

TOTMATCH.PBC

-DQ-CO-TLN-TTL-11-XX-MAOK-BOTH-NCCO-0--1-0-2-0-0-0-1-0-y-0-0---0-49-0-0-0-

1	DQ	NODQ	DQs allowed?		
2	CO	NOCO	COs allowed?		
3	TLN	NOTLN	Is there a time limit?		
4	TTL	NONT	Is it a non-title mach?		
5	Both digits equal for regular matches; if not: handicap match; :: for BR/RR			Wrestlers on team 1, team 2/3/...	
6	XX		no longer used		
7	MAOK	MABAN	managers banned?		
8	BOTH	PINONLY	ESCCAGE	how to win in the cage	
9	TCCO	NCCO	title change on CO/DQ		
10				special time limit (mins)	
11				special referee name	
12				hardcore mode	
13				special referee strictness	
14	2 = A vs B, 3 = A vs B vs C, 4 = A vs B vs C vs D, other: BR/RR			number of sides (2, 3, 4, BR)	
15				no longer used	
16				WarGames	
17		0	1	2	Regular/BR/RR
18				Losses before elimination	
19	Bit 0 = first title in CARD.TTL, bit 1 = second title in CARD.TTL, ...			Which title(s) are on the line	
20	List of values and what they mean below			Match fall type/watch/join/skip/finish	
21				Rumble: enter in selected order	
22				BR/RR: pinfalls/submissions allowed	
23				used for Round Robin matches - ignore	
24				Match Plugin	
25				BR/RR: top-rope elims allowed	
26				internal use only	
27				keep play-by-play	
28				tag team battle royal	
29				team selected to win	

For 19: "y", "n", "f", "j" one-fall (watch, skip, finish, join)
 "T", "N", "F", "J" two-of-three falls
 "D", "d", "B", "b" death match
 "I", "i", "L", "K" iron man match

(These go back to the time when TNM only simulated random 16-man elimination tournament; you were presented the line-up for the round and had to decide whether to watch, skip, go straight to the finish or join in progress for every match... talk about legacy code ;-)