**RED MC General Editing Tutorial**

NBA 2K14 roster files

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# PLAYERS

#### Players – contains all the players on the roster.

#### Rookie\_Templates – templates, used by the game to generate rookies for draft classes.

#### CAP\_Templates – initial sets of values, used during creation of new players (Create-A-Player mode).

#### MP\_Templates – initial sets of values, used when creating your MyPlayer.

#### My\_Legend – inherited from previous games; was used to store your player in Create-A-Legend mode; not used anymore.

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| ***Field Name*** | ***Description*** | ***Values*** |
| **ID** | ID | Integer  Min: 0 Max: 9999 |
| **Last\_Name (Last Name)** | Player's last name | String |
| **First\_Name (First Name)** | Player's first name | String |
| **NickName** | Player's custom nickname | String |
| **ID2** | Unknown purpose, but better keep it equal to the ID value. | Integer  Min: 0 Max: 2147483648 |
| **IsUnused (Is Unused)** | Unused players have this set to 1. The field is rather just a marker, than a real affector. | Boolean |
| **SlotType (Slot Type)** | Player Slot Type (used to define CAP slots of different sorts) | Enumerable:  0 - Regular Slot 1 - CAP Slot   1. - Slot for CAT Player 2. - Slot for Exported Team Player |
| **IsRegular (Is Regular)** | Defines, if the player can be signed, traded, etc. via the game (handled as a regular NBA player). FIBA players also have this set to 1. | Boolean |
| **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)** | The second global Player identifier. Used to define relationship between a specific player and his Awards, Box Scores Stats, Audio stories and more. NOTE! All players MUST have different ASA\_IDs, as otherwise Box Scores will be glitching during game modes | Integer  Min: 0 Max: 65535 |
| **OvrdStYrs**  **(Override Stat Years)** | If this is enabled, then Year value of StatY1 is used as the initial year for player stats. Otherwise, 2013 is used. | Boolean |
| **Pos (Primary Position)** | Player's primary position | Enumerable:  0 - Point Guard  1 - Shooting Guard 2 - Small Forward  3 - Power Forward 4 - Center |
| **SecondPos (Secondary Position)** | Player's secondary position | Enumerable:  0 - Point Guard  1 - Shooting Guard 2 - Small Forward  3 - Power Forward 4 - Center  5 - \*Not Assigned\* |
| **Height** | Represents player's height. Metric system used (centimeters) | Double  Min: 0 Max: 9000 |
| **Weight** | Represents player's weight. Imperial system used (pounds) | Double  Min: 0 Max: 9000 |
| **BirthDay (Birth Day)** | Player's birth day of the month | Integer  Min: 0 Max: 31 |
| **BirthMonth (Birth Month)** | Player's birth month | Enumerable: 0 - 0   1. - January 2. - February 3. - March 4. - April 5. - May 6. - June 7. - July 8. - August 9. - September 10. - October 11. - November 12. - December |
| **BirthYear (Birth Year)** | Player's birth year | Integer  Min: 0 Max: 4095 |
| **Hand** | Player's dominant hand | Enumerable: 0 - Left  1 - Right |
| **DunkHand (Dunk Hand)** | Player's dominant hand for dunking | Enumerable: 0 - Left   1. - Right 2. - Either |
| **YearsPro (Years Pro)** | How many years the player has played in the NBA | Integer  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)  -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)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **DraftYear (Draft Year)** | Year, when the player was drafted | Integer  Min: 1947 Max: 2155 |
| **DraftRound (Draft Round)** | Round, the player was drafted in | Integer  Min: 0 Max: 15 |
| **DraftPos (Draft Position)** | Player’s position on the Draft | Integer  Min: 0 Max: 63 |
| **CAP\_Nick (CAP Nickname)** | Player's Nickname, which is selectable via Create-A-Player menu | Enumerable:  *See below* |

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| **List of CAP Nicknames:** |  | |
| 0 - ABC | 29 - Garbage Man | 58 - The Beast |
| 1 - A-Train | 30 - Goose | 59 - The Body Guard |
| 2 - B | 31 - Houdini | 60 - The Bulldozer |
| 3 - Baddest One | 32 - Insanity | 61 - The Captain |
| 4 - Baller | 33 - J | 62 - The Chosen One |
| 5 - Big Cat | 34 - Lights Out | 63 - The Closer |
| 6 - Big Daddy | 35 - Little General | 64 - The Cobra |
| 7 - Big Dog | 36 - Magician | 65 - The Doctor |
| 8 - Big Red | 37 - Maverick | 66 - The Dude |
| 9 - Big Smooth | 38 - Miracle Man | 67 - The Eraser |
| 10 - Black Hole | 39 - Money | 68 - The Franchise |
| 11 - Boomer | 40 - Mr. Clutch | 69 - The General |
| 12 - Boss | 41 - Mr. Fundamentals | 70 - The Great |
| 13 - Bottoms | 42 - Mr. Incredible | 71 - The Great One |
| 14 - B-Train | 43 - Mr. Moves | 72 - The Kid |
| 15 - Buckets | 44 - Mr. Perfect | 73 - The Machine |
| 16 - Captain Clutch | 45 - P | 74 - The Magician |
| 17 - Champ | 46 - Prime Time | 75 - The Mayor |
| 18 - Clutch | 47 - Q | 76 - The Monster |
| 19 - Cool Hands | 48 - Rain Man | 77 - The Natural |
| 20 - Cowboy | 49 - Red Hot | 78 - The Prodigy |
| 21 - D | 50 - Shake n' Bake | 79 - The Professor |
| 22 - Dimes | 51 - Shorty | 80 - The Prophet |
| 23 - Doc | 52 - Silk | 81 - The Quick |
| 24 - Dub | 53 - Skinny | 82 - The Waiter |
| 25 - Easy Breezy | 54 - Slim | 83 - The Wizard |
| 26 - Flash | 55 - Smooth | 84 - Thunder |
| 27 - Fresh | 56 - Speedy | 85 - Tiny |
| 28 - G | 57 - T | 86 - Z |

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| ***Field Name*** | ***Description*** | ***Values*** |
| **Personality** | Player’s personality | Enumerable:  0 - Unpredictable 1 - Laid Back   1. - Neutral 2. - 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  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  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  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  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  Min: 0 Max: 63 |
| **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  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  Min: -1 Max: 32767 |
| **AudioID\_M (Audio ID - Momentums)** | Audio, which the speaker screams after the player dunks, etc. | Integer  Min: -1 Max: 32767 |
| **NmOrder (Name Order)** | Defines, if the player's surname is used before his first name | Enumerable:  0 - Name.Surname  1 - Surname.Name |
| **NmShType (Name Show Type)** | Defines the way, player's first name is shortened and shown. | Enumerable: 0 - 1 letter   1. - Full 2. - 2 letters 3. - 3 letters |
| **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  Min: 0 Max: 5 |
| **Muscles** | How ripped the player’s muscles are | Enumerable: 0 - Normal  1 - Ripped |
| **EyeColor (Eye Color)** | Player’s eyes’ color | Enumerable: 0 - Blue   1. - Brown 2. - Green 3. - Hazel 4. - Amber 5. - Gray |
| **Bodytype** | Stands for the player’s body and figure | Enumerable: 0 - Slim   1. - Normal 2. - Thick 3. - Athletic |

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| ***Field Name*** | ***Description*** | ***Values*** |
| **Clothes** | Assigns a set of clothes, the player balls in. | Enumerable:  0 - NBA Jersey  1 - Streetball / Practice 2 - Suit   1. - Casual 1 2. - 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)  -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  Min: 0 Max: 3 |
| **CAP\_Hstl (Hair Style)** | CAP Face - Hair Style | Enumerable: 0 - No Hair   1. - Short Stubble 2. - Medium Stubble 3 - Dark Stubble   4 - Dark Recessed Stubble 5 - Balding Stubble  6 - Short Buzz 7 - Buzz   1. - Widow's Peak Buzz 2. - Balding Buzz 10 - Natural Waves 3. - Natural Patches 4. - Natural Part 5. - Natural Fauxhawk 14 - Natural Balding   15 - Thick Cornrows 16 - Thin Cornrows 17 - Afro   1. - Messy 2. - Twisties 3. - Short Dreads 21 - Medium Dreads   22 - Tied Dreads 23 - Dreads Tail 24 - Mop   1. - Mop Tail 2. - Straight Short 27 - Straight Long   28 - Straight Flat 29 - Straight Part 30 - Straight Tail  31 - Straight Balding 32 - Spikey   1. - Curly 2. - Balding Flat 35 - Short Flat 36 - Medium Flat 37 - Wavy 3. - Shaggy 4. - Mohawk 40 - The Patch |
| **CAP\_Hcol (Hair Color)** | CAP Face - Hair Color | Enumerable: 0 - Black   1. - Dark Brown 2. - Medium Brown 3 - Light Brown   4 - Very Light Brown 5 - Dark Blonde   1. - Medium Blonde 2. - Light Blonde 3. - Very Light Blonde 9 - Gray 4. - White 5. - Red 6. - Green 7. - Blue 8. - Yellow 9. - Orange |
| **CAP\_Hlen (Hair Length)** | CAP Face - Hair Length | Integer  Min: 0 Max: 255 |

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| ***Field Name*** | ***Description*** | ***Values*** |
| **CAP\_BStyle (Beard Style)** | CAP Face - Beard Style | Integer  Min: 0 Max: 15 |
| **CAP\_Moust (Moustache)** | CAP Face - Moustache | Integer  Min: 0 Max: 7 |
| **CAP\_Goatee (Goatee)** | CAP Face - Goatee | Integer  Min: 0 Max: 31 |
| **CAP\_Fhcol (Facial Hair Color)** | CAP Face - Facial Hair Color | Enumerable: 0 - Black   1. - Dark Brown 2. - Medium Brown 3 - Light Brown   4 - Very Light Brown 5 - Dark Blonde   1. - Medium Blonde 2. - Light Blonde 3. - Very Light Blonde 9 - Gray 4. - White 5. - Red 6. - Green 7. - Blue 8. - Yellow 9. - Orange |
| **CAP\_Eyebr (Eyebrows)** | CAP Face - Eyebrows | Integer  Min: 0 Max: 15 |
| **CAP\_TLftN (Left Neck)** | CAP Tattoo - Left Neck | Integer  Min: 0 Max: 63 |
| **CAP\_TLftS (Left Shoulder)** | CAP Tattoo - Left Shoulder | Integer  Min: 0 Max: 31 |
| **CAP\_TRgtS (Right Shoulder)** | CAP Tattoo - Right Shoulder | Integer  Min: 0 Max: 31 |
| **CAP\_TLftB (Left Bicep)** | CAP Tattoo - Left Bicep | Integer  Min: 0 Max: 127 |
| **CAP\_TRgtB (Right Bicep)** | CAP Tattoo - Right Bicep | Integer  Min: 0 Max: 127 |
| **CAP\_TLftF (Left Forearm)** | CAP Tattoo - Left Forearm | Integer  Min: 0 Max: 127 |
| **CAP\_TRgtF (Right Forearm)** | CAP Tattoo - Right Forearm | Integer  Min: 0 Max: 127 |
| **PlayInitor (Play Initiator)** | Defines, if the player can bring the ball up and call a play for the offense (enables PG-like behaviour) | Boolean |

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| ***Field Name*** | ***Description*** | ***Values*** |
| **PlayStyle (Play Style)** | Player's general style of play | Enumerable:  0 - PG - Pass First 1 - PG - Scoring   1. - PG - Defensive 2. - PG - 3PT Specialist 4 - PG - Athletic 3. - PG - All-Around 4. - SG - Scoring 5. - SG - Defensive 6. - SG - 3PT Specialist 9 - SG - Athletic   10 - SG - Slashing 11 - SG - All-Around 12 - SF - Scoring   1. - SF - Defensive 2. - SF - 3PT Specialist 15 - SF - Athletic 3. - SF - Slashing 4. - SF - Point Forward 18 - SF - All-Around   19 - PF - Defensive 20 - PF - Athletic   1. - PF - Back to Basket 2. - PF - Faceup 3. - PF - Rebounding 24 - PF - All-Around   25 - C - Defensive 26 - C - Athletic   1. - C - Back to Basket 2. - C - Faceup 3. - C - Rebounding 30 - C - All-Around |
| **PlayType1 (Play Type 1)** | 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: 0 - None   1. - Isolation 2. - P&R Ball Handler 3 - P&R Roll Man 3. - Post Up Low 4. - Post Up High 6 - Cutter 5. - Mid Range 6. - 3 PT |
| **PlayType2 (Play Type 2)** | Player's second priority type of play. Defines the range of plays from the player's team playbook, assigned to the player. | Enumerable: 0 - None   1. - Isolation 2. - P&R Ball Handler 3 - P&R Roll Man   4 - Post Up Low 5 - Post Up High   1. - Cutter 2. - Mid Range 8 - 3 PT |
| **PlayType3 (Play Type 3)** | Player's third priority type of play. Defines the range of plays from the player's team playbook, assigned to the player. | Enumerable: 0 - None   1. - Isolation 2. - P&R Ball Handler 3 - P&R Roll Man   4 - Post Up Low 5 - Post Up High 6 - Cutter  7 - Mid Range 8 - 3 PT |
| **PlayType4 (Play Type 4)** | Player's fourth priority type of play. Defines the range of plays from the player's team playbook, assigned to the player. | Enumerable: 0 - None   1. - Isolation 2. - P&R Ball Handler 3 - P&R Roll Man   4 - Post Up Low 5 - Post Up High   1. - Cutter 2. - Mid Range 8 - 3 PT |
| **Number** | Player's Jersey Number | Integer  Min: 0 Max: 127 |

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| ***Field Name*** | ***Description*** | ***Values*** |
| **IsFA (Is Free Agent)** | Defines if the player is in the Free Agents pool. NOTE: The maximum total number of free agents is 1000. | Boolean |
| **TeamID1 (Team ID 1)** | Defines the team, some player's appearance parameters are taken from | Integer (link)  -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)  -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  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  Min: 0 Max: 127 |
| **Fatigue** | Player's general fatigue (used in game modes between the fixtures). Fatigued players have their attributes lowered. | Integer  Min: 0 Max: 127 |
| **FARestr (FA Restriction Type)** | Defnies the type of Free Agent restirction | Enumerable:  0 - Unrestricted  1 - Regular Restriction 2 - Rookie Restriction  3 - Restriction 3 (unused?) |
| **CtrThoughts (Contract Thoughts)** | Player's thoughts on his current contract | Enumerable: 0 - Undecided  1 - Would Like To Stay With His Team 2 - Going To Retire   1. - Wants To Test Free Agents Market 2. - Requests A Trade |
| **InjDaysLeft (Injury Days Left)** | Days, left until recovery (used, when InjType <> 0) | Integer  Min: 0 Max: 65535 |
| **InjType (Injury Type)** | Type of an injury the player has | Enumerable:  *See below* |

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| **List of Injury Types:** |  | |
| 0 - Healthy | 31 - Eye Surgery | 62 - Sprained Knee |
| 1 - Appendectomy | 32 - Fatigue | 63 - Sprained Shoulder |
| 2 - Arthroscopic Surgery | 33 - Flu | 64 - Sprained Toe |
| 3 - Back Spasms | 34 - Foot Surgery | 65 - Sprained Wrist |
| 4 - Bone Bruise | 35 - Fractured Eye Socket | 66 - Strained Abdomen |
| 5 - Bone Spurs | 36 - Hand Surgery | 67 - Strained Achilles |
| 6 - Broken Ankle | 37 - Hernia | 68 - Strained Calf |
| 7 - Broken Arm | 38 - High Ankle Sprain | 69 - Strained Elbow |
| 8 - Broken Back | 39 - Hip Surgery | 70 - Strained Groin |
| 9 - Broken Finger | 40 - Hyperextended Knee | 71 - Strained Hamstring |
| 10 - Broken Foot | 41 - Inner Ear Infection | 72 - Strained Hip Flexor |
| 11 - Broken Hand | 42 - Knee Surgery | 73 - Strained Knee |
| 12 - Broken Hip | 43 - Knee Tendinitis | 74 - Strained MCL |
| 13 - Broken Jaw | 44 - Lower Back Strain | 75 - Sprained Neck |
| 14 - Broken Patella | 45 - Microfracture Surgery | 76 - Strained Oblique |
| 15 - Broken Nose | 46 - Migraine Headache | 77 - Strained Quad |
| 16 - Broken Rib | 47 - Plantar Fasciitis | 78 - Stress Fracture |
| 17 - Broken Toe | 48 - Personal Reason | 79 - Suspended |
| 18 - Broken Wrist | 49 - Separated Shoulder | 80 - Torn Achilles |
| 19 - Bruised Heel | 50 - Severe Ankle Sprain | 81 - Torn ACL |
| 20 - Bruised Hip | 51 - Shin Splints | 82 - Torn Bicep |
| 21 - Bruised Knee | 52 - Sore Ankle | 83 - Torn Ligament Foot |
| 22 - Bruised Rib | 53 - Sore Back | 84 - Torn Hamstring |
| 23 - Bruised Spinal Cord | 54 - Sore Foot | 85 - Torn Hip Flexor |
| 24 - Bruised Sternum | 55 - Sore Handt | 86 - Torn Labrum |
| 25 - Bruised Tailbone | 56 - Sore Hamstring | 87 - Torn Ligament Elbow |
| 26 - Bruised Thigh | 57 - Sore Knee | 88 - Torn Hand Ligament |
| 27 - Concussion | 58 - Sore Wrist | 89 - Torn MCL |
| 28 - Dislocated Finger | 59 - Sprained Ankle | 90 - Torn Meniscus |
| 29 - Dislocated Patella | 60 - Sprained Finger | 91 - Torn Patellar Tendon |
| 30 - Elbow Surgery | 61 - Sprained Foot | 92 - Torn Tricep |

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| ***Field Name*** | ***Description*** | ***Values*** |
| **PosRank (Position Rank)** | Player's ranking among all the NBA players of his position (based on the overall of his skills). Always equals to 0 in ROS files. | Integer  Min: 0 Max: 65535 |
| **OvrlRank (Overall Rank)** | Player's overall ranking among all the NBA players (based on the overall of his skills). Always equals to 0 in ROS files. | Integer  Min: 0 Max: 65535 |
| **IsScouted (Is Scouted)** | Defines, if the player is scouted. Scouted players have their detailed skill ratings revealed in modes like Association. | Boolean |
| **StatY0 (Year 0)** | Links to the Player\_Stats tab. Defines the player's current season statistics | Integer  Min: -1 Max: 32767 |
| **StatY1 (Year 1)** | Links to the Player\_Stats tab. Defines the player's previous year statistics | Integer  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  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  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  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  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  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  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  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  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  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  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  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  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  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  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  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  Min: -1 Max: 32767 |

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| ***Field Name*** | ***Description*** | ***Values*** |
| **StatY18 (Year 18)** | Links to the Player\_Stats tab. Defines the player's statistics for the 18 years ago season | Integer  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  Min: -1 Max: 32767 |
| **StatPOs (Play-Offs)** | Links to the Player\_Stats tab. Defines the player's statistics for the current Play-Offs | Integer  Min: -1 Max: 32767 |
| **GH\_CarPts (Career Points)** | Game Highs - Career Points | Integer  Min: 0 Max: 255 |
| **GH\_CarFGM (Career FGM)** | Game Highs - Career Field Goals Made | Integer  Min: 0 Max: 127 |
| **GH\_CarFGA (Career FGA)** | Game Highs - Career Field Goals Attempted | Integer  Min: 0 Max: 127 |
| **GH\_CarStl (Career Steals)** | Game Highs - Career Steals | Integer  Min: 0 Max: 31 |
| **GH\_CarBlk (Career Blocks)** | Game Highs - Career Blocks | Integer  Min: 0 Max: 31 |
| **GH\_Car3PM (Career 3PM)** | Game Highs - Career 3-Pointers Made | Integer  Min: 0 Max: 31 |
| **GH\_Car3PA (Career 3PA)** | Game Highs - Career 3-Pointers Attempted | Integer  Min: 0 Max: 31 |
| **GH\_CarFTM (Career FTM)** | Game Highs - Career Free Throws Made | Integer  Min: 0 Max: 63 |
| **GH\_CarFTA (Career FTA)** | Game Highs - Career Free Throws Attempted | Integer  Min: 0 Max: 63 |
| **GH\_CarOReb (Career O. Rebs)** | Game Highs - Career Offensive Rebounds | Integer  Min: 0 Max: 31 |
| **GH\_CarDReb (Career D. Rebs)** | Game Highs - Career Defensive Rebounds | Integer  Min: 0 Max: 31 |
| **GH\_CarRebs (Career Total Rebs)** | Game Highs - Career Total Rebounds | Integer  Min: 0 Max: 63 |
| **GH\_CarAst (Career Assists)** | Game Highs - Career Assists | Integer  Min: 0 Max: 63 |
| **GH\_CarMins (Career Minutes)** | Game Highs - Career Minutes Played | Integer  Min: 0 Max: 127 |
| **GH\_SeaPts (Season Points)** | Game Highs - Season Points | Integer  Min: 0 Max: 255 |
| **GH\_SeaFGM (Season FGM)** | Game Highs - Season Field Goals Made | Integer  Min: 0 Max: 127 |
| **GH\_SeaFGA (Season FGA)** | Game Highs - Season Field Goals Attempted | Integer  Min: 0 Max: 127 |
| **GH\_SeaStl (Season Steals)** | Game Highs - Season Steals | Integer  Min: 0 Max: 31 |
| **GH\_SeaBlk (Season Blocks)** | Game Highs - Season Blocks | Integer  Min: 0 Max: 31 |
| **GH\_Sea3PM (Season 3PM)** | Game Highs - Season 3-Pointers Made | Integer  Min: 0 Max: 31 |
| **GH\_Sea3PA (Season 3PA)** | Game Highs - Season 3-Pointers Attempted | Integer  Min: 0 Max: 31 |
| **GH\_SeaFTM (Season FTM)** | Game Highs - Season Free Throws Made | Integer  Min: 0 Max: 63 |
| **GH\_SeaFTA (Season FTA)** | Game Highs - Season Free Throws Attempted | Integer  Min: 0 Max: 63 |
| **GH\_SeaOReb (Season O. Rebs)** | Game Highs - Season Offensive Rebounds | Integer  Min: 0 Max: 31 |
| **GH\_SeaDReb (Season D. Rebs)** | Game Highs - Season Defensive Rebounds | Integer  Min: 0 Max: 31 |

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| ***Field Name*** | ***Description*** | ***Values*** |
| **GH\_SeaRebs (Season Total Rebs)** | Game Highs - Season Total Rebounds | Integer  Min: 0 Max: 63 |
| **GH\_SeaAst (Season Assists)** | Game Highs - Season Assists | Integer  Min: 0 Max: 63 |
| **GH\_SeaMins (Season Minutes)** | Game Highs - Season Minutes Played | Integer  Min: 0 Max: 127 |
| **Overall\_I (Overall (Internal))** | Player's overall rating, which is used for some internal purposes in game modes. This is not the "visible" overall. Always equals to 1 in ROS files. | Integer  Min: 0 Max: 255 |
| **SklBst**  **(Skills Boost)** | Defines a set of boosts to player's skills | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **SShtLoP (Shot Low Post)** | Ability to shoot from the post. | Double  Min: 25 Max: 110 |
| **SShtCls (Shot Close)** | Ability to shoot from close-range | Double  Min: 25 Max: 110 |
| **SShtMed (Shot Medium)** | Ability to shoot from mid-range | Double  Min: 25 Max: 110 |
| **SSht3PT (Shot 3-Pointers)** | Ability to shoot from 3PT-range | Double  Min: 25 Max: 110 |
| **SShtFT (Shot Free Throw)** | Ability to shoot free throws | Double  Min: 25 Max: 110 |
| **SDunk (Dunk)** | Affects dunk success, ability to dunk in traffic, and alley-oop dunks | Double  Min: 25 Max: 110 |
| **SStdDunk (Standing Dunk)** | Ability to perform standing dunks | Double  Min: 25 Max: 110 |
| **SLayUp (LayUp)** | Ability to make draving layups, contact layups, and alley-oop layups | Double  Min: 25 Max: 110 |
| **SLayUpStnd (Standing LayUp)** | Ability to make layups from a stand | Double  Min: 25 Max: 110 |
| **SLayUpSpin (Spin LayUp)** | Ability to make spin layups | Double  Min: 25 Max: 110 |
| **SLayUpEuro (Euro step LayUp)** | Ability to make euro step layups | Double  Min: 25 Max: 110 |
| **SLayUpHop (Hop step LayUp)** | Ability to make hop step layups | Double  Min: 25 Max: 110 |
| **SRunner (Runner)** | Ability to make runners and floaters | Double  Min: 25 Max: 110 |
| **SStpThru (Step Through)** | Ability to finish step through shots | Double  Min: 25 Max: 110 |
| **SShtInT (Shoot In Traffic)** | Ability to shoot while in traffic | Double  Min: 25 Max: 110 |
| **SPstFdaway (Post Fadeaway)** | Ability to make fadeaway roll shots from the post | Double  Min: 25 Max: 110 |
| **SPstHook (Post Hook)** | Ability to make hook shots from the post | Double  Min: 25 Max: 110 |
| **SShtOfD (Shoot Off-Dribble)** | Ability to perform shots off the dribble | Double  Min: 25 Max: 110 |
| **SBallHndl (Ball Handling)** | Ability to perform dribble moves | Double  Min: 25 Max: 110 |
| **SOffHDrib (Off Hand Dribble)** | Ability to perform dribble moves with the non-dominant hand | Double  Min: 25 Max: 110 |
| **SBallSec (Ball Security)** | Ability to secure the ball while dribbling | Double  Min: 25 Max: 110 |
| **SPass (Pass)** | Ability to throw accurate passes | Double  Min: 25 Max: 110 |
| **SBlock (Block)** | Ability to block shots | Double  Min: 25 Max: 110 |
| **SSteal (Steal)** | Ability to steal the ball | Double  Min: 25 Max: 110 |
| **SHands (Hands)** | Ability to catch the ball | Double  Min: 25 Max: 110 |
| **SOnBallD (On-Ball Defense)** | Ability to guard and react when defending the ballhandler | Double  Min: 25 Max: 110 |
| **SOReb (Offense Rebound)** | Ability to grab offensive rebounds | Double  Min: 25 Max: 110 |
| **SDReb (Defense Rebound)** | Ability to grab defensive rebounds | Double  Min: 25 Max: 110 |
| **SOLowPost (Offensive Low Post)** | Ability to perform moves while in the post | Double  Min: 25 Max: 110 |
| **SDLowPost (Defense Low Post)** | Ability to defend in the post | Double  Min: 25 Max: 110 |
| **SOAwar (Offensive Awareness)** | Ability to react on loose balls and double teams | Double  Min: 25 Max: 110 |
| **SDAwar (Defensive Awareness)** | Help defense ability when picking up the ballhandler | Double  Min: 25 Max: 110 |
| **SConsis (Consistency)** | Ability to keep a shooting streak or get out of a shooting slump | Double  Min: 25 Max: 110 |
| **SStamina (Stamina)** | Affects the player's fatigue level while on the court | Double  Min: 25 Max: 110 |
| **SSpeed (Speed)** | Affects how fast the player can run at full sprint | Double  Min: 25 Max: 110 |
| **SQuick (Quickness)** | Agility while moving around the court | Double  Min: 25 Max: 110 |
| **SStrength (Strength)** | Determines how successful the player will be when backing down in the post | Double  Min: 25 Max: 110 |
| **SVertical (Vertical)** | This is the player's leaping ability on dunks, rebounds, blocks and jump balls | Double  Min: 25 Max: 110 |
| **SHustle (Hustle)** | Ability to dive for loose balls | Double  Min: 25 Max: 110 |
| **SDurab (Durability)** | Ability to avoid injuries | Double  Min: 25 Max: 110 |
| **SPOT (Potential)** | Affects the player's overall development and progression | Double  Min: 25 Max: 110 |
| **SEmotion (Emotion)** | Affects the type of reaction to referee calls | Double  Min: 25 Max: 110 |

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| ***Field Name*** | ***Description*** | ***Values*** |
| **SigSkill1 (Signature Skill 1) to SigSkill5 (Signature Skill 5)** | One of the player's signature skills | Enumerable: 0 - None   1. - Posterizer 2. - Highlight Film 3 - Finisher 3. - Acrobat 4. - Catch and Shoot 6 - Shot Creator 5. - Deadeye 6. - Corner Specialist 9 - Screen Outlet   10 - Post Proficiency 11 - Ankle Breaker   1. - Pick & Roll Maestro 2. - One Man Fastbreak 14 - Post Playmaker 3. - Dimer 4. - Break Starter 17 - Alley-Ooper 18 - Flashy Passer 19 - Brick Wall 5. - Hustle Points 6. - Lockdown Defender 22 - Charge Card   23 - Interceptor 24 - Pick Pocket  25 - Active Hands 26 - Pick Dodger 27 - Eraser  28 - Chasedown Artist 29 - Floor General   1. - Defensive Anchor 2. - Bruiser 3. - Scrapper 4. - Tenacious Rebounder 34 - Anti-Freeze 5. - Microwave 6. - Heat Retention 37 - Closer   38 - Gatorade |TM| Perform Pack 39 - On Court Coach   1. - LeBron Coast to Coast 2. - Assist Bonus (unused stub?) 3. - Off. Awareness Bonus (unused stub?) 43 - Def. Awareness Bonus (unused stub?)   44 - Attribute Penalty (unused stub?) |
| **TShtTend (Shot Tendency)** | Tendency - Shooting - Shot Tendency | Integer  Min: 0 Max: 100 |
| **TInsShots (Inside Shots)** | Tendency - Shooting - Inside Shots | Integer  Min: 0 Max: 100 |
| **TCloseSht (Close Shots)** | Tendency - Shooting - Close Shots | Integer  Min: 0 Max: 100 |
| **TMidShots (Mid-Range Shots)** | Tendency - Shooting - Mid-Range Shots | Integer  Min: 0 Max: 100 |
| **T3PTShots (3-Point Shots)** | Tendency - Shooting - 3-Point Shots | Integer  Min: 0 Max: 100 |
| **TPutbacks (Putbacks)** | Tendency - Shooting - Putbacks | Integer  Min: 0 Max: 100 |
| **TDriveLn (Drive Lane vs. Spot Up)** | Tendency - Drive Lane vs. Spot Up | Integer  Min: 0 Max: 100 |
| **TPullUp (Pull Up vs. Penetrate)** | Tendency - Pull Up vs. Penetrate | Integer  Min: 0 Max: 100 |
| **TPumpFake (Pump Fake)** | Tendency - Setup Pre-Dribble - Pump Fake | Integer  Min: 0 Max: 100 |
| **TTrplThrt (Triple Threat)** | Tendency - Setup Pre-Dribble - Triple Threat | Integer  Min: 0 Max: 100 |
| **TTTShot (Triple Threat Shot)** | Tendency - Setup Pre-Dribble - Triple Threat Shot | Integer  Min: 0 Max: 100 |
| **TNoTT (No 3-Threat Moves)** | Tendency - Setup Pre-Dribble - No 3- Threat Moves | Integer  Min: 0 Max: 100 |

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| ***Field Name*** | ***Description*** | ***Values*** |
| **TStrghtDr (Straight Dribble)** | Tendency - Setup Dribble - Straight Dribble | Integer  Min: 0 Max: 100 |
| **TSizeUp (SizeUp)** | Tendency - Setup Dribble - SizeUp | Integer  Min: 0 Max: 100 |
| **THesitat (Hesitation)** | Tendency - Setup Dribble - Hesitation | Integer  Min: 0 Max: 100 |
| **TDriveRvL (Drive Right vs. Left)** | Tendency - Drive Right vs. Left | Integer  Min: 0 Max: 100 |
| **TCrossov (Crossover)** | Tendency - Dribble Penetration - Crossover | Integer  Min: 0 Max: 100 |
| **TSpin (Spin)** | Tendency - Dribble Penetration - Spin | Integer  Min: 0 Max: 100 |
| **TStepBack (Step Back)** | Tendency - Dribble Penetration - Step Back | Integer  Min: 0 Max: 100 |
| **THalfSpin (Half Spin)** | Tendency - Dribble Penetration - Half Spin | Integer  Min: 0 Max: 100 |
| **TDblCross (Double Cross)** | Tendency - Dribble Penetration - Double Cross | Integer  Min: 0 Max: 100 |
| **TBhndBack (Behind The Back)** | Tendency - Dribble Penetration - Behind The Back | Integer  Min: 0 Max: 100 |
| **THesCross (Hesitation Cross)** | Tendency - Dribble Penetration - Hesitation Cross | Integer  Min: 0 Max: 100 |
| **TInAndOut (In And Out)** | Tendency - Dribble Penetration - In And Out | Integer  Min: 0 Max: 100 |
| **TDPSimpDr (Simple Drive)** | Tendency - Dribble Penetration - Simple Drive | Integer  Min: 0 Max: 100 |
| **TAttackB (Attack The Basket)** | Tendency - Dribble Finish - Attack The Basket | Integer  Min: 0 Max: 100 |
| **TPassOut (Pass Out)** | Tendency - Dribble Finish - Pass Out | Integer  Min: 0 Max: 100 |
| **TFadeaway (Fadeaways)** | Tendency - Shot Type - Fadeaways | Integer  Min: 0 Max: 100 |
| **TStpbJmpr (Stepback Jumper)** | Tendency - Shot Type - Stepback Jumper | Integer  Min: 0 Max: 100 |
| **TSpinJmpr (Spin Jumper)** | Tendency - Shot Type - Spin Jumper | Integer  Min: 0 Max: 100 |
| **TDunkvLU (Dunk vs. LayUp)** | Tendency - Inside Shot - Dunk vs. LayUp | Integer  Min: 0 Max: 100 |
| **TAlleyOop (Alley-Oops)** | Tendency - Various Shots - Alley-Oops | Integer  Min: 0 Max: 100 |
| **TUseGlass (Use Glass)** | Tendency - Various Shots - Use Glass | Integer  Min: 0 Max: 100 |
| **TDrawFoul (Draw Foul)** | Tendency - Various Shots - Draw Foul | Integer  Min: 0 Max: 100 |
| **TVShCrash (Crash)** | Tendency - Various Shots - Crash. Player tendency to fall to the ground when shooting in heavy traffic. | Integer  Min: 0 Max: 100 |
| **TPckRlvFd (Pick && Roll vs. Fade)** | Tendency - Freelance - Pick && Roll vs. Fade | Integer  Min: 0 Max: 100 |
| **TPostUp (Post Up)** | Tendency - Freelance - Post Up | Integer  Min: 0 Max: 100 |
| **TTouches (Touches)** | Tendency - Freelance - Touches | Integer  Min: 0 Max: 100 |
| **TPostSpn (Spin)** | Tendency - Post Moves - Spin | Integer  Min: 0 Max: 100 |
| **TPostDrv (Drive)** | Tendency - Post Moves - Drive | Integer  Min: 0 Max: 100 |
| **TPostAgBd (Aggressive Backdown)** | Tendency - Post Moves - Aggressive Backdown | Integer  Min: 0 Max: 100 |

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| ***Field Name*** | ***Description*** | ***Values*** |
| **TLeavePost (Leave Post)** | Tendency - Post Moves - Leave Post | Integer  Min: 0 Max: 100 |
| **TPostDrpSt (Drop Step)** | Tendency - Post Moves - Drop Step | Integer  Min: 0 Max: 100 |
| **TPostFaceU (Face Up)** | Tendency - Post Moves - Face Up | Integer  Min: 0 Max: 100 |
| **TPostBDown (Back Down)** | Tendency - Post Moves - Back Down | Integer  Min: 0 Max: 100 |
| **TPostShots (Post Shots)** | Tendency - Post Moves - Post Shots. Player tendency to shoot from the post. | Integer  Min: 0 Max: 100 |
| **TPostHook (Post Hook)** | Tendency - Post Shot - Post Hook | Integer  Min: 0 Max: 100 |
| **TPostFdawy (Post Fadeaway)** | Tendency - Post Shot - Post Fadeaway | Integer  Min: 0 Max: 100 |
| **TPostShmSh (Shimmy Shot)** | Tendency - Post Shot - Shimmy Shot | Integer  Min: 0 Max: 100 |
| **TPostHopSh (Hop Shot)** | Tendency - Post Shot - Hop Shot | Integer  Min: 0 Max: 100 |
| **TFlshPass (Flashy Passes)** | Tendency - Passing - Flashy Passes | Integer  Min: 0 Max: 100 |
| **TThrowAO (Throw Alley-Oop)** | Tendency - Passing - Throw Alley-Oop | Integer  Min: 0 Max: 100 |
| **THardFoul (Hard Foul)** | Tendency - Defense - Hard Foul | Integer  Min: 0 Max: 100 |
| **TTakeChrg (Take Charge)** | Tendency - Defense - Take Charge | Integer  Min: 0 Max: 100 |
| **TPassLane (Play Pass Lane)** | Tendency - Defense - Play Pass Lane | Integer  Min: 0 Max: 100 |
| **TOnBalStl (On-Ball Steal)** | Tendency - Defense - On-Ball Steal | Integer  Min: 0 Max: 100 |
| **TContShot (Contest Shot)** | Tendency - Defense - Contest Shot | Integer  Min: 0 Max: 100 |
| **TCommFoul (Commit Foul)** | Tendency - Defense - Commit Foul | Integer  Min: 0 Max: 100 |
| **HZ1 (Under The Basket)** | Under the basket Hot Zone. "Burned" value is bigger, than "Hot", but is NOT recommended. | Enumerable: 0 - Cold   1. - Neutral 2. - Hot 3. – Burned |
| **HZ2 (Close - Left)** | Left Close Range Hot Zone. "Burned" value is bigger, than "Hot", but is NOT recommended. | Enumerable: 0 - Cold   1. - Neutral 2. - Hot 3. – Burned |
| **HZ3 (Close - Top)** | Top Close Range Hot Zone. "Burned" value is bigger, than "Hot", but is NOT recommended. | Enumerable: 0 - Cold   1. - Neutral 2. - Hot 3. – Burned |
| **HZ4 (Close - Right)** | Right Close Range Hot Zone. "Burned" value is bigger, than "Hot", but is NOT recommended. | Enumerable: 0 - Cold   1. - Neutral 2. - Hot 3. – Burned |
| **HZ5 (Mid - Left)** | Left Mid Range Hot Zone. "Burned" value is bigger, than "Hot", but is NOT recommended. | Enumerable: 0 - Cold   1. - Neutral 2. - Hot 3. – Burned |

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| ***Field Name*** | ***Description*** | ***Values*** |
| **HZ6 (Mid - Mid-Left)** | Mid-Left Mid Range Hot Zone. "Burned" value is bigger, than "Hot", but is NOT recommended. | Enumerable: 0 - Cold   1. - Neutral 2. - Hot 3. – Burned |
| **HZ7 (Mid - Top)** | Top Mid Range Hot Zone. "Burned" value is bigger, than "Hot", but is NOT recommended. | Enumerable: 0 - Cold   1. - Neutral 2. - Hot 3. – Burned |
| **HZ8 (Mid - Mid-Right)** | Mid-Right Mid Range Hot Zone. "Burned" value is bigger, than "Hot", but is NOT recommended. | Enumerable: 0 - Cold   1. - Neutral 2. - Hot 3. – Burned |
| **HZ9 (Mid - Right)** | Right Mid Range Hot Zone. "Burned" value is bigger, than "Hot", but is NOT recommended. | Enumerable: 0 - Cold   1. - Neutral 2. - Hot 3. – Burned |
| **HZ10 (3PT - Left)** | Left 3-Point Range Hot Zone. "Burned" value is bigger, than "Hot", but is NOT recommended. | Enumerable: 0 - Cold   1. - Neutral 2. - Hot 3. – Burned |
| **HZ11 (3PT - Mid-Left)** | Mid-Left 3-Point Range Hot Zone. "Burned" value is bigger, than "Hot", but is NOT recommended. | Enumerable: 0 - Cold   1. - Neutral 2. - Hot 3. – Burned |
| **HZ12 (3PT - Top)** | Top 3-Point Range Hot Zone. "Burned" value is bigger, than "Hot", but is NOT recommended. | Enumerable: 0 - Cold   1. - Neutral 2. - Hot 3. – Burned |
| **HZ13 (3PT - Mid-Right)** | Mid-Right 3-Point Range Hot Zone. "Burned" value is bigger, than "Hot", but is NOT recommended. | Enumerable: 0 - Cold   1. - Neutral 2. - Hot 3. – Burned |
| **HZ14 (3PT - Right)** | Right 3-Point Range Hot Zone. "Burned" value is bigger, than "Hot", but is NOT recommended. | Enumerable: 0 - Cold   1. - Neutral 2. - Hot 3. – Burned |
| **AShtRlTim (Release Timing)** | Animation - Shots - Release Timing | Enumerable: 0 - Normal   1. - Quick 2. – Late |
| **AShtForm (Shooting Form)** | Animation - Shots - Shooting Form | Enumerable:  *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

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| 51 - Release 52 | 91 - Release 92 | 131 - L. James |
| 52 - Release 53 | 92 - J. Akognon | 132 - C. Johnson |
| 53 - Release 54 | 93 - L. Aldridge | 133 - J. Johnson |
| 54 - Release 55 | 94 - R. Allen | 134 - M. Johnson |
| 55 - Release 56 | 95 - R. Anderson | 135 - M. Jordan |
| 56 - Release 57 | 96 - C. Anthony | 136 - J. Kidd |
| 57 - Release 58 | 97 - A. Bargnani | 137 - B. Laimbeer |
| 58 - Release 59 | 98 - H. Barnes | 138 - D. Lee |
| 59 - Release 60 | 99 - D. Barnett | 139 - D. Lillard |
| 60 - Release 61 | 100 - K. Bazemore | 140 - B. Lopez |
| 61 - Release 62 | 101 - M. Beasley | 141 - K. Love |
| 62 - Release 63 | 102 - C. Billups | 142 - K. Malone |
| 63 - Release 64 | 103 - L. Bird | 143 - K. Martin |
| 64 - Release 65 | 104 - A. Bogut | 144 - B. McLemore |
| 65 - Release 66 | 105 - M. Bonner | 145 - S. Nash |
| 66 - Release 67 | 106 - C. Boozer | 146 - D. Nowitzki |
| 67 - Release 68 | 107 - C. Bosh | 147 - S. O'Neal |
| 68 - Release 69 | 108 - K. Bryant | 148 - C. Oakley |
| 69 - Release 70 | 109 - T. Burke | 149 - T. Parker |
| 70 - Release 71 | 110 - M. Camby | 150 - C. Paul |
| 71 - Release 72 | 111 - V. Carter | 151 - K. Perkins |
| 72 - Release 73 | 112 - S. Curry | 152 - P. Pierce |
| 73 - Release 74 | 113 - K. Duckworth | 153 - Z. Randolph |
| 74 - Release 75 | 114 - T. Duncan | 154 - A. Rivers |
| 75 - Release 76 | 115 - K. Durant | 155 - O. Robertson |
| 76 - Release 77 | 116 - M. Ellis | 156 - D. Robinson |
| 77 - Release 78 | 117 - T. Evans | 157 - D. Rose |
| 78 - Release 79 | 118 - P. Ewing | 158 - J. Smith |
| 79 - Release 80 | 119 - D. Gallinari | 159 - J. Stockton |
| 80 - Release 81 | 120 - K. Garnett | 160 - A. Stoudemire |
| 81 - Release 82 | 121 - P. Gasol | 161 - D. Wade |
| 82 - Release 83 | 122 - R. Gay | 162 - D. Waiters |
| 83 - Release 84 | 123 - P. George | 163 - K. Walker |
| 84 - Release 85 | 124 - M. Ginobili | 164 - J. Wall |
| 85 - Release 86 | 125 - D. Granger | 165 - G. Wallace |
| 86 - Release 87 | 126 - B. Griffin | 166 - J. West |
| 87 - Release 88 | 127 - J. Harden | 167 - R. Westbrook |
| 88 - Release 89 | 128 - D. Howard | 168 - D. Williams |
| 89 - Release 90 | 129 - A. Iguodala |  |
| 90 - Release 91 | 130 - K. Irving |  |

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| ***Field Name*** | ***Description*** | ***Values*** |
| **AShtBase (Shot Base)** | Animation - Shots - Shot Base | Enumerable:  *See below* |

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

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| ***Field Name*** | ***Description*** | ***Values*** |
| **AFadeaway (Fadeaway)** | Animation - Shots - Fadeaway | Enumerable: 0 - J Awkward 1 - J Big Kick   1. - J Big Kick 2 2. - J Big Kick 3 4 - J Lean 3. - J Small Kick 4. - J Small Kick 2 5. - J Small Kick 3 6. - J Small Kick 4 9 - S Big Kick 7. - S Bowed 8. - S Grounded 12 - S Grounded 2   13 - S Hop Back 14 - S Kick  15 - S Late Kick 16 - S Side Hop 17 - S Small Kick  18 - S Small Step 19 - S Tight   1. - K. Bryant 2. - K. Durant 22 - L. James 23 - W. Johnson 24 - S. Marion 25 - S. Nash   26 - D. Nowitzki 27 - P. Pierce  28 - D. Rose 29 - E. Turner  30 - D. Wade |
| **AContestd (Contested)** | Animation - Shots - Contested | Enumerable: 0 - Normal  1 – Big |
| **AFreeT (Free Throw)** | Animation - Shots - Free Throw | Enumerable:  *See below* |

## List of Free Throws:

0 - AO

1 - Badger

2 - Brave

3 - Brown

4 - Cal

5 - Cap

6 - Codum

7 - Cougar

8 - Crusader

9 - Cue

10 - Cyclone

11 - Dior

12 - Doc

13 - Downey

14 - Gaucho

15 - Generic

16 - Hammer

17 - Hawk

18 - Hollywood

19 - Hund

20 - Lean

21 - Mitty

22 - Pitbull

23 - Push Up

24 - Reemix

25 - Robin

26 - Round

27 - Sib

28 - Spider

29 - TP

30 - Varsky

31 - Warrior

32 - J. Akognon

33 - C. Aldrich

34 - L. Aldridge

35 - R. Allen

36 - C. Anthony

37 - H. Barnes

38 - K. Bazemore

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| 39 - M. Beasley  40 - A. Biedrins  41 - C. Billups  42 - L. Bird  43 - M. Bonner  44 - C. Boozer  45 - C. Bosh  46 - E. Brand  47 - K. Bryant  48 - T. Burke  49 - V. Carter  50 - B. Cartwright  51 - W. Chamberlain  52 - J. Childress  53 - M. Conley  54 - J. Crawford  55 - S. Curry  56 - G. Davis  57 - C. Drexler  58 - T. Duncan  59 - K. Durant  60 - M. Ellis  61 - P. Ewing  62 - D. Fisher  63 - K. Garnett  64 - M. Gasol  65 - P. Gasol  66 - R. Gay  67 - P. George  68 - M. Ginobili  69 - B. Gordon  70 - D. Granger | 71 - R. Hamilton  72 - D. Harris  73 - C. Hayes  74 - A. Horford  75 - J. Hornacek  76 - D. Howard  77 - A. Iguodala  78 - S. Jackson  79 - L. James  80 - A. Jamison  81 - C. Johnson  82 - J. Johnson  83 - M. Johnson  84 - O. Johnson  85 - W. Johnson  86 - M. Jordan  87 - D. Lee  88 - R. Lewis  89 - S. Livingston  90 - B. Lopez  91 - K. Love  92 - C. Maggette  93 - K. Malone  94 - S. Marion  95 - Kev. Martin  96 - A. Mason  97 - B. McLemore  98 - A. Mourning  99 - S. Nash  100 - Nene  101 - J. Noah  102 - D. Nowitzki  103 - E. Okafor | 104 - J. O'Neal  105 - S. O'Neal  106 - T. Parker  107 - C. Paul  108 - P. Pierce  109 - T. Prince  110 - Z. Randolph  111 - J. Redick  112 - J. Richardson  113 - A. Rivers  114 - N. Robinson  115 - D. Rodman  116 - R. Rondo  117 - D. Rose  118 - J. Salmons  119 - L. Scola  120 - R. Sessions  121 - J.R. Smith  122 - J. Smith  123 - J. Stockton  124 - R. Stuckey  125 - I. Thomas  126 - Ty. Thomas  127 - H. Turkoglu  128 - E. Turner  129 - D. Wade  130 - D. Waiters  131 - G. Wallace  132 - J. West  133 - De. Williams  134 - Marv. Williams  135 - M. World Peace |

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| ***Field Name*** | ***Description*** | ***Values*** |
| **ADrPullUp (Dribble Pull-up)** | Animation - Momentum Shots Outside - Dribble Pull-up | Enumerable: 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. - Elite 10 13. - Elite 11 14. - Elite 12 15. - Normal 16. - Normal 2 17. - Normal 3 18. - Normal 4 19. - Normal 5 20. - Normal 6 21. - Normal 7 22. - Normal 8 23. - Normal 9 24. - Normal 10 25. - Normal 11 26. - Normal 12 27 - One Foot 27. - Stiff 28. - Stiff 2 29. - Stiff 3 30. - Stiff 4 31. - Stiff 5 32. - Stiff 6 33. - J. Akognon 35 - H. Barnes   36 - K. Bazemore 37 - T. Burke   1. - Durant 2. - C. Johnson 40 - B. McLemore |

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| ***Field Name*** | ***Description*** | ***Values*** |
| **ASpinJmpr (Spin Jumper)** | Animation - Momentum Shots Outside - Spin Jumper | Enumerable: 0 - Big   1. - Big 2 2. - Normal 3. - Normal 2 4. - Normal 3 5. - Normal 4 6. - Normal 5 7. - Normal 6 8. - Normal 7 9. - Normal 8 10. - Normal 9 11 - One Foot 12 - Stiff 11. - Stiff 2 12. - Stiff 3 13. - Stiff 4 |
| **AHopJmpr (Hop Jumper)** | Animation - Momentum Shots Outside - Hop Jumper | Enumerable: 0 - Big   1. - Big 2 2. - Normal 3. - Normal 2 4. - Normal 3 5. - Normal 4 6. - Normal 5 7. - Normal 6 8. - Normal 7 9. - Normal 8 10. - Normal 9 11. - Normal 10 12. - Normal 11 13. - Normal 12 14. - Normal 13 15. - Normal 14 16. - Normal 15 17 - One Foot 18 - Stiff 17. - Quick 18. - H. Barnes 21 - K. Bazemore 22 - T. Burke   23 - B. McLemore |
| **APstFade (Post Fade)** | Animation - Post Shots - Post Fade | Enumerable: 0 - Normal   1. - Fade 1 2. - Fade 2 3. - Fade 3 4. - Fade 4 5. - Fade 5 6. - Fade 6 7. - Fade 7 8. - Fade 8 9. - Fade 9 10. - H. Barnes 11 - B. Cartwright   12 - C. Johnson 13 - M. Jordan 14 - K. Malone  15 - D. Nowitzki |
| **APstHook (Post Hook)** | Animation - Post Shots - Post Hook | Enumerable: 0 - Normal   1. - Hook 1 2. - Hook 2 3. - Hook 3 4. - Hook 4 5. - Hook 5 6. - Hook 6 7. - Hook 7 8. - Hook 8 9. - Hook 9 10. - Hook 10 11. - Hook 11 12. - Hook 12 13. - Classic Sky Hook 14 - S. O'Neal |

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| ***Field Name*** | ***Description*** | ***Values*** |
| **APstHopSh (Post Hop Shot)** | Animation - Post Shots - Post Hop Shot | Enumerable: 0 - Normal   1. - Ames 2. - Big 3. - Big Smooth 4 - Compact 4. - Crusader 5. - Deliberate 6. - Gaucho 8 - One Foot 9 – Quick |
| **APstShmSh (Post Shimmy Shot)** | Animation - Post Shots - Post Shimmy Shot | Enumerable: 0 - Normal   1. - Big 2. - One Foot |
| **APstPrtct (Post Protect Shot)** | Animation - Post Shots - Post Protect Shot | Enumerable: 0 - Normal   1. - Compact 2. - One Foot |
| **APstPrtSpn (Post Protect Spin Shot)** | Animation - Post Shots - Post Protect Spin Shot | Enumerable: 0 - Normal   1. - Compact 2. - Gaucho 3 - One Foot |
| **AIsoCross (Iso Crossover)** | Animation - Dribble Moves - Iso Crossover | Enumerable:  0 - Crossover 1   1. - Crossover 2 2. - Crossover 3 3. - Crossover 4 4. - Crossover 5 5. - Crossover 6 |
| **AIsoBhBck (Iso Behind Back)** | Animation - Dribble Moves - Behind Back | Enumerable:  0 - Behind Back 1   1. - Behind Back 2 2. - Behind Back 3 3. - Behind Back 4 4. - Behind Back 5 5. - Behind Back 6 6. - Behind Back 7 |
| **AIsoSpin (Iso Spin)** | Animation - Dribble Moves - Iso Spin | Enumerable: 0 - Spin 1   1. - Spin 2 2. - Spin 3 3. - Spin 4 4. - Spin 5 5. - Spin 6 6. - Spin 7 |
| **AIsoHesit (Iso Hesitation)** | Animation - Dribble Moves - Hesitation | Enumerable:  0 - Hesitation 1   1. - Hesitation 2 2. - Hesitation 3 3. - Hesitation 4 |
| **ALayUp (Lay Up Package)** | Animation - Dunks And LayUps - Lay Up Package | Enumerable: 0 - Guard   1. - Swing 2. - Big 3. - C. Anthony 4 - J. Crawford   5 - T. Duncan 6 - K. Durant 7 - M. Ellis  8 - B. Griffin 9 - J. Harden 10 - L. James   1. - M. Jordan 2. - D. Rose 13 - C. Paul 14 - R. Rondo 15 - D. Wade   16 - R. Westbrook |

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| ***Field Name*** | ***Description*** | ***Values*** |
| **AGoToDunk (Go-To Dunk Package) to ADunk15 (Dunk Package 15)** | Animation - Dunks And LayUps - Go-To Dunk Package. !!!NOTE: Some animation packages might crash the game. | Enumerable: 0 - None  1 - Under Basket Rim Pulls 2 - Under Basket Regular  3 - Under Basket Athletic Flushes 4 - Rim Grazers off One   1. - Rim Grazers off Two 2. - Basic One-Handers off One 7 - Basic Two-Handers off One 8 - Basic One-Handers off Two 9 - Basic Two-Handers off Two 10 - Bigman Basic off One 3. - Bigman Basic off Two 4. - Athletic One-Handers off One 13 - Athletic One-Handers off Two 5. - Hangs off One 6. - Bigman Hangs off One 16 - Hangs off Two   17 - Athletic Hangs off Two 18 - Quick Drops   1. - Fist Pump Rim Pulls 2. - Bigman Tomahawks off One 21 - Bigman Tomahawks off Two 3. - Side Arm Tomahawks 4. - Straight Arm Tomahawks 24 - Cock Back Tomahawks   25 - Athletic Side Tomahawks 26 - Athletic Front Tomahawks   1. - Uber Athletic Tomahawks off One 2. - Uber Athletic Tomahawks off Two 29 - Leaning Slams 3. - Front Clutches 4. - Front Clutches off Two 32 - Side Clutches off One   33 - Bigman Side Clutches off One 34 - Side Clutches off Two  35 - Back Scratchers off One 36 - Back Scratchers off Two   1. - Back Scratching Rim Hangs 2. - Bigman Back Scratchers 3. - Quick Drop-in Back Scratchers 40 - Reverses off One   41 - One Hand Clutch Reverses 42 - Reverses off Two   1. - Clutch Reverses off One 2. - Clutch Reverses off Two 45 - Baseline Clutch Reverses 46 - Windmill Reverses   47 - Baseline Reverses off One 48 - Baseline Reverses off Two 49 - Windmill Baseline Reverses  50 - Clutch Baseline Reverses 51 - Bigman Baseline Reverses 52 - Switcheroos  53 - Windmills off One 54 - Leaning Windmills  55 - Bigman Windmills 56 - Front Windmills  57 - Side Windmills 58 - Athletic Windmills  59 - Basic 360s 60 - Athletic 360s 61 - Cradle Dunks   1. - Historic Jordan 2. - Historic Drexler 3. - Facebook Dunk Package (crashes the game!) 65 - Verticality (crashes the game!) |

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| ***Field Name*** | ***Description*** | ***Values*** |
| **AIntPreGI (Pre-Game Intro)** | Animations - Signature Introductions - Pre-Game Intro. !!!NOTE: Some animation packages might crash the game. | Enumerable: 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   1. - Lineup - Back Slide 2. - Lineup - Buzzerbeater 10 - Lineup - Fake Out   11 - Lineup - Get Low 12 - Lineup - Jersey   1. - Lineup - Jump 2. - Lineup - Low Fives 15 - Lineup - Power Up   16 - Lineup - Push Ups 17 - Lineup - The Wheel   1. - Trick Shot - Behind Back 2. - Trick Shot - No Look 3. - Trick Shot - On Bended Knees 21 - Trick Shot - Rock the Floor   22 - Trick Shot - The Runner 23 - Trick Shot - Turn Around 24 - Trick Shot - Underhand  25 - All Eyes On Me (crashes the game!) 26 - Game On (crashes tha game!)  27 - Stardom (crashes the game!) |
| **AIntPreG1 (Pre-Game 1)** | Animations - Signature Introductions - Pre-Game 1. !!!NOTE: Some animation packages might crash the game. | Enumerable: 0 - Default  1 - T. Duncan Rim Hang 2 - B. Griffin Rim Hang   1. - K. Garnett Bang Head 2. - L. James Salute 3. - D. Wade Rim Hang 6 - D. Wade Boxing 4. - L. James Handshake 5. - Ankle Breaker 6. - Boxing Exercise 10 - Boxing Match   11 - Bump and Jump 12 - Bunny Hop   1. - Cabbage Patch 2. - Double Kneel 15 - Foot Grab 3. - Foot Lock 4. - Gone Fishing 18 - Home Run 19 - Kickoff 5. - Left Hanging 6. - Left Hanging Again 22 - On Camera   23 - Punching Bag 24 - Rim Hang - Flex   1. - Rim Hang - Swing Out (crashes the game!) 2. - Rim Hang - Tap (crashes the game!) 27 - Robot (crashes the game!) 3. - Salsa 4. - Shake Up 30 - Shove Off 31 - Superhero 32 - Snap Dance   33 - The Wheelbarrow 34 - Touchdown Pass  35 - Trust My Buddy |

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| ***Field Name*** | ***Description*** | ***Values*** |
| **AIntPreG2 (Pre-Game 2)** | Animations - Signature Introductions - Pre-Game 2. !!!NOTE: Some animation packages might crash the game. | Enumerable: 0 - Default  1 - T. Duncan Rim Hang 2 - B. Griffin Rim Hang  3 - K. Garnett Bang Head 4 - L. James Salute   1. - D. Wade Rim Hang 2. - D. Wade Boxing 3. - L. James Handshake 8 - Ankle Breaker 4. - Boxing Exercise 5. - Boxing Match 11 - Bump and Jump 12 - Bunny Hop   13 - Cabbage Patch 14 - Double Kneel 15 - Foot Grab   1. - Foot Lock 2. - Gone Fishing 18 - Home Run 3. - Kickoff 4. - Left Hanging 5. - Left Hanging Again 22 - On Camera   23 - Punching Bag 24 - Rim Hang - Flex  25 - Rim Hang - Swing Out (crashes the game!) 26 - Rim Hang - Tap (crashes the game!)   1. - Robot (crashes the game!) 2. - Salsa 3. - Shake Up 30 - Shove Off   31 - Superhero 32 - Snap Dance  33 - The Wheelbarrow 34 - Touchdown Pass  35 - Trust My Buddy |

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| ***Field Name*** | ***Description*** | ***Values*** |
| **AIntPreT1 (Pre-TipOff 1)** | Animations - Signature Introductions - Pre-TipOff 1. !!!NOTE: Some animation packages might crash the game. | Enumerable: 0 - Default   1. - R. Allen Powder 2. - C. Anthony Inspect Ball 3 - C. Anthony Handshake 3. - C. Billups Inspect Ball 4. - C. Boozer Smack Table 6 - C. Boozer Inspect Ball   7 - K. Bryant Teammate Hug 8 - K. Bryant Powder   1. - V. Carter Rim Pull-up 2. - T. Duncan Inspect Ball 11 - K. Durant Shoulder Brush 12 - K. Durant Handshake   13 - K. Garnett Hype Crowd 14 - K. Garnett Powder   1. - D. Howard Post Play 2. - D. Howard Handshake 17 - L. James Inspect Ball 18 - M. Jordan Powder   19 - M. Jordan Powder 2 20 - J. Lin Textbook   1. - D. Nowitzki Low Fives 2. - D. Nowitzki Tie Shoes 23 - C. Paul Teammate Hug 24 - D. Wade Hype Crowd 25 - D. Wade Handshake 26 - Backflip Grounded   27 - Backflip Elevated 28 - Championship Belt  29 - Chicken Dance 30 - Dunk On You   1. - Get Hip 2. - Home Run Hit 33 - I Can't Hear You 34 - Kneel and Focus   35 - Push Ups 36 - Take A Bow 37 - The Robot  38 - The Salsa 39 - Hand Stand   1. - Hype Crowd - Let's Hear It 2. - Hype Crowd - Chest Pump 42 - Hype Crowd - Rally 3. - Hype Crowd - Louder 4. - Hype Crowd - I Can't Hear You 45 - Hype Crowd - Our House 5. - Powder - Routine Basic 6. - Powder - Routine Spread 48 - Powder - Chest Tap 7. - Powder - Point To Sky 8. - Stanchion - Head Bang 51 - Stanchion - Beat It   52 - Stanchion - Punch Out 1 53 - Stanchion - Punch Out 2   1. - Stanchion - Focus 2. - Stanchion - Punch Kick 56 - Stanchion - Punch Bag   57 - Stanchion - Lean Back 58 - Stanchion - Wax On   1. - With Ball - Dance 2. - With Ball - Around Back 61 - With Ball - Bowling 3. - With Ball - Baseball 4. - With Ball - Football 64 - With Ball - Hit Head 65 - With Ball - Scratch 66 - With Ball - Weigh It |

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| ***Field Name*** | ***Description*** | ***Values*** |
| **AIntPreT2 (Pre-TipOff 2)** | Animations - Signature Introductions - Pre-TipOff 2. !!!NOTE: Some animation packages might crash the game. | Enumerable: 0 - Default   1. - R. Allen Powder 2. - C. Anthony Inspect Ball 3 - C. Anthony Handshake 3. - C. Billups Inspect Ball 4. - C. Boozer Smack Table 6 - C. Boozer Inspect Ball   7 - K. Bryant Teammate Hug 8 - K. Bryant Powder   1. - V. Carter Rim Pull-up 2. - T. Duncan Inspect Ball 11 - K. Durant Shoulder Brush 12 - K. Durant Handshake   13 - K. Garnett Hype Crowd 14 - K. Garnett Powder   1. - D. Howard Post Play 2. - D. Howard Handshake 17 - L. James Inspect Ball 18 - M. Jordan Powder   19 - M. Jordan Powder 2 20 - J. Lin Textbook   1. - D. Nowitzki Low Fives 2. - D. Nowitzki Tie Shoes 23 - C. Paul Teammate Hug 24 - D. Wade Hype Crowd 25 - D. Wade Handshake 26 - Backflip Grounded   27 - Backflip Elevated 28 - Championship Belt  29 - Chicken Dance 30 - Dunk On You   1. - Get Hip 2. - Home Run Hit 33 - I Can't Hear You 34 - Kneel and Focus   35 - Push Ups 36 - Take A Bow 37 - The Robot  38 - The Salsa 39 - Hand Stand   1. - Hype Crowd - Let's Hear It 2. - Hype Crowd - Chest Pump 42 - Hype Crowd - Rally 3. - Hype Crowd - Louder 4. - Hype Crowd - I Can't Hear You 45 - Hype Crowd - Our House 5. - Powder - Routine Basic 6. - Powder - Routine Spread 48 - Powder - Chest Tap 7. - Powder - Point To Sky 8. - Stanchion - Head Bang 51 - Stanchion - Beat It   52 - Stanchion - Punch Out 1 53 - Stanchion - Punch Out 2   1. - Stanchion - Focus 2. - Stanchion - Punch Kick 56 - Stanchion - Punch Bag   57 - Stanchion - Lean Back 58 - Stanchion - Wax On   1. - With Ball - Dance 2. - With Ball - Around Back 61 - With Ball - Bowling 3. - With Ball - Baseball 4. - With Ball - Football 64 - With Ball - Hit Head 65 - With Ball - Scratch 66 - With Ball - Weigh It |
| **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  Min: 0 Max: 31 |
| **CClrYears (Clear Years)** | Number of player’s clear (without any +1 or +2 options) contract years. Used for regular contracts. For short-term contracts see CDaysLeft. | Integer  Min: 0 Max: 7 |

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| ***Field Name*** | ***Description*** | ***Values*** |
| **CDaysLeft (Days Left)** | Amount of days, left on the short-term contract. If 0, then "Years Left" is displayed in-game. If CClrYears = 0, then this value auto-declines by 1 each day. | Integer  Min: 0 Max: 15 |
| **CRole (Role)** | Player's role on the team | Enumerable:  0 - Bench Warmer 1 - Prospect  2 - Role Player 3 - Sixth Man   1. - Starter 2. - Star |
| **COption (Option)** | Player’s contract option | Enumerable: 0 - None   1. - Team 2. - Player 3. - 2 Yr Team |
| **CNoTrade (No Trade)** | No trade clause of the contract | Boolean |
| **CYear1 (Year 1 Money)** | Contract money for the 1st year | Integer  Min: 0 Max: 2147483648 |
| **CYear2 (Year 2 Money)** | Contract money for the 2nd year | Integer  Min: 0 Max: 2147483648 |
| **CYear3 (Year 3 Money)** | Contract money for the 3rd year | Integer  Min: 0 Max: 2147483648 |
| **CYear4 (Year 4 Money)** | Contract money for the 4th year | Integer  Min: 0 Max: 2147483648 |
| **CYear5 (Year 5 Money)** | Contract money for the 5th year | Integer  Min: 0 Max: 2147483648 |
| **CYear6 (Year 6 Money)** | Contract money for the 6th year | Integer  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)  -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  Min: 0 Max: 31 |
| **GHeadband (Wears Headband)** |  | Boolean |
| **GHdbndLg (Headband Logo Position)** | Headband Logo Position | Enumerable: 0 - Front Left 1 - Front  2 - Front Right 3 - Back  4 - No Logo |
| **GUndrshrt (Undershirt)** |  | Enumerable: 0 - None   1. - Undershirt 2. - Shortsleeve Shirt 3 - Longsleeve Shirt |
| **GUndrsCol (Undershirt Color)** |  | Enumerable: 0 - White   1. - Black 2. - Team Color 1 3. - Team Color 2 |
| **GLeftArm (Left Arm)** |  | Enumerable: 0 - None   1. - Sleeve 2. - Padded Sleeve 3 - Short Sleeve   4 - Shoulder Sleeve 5 - Full Arm Sleeve  6 - PowerWEB Armsleeve |
| **GLArmCol (Left Arm Color)** |  | Enumerable: 0 - White   1. - Black 2. - Team Color 1 3. - Team Color 2 |

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| ***Field Name*** | ***Description*** | ***Values*** |
| **GLeftElb (Left Elbow)** |  | Enumerable: 0 - None   1. - Pad 2. - Sleeve 3. - Small Band 4. - Medium Band 5 - High Band 5. - Brace 6. - Strap |
| **GLElbCol (Left Elbow Color)** |  | Enumerable: 0 - White   1. - Black 2. - Team Color 1 3. - Team Color 2 |
| **GLeftWrst (Left Wrist)** |  | Enumerable: 0 - None  1 - Forearm Band 2 - Wrist Band  3 - Protective Wrist Band 4 - Double Wrist Band   1. - Rubberband 2. - Double Rubberband 3. - I Promise Rubberband 8 - Powerband   9 - Wrist Wrap 10 - Hand Wrap |
| **GLWrstC1 (Left Wrist 1st Color)** |  | Enumerable: 0 - White   1. - Black 2. - Team Color 1 3. - Team Color 2 |
| **GLWrstC2 (Left Wrist 2nd Color)** |  | Enumerable: 0 - White   1. - Black 2. - Team Color 1 3. - Team Color 2 |
| **GLeftFngr (Left Fingers)** |  | Enumerable: 0 - None   1. - Finger Strap 2. - Double Finger Strap 3 - Long Index Strap 3. - Long Middle Strap 4. - Long Double Strap |
| **GLFngrCol (Left Fingers Color)** |  | Enumerable: 0 - White   1. - Black 2. - Team Color 1 3. - Team Color 2 |
| **GRghtArm (Right Arm)** |  | Enumerable: 0 - None   1. - Sleeve 2. - Padded Sleeve 3 - Short Sleeve   4 - Shoulder Sleeve 5 - Full Arm Sleeve  6 - PowerWEB Armsleeve |
| **GRArmCol (Right Arm Color)** |  | Enumerable: 0 - White   1. - Black 2. - Team Color 1 3. - Team Color 2 |
| **GRghtElb (Right Elbow)** |  | Enumerable: 0 - None   1. - Pad 2. - Sleeve 3. - Small Band 4. - Medium Band 5 - High Band 5. - Brace 6. - Strap |

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| ***Field Name*** | ***Description*** | ***Values*** |
| **GRElbCol (Right Elbow Color)** |  | Enumerable: 0 - White   1. - Black 2. - Team Color 1 3. - Team Color 2 |
| **GRghtWrst (Right Wrist)** |  | Enumerable: 0 - None  1 - Forearm Band 2 - Wrist Band  3 - Protective Wrist Band 4 - Double Wrist Band   1. - Rubberband 2. - Double Rubberband 3. - I Promise Rubberband 8 - Powerband 4. - Wrist Wrap 5. - Hand Wrap |
| **GRWrstC1 (Right Wrist 1st Color)** |  | Enumerable: 0 - White   1. - Black 2. - Team Color 1 3. - Team Color 2 |
| **GRWrstC2 (Right Wrist 2nd Color)** |  | Enumerable: 0 - White   1. - Black 2. - Team Color 1 3. - Team Color 2 |
| **GRghtFngr (Right Fingers)** |  | Enumerable: 0 - None   1. - Finger Strap 2. - Double Finger Strap 3 - Long Index Strap 3. - Long Middle Strap 4. - Long Double Strap |
| **GRFngrCol (Right Fingers Color)** |  | Enumerable: 0 - White   1. - Black 2. - Team Color 1 3. - Team Color 2 |
| **GPresShrt (Pressure Shorts)** |  | Enumerable: 0 - None   1. - Pressure Shorts 2. - High Thigh Pad |
| **GPrsShCol (Pressure Shorts Color)** |  | Enumerable: 0 - White   1. - Black 2. - Team Color 1 3. - Team Color 2 |
| **GLeftLeg (Left Leg)** |  | Enumerable: 0 - None  1 - Leg Sleeve 2 - Calf Sleeve  3 - Padded Calf Sleeve 4 - Half Calf Sleeve   1. - Hex Pad Half Calf Sleeve 2. - Jordan Calf Sleeve 7 - Mid Calf Sleeve |
| **GLLegCol (Left Leg Color)** |  | Enumerable: 0 - White   1. - Black 2. - Team Color 1 3. - Team Color 2 |
| **GLeftKnee (Left Knee)** |  | Enumerable: 0 - None   1. - Pad 2. - Hex Pad 3 - Brace 3. - Sleeve 4. - Strap |

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| ***Field Name*** | ***Description*** | ***Values*** |
| **GLKneeCol (Left Knee Color)** |  | Enumerable: 0 - White   1. - Black 2. - Team Color 1 3. - Team Color 2 |
| **GLeftAnkl (Left Ankle)** |  | Enumerable: 0 - None  1 - Ankle Brace 2 - Ankle Wrap |
| **GLAnklCol (Left Ankle Color)** |  | Enumerable: 0 - White   1. - Black 2. - Team Color 1 3. - Team Color 2 |
| **GRghtLeg (Right Leg)** |  | Enumerable: 0 - None   1. - Leg Sleeve 2. - Calf Sleeve 3. - Padded Calf Sleeve 4 - Half Calf Sleeve   5 - Hex Pad Half Calf Sleeve 6 - Jordan Calf Sleeve  7 - Mid Calf Sleeve |
| **GRLegCol (Right Leg Color)** |  | Enumerable: 0 - White   1. - Black 2. - Team Color 1 3. - Team Color 2 |
| **GRghtKnee (Right Knee)** |  | Enumerable: 0 - None   1. - Pad 2. - Hex Pad 3 - Brace 3. - Sleeve 4. - Strap |
| **GRKneeCol (Right Knee Color)** |  | Enumerable: 0 - White   1. - Black 2. - Team Color 1 3. - Team Color 2 |
| **GRghtAnkl (Right Ankle)** |  | Enumerable: 0 - None  1 - Ankle Brace 2 - Ankle Wrap |
| **GRAnklCol (Right Ankle Color)** |  | Enumerable: 0 - White   1. - Black 2. - Team Color 1 3. - Team Color 2 |
| **GSockLngh (Sock Length)** | Gear - Sock Length | Enumerable: 0 - No Socks  1 - Ankle Socks 2 - Short Socks   1. - Short Double Socks 2. - Medium Socks 3. - Medium Double Socks 6 - Medium Long Socks 4. - Long Socks 5. - Striped Long Socks |

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| ***Field Name*** | ***Description*** | ***Values*** |
| **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:  0 - No Lock  1 - Nike  2 - Adidas  3 - Jordan  4 - Converse  5 - Reebok  6 - Under Armour  7 - Spalding  8 - Peak  9 - Anta  10 - Li-Ning |
| **GShsBrand (Brand)** | Player shoes brand | Enumerable:  \*same as above\* |
| **GShsModel1 (Model - Part 1)** | Defines shoe model, assigned to the player. Each model is stored in 2 separate files (they can be located in the main game folder or in the "shoes" folder, which neighbours the "Saves" folder of the game) and has a unique 32-digit hex- code, identifying it. These codes are contained in shoe file names (the main file of each shoe model has a code, which is less by 1, than the secondary file's one). To assign a shoes model, you need to get the code, contained in the main file's name, and input it consecutively digit-by-digit into this and the 3 next fields, so each field contains exactly 8 digits. NOTE: the shoe brand MUST be appropriate to the model to get a positive result. | Hexadecimal string |
| **GShsModel2 (Model - Part 2)** | See Model - Part 1 description. | Hexadecimal string |
| **GShsModel3 (Model - Part 3)** | See Model - Part 1 description. | Hexadecimal string |
| **GShsModel4 (Model - Part 4)** | See Model - Part 1 description. | Hexadecimal string |
| **GShsColMod**  **(Color Mode)** | Defines the player's shoes color set | Enumerable:  0 - Team Colors  1 - Default  2 - Game Mode Dependant |
| **GShsColHSd**  **(Home Secondary Color)** | If Color Mode is set to Team Colors, then shoe layers, marked as Secondary Team Color, are controlled by this field. Used for home games. | Enumerable:  0 - Team Color 1  1 - Team Color 2  2 - Black  3 - White |
| **GShsColHTr**  **(Home Tertiary Color)** | If Color Mode is set to Team Colors, then shoe layers, marked as Tertiary Team Color, are controlled by this field. Used for home games. | Enumerable:  0 - Team Color 1  1 - Team Color 2  2 - Black  3 - White |
| **GShsColASd**  **(Away Secondary Color)** | If Color Mode is set to Team Colors, then shoe layers, marked as Secondary Team Color, are controlled by this field. Used for away games. | Enumerable:  0 - Team Color 1  1 - Team Color 2  2 - Black  3 - White |
| **GShsColATr**  **(Away Tertiary Color)** | If Color Mode is set to Team Colors, then shoe layers, marked as Tertiary Team Color, are controlled by this field. Used for away games. | Enumerable:  0 - Team Color 1  1 - Team Color 2  2 - Black  3 - White |

# ARENAS

#### Arenas – contains all the arenas on the roster file.

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| ***Field Name*** | ***Description*** | ***Values*** |
| **ID** | ID | Integer  Min: 0 Max: 9999 |
| **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 (Full Name 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 |
| **ShrtName (Short Name 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 |
| **Model3D (3D Model)** | A name of an IFF-file, where the arena’s 3D Model and some other parameters are stored | String |
| **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 |
| **AType (Arena Type)** | Defines Arena Type | Enumerable:  0 - Regular / Showcase 1 - All-Stars  2 - Retro 1 (from 2K11) / Jordan Brand 3 - Blacktop  4 - Create-A-Team  10 - Player Create / Summer Circuit / Elites-Stars 11 - Practice Facility  13 - Retro 2 (from 2K12) |
| **AudioID (Audio ID)** | Arena's Audio ID | Integer  Min: -1 Max: 127 |
| **Shadows** | Shadows, used by the arena. | Enumerable:  -1 - Disabled  0 - Practice  1 - Regular |
| **HCParamsID (Hard-Coded Params)** | The ID, used to define a set of hard- coded parameters, applied to the Arena (mainly used in Blactop mode). The set includes parameters such as lightning mode, crowd size, ect. Use 604 for the Rucker Day set or 611 for the Rucker Night set, other values are probably generic. | Integer  Min: 0 Max: 2047 |
| **InitCrtSds (Initial Court Sides)** | Defines the team, which starts the game on the left side of the court (on Broadcast camera). Also affects home and away teams' bench positions. | Enumerable:  0 - Away @ Left - Home @ Right 1 - Home @ Left - Away @ Right |
| **PracMenCam (Practice Mode Menu Cameras)** | Controls, which set of cameras is used, when Practice Mode menu is open. | Enumerable: 0 - Static  1 - Moving |
| **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  Min: 0 Max: 65535 |

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| ***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 |

# TEAMS

#### Teams – contains all the teams on the roster.

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| ***Field Name*** | ***Description*** | ***Values*** |
| **ID** | ID | Integer  Min: 0 Max: 9999 |
| **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 (Team Name 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 |
| **City (Team City 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 |
| **CityUnq (Unique City 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 |
| **TeamAbbr (Team Abbreviation 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 |
| **TType (Team Type)** | Defines Team Type | Enumerable:  0 - Regular NBA  1 - D-League (deprecated) 3 - CAT  4 - Unknown (On-Line?) 5 - East All-Stars   1. - West All-Stars 2. - 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 22 - Retro Team  24 - FIBA Team  27 - 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:  0 - Atlantic Division (Reg. NBA) 1 - Central Division (Reg. NBA)   1. - South-East Division (Reg. NBA) 2. - South-West Division (Reg. NBA) 4 - North-West Division (Reg. NBA) 5 - Pacific Division (Reg. NBA) 3. - All-Stars 4. - Other |
| **Year** | Defines the season, the team originally played in. Used for historical teams | Integer  Min: 0 Max: 255 |
| **Logo** | This field contains the name of the Logo file used by the team | String |

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| ***Field Name*** | ***Description*** | ***Values*** |
| **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  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 jumbotrones. | Hexadecimal string  Represents the color in format RRGGBB |
| **Color2 (Team Color 2)** | Team secondary color. It is used in some menus and also on home arena jumbotrones. | Hexadecimal string  Represents the color in format RRGGBB |
| **AudioID (Audio ID)** | Audio, used for this team in-game. -1 = no associated audio. Note, that this doesn't control some presentation audio. | Integer  Min: -1 Max: 32767 |
| **SomeID1 (Some ID 1)** | Some unknown ID | Integer  Min: -1 Max: 32767 |
| **SomeID2 (Some ID 2)** | Some unknown ID | Integer  Min: -1 Max: 32767 |
| **ArenaID (Arena ID)** | Default arena for the team | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Rival1 (Rival 1)** | Defines one of team's rivals | Integer (link)  -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)  -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)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **RivalPO (Play-Off Rival)** | Defines, which team was the team's last opponent in Play-Offs | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **TeamSal (Team Salary)** | The summary of all team players' salaries. Note, that this value auto- recalculates after each trade/contract signing. Always equals to 0 for ROS files. | Integer  Min: 0 Max: 2147483648 |
| **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. Effective values range from 0.3 to 1.0 | Double  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  Min: 0 Max: 1 |
| **Chemistry** | Team chemistry value | Double  Min: -1000 Max: 1000 |
| **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 accordingly. | Integer  Min: 5 Max: 20 |
| **Ros\_PG (Point Guard)** | Stands for team's starting Point Guard. | Integer (link)  -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)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |

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| ***Field Name*** | ***Description*** | ***Values*** |
| **Ros\_SF (Small Forward)** | Stands for team's starting Small Forward. | Integer (link)  -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)  -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)  -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)  -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)  -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)  -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)  -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)  -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)  -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)  -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)  -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)  -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)  -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)  -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)  -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)  -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)  -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)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit\_Strt\_PG (Point Guard)** | Situationals - Starter - PG | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit\_Strt\_SG (Shooting Guard)** | Situationals - Starter - SG | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit\_Strt\_SF (Small Forward)** | Situationals - Starter - SF | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |

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| ***Field Name*** | ***Description*** | ***Values*** |
| **Sit\_Strt\_PF (Power Forward)** | Situationals - Starter - PF | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit\_Strt\_C (Center)** | Situationals - Starter - C | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit\_Bnch\_PG (Point Guard)** | Situationals - Bench - PG | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit\_Bnch\_SG (Shooting Guard)** | Situationals - Bench - SG | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit\_Bnch\_SF (Small Forward)** | Situationals - Bench - SF | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit\_Bnch\_PF (Power Forward)** | Situationals - Bench - PF | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit\_Bnch\_C (Center)** | Situationals - Bench - C | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit\_Tall\_PG (Point Guard)** | Situationals - Tall - PG | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit\_Tall\_SG (Shooting Guard)** | Situationals - Tall - SG | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit\_Tall\_SF (Small Forward)** | Situationals - Tall - SF | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit\_Tall\_PF (Power Forward)** | Situationals - Tall - PF | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit\_Tall\_C (Center)** | Situationals - Tall - C | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit\_Quck\_PG (Point Guard)** | Situationals - Quick - PG | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit\_Quck\_SG (Shooting Guard)** | Situationals - Quick - SG | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit\_Quck\_SF (Small Forward)** | Situationals - Quick - SF | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit\_Quck\_PF (Power Forward)** | Situationals - Quick - PF | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit\_Quck\_C (Center)** | Situationals - Quick - C | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit\_Dfns\_PG (Point Guard)** | Situationals - Defense - PG | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit\_Dfns\_SG (Shooting Guard)** | Situationals - Defense - SG | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit\_Dfns\_SF (Small Forward)** | Situationals - Defense - SF | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit\_Dfns\_PF (Power Forward)** | Situationals - Defense - PF | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |

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| ***Field Name*** | ***Description*** | ***Values*** |
| **Sit\_Dfns\_C (Center)** | Situationals - Defense - C | Integer (link)  -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)  -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)  -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)  -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)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit\_3PT\_C (Center)** | Situationals - 3-Point - C | Integer (link)  -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)  -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)  -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)  -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)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Sit\_FT\_C (Center)** | Situationals - Free Throw - C | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Staff\_HC (Head Coach)** | Staff - Head Coach | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Staff\_AC (Assistant Coach)** | Staff - Assistant Coach | Integer (link)  -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)  -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)  -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)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Staff\_Trn (Trainer)** | Staff - Trainer | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Staff\_SNBA (NBA Scout)** | Staff - NBA Scout | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **StatCurS (Current Season)** | Team's Current Regular Season Stats | Integer  Min: -1 Max: 9999 |
| **StatCurP (Current Playoffs)** | Team's Current Playoffs Stats | Integer  Min: -1 Max: 9999 |
| **StatPrevS (Previous Season)** | Team's Previous Regular Season Stats | Integer  Min: -1 Max: 9999 |
| **StatPrevP (Previous Playoffs)** | Team's Previous Year Playoffs Stats | Integer  Min: -1 Max: 9999 |

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| ***Field Name*** | ***Description*** | ***Values*** |
| **CurStreak (Current Streak)** | Current Streak | Integer  Min: -128 Max: 127 |
| **CurHStr (Home Streak)** | Current Home Streak | Integer  Min: -128 Max: 127 |
| **CurAStr (Away Streak)** | Current Away Streak | Integer  Min: -128 Max: 127 |
| **PrevStr (Previous Streak)** | Previous Streak | Integer  Min: -128 Max: 127 |
| **WAhAtHalf (Wins Ahead At Half)** | Number of games won, when the team was originally ahead at half time. | Integer  Min: 0 Max: 255 |
| **LAhAtHalf (Losses Ahead At Half)** | Number of games lost, when the team was originally ahead at half time. | Integer  Min: 0 Max: 255 |
| **WBhAtHalf (Wins Behind At Half)** | Number of games won, when the team was originally behind at half time. | Integer  Min: 0 Max: 255 |
| **LBhAtHalf (Losses Behind At Half)** | Number of games lost, when the team was originally behind at half time. | Integer  Min: 0 Max: 255 |
| **WAhAft3rd (Wins Ahead After 3rd)** | Number of games won, when the team was originally ahead after 3rd quater. | Integer  Min: 0 Max: 255 |
| **LAhAft3rd (Losses Ahead After 3rd)** | Number of games lost, when the team was originally ahead after 3rd quater. | Integer  Min: 0 Max: 255 |
| **WBhAft3rd (Wins Behind After 3rd)** | Number of games won, when the team was originally behind after 3rd quater. | Integer  Min: 0 Max: 255 |
| **LBhAft3rd (Losses Behind After 3rd)** | Number of games lost, when the team was originally behind after 3rd quater. | Integer  Min: 0 Max: 255 |
| **WAg500plus (Wins Against .500+ Teams)** | Number of wins against teams with .500 or a better record | Integer  Min: 0 Max: 255 |
| **LAg500plus (Losses Against .500+ Teams)** | Number of losses against teams with .500 or a better record | Integer  Min: 0 Max: 255 |
| **WBetterFG (Wins With Better FG%)** | Number of wins with better FG percentage | Integer  Min: 0 Max: 255 |
| **LBetterFG (Losses With Better FG%)** | Number of losses with better FG percentage | Integer  Min: 0 Max: 255 |
| **WMoreRebs (Wins With More Rebounds)** | Number of wins with more rebounds | Integer  Min: 0 Max: 255 |
| **LMoreRebs (Losses With More Rebounds)** | Number of losses with more rebounds | Integer  Min: 0 Max: 255 |
| **WFewerTOs (Wins With Fewer TOs)** | Number of wins with fewer turnovers | Integer  Min: 0 Max: 255 |
| **LFewerTOs (Losses With Fewer TOs)** | Number of losses with fewer turnovers | Integer  Min: 0 Max: 255 |
| **H\_DivTtls (Division Titles)** | Total amount of Division Titles, won by the team (best regular season record among native Division) | Integer  Min: 0 Max: 255 |
| **H\_POAps (Playoff Appearances)** | Number of seasons, when the team took part in the Play-Offs | Integer  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  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  Min: 0 Max: 255 |
| **H\_NBAChmps (NBA Championships)** | How many times the team has won the NBA Championship | Integer  Min: 0 Max: 255 |
| **Record0 (Record 0)** | Links to the Records tab. | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record1 (Record 1)** | Links to the Records tab. | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |

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| ***Field Name*** | ***Description*** | ***Values*** |
| **Record2 (Record 2)** | Links to the Records tab. | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record3 (Record 3)** | Links to the Records tab. | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record4 (Record 4)** | Links to the Records tab. | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record5 (Record 5)** | Links to the Records tab. | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record6 (Record 6)** | Links to the Records tab. | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record7 (Record 7)** | Links to the Records tab. | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record8 (Record 8)** | Links to the Records tab. | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record9 (Record 9)** | Links to the Records tab. | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record10 (Record 10)** | Links to the Records tab. | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record11 (Record 11)** | Links to the Records tab. | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record12 (Record 12)** | Links to the Records tab. | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record13 (Record 13)** | Links to the Records tab. | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record14 (Record 14)** | Links to the Records tab. | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record15 (Record 15)** | Links to the Records tab. | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record16 (Record 16)** | Links to the Records tab. | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record17 (Record 17)** | Links to the Records tab. | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record18 (Record 18)** | Links to the Records tab. | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Record19 (Record 19)** | Links to the Records tab. | Integer (link)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **TSC\_1ScrO (1st Scoring Option)** | Total Sim Control - 1st Scoring Option. It refers to the ID of Players tab. | Integer (link)  -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)  -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)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |

|  |  |  |
| --- | --- | --- |
| ***Field Name*** | ***Description*** | ***Values*** |
| **AA\_LinMan (Auto Lineup Management)** | Lets the CPU manage user team's lineup. | Boolean |
| **AA\_SimStr (Auto Simulation Strategy)** | Lets the CPU choose strategies for simulating games | Boolean |
| **AA\_PrpSct (Auto Prospect Scouting)** | Lets the CPU decide, how to scout prospects | Boolean |
| **AA\_PlrTrd (Auto Player Trading)** | Lets the CPU trade players of the user's team | Boolean |
| **AA\_PlrRls (Auto Player Roles)** | Lets the CPU assign different roles to players | Boolean |
| **AA\_StfCtr (Auto Staff Contracts)** | Lets the CPU manage staff contracts | Boolean |
| **AA\_PlrCtr (Auto Player Contracts)** | Lets the CPU manage player contracts | Boolean |
| **AA\_PreDrW (Auto Pre-Draft Workouts)** | Lets the CPU plan all the pre-draft workouts | Boolean |
| **AA\_Draft (Auto NBA Draft)** | Lets the CPU pick players for the user's team during NBA Drafts | Boolean |
| **AA\_TrnCmp (Auto Training Camps)** | Lets the CPU schedule training camps for the user-controlled team | Boolean |

# COLLEGES

#### Colleges – contains all the colleges on the roster.

|  |  |  |
| --- | --- | --- |
| ***Field Name*** | ***Description*** | ***Values*** |
| **ID** | ID | Integer  Min: 0 Max: 9999 |
| **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 |
| **CollegeID (College ID)** | The other ID. Should be unique for all the colleges. | Integer  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  Min: 0 Max: 2047 |
| **TerrID2 (Territory ID 2)** | Determines a territory, the college situates at. | Integer  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  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:  -1 - Not Used 0 - USA   1. - Argentina 2. - Australia 3. - Brazil 4. - Canada 5. - China 6. - Croatia 7. - England 8. - France 9. - Germany 10. - Greece 11. - Hungary 12. - Italy 13. - Lithuania 14. - Mexico 15. - Nigeria 16. - Puerto Rico 17 - Romania 17. - Serbia 18. - Slovenia 19. - Spain 20. - Sweden 21. - Turkey 22. - Ukraine 23. - 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. | Enumerable: 0 - No Tweaks  1 - North-Western European 2 - South / Eastern European 3 - African   1. - Latin 2. - Asian |

#### ScheduleBasexx – defines the base schedule, which will be used during the first year in new game modes

#### (Association, MyCareer, etc.). This doesn’t affect current schedule of already started game modes. XX stands for the amount of games, played each season (so, there is a separate Schedule for each amount of games per season); PreSeason contains the fixtures, played if you enable pre-season games, when starting a new game mode.

|  |  |  |
| --- | --- | --- |
| ***Field Name*** | ***Description*** | ***Values*** |
| **ID** | ID | Integer  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  Min: 2000 Max: 2127 |
| **Month** | Month of the year of the scheduled match. | Enumerable: 0 - 0   1. - January 2. - February 3. - March 4. - April 5. - May 6. - June 7. - July 8. - August 9. - September 10. - October 11. - November 12. - December |
| **Day** | Day of the month of the scheduled match. | Integer  Min: 0 Max: 31 |
| **Hour** | Hour of the day, when the match begins. | Integer  Min: 0 Max: 23 |
| **Minute** | Minute of the hour, when the match begins. | Integer  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  Min: 0 Max: 31 |
| **HTeam (Home Team)** | Match Home Team | Integer  Min: -1 Max: 9999 |
| **ATeam (Away Team)** | Match Away Team | Integer  Min: -1 Max: 9999 |

# STAFF

#### Staff – contains all the staff members (head and assistant coaches, scouts, trainers) and also special characters (like Obama), which are present on the roster.

|  |  |  |
| --- | --- | --- |
| ***Field Name*** | ***Description*** | ***Values*** |
| **ID** | ID | Integer  Min: 0 Max: 9999 |
| **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 |
| **SType (Staff Type)** | Stands for the type of the staff member | Enumerable:  0 - Head Coach   1. - Assistant Coach 2. - Prospects Scout (assigned) 3 - Trainer 3. - NBA Scout 4. - Prospects Scout 2 (unassigned - invisible) 6 - Prospects Scout 3 (unassigned - invisible) |
| **Experience** | How many years the coach has been in the NBA. | Integer  Min: 0 Max: 63 |
| **PortrID (Portrait ID)** | Staff member’s portrait is defined by this ID value | Integer  Min: 0 Max: 16383 |
| **CF\_ID (CyberFace ID)** | Staff member’s in-match face is defined by this ID value | Integer  Min: -1 Max: 4095 |
| **Height** | Represents staff member’s height | Double  Min: 0 Max: 9000 |
| **AudioID (Audio ID)** | Audio stories, told by commentators about the staff member during matches | Integer  Min: -1 Max: 1023 |
| **SOffense (Offense)** | Offensive Skill (used by coaches) | Enumerable: 0 - F   1. - D 2. - C 3. - B 4. - A |
| **SDefense (Defense)** | Defensive Skill (used by coaches) | Enumerable: 0 - F   1. - D 2. - C 3. - B 4. - A |
| **STeacher (Teacher)** | Teaching Skill (used by coaches) | Enumerable: 0 - F   1. - D 2. - C 3. - B 4. - A |
| **SSct\_Trn (Scout / Trainer)** | Scouting skill for scouts and Medical skill for Trainers | Enumerable: 0 - F   1. - D 2. - C 3. - B 4. - A |
| **SPotential (Potential)** | Potential of the staff member | Enumerable: 0 - F   1. - D 2. - C 3. - B 4. - A |
| **CStatus (Status)** | Contract Status | Enumerable:  0 - On-Contract / Originally FA 1 - Fired  2 - Retired / Retiring |

|  |  |  |
| --- | --- | --- |
| ***Field Name*** | ***Description*** | ***Values*** |
| **CTeamGID (Team (GID))** | Defines the team, responsible for the staff member's contract, by its GID. Set to -1, so no team will be responsible for his contract anymore | Integer  Min: -2 Max: 4095 |
| **CYears (Years)** | Number of staff member’s contract years | Integer  Min: 0 Max: 15 |
| **CSalary (Salary)** | Salary | Integer  Min: 0 Max: 16777215 |
| **PlaybookID (Playbook ID)** | ID of the default Playbook, used by the coach | Integer  Min: 0 Max: 127 |
| **POffTempo (Offensive Tempo)** | How quickly the team will move the ball around | Integer  Min: 0 Max: 255 |
| **POnBlDefP (On-Ball Defensive Pressure)** | Sets how quickly the team will move on the defensive side of the ball | Integer  Min: 0 Max: 255 |
| **POfBlDefP (Off-Ball Defensive Pressure)** | Sets how quickly the team will move on the defensive side of the ball | Integer  Min: 0 Max: 255 |
| **PHelpDef (Help Defense)** | Sets how often players will help out others on defense | Integer  Min: 0 Max: 255 |
| **PFastBrk (Fast Break)** | Sets how quickly the team will carry the ball up the court | Integer  Min: 0 Max: 255 |
| **PCrashGls (Crash Offensive Glass)** | Sets how aggressively the team will rebound | Integer  Min: 0 Max: 255 |
| **PRunPlays (Run Plays)** | Sets how often the team will run set plays | Integer  Min: 0 Max: 255 |
| **PErlyOff (Early Offense)** | Sets how often the team will run early offense plays | Integer  Min: 0 Max: 255 |
| **PDblTeams (Double Teams)** | Sets how often the team will employ double teams on defense | Integer  Min: 0 Max: 255 |
| **PZoneUsg (Zone Usage)** | Sets how often the team will use a zone defense | Integer  Min: 0 Max: 255 |
| **PBnchDpth (Bench Depth)** | Sets how many minutes the bench will play in an average game | Integer  Min: 0 Max: 255 |
| **PLnUpPerf (LineUp Perfomance Factor)** | Sets how much perfomance affects minutes played in a game | Integer  Min: 0 Max: 255 |
| **PTkInsSht (Take Inside Shots)** | Sets how often the team will take shots under the hoop | Integer  Min: 0 Max: 255 |
| **PTkClsSht (Take Close Shots)** | Sets how often the team will take shots near the hoop | Integer  Min: 0 Max: 255 |
| **PTkMidSht (Take Mid-Range Shots)** | Sets how often the team will take shots mid-range | Integer  Min: 0 Max: 255 |
| **PTk3PTSht (Take 3PT Shots)** | Sets how often the team will take shots from beyond the 3-Point line | Integer  Min: 0 Max: 255 |
| **PAttBskt (Attack The Basket)** | Sets how often the team will drive to the hoop | Integer  Min: 0 Max: 255 |
| **PLkPostPl (Look For Post Players)** | Sets how often the team will pass the ball to players under the basket | Integer  Min: 0 Max: 255 |
| **PThrwAOs (Throw Alley-Oops)** | Sets how often the team will pass to the hoop for a player to dunk | Integer  Min: 0 Max: 255 |
| **PSizeSpd (Size - Speed)** | Determines which types of players will be favored | Integer  Min: 0 Max: 255 |
| **PAthlSkill (Athleticism vs. Skill)** | Profile - Athleticism vs. Skill | Integer  Min: 0 Max: 255 |
| **POffDef (Offense vs. Defense)** | Profile - Offense vs. Defense | Integer  Min: 0 Max: 255 |
| **PGrdsFrwds (Guards vs. Forwards)** | Profile - Guards vs. Forwards | Integer  Min: 0 Max: 255 |
| **PInsOuts (Inside vs. Outside)** | Profile - Inside vs. Outside | Integer  Min: 0 Max: 255 |

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

# COACH STATS

#### Old\_Coach\_Stats – this is a mostly deprecated tab, which contains several old (pre-2009) seasonal stats of coaches. Its real purpose is unknown.

|  |  |  |
| --- | --- | --- |
| ***Field Name*** | ***Description*** | ***Values*** |
| **ID** | ID | Integer  Min: 0 Max: 9999 |
| **RegSWins (Regular Season Wins)** |  | Integer  Min: 0 Max: 65535 |
| **RegSLosses (Regular Season Losses)** |  | Integer  Min: 0 Max: 65535 |
| **POWins (PlayOff Wins)** |  | Integer  Min: 0 Max: 65535 |
| **POLosses (PlayOff Losses)** |  | Integer  Min: 0 Max: 65535 |
| **WonPOs (Won PlayOffs)** | Determines, if the coach won the PlayOffs that year | Boolean |
| **IsCoachOfYr (Is Coach Of The Year)** | Determines, if the coach was selected as the Coach Of The Year that season | Boolean |

#### Playbooks\_actual – contains current playbooks, which are used during matches.

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#### Playbooks\_default – contains the default (unedited) set of playbooks.

|  |  |  |
| --- | --- | --- |
| ***Field Name*** | ***Description*** | ***Values*** |
| **ID** | ID | Integer  Min: 0 Max: 9999 |
| **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 |
| **ID2** | The other ID. Keep it unique for each playbook. Better keep it equal to ID. | Integer  Min: 0 Max: 127 |
| **IsSpecial (Is Special)** | Defines whether the playbook is special or not. Special Playbooks can't be assigned to coaches | Boolean |
| **SomePar (Some Parameter)** | Some Parameter | Integer  Min: 0 Max: 3 |
| **Play1 (Play 1) to Play50 (Play 50)** |  | Enumerable:  *See below* |

|  |  |  |
| --- | --- | --- |
| **List of Plays:**  00000000 – None  9EB234D5 - 0 A24169E7 - 1 CLEAR  E2ABB39B - 1 GO OPTION C459584C - 1 GO D65956BF - 1 ICE  C644C8E6 - 1-4 CUT EEBF0943 - 1-4 DEUCE TREY 40297226 - 1-4 DEUCE  D65E8469 - 1-4 DIVE 14 FIST  12C78053 - 1-4 DIVE 2 QUICK  12D750A0 - 1-4 DIVE 3 | B833F408 - 15 CHEST ROLL 83A76042 - 15 FLAT E612E064 - 15 GIVE 3 OUT D431BE5E - 15 GIVE FIST 0DEF821D - 15 PUNCH  6A0201F5 - 2 ALLEY  3D5FA73B - 2 CROSS DOUBLE CCD3A578 - 2 DIVE  4600819E - 2 DOUBLE ISO  B209DB2E - 2 DOUBLE E031F073 - 2 GO 26765C5F - 2 Out 2 | EC4697B8 - 4 ISO AF06D320 - 4 OPTION 247BAEE6 - 4 OUT HIGH  8A79EE78 - 4 PINCH F66FF11C - 4 POWER DECDAF7F - 4 QUICK  325F1324 - 4 UP HIGH  6B216564 - 4 UP  3CF9A533 - 41 FIST FADE D9E57259 - 41 HIGH  AF676D24 - 45 DUCKIN  18796013 - 45 FIST DOWN 2 QUICK |
| 8484A338 - 1-4 DIVE PUNCH  D4515B8B - 1-4 ELBOW ISO 36FE4A98 - 1-4 FIST 24  26171B75 - 1-4 FIST 41  E20ED4FD - 1-4 FIST DOWN 14 CD114157 - 1-4 FIST DOWN F9B511FA - 1-4 FIST OUT 24  468766F0 - 1-4 FLEX E51C5796 - 1-4 GO A90EB82F - 1-4 HAWK  F8B5E7F9 - 1-4 HIGH POST D8DEB912 - 1-4 HIGH 253264B8 - 1-4 LOVE  1C635784 - 1-4 PUNCH  5514B511 - 1-4 QUICK 2 E19EA607 - 1-4 QUICK SWING  C07D316E - 1-4 QUICK 64A3CEF0 - 10 ANGLE  8D669DA1 - 12 GIVE 25 FIST  E65A7ED6 - 12 GIVE FIST DOWN BBE28F67 - 12 GIVE HORNS QUICK 39121F60 - 12 GIVE WHEEL POWER  11118055 - 12 OPTION B0CF48BA - 12 QUICK ALLEY BCAE38B5 - 12 QUICK TRIPLE  C28ECA0D - 12 QUICK  04A9A1BC - 13 FIST DOWN DOUBLE  9DF3F590 - 13 GIVE FIST UP 2  18EF7819 - 13 PUNCH C4F11EF3 - 13 QUICK 7D5C9D08 - 14 ANGLE D4311194 - 14 FIST 2 QUICK 42674E56 - 14 FIST UP HIGH  0B9056E3 - 14 PUNCH  0114CBD3 - 15 CAV ALLEY | D0ED98F8 - 2 OUT  7684C77A - 2 SIDE PICK  5A17A9FD - 2 TRIPLE  1DBDF322 - 2 WIDE ISO A250CD1D - 21 GIVE LOOP ICE 4 B37F5278 - 21 GIVE QUICK 4  B35EC797 - 21  49F9BE3C - 23 CLEAR D1E9B1A6 - 23 CUTTER D50AD443 - 24 FIST OUT 96E1E08E - 24 HIGH  11288F3B - 24 POWER E594B7B2 - 24 PUNCH  83D2373C - 25 FIST DOWN E3EB634C - 25 PUNCH AEBEC01B - 3 CLEAR  0DDAD059 - 3 ICE  3672D9A0 - 3 ISO  B664518D - 3 QUICK DOUBLE 00140932 - 3 TRIPLE  7CC3B6C9 - 3 UP QUICK  013EBB1E - 3 UP STRONG  93CD794D - 3 UP WEAK  197A63F1 - 30 CLEAR  1869F44B - 31 FLAT ISO  7658029A - 34 D PUNCH  48668621 - 34 FIST UP RIP 2  8CCA142A - 35 FIST 1 DOUBLE  6A8A2360 - 35 FIST 3 QUICK B9E8C383 - 35 PUNCH BDC1EEE1 - 4 CLEAR E30FAF80 - 4 DROP EDF7DF16 - 4 HIGH ISO 69B2C080 - 4 HIGH  153C65DF - 4 ISLAND | 7CB85A4A - 45 FIST DOWN DBL  A83C812B - 45 FIST DOWN 7163CF16 - 45 FIST OUT 2  15526393 - 45 FIST OUT D9B53702 - 45 FIST  94CD0A4F - 5 DIVE 24 FIST UP D8B27B81 - 5 QUICK  ACFB12E1 - 54 FIST DOWN DBL 312E5EF2 - 65 BOS 1 Angle  886A6936 - 65 BOS 1 Corner Handoff  DB96750D - 65 BOS 1 Double  C7837410 - 65 BOS 1 Dribble Chin 8658597B - 65 BOS 1 Side  DEE0888B - 65 BOS 3 Handoff Chin 95CFBDD4 - 65 BOS 3 Side 2  CFEA9DB0 - 65 BOS 3 Side  305E6F5E - 65 BOS 4 Handoff  58AB477A - 65 BOS 4 Rub  B65AB837 - 65 BOS 45 Punch  3BDFB3DF - 65 BOS 5 Handoff  A29853D6 - 65 BOS 5 Low  EA1443C9 - 65 BOS Baseline Double E049497F - 65 BOS Circle  0B891DE0 - 65 BOS Dribble Brush BE7F642F - 65 BOS Dribble Punch  35373798 - 65 LAL 1 Angle  76F5E422 - 65 LAL 1 Double  441726FD - 65 LAL 1 Side  4AEB8A90 - 65 LAL 1 Stagger  6DCBA7FD - 65 LAL 12 Dribble Handoff 23BD9B3A - 65 LAL 2 Circle  39DBD788 - 65 LAL 3 Iso  A137E202 - 65 LAL 3 Punch Baylor 0DA5E236 - 65 LAL 3 Side  DD5A6B12 - 65 LAL 3 Slash |



2971D527 - 65 LAL 31 Angle

F251C4E7 - 65 LAL Quick Offscreen 9906D98D - 65 LAL Swing Punch

0038D0F9 - 65 LAL West Offscreen 97DDE2EE - 71 ATL Cut 1

0E9D0581 - 71 ATL Cut 2

56816A42 - 71 ATL Iso 1

CFC18D2D - 71 ATL Iso 2

3D6E9403 - 71 ATL PnR 1

A42E736C - 71 ATL PnR 2

65C12C76 - 71 ATL PnR 3

4DDEBBF3 - 71 ATL PnR 4

8C31E4E9 - 71 ATL PnR 5

41776C2F - 71 ATL Post 1

D8378B40 - 71 ATL Post 2

9DB0B086 - 71 LAL 1 Angle

37FF88C0 - 71 LAL 1 Chest

8C525EC6 - 71 LAL 1 Double

FFCDBA50 - 71 LAL 1 Fist

70C023BD - 71 LAL 12 Handoff

9730CD84 - 71 LAL 2 Angle

E210AE08 - 71 LAL 2 Ice

39E65730 - 71 LAL 23 Offscreen

E6FF659D - 71 LAL 3 Offscreen 0C09E9CB - 71 LAL 32 Quick Offscreen

1BAAA970 - 71 LAL 34 Roll

F2832895 - 71 LAL 5 Punch 6C199114 - 71 LAL C Weak Power

94853262 - 71 MIL 1 Chest

39776C32 - 71 MIL 1 Fist

A2DA969F - 71 MIL 1 Mouse

C4FA4BB9 - 71 MIL 1 Side D59E0ABC - 71 MIL 3 Down Quick

4ACC0124 - 71 MIL 31 Offscreen

67BA43F9 - 71 MIL 32 Offscreen F360548C - 71 MIL 35 Hi Low 849E4FAE - 71 MIL 35 Punch

6D310CA0 - 71 MIL 5 Handofff Punch 39272969 - 71 MIL 5 High

F325C44C - 71 MIL Bucks Motion Cutter

4AA01717 - 71 MIL Corner Roll 120551EF - 71 MIL Cross Post E5CA6344 - 71 MIL Dribble Punch 2D71A388 - 71 MIL Handoff Power 6EAC9BA4 - 71 MIL Quick Post 3C3652D2 - 71 NYK 1 Angle

457BDD5C - 71 NYK 1 Dbl

C3489F78 - 71 NYK 3 Curl FA1D913B - 71 NYK 35 Cross Post D042E4DF - 71 NYK 35 Punch

D55DA417 - 71 NYK 5 X Option

070BC08D - 71 NYK Baseline Dbl D35E89CA - 71 NYK Hi Post Floppy

B7C8D973 - 71 NYK Swing Power 47109A5E - 77 CUTTER

86EC96D0 - 77 FADE

F9D3E23E - 77 MID OPTION 451486A9 - 77 MID SCREEN

515FB34C - 77 ROLL OPTION

42CC90BF - 77 TREY C94331BE - 84 MIL Cut 1

8BE3FB08 - 84 MIL High 1

081FB912 - 84 MIL Iso 1

57137907 - 84 MIL Offscreen 1

CE539E68 - 84 MIL Offscreen 2

0FBCC172 - 84 MIL Offscreen 3

27A356F7 - 84 MIL Offscreen 4

E64C09ED - 84 MIL Offscreen 5

2A42A308 - 84 MIL Post 1

B3024467 - 84 MIL Post 2

4D5594EA - 84 PHI Cut 1

8C091C46 - 84 PHI Iso 1

1549FB29 - 84 PHI Iso 2

D4A6A433 - 84 PHI Iso 3

EB85981F - 84 PHI Offscreen 1

72C57F70 - 84 PHI Offscreen 2

E7E6E207 - 84 PHI PnR 1

46C02040 - 84 PHI Post 1

DF80C72F - 84 PHI Post 2

998792D9 - 86 Bulls 12 Cross Post

7870DACD - 86 Bulls 12 Post 3836FC71 - 86 Bulls 12 Screen Iso 114DEF05 - 86 Bulls 12 Side A8DAD7EB - 86 Bulls 12 Up Double 4FAD99D1 - 86 Bulls 12 Up Single D07645AA - 86 Bulls 13 Iso

8CF134C5 - 86 Bulls 13 Up Delay 86A193F5 - 86 Bulls 13 Up Side 914ADD5B - 86 Bulls 13 Up

B2042ED1 - 86 Bulls 14 Curl Punch 1CA30A98 - 86 Bulls 21 Roll

7D5C0505 - 86 Bulls 21 Stretch

2C78DB3F - 86 Bulls 23 Side Up DB6BDAC3 - 86 Bulls 32 Swing Up AE583E6C - 86 Bulls 34 Post

0FDC2462 - 86 Bulls 51 Roll BBAD0265 - 86 Bulls 52 Screen Open C09F7AA7 - 86 Bulls 52 Screen

CEF885DA - 86 Bulls Air Raid 3C2208DE - 86 Celtics 12 Reverse Double

2588BF5E - 86 Celtics 13 Swing Double 3A9F572E - 86 Celtics 13 Up 1E83C8E6 - 86 Celtics 15 Clear Post

67AF5912 - 86 Celtics 15 Reverse Punch

770FB8F7 - 86 Celtics 23 Swing B5B15956 - 86 Celtics 24 Reverse Post 54ED36D4 - 86 Celtics 24 Swing Post 34209B84 - 86 Celtics 34 Punch CE3AC294 - 86 Celtics 35 Brush Post 381C9371 - 86 Celtics 35 Post 0815763D - 86 Celtics 43 Back Door 1F34780F - 86 Celtics 43 Roll

50F9683A - 86 Celtics 51 Roll 3C74C4B1 - 90 Bulls 12 Corner Iso

B71B1342 - 90 Bulls 12 Quick Dive

74D410AB - 90 Bulls 12 Reverse Iso 7389636D - 90 Bulls 14 Screen Post

49375D90 - 90 Bulls 20 Ice Hi 5284000A - 90 Bulls 25 Dribble Punch

B9485D74 - 90 Bulls 25 Quick Post F4D9FC85 - 90 Bulls 32 Swing Iso EE8844A2 - 90 Bulls 35 Pinch

90F19AEB - 90 Bulls 42 Screen EB410CC8 - 90 Bulls 42 Side Roll 37A586FA - 90 Bulls 42 Up Strong

8CF3EA80 - 90 Bulls 43 Dive BCEBDF9D - 90 Bulls 43 Reverse Roll FED833C5 - 90 Bulls 43 Up Side CE7F188A - 90 Cavs 1 Double

2F3F2FBB - 90 Cavs 12 Up

5FCF0A06 - 90 Cavs 13 Punch 14DFE60D - 90 Cavs 14 Cross Punch

20C1694D - 90 Cavs 14 Cross Up 8DBFA125 - 90 Cavs 14 Dive Post 4CB024FC - 90 Cavs 14 Punch

E9A9AAC5 - 90 Cavs 14 Side Iso 587C7C58 - 90 Cavs 15 Brush Post 0054AFE6 - 90 Cavs 31 Angle Up

91FB298F - 90 Cavs 31 Angle

CC804DA3 - 90 Cavs 41 Angle 5DA6550D - 90 Cavs 45 Cross Power

87B9F877 - 90 Cavs 51 Open Roll F88B18BE - 90 GSW Cut 1

61CBFFD1 - 90 GSW Cut 2

39D79012 - 90 GSW Iso 1

A097777D - 90 GSW Iso 2

61782867 - 90 GSW Iso 3

4967BFE2 - 90 GSW Iso 4

8888E0F8 - 90 GSW Iso 5

11C80797 - 90 GSW Iso 6

0D927D3C - 90 GSW Offscreen 1

94D29A53 - 90 GSW Offscreen 2

553DC549 - 90 GSW Offscreen 3

7D2252CC - 90 GSW Offscreen 4

52386E53 - 90 GSW PnR 1

CB78893C - 90 GSW PnR 2

2A736B21 - 90 GSW Post 1

B3338C4E - 90 GSW Post 2

F6DD3013 - 90 Hawks 12 Delay Up

### V 1.00, ©M@dDog, Vl@d Zola Jr.

2D6583DC - 90 Hawks 12 Straight

D3A8A31E - 90 Hawks 12 Stretch C8B7D526 - 90 Hawks 13 Cross Post

2E17ED9C - 90 Hawks 13 Dub Up B1B0DC8B - 90 Hawks 13 Punch

B7D1B1B6 - 90 Hawks 13 Straight

36B3D084 - 90 Hawks 13 Swing Punch 971353C7 - 90 Hawks 13 Top Iso A126ECEB - 90 Hawks 13 Up

FA0D88B6 - 90 Hawks 13 Weak Post A2CFF271 - 90 Hawks 14 Punch

DEDDE83B - 90 Hawks 15 Post

AB080553 - 90 Hawks 23 Power 84C8DCC4 - 90 Hawks 25 Dive Power 6682F218 - 90 Hawks 32 Up

7A8BFB3D - 90 Hawks 43 Ice

F2EE528E - 90 LAL Cut 1

33B2DA22 - 90 LAL Iso 1

585D2463 - 90 LAL PnR 1

0CA03EC7 - 90 LAL Post 1

95E0D9A8 - 90 LAL Post 2

540F86B2 - 90 LAL Post 3

7C101137 - 90 LAL Post 4

BDFF4E2D - 90 LAL Post 5

7B3D5CF3 - 90 Pistons 12 Cross Up D108CE32 - 90 Pistons 12 Double Up

FE6FE115 - 90 Pistons 13 Clear Power 378B0A30 - 90 Pistons 13 Delay

F698FC01 - 90 Pistons 13 Punch EDE07225 - 90 Pistons 13 Reverse Up 8242239D - 90 Pistons 14 Reverse Post

2AE14F34 - 90 Pistons 15 Cross Punch AEC6E169 - 90 Pistons 15 Trey

F57CC76C - 90 Pistons 31 Fade

44E8E7E2 - 90 Pistons 32 Swing Up 0907605A - 90 Pistons 34 Delay Power C2E58435 - 90 Pistons 41 Reverse Roll 34122325 - 90 Pistons 51 Angle Roll

E07C3D68 - 90 Pistons 51 Fade 91C87671 - 90 Pistons 51 Gut Roll

34AB0CA5 - 91 Lakers 12 Cross Up 3E2B828E - 91 Lakers 12 Curl Power A146CE8F - 91 Lakers 12 Mid Iso

08F8B87B - 91 Lakers 12 Post

D2BA424F - 91 Lakers 12 Punch

A32E5487 - 91 Lakers 12 Up

9D3FF801 - 91 Lakers 13 Cross Post 1FA55F9E - 91 Lakers 13 Dive 2DAE0B25 - 91 Lakers 13 Side Up BF09CC92 - 91 Lakers 13 Up

8F287A0F - 91 Lakers 14 Brush Post C8AB0216 - 91 Lakers 14 Curl Post E8D432B7 - 91 Lakers 14 Iso

84BCFCA5 - 91 Lakers 14 Lob 432A2FD2 - 91 Lakers 14 Power Iso 15BB4ED5 - 91 Lakers 15 Cross Power

FFE86591 - 91 Lakers 21 Mismatch 6D94B202 - 91 Lakers 23 Swing Punch DD026193 - 91 Lakers 24 Power

A31AF8E2 - 91 Lakers 25 Pin

34393EB5 - 91 Lakers 41 Screen

39ACC5AE - 91 Lakers 42 Fade

3DB9B303 - 91 Lakers 43 Punch A4C64CCB - 91 Lakers Magic B1F0A976 - 92 Blazers 12 Post Iso 2DF32844 - 92 Blazers 13 Cross Up 904B2A53 - 92 Blazers 14 Hi Iso 2 3C0DC560 - 92 Blazers 14 Quick Punch B943993A - 92 Blazers 15 Cross Punch 2FEF76A5 - 92 Blazers 21 Delay Up E7B248EA - 92 Blazers 32 Delay Swing 6E198EDD - 92 Blazers 34 Delay Punch C6FFAC73 - 92 Blazers 41 Reverse Up 1273F413 - 92 Blazers 41 Screen

0A0D1A29 - 92 Blazers 42 Roll

06AD5C3A - 92 Bulls 15 Power

1641DB86 - 92 CHA Iso 1

0F7CFF94 - 92 CHA Offscreen 1 636447E3 - 92 CHA P Grandma

7DAE25C7 - 92 CHA PnR 1



DD3EAA37 - 92 CHA Post 1

447E4D58 - 92 CHA Post 2

85911242 - 92 CHA Post 3

AD8E85C7 - 92 CHA Post 4

6C61DADD - 92 CHA Post 5

40FC0007 - 93 HOU 13 Over

C1BE78B4 - 93 HOU 3 Tight Power 74AEAE81 - 93 HOU 42 Post

A0BB3071 - 93 HOU 5 Down

01DCCBAF - 93 HOU Ace Side Ice

FBFEE8A7 - 93 HOU Dream High 257CEB2B - 93 HOU Dream Post Iso

4EF7A763 - 94 DEN 1 Hawk

FFC4A18B - 94 Den Eagle Post 5C01BF10 - 94 DEN Floppy

3399A730 - 94 ORL Cross Power D67B71BF - 94 ORL Deuce Cross Post 245A4BFA - 94 ORL Drop 1

BD1AAC95 - 94 ORL Drop 2

8215ED68 - 94 ORL P Lil Penny Alley 425BA459 - 94 ORL Pick N Curl

F3ECF786 - 95 Bulls 2 Gut Iso 6538C0B2 - 95 Bulls 31 Cross Up 510835B2 - 95 Bulls 31 Fade

D1DB103C - 95 Bulls 32 Fade

25D8A7B2 - 95 Bulls 34 Post

02D78975 - 95 Bulls 35 Strong

E7F1A468 - 95 Bulls 41 Up

048F9832 - 95 Bulls 52 Roll

39B77976 - 95 Knicks 1 Ice

BE4832A3 - 95 Knicks 12 Cross Double 250C7EEB - 95 Knicks 12 Cross Up

2C9FE74D - 95 Knicks 12 Reverse Double

CAFA894D - 95 Knicks 12 Up Quick EDA9288E - 95 Knicks 12 Up

F18EB09B - 95 Knicks 13 Up

383DA3F3 - 95 Knicks 14 Punch

D500C502 - 95 Knicks 15 Cross Post 2 66202D2A - 95 Knicks 15 Cross Post

BA20D526 - 95 Knicks 15 Dribble Punch C5466C58 - 95 Knicks 23 Punch

D046965C - 95 Knicks 25 Punch

252666A0 - 95 Knicks 32 Reverse Up B520FE1E - 95 Knicks 41 Open Roll 6EB4B581 - 95 Knicks 42 Side Roll 6369A4A9 - 95 Knicks 51 Angle Roll CFF95469 - 95 Knicks 51 Gut Roll 9DEFB44F - 95 Knicks 52 Straight Up 44F7D34D - 96 Bulls 12 Quick Iso E6209174 - 96 Bulls 12 Reverse Power 3450AA5F - 96 Bulls 12 Swing Post EE538CB8 - 96 Bulls 13 Quick Up C77CD393 - 96 Bulls 15 Cross Punch 2

855F9F68 - 96 Bulls 23 Fade E43FE2C9 - 96 Bulls 25 Swing Post

15018713 - 96 Bulls 32 Punch

16B376B0 - 96 Bulls 4 Hi Iso A2C18966 - 96 Bulls 43 Corner Iso 4A0AD0F1 - 96 Bulls 52 Corner Roll CD4F9B83 - 96 Bulls 52 Rub

49F12F9C - 96 Bulls 54 Over 221D3C03 - 96 Sonics 12 Up Double

55279616 - 96 Sonics 13 Circle Up 720EF56F - 96 Sonics 14 Brush Post

3CC8648A - 96 Sonics 14 Cross Power 3DE03EAA - 96 Sonics 14 Dive Post DAD254FE - 96 Sonics 14 Punch

4703BA90 - 96 Sonics 31 Brush Fade 5604A13F - 96 Sonics 31 Double Go DC5CA3E5 - 96 Sonics 31 Open Fade

05B6664A - 96 Sonics 32 Circle Side 2A82257D - 96 Sonics 41 Angle Roll 8F2F115A - 96 Sonics 41 Screen 4FA5AA88 - 96 Sonics 43 Cross Post

330C60C3 - 96 Sonics 43 Quick Post 3805973E - 97 Bulls 14 Reverse Iso 5AF4628C - 97 Bulls 23 Slash Post

9F41BDC7 - 97 Bulls 24 Post Iso 4C672A17 - 97 Bulls 25 Punch

FE8E376F - 97 Bulls 43 Cross Post 44F3282E - 97 Bulls 53 Corner Roll 3637392D - 97 Jazz 12 Cross

FC579FC1 - 97 Jazz 12 Up

982F2B92 - 97 Jazz 13 Cross Power 980C88EF - 97 Jazz 13 Cross Up

E07007D4 - 97 Jazz 13 Up

7FEB2D6B - 97 Jazz 14 Cross Power 42CE17CE - 97 Jazz 14 Dive Post

497AD2E1 - 97 Jazz 14 Dribble Power 9EEAD917 - 97 Jazz 34 Cross Post 6022AE15 - 97 Jazz 41 Angle Roll

6964716E - 97 Jazz 43 Side Roll 041EC39D - 97 Jazz 51 Angle Roll 18CF6DEF - 98 Bulls 2 Ice

C992ABF0 - 98 Bulls 2 Russel 9DF4600A - 98 Bulls 23 Curl Post A9F0200C - 98 Bulls 23 Punch

8230B002 - 98 LAL Beast 5

27E09D13 - 98 LAL C Strong Offscreen DD1BAA08 - 98 LAL Cross Offscreen

7F8EB566 - 98 LAL Deuce Double F29F5000 - 98 LAL Dive Post

208FDF41 - 98 LAL P Single Curl 5CCC776F - 98 LAL Tight Curl

E77FA0E8 - 98 LAL Under Offscreen 94E72E31 - 98 SAS 2 Side A45211B9 - 98 SAS 24 Cross Post

439E8910 - 98 SAS 3 Cross Offscreen 4A222D76 - 98 SAS 4 Clear Post

0B598673 - 98 SAS 4 High Post

ADD4FC93 - 98 SAS 52 Screen

F08D6D19 - 98 SAS 52 Stretch Roll E0CC0D3B - AI HANDOFF ISO

747E28D2 - AI OVER F9A0F674 - AI TRIPLE CCDBC9A4 - ANGLE 1 GO 4328B79D - ANGLE 1 ISO D05DC8B8 - ANGLE 14 OPEN

E3C3ED4D - ANGLE 24 SHORT FF7C43EA - ANGLE 25 DBL

98AB317B - ANGLE 3 ISO

01AF59C2 - ANGLE 3 QUICK A351A116 - ANGLE 345

8677C61B - ANGLE 35

262F3D4C - ANGLE 4 CNR SHORT DBL

34652FDC - ANGLE 4 CNR SHORT

617D9C82 - ANGLE 4 CNR B8D0384A - ANGLE 4 LIFT MID 555E3A51 - ANGLE 4 LIFT

25AB0EB7 - ANGLE 45 DBL

5B3F6299 - ANGLE 53 DBL

810B2C81 - ANGLE 54 DBL

5B22C324 - ANGLE CNR 4 E2AC8263 - ANGLE CNR F250DACE - ANGLE DBL D0B0B1AF - ANGLE DOUBLE 6338761A - ANGLE ISO 4 LIFT MID

4A10E3A9 - ANGLE OUT

5E168C14 - ANGLE RIP 3 FIST

1821EDE9 - ANGLE SHORT 4 CNR

9D87FED9 - ANGLE SHORT

34EA38CC - ATL 2 Ice D65E3144 - B 2 AWAY 86AF7174 - B 2 DOUBLE

1E5355F8 - B 23 QUICK D5C89DD5 - B DBL CURL 6CC037C5 - B DIVE ALLEY

B6CD8906 - B QUICK 2 32FF31CA - B STACK 1

86564CB3 - B SWING POWER

DA77533A - BASELINE 3

3BA80798 - Basic 15 Clear 152E5624 - BEAST

365F5A6D - Blazers 12 Quick Up

30E60BD5 - Blazers 14 Punch 2 BEB09CF7 - BOS 12 Post Option D07F6DB8 - BOS 15 PnR Duckin

F0BC3889 - BOS Floppy High Quick 7A21FE67 - BOS PnR 12 Quick Offscreen

V 1.00, ©M@dDog, Vl@d Zola Jr. C5C62DE0 - BOX CROSS DROP 4 6E501C1C - BOX DROP 4

081A23DB - BOX POWER FD1C3AF6 - BOX QUICK 2

6CCD0634 - CHA 1 Chest

C04DB12E - CHA Horns Cutter 3123984F - CHI 1-4 Offscreen 13

8548C286 - CHI 43 Cutter D2CABB62 - CHIN 52 FIST

927314E1 - CHIN POWER

868AC3F0 - CLE 4 Punch

27C9485D - CLE 42 Side B2506667 - CLE 51 Fist Go EB5DD24F - CLE P 24 Post 09E77D9E - CLEAR 1

90A79AF1 - CLEAR 2

8B4C664C - CLEAR 5 DIVE B0B78A8C - CLEAR ICE 1

F450CDC1 - CNR 23 CROSS 7DDDB44E - CNR 41 GIVE

49FFDC1C - CNR 5 HIGH

75873C3B - CNR CUT B33A1842 - CNR FIST 4E3B0FFA - CNR QUICK

0F41E2FC - CROSS 2 ISO

5F2C9A40 - CROSS 25 PUNCH

15E83014 - CROSS CUT

7D3345B0 - CROSS POWER

42CB8E21 - CROSS QUICK 2 POWER

66C400B4 - DAL 4 Pick Ice

299E25A0 - DBL CUTTER ISO AF417467 - DBL CUTTER

3F7896FE - DET 1 Angle

2496DE3D - DET Quick Fist 54B8046F - DIVE 1

D92F1955 - DIVE 2 15 STRONG 6CA816FD - DIVE 24 PUNCH

C1DB7BFC - DIVE 3 CUT FD38E2FC - DIVE 3 CUTTER 0C17BC1A - DIVE 3

DF17633B - DIVE 4 FIST UP 15 D66FA179 - DIVE 4 HIGH 2 360D73C3 - DIVE 4 HIGH

ED59660C - DIVE 4 PUNCH 24082B9F - DIVE 4

35D70371 - DOUBLE DRAGG 1

AC97E41E - DOUBLE DRAGG 2 6D78BB04 - DOUBLE DRAGG 3 FB4C630F - DOUBLE DRAGG B9278DD9 - DRIBBLE PUNCH 268463D4 - DROP 2 ISO

1FC0420B - DROP 4 DE2F1D11 - DROP 5

A32C9902 - EARLY 1-3 SAME DBL 1 3A6C7E6D - EARLY 1-3 SAME DBL 2

47539BF6 - EARLY 1-3 SAME MID PNR

2

86BCC4EC - EARLY 1-3 SAME MID PNR

3

AEA35369 - EARLY 1-3 SAME MID PNR 4

08592CFE - EARLY 1-3 SAME MID PNR

989E1813 - EARLY 1-3 SAME PNR 2

59714709 - EARLY 1-3 SAME PNR 3

716ED08C - EARLY 1-3 SAME PNR 4

03F7C694 - EARLY 1-3 SAME PNR

7B112128 - EARLY 1-3 SAME SG OVER C6C0DA84 - EARLY 2-3 SAME 45 DBL

753D457C - EARLY 2-3 SAME PG LEAD

2

B4D21A66 - EARLY 2-3 SAME PG LEAD 3

DC1D3DC1 - EARLY 2-3 SAME PG LEAD 7B7B4C45 - EARLY 2-3 SAME PUNCH

18CDFD3B - EARLY 2-3 SAME SF OVER

2

825EA53E - EARLY 2-3 SAME SF OVER

10C36FD7 - EARLY 2-3 SAME TRAILOR PNR 2



2BF33123 - EARLY 2-3 SAME TRAILOR PNR

87EC4BD6 - EARLY 45 SAME

C0920A83 - EARLY 45 SPLIT MIDDLE 4493AC47 - EARLY MID PNR 2

857CF35D - EARLY MID PNR 3

AD6364D8 - EARLY MID PNR 4 6C8C3BC2 - EARLY MID PNR 5

01A53EBE - EARLY MID PNR

3E035418 - EARLY SF ACTION C2F156BF - EARLY SF MID DBL 2 4B3EBA22 - ELBOW 1 DOUBLE FD126599 - ELBOW 14 CUT 43810388 - ELBOW 14 GIVE

4FF34BE5 - ELBOW 2 QUICK

9A8B6FE7 - ELBOW ALLEY

58F9BECE - ELBOW CUT 3

9DBCC83D - ELBOW DUCKIN

7B648244 - ELBOW FIST DOWN 14 AD4C417B - ELBOW QUICK DOUBLE 98ABC97F - ELBOW SWING PUNCH

96B68B2C - ELBOW WHEEL CB19BFD4 - FB 2-3 SAME 2

0AF6E0CE - FB 2-3 SAME 3

22E9774B - FB 2-3 SAME 4

2C48A683 - FB 2-3 SAME 5 FIRST DBL CBC4EB80 - FB 2-3 SAME 5 FIRST SINGLE 1

DF634F74 - FB 2-3 SAME 5 FIRST SINGLE

E3062851 - FB 2-3 SAME 5

59D9C8FD - FB 2-3 SAME

5E3DE536 - FIST 24 FIST OUT

8225F06F - FIST 3 UP 2 DOUBLE

354D6221 - FIST 3 UP

89DEC3EA - FIST DBL 4 QUICK

879D160D - FIST DBL C1C3BF8C - FIST DOUBLE

8F329054 - FIST DOWN 13 ISO B32FAA94 - FIST DOWN 15 BEAST

9C376D18 - FIST DOWN 15 STRONG

1561F156 - FIST DOWN 15 C49A2095 - FIST DOWN 2 DOUBLE

D95BCBCE - FIST DOWN 24 HIGH 26C9885D - FIST DOWN 25 SLICE C8F5CD78 - FIST DOWN 25

F2700B9C - FIST DOWN 3 UP 3556DB5D - FIST DOWN 35 A66F1101 - FIST DOWN 4 CNR 2128FA46 - FIST DOWN 4 LIFT

9E098F3E - FIST DOWN 4 SHORT DBL A34A71C1 - FIST DOWN 4 SHORT 415C7BFA - FIST DOWN 43

51DDCEA0 - FIST DOWN 45 DBL A8ACB365 - FIST DOWN 45

33F4B34A - FIST DOWN 5 SHORT DBL

A535A53F - FIST DOWN 5 SHORT BCFF6DDF - FIST DOWN 53 716E0F51 - FIST DOWN 54 CLEAR

94E0FA5A - FIST DOWN 54 A0BA94D4 - FIST DOWN 5 DF1DB1B1 - FIST DOWN CLEAR 2 13D04D5F - FIST DOWN CUT

494ED4D1 - FIST DOWN FIST OUT

6AB626BF - FIST DOWN HIGH

3C1CC7A3 - FIST DOWN PINCH CB3C08BA - FIST DOWN POST 400AD8C7 - FIST DOWN POWER

3104042F - FIST DOWN QUICK 2

68A886A4 - FIST DOWN QUICK

652D3BC4 - FIST DOWN SHORT 4 LIFT

7F93BFD4 - FIST DOWN SPREAD F9A15B51 - FIST DOWN WEAK CC2D0E82 - FIST OUT 1 DOUBLE 52AEFEF0 - FIST OUT 12 QUICK

47CB2148 - FIST OUT 13 ICE

88099471 - FIST OUT 14 QUICK 2

47AE04F4 - FIST OUT 14 QUICK

2229EFD3 - FIST OUT 2 DOUBLE

7A855650 - FIST OUT 24

BB6A094A - FIST OUT 25 529BED8A - FIST OUT 3 QUICK EC29C26C - FIST OUT 31 QUICK 87264075 - FIST OUT 34 D27942A3 - FIST OUT 4 LIFT 41E4C370 - FIST OUT 4 QUICK DB337757 - FIST OUT 45 DC181A6B - FIST OUT 53 DBL CF60A9ED - FIST OUT 53 9B0AE0FE - FIST OUT 54 MID E77F3E68 - FIST OUT 54 DB74831B - FIST OUT CUT 7A50C7DB - FIST OUT DBL 1 A5F8D132 - FIST OUT DBL 4D524250 - FIST OUT FIST UP 24

5F360522 - FIST OUT MID 4 LIFT

3FDD2F6A - FIST OUT C58DA4E1 - FIST UP 14 CLEAR

23E6EFF4 - FIST UP 14 STRONG

79E54F3B - FIST UP 15 STRONG

3057AF10 - FIST UP 34 FE5E1BE6 - FIST UP 4 CNR

B9FE1992 - FIST UP 52 BE544572 - FIST UP 54 D 9B0E2183 - FIST UP 54 DOUBLE

23A22374 - FIST UP 54 ICE 4

726D9AB9 - FIST UP FIST OUT 12

4ED2FA1C - FIST UP FIST OUT

7675E0C5 - FIST UP ICE 1

41A5F905 - FIST UP SPREAD CB8CE445 - FIST UP STRONG MID

DD007C36 - FIST WHEEL CUT A5EBC6C3 - FIST WHEEL POWER AA0EAD70 - FLOPPY 1

6F385771 - Floppy 2 In 334E4A1F - FLOPPY 2

49C06DB7 - FLOPPY 3 CLEAR

F2A11505 - FLOPPY 3

E7FEFAC8 - Floppy 4 In Tight DCA92389 - Floppy Base 2

BE23C3D1 - FLOPPY BASE A69D3C57 - FLOPPY CHEST 2 8DD2044C - FLOPPY CHEST FIST

8D8CCA81 - FLOPPY CHEST

722A6D0B - FLOPPY CUT

30B0219A - FLOPPY DROP 2 D16A487C - FLOPPY FIST DOWN 2

C6A28F11 - FLOPPY FIST DOWN

7856D9D1 - Floppy Flat A75B6777 - FLOPPY POST

510F392C - FLOPPY PUNCH

8D115FC6 - FLOPPY QUICK B7D3EFD5 - FLOPPY

CF5483B9 - GIVE 12 POWER A1E9A1C4 - GIVE 13 TRIPLE 189126F3 - GIVE 14 FIST

FC92C5E8 - GIVE 14 TRIPLE 12115BF1 - GIVE 24 FIST C908D8CD - GIVE 4 QUICK

11929917 - GIVE DIVE 5 POWER

86E1FED0 - GUT CUT

62091246 - HAWK 12 FIST DOUBLE

0D1AA253 - HAWK 13 DOUBLE BAADAB28 - HAWK 32 QUICK 289C0CD6 - HAWK 43 DOUBLE

4875A216 - HAWK DUCKIN A14F6EC2 - HAWK FIST DOUBLE

B51D72E7 - HAWK FIST OUT 4 QUICK

F3F90FD1 - HAWK FIST OUT 662A8DCB - HAWK FLOPPY 1 A433B73D - HAWK ICE 4 014D0B7E - HAWK INVERT

823523A6 - HAWK RIP 2 DOUBLE

12C3B693 - HAWK RIP 2 FIST OUT 13

57CACE90 - HAWK RIP 4 QUICK

44223FE7 - HAWK SWING

648C7276 - HIGH QUICK

0340D57D - HORNS 12 QUICK CA5E4993 - HORNS 14 PUNCH

85B48F52 - HORNS 15 DIVE

### V 1.00, ©M@dDog, Vl@d Zola Jr.

FEE49B1D - HORNS 1 25FC2096 - HORNS 2 FLEX

9532FAE7 - HORNS 2 GET

0BFC3E70 - HORNS 2 UP

67FA53CE - HORNS 24 GIVE FIST DOWN

77E070FF - HORNS 25 GIVE FIST DOWN

D6AFB488 - HORNS 3 CUT

F8F33994 - HORNS 3 GET 9FBD269A - HORNS 3 QUICK ISO

62B05ABB - HORNS 3 QUICK

AD238E91 - HORNS 35 GIVE 7217A8B9 - HORNS 4 DBL

22C7778C - HORNS 4 GET

71CF7441 - HORNS 4 QUICK E5D265AA - HORNS 41 FIST 4849333D - HORNS 41 GIVE DBL ADEA0C73 - HORNS 42 GIVE F5BD71E8 - HORNS 43 CUT 648BED36 - HORNS 43 GIVE F025EA2B - HORNS 45 FIST OUT D7A57BC9 - HORNS 5 DIVE B03F5000 - HORNS 52 QUICK 3CDC90AD - HORNS 53 CUT

62F439C8 - HORNS 53 GIVE

282EE88F - HORNS ACTION

0DE3333F - HORNS ALLEY A29465ED - HORNS ANGLE DBL

06FECAB0 - HORNS ANGLE

944B1AD8 - HORNS AWAY CUT DF398892 - HORNS AWAY ICE 4

77E1FC7C - HORNS AWAY MID

4ED1DEED - HORNS AWAY ACB1F2F6 - HORNS CHEST

134FEBBB - HORNS DBL

0E2D0D42 - HORNS DIVE 2 CUT

9A987BEB - HORNS DIVE 2 FIST C53891A9 - HORNS DIVE 2 2CC85936 - HORNS DIVE 4 ED27062C - HORNS DIVE 5 1523FA87 - HORNS DUCKIN

E76FDF70 - HORNS FIST 12 GIVE DBL B65CC647 - HORNS FIST 12 GIVE

4653097D - HORNS FIST DBL FAD98CC0 - HORNS FIST DOWN

BEAST

E63A5E79 - HORNS FIST DOWN ISO C636677B - HORNS FIST DOWN POWER

3CB3FBFC - HORNS FIST DOWN CE752DFF - HORNS FIST UP 45 EB907D02 - HORNS FIST UP DBL 2

7DE0BCB2 - HORNS FIST UP DBL

0811FC8C - HORNS FLEX HIGH

24854866 - HORNS FLEX ISO

114454A4 - HORNS FLEX

29D1F40E - HORNS GET 3 UP

8F1D8B46 - HORNS HIGH D1BCF451 - HORNS QUICK 2

1080780C - HORNS QUICK 4 DOUBLE BCB1D7FD - HORNS QUICK 4 ISO

AC2C67B1 - HORNS QUICK 675B54DE - HORNS REVERSE QUICK CBAB7E0E - HORNS WHEEL POWER

2331E984 - HORNS WIDE QUICK 2

478F8F7A - ICE 1

68858349 - IND 15 Pick n Post 1EA606D3 - IND P Punch

C4A0BD7E - IND P Quick Post

2EE2A4CF - ISO

BCCBD6F9 - KICKBACK 4 POWER 86D0BDDC - KICKBACK FIST OUT 4 DDAAC300 - KICKBACK PUNCH 4 DD1D7A65 - LAC 1 Angle

7243E291 - LATE 1 DOUBLE CROSS 1

22B724C8 - LATE 1 DOUBLE NO CROSS 2

C65F20F1 - LATE DRAGG 2 1898D047 - LATE DRAGG



EE3EB4BD - LATE FIST 2 2FD1EBA7 - LATE FIST 3

07CE7C22 - LATE FIST 4

C6212338 - LATE FIST 5 3226315A - LATE FIST

A4622C3F - LOOP 24 FIST DOWN

9021BAD3 - LOOP 24 QUICK 2

919F76B2 - LOOP 24 QUICK BFFFAD15 - LOOP 3 ICE

5733D85D - LOOP 4 DIVE FIST

2271A65C - LOOP 45 FIST DOWN

76EFBC1E - LOOP 52 GIVE

4D895F7B - LOOP CROSS 3 C73448E8 - LOOP CUT B220CBC6 - LOOP DIVE 2 73CF94DC - LOOP DIVE 3

2F88B1E7 - LOOP FIST DBL E92D2497 - LOOP FIST DOUBLE

2C005A1E - LOOP FIST DOWN

03ECE879 - LOOP X CUT EA03654F - Mavs 14 Iso

1DE4C424 - MEM 1 Dbl Angle EF17BB39 - MEM 4 High Iso 66E61E47 - MEM Cut 2

68A1DB65 - MIL 1 Angle Clear

701273C1 - MIL 2 Side

851EF7F6 - MIL 52 Fist

71DBDA70 - MIL Quick Offscreen 6BD2D0B8 - MIL Weak Dive Post

0B32D67D - MIN Clear Punch F31487B0 - NJN 1 Sceen Fist

E56AD7BE - NO FLOW POWER 526CF4D8 - NYK P 43 Cutter C9697D5C - NYK Quick 41 PnR

1F1BC667 - OPEN ICE 1

3131E766 - PHI P Dribble Punch 36398642 - PHILLY SCREEN 3

E9865BCA - PHILLY SCREEN ISO C69384DF - PHO 1 Fist Dbl 2D7F04A0 - PINCH ISO

70C33E44 - PISTOL 1 DBL

3769FA96 - PISTOL 14 FIST OUT C3AC3751 - PISTOL 2 CHEST

1A1FB84B - PISTOL 24 FIST OUT

387CEB51 - PISTOL 3 KEEP F558FE51 - PISTOL DOUBLE DRAGG

89DC7367 - PISTOL FIST OUT 35

6EE70485 - PISTOL FLARE FIST UP

87ED67D1 - PISTOL POWER

49B79A20 - POR 1 Chest

3592CC94 - POR 2 Ice A4F2BCFF - POR 2 Side Roll

6D7FFB3B - POR Curl Cutter

78C40C23 - PUNCH 14 B92B5339 - PUNCH 15 13144DB1 - PUNCH 2 DOUBLE

07C8B4DA - PUNCH 2 QUICK

A550300D - PUNCH 24 58F32628 - PUNCH 34

970EE4E5 - PUNCH 4

56E1BBFF - PUNCH 5

5E66EBDC - PUNCH STRONG DD7D8516 - PUNCH

E78864B2 - PUSH QUICK 2 A0C55B7C - QUICK 2 POWER

B83DBB15 - QUICK 21 7343B949 - QUICK 23 UP

8F1F9D62 - QUICK 25 FIST

A29674F0 - QUICK 3 DOUBLE BF517075 - QUICK 3 AA0BCEE8 - QUICK 4 HIGH 1F0D63BB - QUICK PINDOWN EAB81FA0 - QUICK TRIPLE 406F7D1B - REVERSE 3 HIGH

47951B9C - REVERSE QUICK ISO

6595B360 - RIP 1 CROSS

8BF9AE7F - RIP 1 FLOPPY F2C88F6E - RIP 1 TWIST

85F665AA - RIP 3 ALLEY

4932632F - RIP 3 DOUBLE

9211F89E - RIP 3 HIGH

77D8C27C - S 2 FLOPPY

9368173C - S 20 QUICK E384DA0B - S CORNER

3A3B0AB1 - S OPEN

6E6E79E7 - S POWER

0A46A85C - S SIDE ALLEY 2

3D8D2D1A - S SIDE ALLEY

77984702 - S TRIPLE

0233FC5B - S WIDE B15F0B52 - SAS 42 Fist 351ACF33 - SAS 51 Gut PnR

6008BC4B - SAS 53 Offscreen Option 42 Up

43DC81C8 - SAS 53 PnR

A308DB30 - SAS B Flex Power 8DE91EF0 - SAS B Flex Roll

3BE74B51 - SAS C Flex 3 Dive Post

3D0EC512 - SAS C Flex 52 Roll

90E80B44 - SAS EARLY 14 Punch 2

2C28F0C1 - SAS EARLY 14 Punch

40E32DE6 - SAS EARLY 2 Double

7403382E - SAS EARLY 41 Angle PnR

0686192A - SAS EARLY 41 GUT PnR

23C67037 - SAS EARLY 51 Angle PnR

1C419108 - SAS EARLY 51 PnR C94C4ED3 - SAS EARLY Corner 1

E0E1EA0F - SAS Rev Zipper Fist

1026EB4F - SIDE PICK FADE

701388D2 - SILVER HIGH ROLL C17A4963 - SLICE 2 ISO

F5C83F27 - SLICE 2 POWER 37A1DBCC - SLICE 2

96469E02 - SLICE 3 CROSS

1DC163E5 - SLICE 4 UP

151D8CF1 - SLICE FIST DOWN

89ADA563 - SLICE FIST OUT

7C28950A - SLICE FLOPPY D1F186AD - SLICE HIGH 12A5B58F - SLICE ISO

31506095 - SLICE MOTION

01E117FB - SLICE POINT POST B308EE2F - SLICE POWER

A9F6444A - SLICE QUICK 3 33B08CE3 - SLICE QUICK REVERSE

5360569F - SLICE REVERSE FIST

9E1BA5BE - SLICE REVERSE POWER B6B9FBDD - SLICE REVERSE QUICK 7C6B3289 - SLICE TWIST POWER

41A4A7FA - SLICE TWIST

7A55307C - SPREAD 12 FIST OUT

34F23134 - SPREAD 14 DBL

930F9182 - SPREAD 14 FIST OUT A8102572 - SPREAD 14 FIST UP

610864E0 - SPREAD 14 FIST

249AB4A6 - SPREAD 14 FLAT EDFB55E3 - SPREAD 15 FLAT

13B61465 - SPREAD 2 DOUBLE

7C423FCD - SPREAD 3 ICE 2 E6A7B7B2 - SPREAD 3 ICE

F75AF523 - SPREAD 3 PINCH 97E06752 - SPREAD 5 HIGH

A3AAD757 - SPREAD 53 GIVE 4BD1D099 - SPREAD ALLEY

8981C98D - SPREAD ANGLE 5

40CC2916 - SPREAD ANGLE

6A4AC75F - SPREAD DEUCE

686EAC28 - SPREAD FIST 14 DBL BDEF563C - SPREAD FIST 15 OUT

0D53137B - SPREAD FIST OUT ICE 3 C1901D73 - SPREAD HIGH 4 CROSS

C2BCDA74 - SPREAD POWER 2FDE5CE3 - SPREAD PUNCH CUT

3600E2FD - SPREAD PUNCH D10D45D4 - SPREAD QUICK 3

95ABF2D9 - STRETCH FIST UP 2 DOUBLE

68947A3D - SWING 14 FIST OUT

44A42AD8 - SWING 5 DIVE

3531DF7F - SWING 5 POWER

### V 1.00, ©M@dDog, Vl@d Zola Jr.

75E98FA4 - SWING 54 CUT

3B3F4551 - SWING CROSS 2 C73F6E9B - SWING CUT 3

C6D078F1 - SWING CUTTER 45EE3EA9 - SWING DROP 5 FB6FAB61 - SWING FIST DOWN FIST

OUT

F5F06EAB - SWING FIST DOWN 9C8680D9 - SWING FIST OUT 2

B1A6E169 - SWING FIST OUT 1705BA2C - SWING GIVE 3

863B5922 - SWING MOTION 2

616A39F2 - SWING MOTION

8C20B55F - SWING POWER

789C8DD6 - SWING PUNCH BB9FD5F2 - SWING QUICK 2 9AC9E245 - SWING REVERSE FIST DOWN

0AFB0404 - SWING REVERSE QUICK 1

93BBE36B - SWING REVERSE QUICK 2

7DCF4169 - SWING RIP 5 PUNCH

479FD639 - THRU 5 UP

3692A449 - THRU ALLEY 2 C90D579D - THRU CUTTER 4C54B5EB - THRU DIVE 14 FIST

5E43CAE4 - THRU FIST DOWN

4424F735 - THRU FIST POWER

51F6ED16 - THRU POWER

333DE6EC - THRU TWIST 51 GIVE

3D98A8B9 - Triangle 12 Island 07A93BCA - TRIPLE 42 GIVE

FBC31F95 - TRIPLE DRAGG 0AE2F1D2 - TRIPLE FIST

166F30C4 - TWIST PUNCH

8F8737F4 - UTA 1-4 Full BE5730F7 - UTA Angle AAFC62ED - WEAVE 2EDCF7B6 - WHEEL POWER ACF11F17 - WHEEL QUICK 2 5EE53AD8 - WIDE 15 FIST F2D28B29 - WIDE 2 ALLEY 3DF4955B - WIDE 2 DOUBLE A7E85BE9 - WIDE 2 ICE 07104261 - WIDE 2 UP A508B1D7 - WIDE 23 QUICK 01303877 - WIDE 23 UP C9643291 - WIDE 24 6C162D39 - WIDE 25 PUNCH

67F73594 - WIDE 3 DOUBLE

55620B59 - WIDE 3 QUICK A1392D78 - WIDE 31 GIVE 2 QUICK

306A5908 - WIDE 34 PUNCH

36158DF6 - WIDE 35 PUNCH

6B18A0C2 - WIDE 4 HIGH

40CD8413 - WIDE 42 DE2020C5 - WIDE 43 FLAT

9C47896F - WIDE 52 GIVE

675FFFB1 - WIDE ALLEY

8BC38087 - WIDE CROSS A52D2E98 - WIDE CUT 3

37A49059 - WIDE CUT

4928C270 - WIDE DBL

3575B5CC - WIDE DROP 3 EF910073 - WIDE FIST DOWN 15 9546ECF5 - WIDE FIST MID AD5687CB - WIDE FIST OUT 23 8549104E - WIDE FIST OUT 24

10C43B9A - WIDE FIST BCB3046A - WIDE FLOPPY 2

B5798F97 - WIDE FLOPPY F221F66A - WIDE HAWK

A7A01CAF - WIDE HIGH QUICK

83F1F757 - WIDE HIGH

9975F11A - WIDE INVERT CROSS

7CFE5328 - WIDE INVERT FIST DOUBLE

11FF9530 - WIDE QUICK 2 ISO E66EA5B3 - WIDE QUICK 2

D3BD627C - X DRIBBLE PUNCH AF10538E - ZIPPER 1 FLARE

CBB0F1B4 - ZIPPER 1 FLOPPY 96306B51 - ZIPPER 1 POWER



4EF97F81 - ZIPPER 1

B26D9CCE - ZIPPER 3 QUICK 810C1248 - ZIPPER 53 CUT B229FFBD - ZIPPER 53 GIVE 81C1A287 - ZIPPER CROSS 2

43207AD8 - ZIPPER DROP 2 B6430078 - ZIPPER FIST DOWN 15 DEAC686F - ZIPPER FIST OUT B1355C9E - ZIPPER FIST D0DEF8FD - ZIPPER FLARE 87B0F2C7 - ZIPPER ICE 1 F700DD37 - ZIPPER ICE 4

5AC2039D - ZIPPER ISO E9FEC022 - ZIPPER POWER 1D42F8AB - ZIPPER PUNCH

01613224 - ZIPPER QUICK 2

12D1EF3D - ZIPPER SWING POWER

96694CD0 - ZIPPER SWING ROLL

# PLAYER STATS

#### Player\_Stats – contains player stats from different years; they are assigned to players according to StatY values on Players tab.

|  |  |  |
| --- | --- | --- |
| ***Field Name*** | ***Description*** | ***Values*** |
| **ID** | ID | Integer  Min: 0 Max: 9999 |
| **TeamID1 (Team Started At)** | Defines a team, the player started the season at | Integer (link)  -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)  -1 – not assigned, Min: 0, Max: Number of records in the appropriate tab – 1 |
| **Year** | Year, the stats record belongs to. | Integer  Min: 1900 Max: 2155 |
| **PlusMinus (Plus/Minus Stat)** | +/- stat of the player, which measures his overall impact on the team's play | Integer  Min: -32768 Max: 32767 |
| **GamesP (Games Played)** | Total number of games, the player took place in throughout the season | Integer  Min: 0 Max: 127 |
| **GamesS (Games Started)** | Total number of games, the player took place in as a starter during the season | Integer  Min: 0 Max: 127 |
| **Minutes** | Defines total number of minutes, the player spent on the court throughout the season | Integer  Min: 0 Max: 16382 |
| **Points** | Total points, scored by the player during the season | Integer  Min: 0 Max: 65535 |
| **DRebs (Defensive Rebounds)** | Total number of defensive rebounds, grabbed by the player during the season | Integer  Min: 0 Max: 65535 |
| **ORebs (Offensive Rebounds)** | Total number of offensive rebounds, grabbed by the player during the season | Integer  Min: 0 Max: 1023 |
| **Assists** | Defines the number of assists, made by the player throughout the season | Integer  Min: 0 Max: 2047 |
| **Steals** | Total number of steals, made by the player during the season | Integer  Min: 0 Max: 2047 |
| **Blocks** | Total number of blocks, performed by the player during the season | Integer  Min: 0 Max: 2047 |
| **TOs (Turnovers)** | The number of turnovers, the player made throughout the season | Integer  Min: 0 Max: 32767 |
| **Fouls** | Defines how many times the player fouled on his opponents during the season | Integer  Min: 0 Max: 1023 |
| **FGMade (FG Made)** | Total number of field goals, made by the player during the season | Integer  Min: 0 Max: 4095 |
| **FGAtt (FG Attempted)** | Total number of field goals, attempted by the player during the season | Integer  Min: 0 Max: 8191 |
| **TPTMade (3PT Made)** | Total number of 3-Pointers, made by the player during the season | Integer  Min: 0 Max: 1023 |
| **TPTAtt (3PT Attempted)** | Total number of 3-Pointers, attempted by the player during the season | Integer  Min: 0 Max: 2047 |
| **FTMade (FT Made)** | Total number of free throws, made by the player during the season | Integer  Min: 0 Max: 2047 |
| **FTAtt (FT Attempted)** | Total number of free throws, attempted by the player during the season | Integer  Min: 0 Max: 2047 |
| **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 |

|  |  |  |
| --- | --- | --- |
| ***Field Name*** | ***Description*** | ***Values*** |
| **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 Def. 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  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  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  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

#### Team\_Stats – contains team stats from different years; they are assigned to teams according to values on Teams tab.

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

#### First\_Names – the list of first names, stored in the roster file (used to assign audios and tune the player

#### generator).

#### Last\_Names – the list of last names, stored in the roster file (used to assign audios and tune the player generator).

#### City\_Names – the list of city names, stored in the roster file (this tab is probably used to only assign audio, used in some special situations).

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

# JERSEYS

#### Jerseys – contains all the jerseys on the roster.

|  |  |  |
| --- | --- | --- |
| ***Field Name*** | ***Description*** | ***Values*** |
| **ID** | ID | Integer  Min: 0 Max: 9999 |
| **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  Min: 0 Max: 65535 |
| **Name** | Jersey Name. Other values from  \*language\*.IFF are also possible. | Enumerable:  *See below* |

|  |  |  |
| --- | --- | --- |
| **List of Names:**  00000000 - None  70C1CD93 - 0 | 2BDE5EAA - Classic Home II 4A997118 - Classic Home III | 4A22425D - Logo 18  4C5D96A3 - Logo 19 |
| 3B1A4A6D - 1964-65  A06562D1 - 1970-71  932B1867 - 1971-72  77A6E757 - 1976-77 | 0A6FC68C - Classic Home IV  26BFA752 - Classic Home V F9F26ACF - Classic Home VI 7793C8FB - Classic Home VII | 97D804FC - Logo 20  91A7D002 - Logo 21  9B27AD00 - Logo 22  9D5879FE - Logo 23 |
| 30F8223D - 1984-85  03B6588B - 1985-86  7DB95EBF - 1986-87 | 24BAE5C1 - Clippers  460FAC8D - Current 85BD778A - D | 8E275704 - Logo 24  885883FA - Logo 25  82D8FEF8 - Logo 26 |
| 440E2F70 - 1988-89  C94B4570 - 1989-90  AB870A81 - 1990-91 | 83C2A374 - E  8942DE76 - F  8F3D0A88 - G | 84A72A06 - Logo 27  A426A30C - Logo 28 A25977F2 - Logo 29 |
| E6C67603 - 1992-93  FE55855B - 1993-94  3105F385 - 1994-95 | BE057332 - Grizzlies  AFBC8382 - H F5FDD06C - Hawks | CDDBA433 - Logo 30  B03C0484 - M E980D165 - Magic |
| 024B8933 - 1995-96  336C6F83 - 1997-98  76BE196D - 1 | 14E99BEB - Heat  B7E8E31A - Home A9C3577C - I | 11AEE872 - Mavericks  DD7BE75B - Military Night 515A88AD - Motor City |
| F85D39DC - 2000-01  2024391A - 2013  7C3E646F - 2 | A3432A7E - J  01EE2453 - Jazz B4E2CE4A - Jersey 10 | BABC7986 - N  5B50DCB1 - Nautical BDFBD6EE - NBA Green |
| 7A41B091 - 3  693E9E6B - 4  6F414A95 - 5 | B29D1AB4 - Jersey 11  B81D67B6 - Jersey 12  C1242598 - Jersey 1 | A7DD2E6A - Nets  5C2E636D - Nuggets BCC3AD78 - O |
| 65C13797 - 6  EE935BB5 - 76ers 63BEE369 - 7 | CBA4589A - Jersey 2  CDDB8C64 - Jersey 3 DEA4A29E - Jersey 4 | FBBF6B92 - P  CAFDFC23 - Pacers E5A209F4 - Pelicans |
| 433F6A63 - 8  4540BE9D - 9  9A3DF08C - A | D8DB7660 - Jersey 5  D25B0B62 - Jersey 6 D424DF9C - Jersey 7 | 182B18F4 - Pistons  28F94690 - Practice FDC0BF6C - Q |
| 39976E3D - Alternate  F45673DE - Away 90BD8D8E - B  758B36E8 - Back in Black | F4A55696 - Jersey 8  F2DA8268 - Jersey 9 A53CFE80 - K 376F6D38 - Kings | F740C26E - R  80005DC3 - Raptors 846A3685 - Rip City A64F82CB - Rockets |
| DE418DA8 - Bobcats  969E2A71 - Bucks A56EBDD2 - Bulls | 9BDD29FB - Knicks  B643D07A - L  EFA4848C - Lakers | F13F1690 - S  BF10B79F - Spurs  39A2D4A5 - St. Patrick's |
| 96C25970 - C  593B130B - Cavaliers C7939431 - Cavfanatic | 893F3614 - Latin Nights  25A0919C - Logo 01  2F20EC9E - Logo 02 | 22EC94EF - Street  385BCE13 - Suns E240386A - T |
| 3CE54EEF - Celtics  0872C7C8 - Classic Away I Alt 5897FDC4 - Classic Away I | 295F3860 - Logo 03  3A20169A - Logo 04  3C5FC264 - Logo 05 | B66A3446 - Thunder  D0E5050A - Timberwolves 26961579 - Trail Blazers |
| E3609C76 - Classic Away II Alt  E0E074E4 - Classic Away II CF5210A6 - Classic Away III Alt | 36DFBF66 - Logo 06  30A06B98 - Logo 07  1021E292 - Logo 08 | E43FEC94 - U  287C09A3 - Unlocked EEBF9196 - V |
| DB3623A5 - Classic Away III  248E0A7B - Classic Away IV Alt C151ECC2 - Classic Away IV | 165E366C - Logo 09  79DCE5AD - Logo 10  7FA33153 - Logo 11 | E8C04568 - W  584D56A8 - Warriors FE73242E - White Hot |
| CF9C51C5 - Classic Away V Alt  792665E2 - Classic Away V 9D160E5D - Classic Away VI Alt  32CC4081 - Classic Away VI E63C9A46 - Classic Away VII 070E3F74 - Classic Home I | 75234C51 - Logo 12  735C98AF - Logo 13  6023B655 - Logo 14  665C62AB - Logo 15  6CDC1FA9 - Logo 16  6AA3CB57 - Logo 17 | 7548E10B - Wizards  C841CC62 - X CE3E189C - Y C4BE659E - Z |

|  |  |  |
| --- | --- | --- |
| ***Field Name*** | ***Description*** | ***Values*** |
| **CATTmplNm (CAT Template Name)** | Name, used for CAT jerseys' templates on Create-A-Team screen. Other values from \*language\*.IFF are also possible. | Enumerable:  \*same as above\* |
| **ID2** | The other ID. Should be unique for each item. | Integer  Min: 0 Max: 65535 |
| **JType\_c (Jersey Type (constant))** | Defines jersey slot constant type | Enumerable: 0 - Regular   1. - Practice 2. - Future All-Star 3. - Alternate (some) 4 - Christmas   5 - White Hot  9 - Latin Nights  15 - CAT / CAT Template 16 - Global Jersey Template |
| **JType (Jersey Type (active))** | Current jersey type. It differs from the constant type for CAT jerseys | Enumerable: 0 - Regular   1. - Practice 2. - Future All-Star 3. - Alternate (some) 4 - Christmas   5 - White Hot  9 - Latin Nights  15 - CAT / CAT Template 16 - Global Jersey Template |
| **JType2 (Jersey Type 2)** | Jersey Type 2 | Enumerable:  0 - CAT / Template 1 - Regular  3 - Latin Nights 4 - Retro |
| **CAT\_Usage (CAT Usage)** | Determines, if the jersey is a CAT one, CAT template or not. | Enumerable:  0 - Created CAT / Template  1 - Regular / Not Created CAT |
| **ShortsStl (Shorts Style)** | Defines, which style (length) of shorts is worn along with the jersey | Enumerable:  0 - Modern (Long) 1 - 1990s (Medium) 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:  0 - Baggy: Round Collar  1 - Baggy: Parabola Collar 2 - Baggy: A-type Collar  3 - Baggy: V-type Collar 4 - Baggy: }-type Collar 5 - Tight: Round Collar  6 - Tight: Parabola Collar 7 - T-Shirt: Parabola Collar 8 - T-Shirt: V-Collar |
| **IsAway (Is Away)** | Defines, whether the jersey is Home or Away | Boolean |
| **ShrtsNumV**  **(Number On Shorts)** | Enables or disables numbers, shown on shorts | Boolean |
| **SocksCol (Socks Color)** | Defines color of the socks | Enumerable: 0 - White  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 color is controlled by the alternative (CAT) color set | Boolean |
| **TColor0 (Team Color 0)** | Primary Color for shoes | Hexadecimal string  Represents the color in format RRGGBB |
| **TColor1 (Team Color 1)** | Team Color 1, used for gear (accessories) and shoes | Hexadecimal string  Represents the color in format RRGGBB |
| **TColor2 (Team Color 2)** | Team Color 2, used for gear (accessories) and shoes | Hexadecimal string  Represents the color in format RRGGBB |
| **TColor3 (Headband Color)** | Headband Color | Hexadecimal string  Represents the color in format RRGGBB |
| ***Field Name*** | ***Description*** | ***Values*** |
| **TColor4 (Team Color 4)** | Team Color 4 | Hexadecimal string  Represents the color in format RRGGBB |
| **TColor5 (Team Color 5)** | Team Color 5 | Hexadecimal string  Represents the color in format RRGGBB |
| **JColor1 (Jersey Color 1)** | Jersey Color 1 | Enumerable:  0 - Team Color 1   1. - Team Color 2 2. - Team Color 3 3 - Light Gray 3. - Darkned Team Color 1 4. - Darkned Team Color 2 5. - Darkned Team Color 3 6. - Black |
| **JColor2 (Jersey Color 2)** | Jersey Color 2 | Enumerable:  0 - Team Color 1   1. - Team Color 2 2. - Team Color 3 3 - Light Gray 3. - Darkned Team Color 1 4. - Darkned Team Color 2 5. - Darkned Team Color 3 6. - Black |
| **JColor3 (Jersey Color 3)** | Jersey Color 3 | Enumerable:  0 - Team Color 1   1. - Team Color 2 2. - Team Color 3 3 - Light Gray 3. - Darkned Team Color 1 4. - Darkned Team Color 2 5. - Darkned Team Color 3 6. - Black |
| **LColor1 (Logo Color 1)** | Logo Color 1 | Enumerable:  0 - Team Color 1   1. - Team Color 2 2. - Team Color 3 3 - Light Gray 3. - Darkned Team Color 1 4. - Darkned Team Color 2 5. - Darkned Team Color 3 6. - Black |
| **LColor2 (Logo Color 2)** | Logo Color 2 | Enumerable:  0 - Team Color 1   1. - Team Color 2 2. - Team Color 3 3 - Light Gray 3. - Darkned Team Color 1 4. - Darkned Team Color 2 5. - Darkned Team Color 3 6. - Black |
| **LColor3 (Logo Color 3)** | Logo Color 3 | Enumerable:  0 - Team Color 1   1. - Team Color 2 2. - Team Color 3 3 - Light Gray 3. - Darkned Team Color 1 4. - Darkned Team Color 2 5. - Darkned Team Color 3 6. - Black |
| **NameColor (Name Color)** |  | Enumerable:  0 - Team Color 1   1. - Team Color 2 2. - Team Color 3 3 - Light Gray 3. - Darkned Team Color 1 4. - Darkned Team Color 2 5. - Darkned Team Color 3 6. - Black |

|  |  |  |
| --- | --- | --- |
| ***Field Name*** | ***Description*** | ***Values*** |
| **FrNumCol1 (Front Number Color 1)** | Front Number Color 1 | Enumerable:  0 - Team Color 1   1. - Team Color 2 2. - Team Color 3 3 - Light Gray 3. - Darkned Team Color 1 4. - Darkned Team Color 2 5. - Darkned Team Color 3 6. - Black |
| **FrNumCol2 (Front Number Color 2)** | Front Number Color 2 | Enumerable:  0 - Team Color 1   1. - Team Color 2 2. - Team Color 3 3 - Light Gray 3. - Darkned Team Color 1 4. - Darkned Team Color 2 5. - Darkned Team Color 3 6. - Black |
| **BkNumCol1 (Back Number Color 1)** | Back Number Color 1 | Enumerable:  0 - Team Color 1   1. - Team Color 2 2. - Team Color 3 3 - Light Gray 3. - Darkned Team Color 1 4. - Darkned Team Color 2 5. - Darkned Team Color 3 6. - Black |
| **BkNumCol2 (Back Number Color 2)** | Back Number Color 2 | Enumerable:  0 - Team Color 1   1. - Team Color 2 2. - Team Color 3 3 - Light Gray 3. - Darkned Team Color 1 4. - Darkned Team Color 2 5. - Darkned Team Color 3 6. - Black |
| **ShsColor1 (Shoes Dominant Color)** | Shoes Dominant Color | Enumerable:  0 - Team Color 1   1. - Team Color 2 2. - Team Color 3 3 - Light Gray 3. - Darkned Team Color 1 4. - Darkned Team Color 2 5. - Darkned Team Color 3 6. - Black |
| **ShsColor2 (Shoes Trim Color 1)** | Shoes Trim Color 1 | Enumerable:  0 - Team Color 1   1. - Team Color 2 2. - Team Color 3 3 - Light Gray 3. - Darkned Team Color 1 4. - Darkned Team Color 2 5. - Darkned Team Color 3 6. - Black |
| **ShsColor3 (Shoes Trim Color 2)** | Shoes Trim Color 2 | Enumerable:  0 - Team Color 1   1. - Team Color 2 2. - Team Color 3 3 - Light Gray 3. - Darkned Team Color 1 4. - Darkned Team Color 2 5. - Darkned Team Color 3 6. - Black |

# HEADSHAPES

#### Headshapes – contains all the CAP headshapes on the roster; they are assigned to players based on the values at Players tab.

|  |  |  |
| --- | --- | --- |
| ***Field Name*** | ***Description*** | ***Values*** |
| **ID** | ID | Integer  Min: 0 Max: 9999 |
| **HParam1 (Head Param 1)** | Head Parameter 1 | Integer  Min: 0 Max: 255 |
| **HParam2 (Head Param 2)** | Head Parameter 2 | Integer  Min: 0 Max: 255 |
| **HdBrwHght (Brow Height)** | Head - Brow - Height | Integer  Min: -255 Max: 255 |
| **HdBrwWdth (Brow Width)** | Head - Brow - Width | Integer  Min: -255 Max: 255 |
| **HdBrwSlpd (Brow Sloped)** | Head - Brow - Sloped | Integer  Min: 0 Max: 255 |
| **HdNkThck (Neck Thickness)** | Head - Neck - Thickness | Integer  Min: -255 Max: 255 |
| **HdNkFat (Neck Fat)** | Head - Neck - Fat | Integer  Min: 0 Max: 255 |
| **HdChnLen (Chin Length)** | Head - Chin - Length | Integer  Min: -255 Max: 255 |
| **HdChnWdth (Chin Width)** | Head - Chin - Width | Integer  Min: -255 Max: 255 |
| **HdChnProt (Chin Protrusion)** | Head - Chin - Protrusion | Integer  Min: -255 Max: 255 |
| **HdJawSqr (Jaw Squareness)** | Head - Jaw - Squareness | Integer  Min: -255 Max: 255 |
| **HdJawWdth (Jaw Width)** | Head - Jaw - Width | Integer  Min: -255 Max: 255 |
| **HdChkHght (Cheek Height)** | Head - Cheek - Height | Integer  Min: -255 Max: 255 |
| **HdChkWdth (Cheek Width)** | Head - Cheek - Width | Integer  Min: -255 Max: 255 |
| **HdChkFull (Cheek Fullness)** | Head - Cheek - Fullness | Integer  Min: -255 Max: 255 |
| **HdDefinit (Head Definition)** | Head - Definition | Integer  Min: 0 Max: 255 |
| **MtULCurve (Upper Lip Curve)** | Mouth - Upper lip - Curve | Integer  Min: -255 Max: 255 |
| **MtULThick (Upper Lip Thickness)** | Mouth - Upper lip - Thickness | Integer  Min: -255 Max: 255 |
| **MtULProtr (Upper Lip Protrusion)** | Mouth - Upper lip - Protrusion | Integer  Min: -255 Max: 255 |
| **MtLLCurve (Lower Lip Curve)** | Mouth - Lower lip - Curve | Integer  Min: -255 Max: 255 |
| **MtLLThick (Lower Lip Thickness)** | Mouth - Lower lip - Thickness | Integer  Min: -255 Max: 255 |
| **MtLLProtr (Lower Lip Protrusion)** | Mouth - Lower lip - Protrusion | Integer  Min: -255 Max: 255 |
| **MtSzHght (Mouth Height)** | Mouth - Mouth Size - Height | Integer  Min: -255 Max: 255 |
| **MtSzWdth (Mouth Width)** | Mouth - Mouth Size - Width | Integer  Min: -255 Max: 255 |
| **MtCrvCorn (Mouth Corners)** | Mouth - Curvature - Corners | Integer  Min: -255 Max: 255 |

|  |  |  |
| --- | --- | --- |
| ***Field Name*** | ***Description*** | ***Values*** |
| **ErHeight (Ears Height)** | Ears - Ears - Height | Integer  Min: -255 Max: 255 |
| **ErWidth (Ears Width)** | Ears - Ears - Width | Integer  Min: -255 Max: 255 |
| **ErEarLobe (Ear Lobe)** | Ears - Ears - Ear Lobe | Integer  Min: -255 Max: 255 |
| **ErTilt (Ears Tilt)** | Ears - Ears - Tilt | Integer  Min: -255 Max: 255 |
| **NsNsHght (Nose Height)** | Nose - Nose - Height | Integer  Min: -255 Max: 255 |
| **NsNsWdth (Nose Width)** | Nose - Nose - Width | Integer  Min: -255 Max: 255 |
| **NsNsProtr (Nose Protrusion)** | Nose - Nose - Protrusion | Integer  Min: -255 Max: 255 |
| **NsBnBridge (Nose Bone Bridge)** | Nose - Bone - Bridge | Integer  Min: -255 Max: 255 |
| **NsBnDefin (Nose Bone Definition)** | Nose - Bone - Definition | Integer  Min: -255 Max: 255 |
| **NsBnWdth (Nose Bone Width)** | Nose - Bone - Width | Integer  Min: -255 Max: 255 |
| **NsTipHght (Nose Tip Height)** | Nose - Tip - Height | Integer  Min: -255 Max: 255 |
| **NsTipWdth (Nose Tip Width)** | Nose - Tip - Width | Integer  Min: -255 Max: 255 |
| **NsTipTip (Nose Tip)** | Nose - Tip - Tip | Integer  Min: -255 Max: 255 |
| **NsTipBnd (Nose Tip Bend)** | Nose - Tip - Bend | Integer  Min: -255 Max: 255 |
| **NsNtHght (Nostrils Height)** | Nose - Nostrils - Height | Integer  Min: -255 Max: 255 |
| **NsNtWdth (Nostrils Width)** | Nose - Nostrils - Width | Integer  Min: -255 Max: 255 |
| **EsFrmOpen (Eyes Openess)** | Eyes - Form - Openness | Integer  Min: -255 Max: 255 |
| **EsFrmSpac (Eyes Spacing)** | Eyes - Form - Spacing | Integer  Min: -255 Max: 255 |
| **EsFrmLwEl (Form - Lower Eyelid)** | Eyes - Form - Lower eyelid | Integer  Min: -255 Max: 255 |
| **EsFrmUpEl (Form - Upper Eyelid)** | Eyes - Form - Upper eyelid | Integer  Min: -255 Max: 255 |
| **EsPlcHght (Eyes Height)** | Eyes - Placement - Height | Integer  Min: -255 Max: 255 |
| **EsPlcWdth (Eyes Width)** | Eyes - Placement - Width | Integer  Min: -255 Max: 255 |
| **EsPlcRot (Eyes Rotation)** | Eyes - Placement - Rotation | Integer  Min: -255 Max: 255 |
| **EsPlcProt (Eyes Protrusion)** | Eyes - Placement - Protrusion | Integer  Min: -255 Max: 255 |
| **EsShpOtEl (Outer Eyelid Shape)** | Eyes - Shape - Outer eyelid | Integer  Min: -255 Max: 255 |
| **EsShpInEl (Inner Eyelid Shape)** | Eyes - Shape - Inner eyelid | Integer  Min: -255 Max: 255 |

# OVERRIDING ROTATIONS

#### Overriding\_Rotations – this list contains rotations, which override those of the Teams tab for several special teams.

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

#### Player\_Ratingsx – sets of player ratings, used for some unknown purpose.

|  |  |  |
| --- | --- | --- |
| ***Field Name*** | ***Description*** | ***Values*** |
| **ID** | ID | Integer  Min: 0 Max: 9999 |
| **Rating0 (Rating 0)** | Rating 0 | Integer  Min: 0 Max: 255 |
| **Rating1 (Rating 1)** | Rating 1 | Integer  Min: 0 Max: 255 |
| **Rating2 (Rating 2)** | Rating 2 | Integer  Min: 0 Max: 255 |
| **Rating3 (Rating 3)** | Rating 3 | Integer  Min: 0 Max: 255 |
| **Rating4 (Rating 4)** | Rating 4 | Integer  Min: 0 Max: 255 |
| **Rating5 (Rating 5)** | Rating 5 | Integer  Min: 0 Max: 255 |
| **Rating6 (Rating 6)** | Rating 6 | Integer  Min: 0 Max: 255 |
| **Rating7 (Rating 7)** | Rating 7 | Integer  Min: 0 Max: 255 |
| **Rating8 (Rating 8)** | Rating 8 | Integer  Min: 0 Max: 255 |
| **Rating9 (Rating 9)** | Rating 9 | Integer  Min: 0 Max: 255 |
| **Rating10 (Rating 10)** | Rating 10 | Integer  Min: 0 Max: 255 |
| **Rating11 (Rating 11)** | Rating 11 | Integer  Min: 0 Max: 255 |
| **Rating12 (Rating 12)** | Rating 12 | Integer  Min: 0 Max: 255 |
| **Rating13 (Rating 13)** | Rating 13 | Integer  Min: 0 Max: 255 |
| **Rating14 (Rating 14)** | Rating 14 | Integer  Min: 0 Max: 255 |
| **Rating15 (Rating 15)** | Rating 15 | Integer  Min: 0 Max: 255 |
| **Rating16 (Rating 16)** | Rating 16 | Integer  Min: 0 Max: 255 |
| **Rating17 (Rating 17)** | Rating 17 | Integer  Min: 0 Max: 255 |
| **Rating18 (Rating 18)** | Rating 18 | Integer  Min: 0 Max: 255 |
| **Rating19 (Rating 19)** | Rating 19 | Integer  Min: 0 Max: 255 |
| **Rating20 (Rating 20)** | Rating 20 | Integer  Min: 0 Max: 255 |
| **Rating21 (Rating 21)** | Rating 21 | Integer  Min: 0 Max: 255 |

#### Records – this tab contains all NBA and Team records. Team records are assigned to teams according to the

#### values on the Teams tab.

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

#### Awards – the list of all award winners.

|  |  |  |
| --- | --- | --- |
| ***Field Name*** | ***Description*** | ***Values*** |
| **ID** | ID | Integer  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  Min: 0 Max: 4095 |
| **AType (Award Type)** | Award Type | Enumerable: 0 - NBA Finals  1 - PPG Leader 2 - RPG Leader  3 - APG Leader 4 - SPG Leader 5 - BPG Leader   1. - MPG Leader 2. - Most Valuable Player 8 - Rookie Of The Year   9 - Sixth Man Of The Year 10 - Def. Player Of The Year 11 - Most Improved Player  12 - All-NBA 1st Team 13 - All-NBA 2nd Team 14 - All-NBA 3rd Team  15 - All-Defensive 1st Team 16 - All-Defensive 2nd Team 17 - All-Rookie 1st Team   1. - All-Rookie 2nd Team 2. - 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  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  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  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  Min: 0 Max: 2147483648 |
| **Value2** | Number of games, won by the opposing team during NBA Finals | Integer  Min: 0 Max: 3 |

#### Draft\_Projection – the tab contains current draft projection. It is unknown, if it really affects anything.

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

# TRADES

#### Trades – the tab contains several chosen trades; although, it is unknown, if it really affects anything or is just a semi-deprecated tab, inherited from earlier games.

|  |  |  |
| --- | --- | --- |
| ***Field Name*** | ***Description*** | ***Values*** |
| **ID** | ID | Integer  Min: 0 Max: 9999 |
| **Year** | Year | Integer  Min: 2000 Max: 2127 |
| **Month** | Month | Enumerable: 0 - 0   1. - January 2. - February 3. - March 4. - April 5. - May 6. - June 7. - July 8. - August 9. - September 10. - October 11. - November 12. - December |
| **Day** | Day | Integer  Min: 0 Max: 31 |
| **Hour** | Hour | Integer  Min: 0 Max: 23 |
| **Minute** | Minute | Integer  Min: 0 Max: 59 |
| **Order** | If several transactions take place at the same time, this defines their order. | Integer  Min: 0 Max: 31 |
| **I1\_FrmTm (From Team (GID))** | Defines the team, which sold the 1st item, by its GID. | Integer  Min: 0 Max: 16383 |
| **I1\_ToTm (To Team (GID))** | Defines the team, which bought the 1st item, by its GID. | Integer  Min: 0 Max: 16383 |
| **I1\_ItmT (Item Type)** | Defines the type of the item | Enumerable: 0 - Non-active   1. - Player 2. - Current Draft Pick 3 - Next Draft Pick |
| **I1\_Plyr (Player (ASA\_ID))** | If the item is a player, then this field is used to identify him by his ASA\_ID | Integer  Min: 0 Max: 16383 |
| **I1\_DPRnd (Draft Pick Round)** | If the item is a draft pick, then this field indicates draft round | Integer  Min: 0 Max: 3 |
| **I1\_DPTm (Draft Pick Team (GID))** | If the item is a draft pick, then this field contains the GID of its original holder team. | Integer  Min: 0 Max: 16383 |
| **I2\_FrmTm (From Team (GID))** | Defines the team, which sold the 1st item, by its GID. | Integer  Min: 0 Max: 16383 |
| **I2\_ToTm (To Team (GID))** | Defines the team, which bought the 1st item, by its GID. | Integer  Min: 0 Max: 16383 |
| **I2\_ItmT (Item Type)** | Defines the type of the item | Enumerable: 0 - Non-active   1. - Player 2. - Current Draft Pick 3 - Next Draft Pick |
| **I2\_Plyr (Player (ASA\_ID))** | If the item is a player, then this field is used to identify him by his ASA\_ID | Integer  Min: 0 Max: 16383 |
| **I2\_DPRnd (Draft Pick Round)** | If the item is a draft pick, then this field indicates draft round | Integer  Min: 0 Max: 3 |
| **I2\_DPTm (Draft Pick Team (GID))** | If the item is a draft pick, then this field contains the GID of its original holder team. | Integer  Min: 0 Max: 16383 |

|  |  |  |
| --- | --- | --- |
| ***Field Name*** | ***Description*** | ***Values*** |
| **I3\_FrmTm (From Team (GID))** | Defines the team, which sold the 1st item, by its GID. | Integer  Min: 0 Max: 16383 |
| **I3\_ToTm (To Team (GID))** | Defines the team, which bought the 1st item, by its GID. | Integer  Min: 0 Max: 16383 |
| **I3\_ItmT (Item Type)** | Defines the type of the item | Enumerable: 0 - Non-active   1. - Player 2. - Current Draft Pick 3 - Next Draft Pick |
| **I3\_Plyr (Player (ASA\_ID))** | If the item is a player, then this field is used to identify him by his ASA\_ID | Integer  Min: 0 Max: 16383 |
| **I3\_DPRnd (Draft Pick Round)** | If the item is a draft pick, then this field indicates draft round | Integer  Min: 0 Max: 3 |
| **I3\_DPTm (Draft Pick Team (GID))** | If the item is a draft pick, then this field contains the GID of its original holder team. | Integer  Min: 0 Max: 16383 |
| **I4\_FrmTm (From Team (GID))** | Defines the team, which sold the 1st item, by its GID. | Integer  Min: 0 Max: 16383 |
| **I4\_ToTm (To Team (GID))** | Defines the team, which bought the 1st item, by its GID. | Integer  Min: 0 Max: 16383 |
| **I4\_ItmT (Item Type)** | Defines the type of the item | Enumerable: 0 - Non-active   1. - Player 2. - Current Draft Pick 3 - Next Draft Pick |
| **I4\_Plyr (Player (ASA\_ID))** | If the item is a player, then this field is used to identify him by his ASA\_ID | Integer  Min: 0 Max: 16383 |
| **I4\_DPRnd (Draft Pick Round)** | If the item is a draft pick, then this field indicates draft round | Integer  Min: 0 Max: 3 |
| **I4\_DPTm (Draft Pick Team (GID))** | If the item is a draft pick, then this field contains the GID of its original holder team. | Integer  Min: 0 Max: 16383 |
| **I5\_FrmTm (From Team (GID))** | Defines the team, which sold the 1st item, by its GID. | Integer  Min: 0 Max: 16383 |
| **I5\_ToTm (To Team (GID))** | Defines the team, which bought the 1st item, by its GID. | Integer  Min: 0 Max: 16383 |
| **I5\_ItmT (Item Type)** | Defines the type of the item | Enumerable: 0 - Non-active   1. - Player 2. - Current Draft Pick 3 - Next Draft Pick |
| **I5\_Plyr (Player (ASA\_ID))** | If the item is a player, then this field is used to identify him by his ASA\_ID | Integer  Min: 0 Max: 16383 |
| **I5\_DPRnd (Draft Pick Round)** | If the item is a draft pick, then this field indicates draft round | Integer  Min: 0 Max: 3 |
| **I5\_DPTm (Draft Pick Team (GID))** | If the item is a draft pick, then this field contains the GID of its original holder team. | Integer  Min: 0 Max: 16383 |
| **I6\_FrmTm (From Team (GID))** | Defines the team, which sold the 1st item, by its GID. | Integer  Min: 0 Max: 16383 |
| **I6\_ToTm (To Team (GID))** | Defines the team, which bought the 1st item, by its GID. | Integer  Min: 0 Max: 16383 |
| **I6\_ItmT (Item Type)** | Defines the type of the item | Enumerable: 0 - Non-active   1. - Player 2. - Current Draft Pick 3 - Next Draft Pick |
| **I6\_Plyr (Player (ASA\_ID))** | If the item is a player, then this field is used to identify him by his ASA\_ID | Integer  Min: 0 Max: 16383 |
| **I6\_DPRnd (Draft Pick Round)** | If the item is a draft pick, then this field indicates draft round | Integer  Min: 0 Max: 3 |

|  |  |  |
| --- | --- | --- |
| ***Field Name*** | ***Description*** | ***Values*** |
| **I6\_DPTm (Draft Pick Team (GID))** | If the item is a draft pick, then this field contains the GID of its original holder team. | Integer  Min: 0 Max: 16383 |
| **I7\_FrmTm (From Team (GID))** | Defines the team, which sold the 1st item, by its GID. | Integer  Min: 0 Max: 16383 |
| **I7\_ToTm (To Team (GID))** | Defines the team, which bought the 1st item, by its GID. | Integer  Min: 0 Max: 16383 |
| **I7\_ItmT (Item Type)** | Defines the type of the item | Enumerable: 0 - Non-active   1. - Player 2. - Current Draft Pick 3 - Next Draft Pick |
| **I7\_Plyr (Player (ASA\_ID))** | If the item is a player, then this field is used to identify him by his ASA\_ID | Integer  Min: 0 Max: 16383 |
| **I7\_DPRnd (Draft Pick Round)** | If the item is a draft pick, then this field indicates draft round | Integer  Min: 0 Max: 3 |
| **I7\_DPTm (Draft Pick Team (GID))** | If the item is a draft pick, then this field contains the GID of its original holder team. | Integer  Min: 0 Max: 16383 |
| **I8\_FrmTm (From Team (GID))** | Defines the team, which sold the 1st item, by its GID. | Integer  Min: 0 Max: 16383 |
| **I8\_ToTm (To Team (GID))** | Defines the team, which bought the 1st item, by its GID. | Integer  Min: 0 Max: 16383 |
| **I8\_ItmT (Item Type)** | Defines the type of the item | Enumerable: 0 - Non-active   1. - Player 2. - Current Draft Pick 3 - Next Draft Pick |
| **I8\_Plyr (Player (ASA\_ID))** | If the item is a player, then this field is used to identify him by his ASA\_ID | Integer  Min: 0 Max: 16383 |
| **I8\_DPRnd (Draft Pick Round)** | If the item is a draft pick, then this field indicates draft round | Integer  Min: 0 Max: 3 |
| **I8\_DPTm (Draft Pick Team (GID))** | If the item is a draft pick, then this field contains the GID of its original holder team. | Integer  Min: 0 Max: 16383 |
| **I9\_FrmTm (From Team (GID))** | Defines the team, which sold the 1st item, by its GID. | Integer  Min: 0 Max: 16383 |
| **I9\_ToTm (To Team (GID))** | Defines the team, which bought the 1st item, by its GID. | Integer  Min: 0 Max: 16383 |
| **I9\_ItmT (Item Type)** | Defines the type of the item | Enumerable: 0 - Non-active   1. - Player 2. - Current Draft Pick 3 - Next Draft Pick |
| **I9\_Plyr (Player (ASA\_ID))** | If the item is a player, then this field is used to identify him by his ASA\_ID | Integer  Min: 0 Max: 16383 |
| **I9\_DPRnd (Draft Pick Round)** | If the item is a draft pick, then this field indicates draft round | Integer  Min: 0 Max: 3 |
| **I9\_DPTm (Draft Pick Team (GID))** | If the item is a draft pick, then this field contains the GID of its original holder team. | Integer  Min: 0 Max: 16383 |
| **I10\_FrmTm (From Team (GID))** | Defines the team, which sold the 1st item, by its GID. | Integer  Min: 0 Max: 16383 |
| **I10\_ToTm (To Team (GID))** | Defines the team, which bought the 1st item, by its GID. | Integer  Min: 0 Max: 16383 |
| **I10\_ItmT (Item Type)** | Defines the type of the item | Enumerable: 0 - Non-active   1. - Player 2. - Current Draft Pick 3 - Next Draft Pick |
| **I10\_Plyr (Player (ASA\_ID))** | If the item is a player, then this field is used to identify him by his ASA\_ID | Integer  Min: 0 Max: 16383 |

|  |  |  |
| --- | --- | --- |
| ***Field Name*** | ***Description*** | ***Values*** |
| **I10\_DPRnd (Draft Pick Round)** | If the item is a draft pick, then this field indicates draft round | Integer  Min: 0 Max: 3 |
| **I10\_DPTm (Draft Pick Team (GID))** | If the item is a draft pick, then this field contains the GID of its original holder team. | Integer  Min: 0 Max: 16383 |
| **I11\_FrmTm (From Team (GID))** | Defines the team, which sold the 1st item, by its GID. | Integer  Min: 0 Max: 16383 |
| **I11\_ToTm (To Team (GID))** | Defines the team, which bought the 1st item, by its GID. | Integer  Min: 0 Max: 16383 |
| **I11\_ItmT (Item Type)** | Defines the type of the item | Enumerable: 0 - Non-active   1. - Player 2. - Current Draft Pick 3 - Next Draft Pick |
| **I11\_Plyr (Player (ASA\_ID))** | If the item is a player, then this field is used to identify him by his ASA\_ID | Integer  Min: 0 Max: 16383 |
| **I11\_DPRnd (Draft Pick Round)** | If the item is a draft pick, then this field indicates draft round | Integer  Min: 0 Max: 3 |
| **I11\_DPTm (Draft Pick Team (GID))** | If the item is a draft pick, then this field contains the GID of its original holder team. | Integer  Min: 0 Max: 16383 |
| **I12\_FrmTm (From Team (GID))** | Defines the team, which sold the 1st item, by its GID. | Integer  Min: 0 Max: 16383 |
| **I12\_ToTm (To Team (GID))** | Defines the team, which bought the 1st item, by its GID. | Integer  Min: 0 Max: 16383 |
| **I12\_ItmT (Item Type)** | Defines the type of the item | Enumerable: 0 - Non-active   1. - Player 2. - Current Draft Pick 3 - Next Draft Pick |
| **I12\_Plyr (Player (ASA\_ID))** | If the item is a player, then this field is used to identify him by his ASA\_ID | Integer  Min: 0 Max: 16383 |
| **I12\_DPRnd (Draft Pick Round)** | If the item is a draft pick, then this field indicates draft round | Integer  Min: 0 Max: 3 |
| **I12\_DPTm (Draft Pick Team (GID))** | If the item is a draft pick, then this field contains the GID of its original holder team. | Integer  Min: 0 Max: 16383 |

# MATCHUPS

#### Matchups – contains info on how each pair of NBA teams played against each other.

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

# HALL OF FAME

#### Hall\_Of\_Fame – contains all the players, who were included into the NBA Hall Of Fame.

|  |  |  |
| --- | --- | --- |
| ***Field Name*** | ***Description*** | ***Values*** |
| **ID** | ID | Integer  Min: 0 Max: 9999 |
| **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  Min: 0 Max: 65535 |
| **Position (Primary Position)** | Player's primary court position | Enumerable:  0 - Point Guard  1 - Shooting Guard 2 - Small Forward 3 - Power Forward 4 - Center |
| **YearRet (Year Retired)** | Year, when the person retired from the NBA | Integer  Min: 1950 Max: 2077 |
| **Points** | Total Career Points | Integer  Min: 0 Max: 65535 |
| **Rebounds** | Total Career Rebounds | Integer  Min: 0 Max: 65535 |
| **Assists** | Total Career Assists | Integer  Min: 0 Max: 32767 |
| **Steals** | Total Career Steals | Integer  Min: 0 Max: 8191 |
| **Blocks** | Total Career Blocks | Integer  Min: 0 Max: 8191 |
| **Games** | Total Games Played Throughout the career | Integer  Min: 0 Max: 4095 |
| **NBAChamp (NBA Champion)** | Number of NBA Championships | Integer  Min: 0 Max: 31 |
| **NBA\_MVP (NBA MVP)** | Number of NBA MVP career titles | Integer  Min: 0 Max: 31 |
| **NBA\_FnMVP (NBA Finals MVP)** | Number of NBA Finals MVP titles | Integer  Min: 0 Max: 31 |
| **AllStarNum (All-Star Appearances)** | Amount of NBA All-Star Game appearances | Integer  Min: 0 Max: 31 |
| **DefPlayer (NBA Defensive Player Of The Year)** | Number of NBA Defensive Player Of The Year titles | Integer  Min: 0 Max: 31 |
| **SixthMan (NBA Sixth Man Of The Year)** | Number of NBA Sixth Man Of The Year titles | Integer  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  Min: 0 Max: 31 |
| **AllNBA2ndT (All-NBA 2nd Team)** | How many times the player was selected for the All-NBA Second Team | Integer  Min: 0 Max: 31 |
| **AllNBA3rdT (All-NBA 3rd Team)** | How many times the player was selected for the All-NBA Third Team | Integer  Min: 0 Max: 31 |
| **AllDef1stT (All-Defensive 1st Team)** | How many times the player was selected for the All-Defensive First Team | Integer  Min: 0 Max: 31 |

|  |  |  |
| --- | --- | --- |
| ***Field Name*** | ***Description*** | ***Values*** |
| **AllDef2ndT (All-Defensive 2nd Team)** | How many times the player was selected for the All-Defensive Second Team | Integer  Min: 0 Max: 31 |

# ONLINE TEAM UP

#### OnLine\_TeamUp – a set of matches. The real purpose is unknown.

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

# SKILLS BOOSTS

#### Skills\_Boosts – a set of boosts, which temporary affect players skills

|  |  |  |
| --- | --- | --- |
| ***Field Name*** | ***Description*** | ***Values*** |
| **ID** | ID | Integer  Min: 0 Max: 9999 |
| **ASA\_ID**  **(ASA ID)** | Should correspond with ASA ID of the player, which has this set of boosts assigned | Integer  Min: 0 Max: 65535 |
| **SshtLoP**  **(Shot Low Post)** | Boosts the ability to shoot from the post. | Integer  Min: -128 Max: 127 |
| **ShtCls**  **(Shot Close)** | Boosts the ability to shoot from close-range | Integer  Min: -128 Max: 127 |
| **ShtMed**  **(Shot Medium)** | Boosts the ability to shoot from mid-range | Integer  Min: -128 Max: 127 |
| **Sht3PT**  **(Shot 3-Pointers)** | Boosts the ability to shoot from 3PT-range | Integer  Min: -128 Max: 127 |
| **ShtFT**  **(Shot Free Throw)** | Boosts the ability to shoot free throws | Integer  Min: -128 Max: 127 |
| **Dunk** | Affects dunk success, ability to dunk in traffic, and alley-oop dunks | Integer  Min: -128 Max: 127 |
| **StdDunk**  **(Standing Dunk)** | Boosts the ability to perform standing dunks | Integer  Min: -128 Max: 127 |
| **LayUp** | Boosts the ability to make draving layups, contact layups, and alley-oop layups | Integer  Min: -128 Max: 127 |
| **LayUpStnd**  **(Standing LayUp)** | Boosts the ability to make layups from a stand | Integer  Min: -128 Max: 127 |
| **LayUpSpin**  **(Spin LayUp)** | Boosts the ability to make spin layups | Integer  Min: -128 Max: 127 |
| **LayUpEuro**  **(Euro step LayUp)** | Boosts the ability to make euro step layups | Integer  Min: -128 Max: 127 |
| **LayUpHop**  **(Hop step LayUp)** | Boosts the ability to make hop step layups | Integer  Min: -128 Max: 127 |
| **Runner** | Boosts the ability to make runners and floaters | Integer  Min: -128 Max: 127 |
| **StpThru**  **(Step Through)** | Boosts the ability to finish step through shots | Integer  Min: -128 Max: 127 |
| **ShtInT**  **(Shoot In Traffic)** | Boosts the ability to shoot while in traffic | Integer  Min: -128 Max: 127 |
| **PstFdaway**  **(Post Fadeaway)** | Boosts the ability to make fadeaway roll shots from the post | Integer  Min: -128 Max: 127 |
| **PstHook**  **(Post Hook)** | Boosts the ability to make hook shots from the post | Integer  Min: -128 Max: 127 |
| **ShtOfD**  **(Shoot Off-Dribble)** | Boosts the ability to perform shots off the dribble | Integer  Min: -128 Max: 127 |
| **BallHndl**  **(Ball Handling)** | Boosts the ability to perform dribble moves | Integer  Min: -128 Max: 127 |
| **OffHDrib**  **(Off Hand Dribble)** | Boosts the ability to perform dribble moves with the non-dominant hand | Integer  Min: -128 Max: 127 |
| **BallSec**  **(Ball Security)** | Boosts the ability to secure the ball while dribbling | Integer  Min: -128 Max: 127 |
| **Pass** | Boosts the ability to throw accurate passes | Integer  Min: -128 Max: 127 |
| **Block** | Boosts the ability to block shots | Integer  Min: -128 Max: 127 |
| **Steal** | Boosts the ability to steal the ball | Integer  Min: -128 Max: 127 |
| **Hands** | Boosts the ability to catch the ball | Integer  Min: -128 Max: 127 |

|  |  |  |
| --- | --- | --- |
| ***Field Name*** | ***Description*** | ***Values*** |
| **OnBallD**  **(On-Ball Defense)** | Boosts the ability to guard and react when defending the ballhandler | Integer  Min: -128 Max: 127 |
| **Oreb**  **(Offense Rebound)** | Boosts the ability to grab offensive rebounds | Integer  Min: -128 Max: 127 |
| **Dreb**  **(Defense Rebound)** | Boosts the ability to grab defensive rebounds | Integer  Min: -128 Max: 127 |
| **OLowPost**  **(Offensive Low Post)** | Boosts the ability to perform moves while in the post | Integer  Min: -128 Max: 127 |
| **DLowPost**  **(Defense Low Post)** | Boosts the ability to defend in the post | Integer  Min: -128 Max: 127 |
| **OAwar**  **(Offensive Awareness)** | Boosts the ability to react on loose balls and double teams | Integer  Min: -128 Max: 127 |
| **DAwar**  **(Defensive Awareness)** | Help defense ability when picking up the ballhandler | Integer  Min: -128 Max: 127 |
| **Consis**  **(Consistency)** | Boosts the ability to keep a shooting streak or get out of a shooting slump | Integer  Min: -128 Max: 127 |
| **Stamina** | Affects the player's fatigue level while on the court | Integer  Min: -128 Max: 127 |
| **Speed** | Affects how fast the player can run at full sprint | Integer  Min: -128 Max: 127 |
| **Quick**  **(Quickness)** | Agility while moving around the court | Integer  Min: -128 Max: 127 |
| **Strength** | Determines how successful the player will be when backing down in the post | Integer  Min: -128 Max: 127 |
| **Vertical** | This is the player's leaping ability on dunks, rebounds, blocks and jump balls | Integer  Min: -128 Max: 127 |
| **Hustle** | Boosts the ability to dive for loose balls | Integer  Min: -128 Max: 127 |
| **Durab**  **(Durability)** | Boosts the ability to avoid injuries | Integer  Min: -128 Max: 127 |
| **POT**  **(Potential)** | Affects the player's overall development and progression | Integer  Min: -128 Max: 127 |
| **Emotion** | Affects the type of reaction to referee calls | Integer  Min: -128 Max: 127 |