br>3 - FT Made<br>4 - Rebounds<br>5 - Assists<br>6 - Blocks<br>7 - Steals<br>8 - Minutes<br>9 - TOs<br>10 - Points/Game<br>11 - FG Percantage<br>12 - 3PT Percentage<br>13 - FT Percantage<br>14 - Rebounds/Game<br>15 - Assists/Game<br>16 - Blocks/Game<br>17 - Steals/Game<br>18 - Minutes/Game<br>19 - Games Played<br>20 - Fouls |
| **Value** | Record value | Double<br>Min: 0 Max: 2147483648 |
| **Day** | Record’s day | Integer<br>Min: 0 Max: 31 |
| **Month** | Record’s month | Enumerable:<br>0 - 0<br>1 - January<br>2 - February<br>3 - March<br>4 - April<br>5 - May<br>6 - June<br>7 - July<br>8 - August<br>9 - September<br>10 - October<br>11 - November<br>12 - December |
| **Year** | Record’s year | Integer<br>Min: 0 Max: 4095 |

# AWARDS

*Tab: Awards*

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **ID** | ID | Integer<br>Min: 0 Max: 9999 |
| **Team_Name (Team Name)** | Name of the team the player winning the award played for | String |
| **Team_City (Team City)** | City of the team the player winning the award played for | String |
| **Op_Team_Name (Opponent Team Name)** | Name of the team the player winning the award played against. Only used for Finals MVP award | String |
| **Op_Team_City (Opponent Team City)** | City of the team the player winning the award played against. Only used for Finals MVP award | String |
| **Person_LName (Award taker Last Name)** | Award winning (or Finals MVP) player's (coach'es) last name | String |
| **Person_FName (Award taker First Name)** | Award winning (or Finals MVP) player's (coach'es) first name | String |
| **Year** | Year | Integer<br>Min: 0 Max: 4095 |
| **AType (Award Type)** | Award Type | Enumerable:<br>0 - NBA Finals<br>1 - PPG Leader<br>2 - RPG Leader<br>3 - APG Leader<br>4 - SPG Leader<br>5 - BPG Leader<br>6 - MPG Leader<br>7 - Most Valuable Player<br>8 - Rookie Of The Year<br>9 - Sixth Man Of The Year<br>10 - Def. Player Of The Year<br>11 - Most Improved Player<br>12 - All-NBA 1st Team<br>13 - All-NBA 2nd Team<br>14 - All-NBA 3rd Team<br>15 - All-Defensive 1st Team<br>16 - All-Defensive 2nd Team<br>17 - All-Rookie 1st Team<br>18 - All-Rookie 2nd Team<br>19 - Coach Of The Year |
| **TeamGID (Team GID)** | Defines team logo to be shown near the award description. Corresponds with GID field of Teams tab | Integer<br>Min: 0 Max: 1023 |
| **OpTeamGID (Opponent Team GID)** | Defines opponent team logo to be shown near the award description. Corresponds with GID field of Teams tab | Integer<br>Min: 0 Max: 1023 |
| **Pl_ASA_ID (Player ASA ID)** | Assigns the award to a specific player, based on his ASA_ID (the award will be listed on the player's Player Card) | Integer<br>Min: 0 Max: 65535 |
| **Value** | Multipurpose field. Meanings: For NBA Finals - number of games, won by the Champion during the finals \| For League Leaders - the appropriate stats value \| For All-NBA Teams - position, the player takes on the team: 1 - Guard, 2 - Forward, 3 - Center | Double<br>Min: 0 Max: 2147483648 |
| **Value2** | Number of games, won by the opposing team during NBA Finals | Integer<br>Min: 0 Max: 3 |

# DRAFT PROJECTION

*Tab: Draft_Projection*

| ***Field Name*** | ***Description*** | ***Values*** |
|---|---|---|
| **ID** | ID | Integer<br>Min: 0 Max: 9999 |
| **Team** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Player** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |

# MATCHUPS

*Tab: Matchups*

| ***Field Name*** | ***Description*** | ***Values*** |
|---|---|---|
| **ID** | ID | Integer<br>Min: 0 Max: 9999 |
| **HomeT_ID (Home Team)** | Home Team | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **AwayT_ID (Away Team)** | Away Team | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **HTWins (Home Team Wins)** | Number Of Home Team Victories | Integer<br>Min: 0 Max: 255 |
| **ATWins (Away Team Wins)** | Number Of Away Team Victories | Integer<br>Min: 0 Max: 255 |

# HALL OF FAME

*Tab: Hall_Of_Fame*

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **ID** | ID | Integer<br>Min: 0 Max: 9999 |

## General

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **Last_Name (Last Name)** | Hall of Fame player's last name | String |
| **First_Name (First Name)** | Hall of Fame player's first name | String |
| **PortrID (Portrait ID)** | ID of a portrait, assigned to the Famer. If no portrait art with the assigned value is found in the portraits storage (portraits.iff file of the main game folder), a blank portrait is used. | Integer<br>Min: 0 Max: 65535 |
| **Position (Primary Position)** | Player's primary court position | Enumerable:<br>0 - Point Guard<br>1 - Shooting Guard<br>2 - Small Forward<br>3 - Power Forward<br>4 - Center |
| **YearRet (Year Retired)** | Year, when the person retired from the NBA | Integer<br>Min: 1950 Max: 2077 |

## Stats

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **Points** | Total Career Points | Integer<br>Min: 0 Max: 65535 |
| **Rebounds** | Total Career Rebounds | Integer<br>Min: 0 Max: 65535 |
| **Assists** | Total Career Assists | Integer<br>Min: 0 Max: 32767 |
| **Steals** | Total Career Steals | Integer<br>Min: 0 Max: 8191 |
| **Blocks** | Total Career Blocks | Integer<br>Min: 0 Max: 8191 |
| **Games** | Total Games Played Throughout the career | Integer<br>Min: 0 Max: 4095 |

## Awards

| *Field Name* | *Description* | *Values* |
|---|---|---|
| **NBAChamp (NBA Champion)** | Number of NBA Championships | Integer<br>Min: 0 Max: 31 |
| **NBA_MVP (NBA MVP)** | Number of NBA MVP career titles | Integer<br>Min: 0 Max: 31 |
| **NBA_FnMVP (NBA Finals MVP)** | Number of NBA Finals MVP titles | Integer<br>Min: 0 Max: 31 |
| **AllStarNum (All-Star Appearances)** | Amount of NBA All-Star Game appearances | Integer<br>Min: 0 Max: 31 |
| **DefPlayer (NBA Defensive Player Of The Year)** | Number of NBA Defensive Player Of The Year titles | Integer<br>Min: 0 Max: 31 |
| **SixthMan (NBA Sixth Man Of The Year)** | Number of NBA Sixth Man Of The Year titles | Integer<br>Min: 0 Max: 31 |
| **RookieOfY (Was Rookie Of The Year)** | Defines, if the player took Rookie Of The Year award on his rookie year | Boolean |

| | | |
|---|---|---|
| **Rookie1stT (Was In All-Rookie 1st Team)** | Defines, if the player was included into All-Rooke First Team on his rookie year | Boolean |
| **Rookie2ndT (Was In All-Rookie 2nd Team)** | Defines, if the player was included into All-Rooke Second Team on his rookie year | Boolean |
| **AllNBA1stT (All-NBA 1st Team)** | How many times the player was selected for the All-NBA First Team | Integer<br>Min: 0 Max: 31 |
| **AllNBA2ndT (All-NBA 2nd Team)** | How many times the player was selected for the All-NBA Second Team | Integer<br>Min: 0 Max: 31 |
| **AllNBA3rdT (All-NBA 3rd Team)** | How many times the player was selected for the All-NBA Third Team | Integer<br>Min: 0 Max: 31 |
| **AllDef1stT (All-Defensive 1st Team)** | How many times the player was selected for the All-Defensive First Team | Integer<br>Min: 0 Max: 31 |
| **AllDef2ndT (All-Defensive 2nd Team)** | How many times the player was selected for the All-Defensive Second Team | Integer<br>Min: 0 Max: 31 |

# ONLINE TEAM UP

*Tab: OnLine_TeamUp*

| ***Field Name*** | ***Description*** | ***Values*** |
|---|---|---|
| **ID** | ID | Integer<br>Min: 0 Max: 9999 |
| **TeamID1** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **TeamID2** | | Integer (link)<br>-1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |