

Package ‘RDota2’

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Type Package

Title An R Steam API Client for Valve's Dota2

Version 0.1.6

URL <https://github.com/Lyzander/RDota2>

BugReports <https://github.com/Lyzander/RDota2/issues>

Depends R (>= 3.2.0)

Imports httr, jsonlite

Description An R API Client for Valve's Dota2. RDota2 can be easily used to connect to the Steam API and retrieve data for Valve's popular video game Dota2. You can find out more about Dota2 at <<http://store.steampowered.com/app/570/>>.

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get_event_stats_for_account
Event Stats for Accounts

Description

Event Stats for Accounts.

Usage

```
get_event_stats_for_account(eventid, accountid, dota_id = 570,
    language = "en", key = NULL)
```

Arguments

eventid	The league id of the compendium.
accountid	The account id.
dota_id	Can take one of three values. <ul style="list-style-type: none"> • 570 - Dota 2 (default) • 816 - Dota 2 Internal Test • 205790 - Dota 2 Beta Test
language	The ISO639-1 language code for returning all the information in the corresponding language. If the language is not supported, english will be returned. For a complete list of the ISO639-1 language codes please visit https://en.wikipedia.org/wiki/List_of_ISO_639-1_codes .
key	The api key obtained from Steam. If you don't have one please visit https://steamcommunity.com/dev in order to do so. For instructions on the correct way to use this key please visit https://github.com/Lyzander/RDota2 and check the readme file. You can also see the examples. A key can be made available to all the functions by using key_actions. The key argument in individual functions should only be used in case the user needs to work with multiple keys.

Details

A list will be returned that contains three elements. The content, the url and the response received from the api. Event points and actions seem to be returned from the api but none of them have been documented in the api.

Value

A dota_api object containing the elements described in the details.

Steam API Documentation

<https://wiki.teamfortress.com/wiki/WebAPI/GetEventStatsForAccount>

Examples

```
## Not run:
get_event_stats_for_account(eventid = 65006, accountid = 89550641)

## End(Not run)
```

get_game_items	<i>Dota Items</i>
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Description

Dota Items.

Usage

```
get_game_items(dota_id = 570, language = "en", key = NULL)
```

Arguments

dota_id	Can take one of three values. <ul style="list-style-type: none"> • 570 - Dota 2 (default) • 816 - Dota 2 Internal Test • 205790 - Dota 2 Beta Test
language	The ISO639-1 language code for returning all the information in the corresponding language. If the language is not supported, english will be returned. For a complete list of the ISO639-1 language codes please visit https://en.wikipedia.org/wiki/List_of_ISO_639-1_codes .
key	The api key obtained from Steam. If you don't have one please visit https://steamcommunity.com/dev in order to do so. For instructions on the correct way to use this key please visit https://github.com/Lyzander/RDota2 and check the readme file. You can also see the examples. A key can be made available to all the functions by using key_actions. The key argument in individual functions should only be used in case the user needs to work with multiple keys.

Details

A list will be returned that contains three elements. The content, the url and the response received from the api.

The content element of the list contains a data.frame with all the items. Each row of the data.frame is an item and the following columns are included:

- **id:** Item's ID.
- **name:** Item's tokenised name.
- **cost:** Item's in-game cost.
- **secret_shop:** Boolean. Whether it is sold in the secret shop.
- **side_shop:** Boolean. Whether it is sold in the side shop.
- **recipe:** Boolean. Whether it is a recipe.
- **localized_name:** Localised name of item.

Value

A dota_api object containing the elements described in the details.

Steam API Documentation

<https://wiki.teamfortress.com/wiki/WebAPI/GetGameItems>

Examples

```
## Not run:  
get_game_items()  
get_game_items(dota_id = 570, language = 'en', key = NULL)  
get_game_items(dota_id = 570, language = 'en', key = 'xxxxxxxxxx')  
  
## End(Not run)
```

get_heroes

Dota Heroes

Description

A data.frame of Dota2 Heroes.

Usage

```
get_heroes(dota_id = 570, language = "en", key = NULL)
```

Arguments

dota_id	Can take one of three values. <ul style="list-style-type: none">• 570 - Dota 2 (default)• 816 - Dota 2 Internal Test• 205790 - Dota 2 Beta Test
language	The ISO639-1 language code for returning all the information in the corresponding language. If the language is not supported, english will be returned. For a complete list of the ISO639-1 language codes please visit https://en.wikipedia.org/wiki/List_of_ISO_639-1_codes .
key	The api key obtained from Steam. If you don't have one please visit https://steamcommunity.com/dev in order to do so. For instructions on the correct way to use this key please visit https://github.com/Lyzander/RDota2 and check the readme file. You can also see the examples. A key can be made available to all the functions by using key_actions. The key argument in individual functions should only be used in case the user needs to work with multiple keys.

Details

A list will be returned that contains three elements. The content, the url and the response received from the api.

The content element of the list contains a data.frame with all the heroes. Each row of the data.frame is a hero and the following columns are included:

- **name:** Hero's name.
- **id:** Hero's ID.
- **localized_name:** Name of the hero in-game.

Value

A dota_api object containing the elements described in the details.

Steam API Documentation

<https://wiki.teamfortress.com/wiki/WebAPI/GetHeroes>

Examples

```
## Not run:  
get_heroes()  
get_heroes(language = 'en', key = NULL)  
get_heroes(language = 'en', key = 'xxxxxxxxxxx')  
  
## End(Not run)
```

get_item_icon_path *Icon Paths for items*

Description

Icon Paths for items.

Usage

```
get_item_icon_path(iconname, icontype = c("0", "1", "3"), dota_id = 570,
  language = "en", key = NULL)
```

Arguments

iconname	The item icon name.
icontype	(optional) The type of image you want. <ul style="list-style-type: none"> • 0 - normal • 1 - large • 3 - ingame
dota_id	Can take one of three values. <ul style="list-style-type: none"> • 570 - Dota 2 (default) • 816 - Dota 2 Internal Test • 205790 - Dota 2 Beta Test
language	The ISO639-1 language code for returning all the information in the corresponding language. If the language is not supported, english will be returned. For a complete list of the ISO639-1 language codes please visit https://en.wikipedia.org/wiki/List_of_ISO_639-1_codes .
key	The api key obtained from Steam. If you don't have one please visit https://steamcommunity.com/dev in order to do so. For instructions on the correct way to use this key please visit https://github.com/LyzandeR/RDota2 and check the readme file. You can also see the examples. A key can be made available to all the functions by using key_actions. The key argument in individual functions should only be used in case the user needs to work with multiple keys.

Details

A list will be returned that contains three elements. The content, the url and the response received from the api.

There is no documentation for the result of the request as it is still in the TODO (at the moment of writing). Please see the Steam API Documentation below.

Value

A dota_api object containing the elements described in the details.

Steam API Documentation

<https://wiki.teamfortress.com/wiki/WebAPI/GetItemIconPath>

get_league_listing *Information about DotaTV-supported leagues*

Description

Information about DotaTV-supported leagues.

Usage

```
get_league_listing(dota_id = 570, language = "en", key = NULL)
```

Arguments

dota_id	Can take one of three values. <ul style="list-style-type: none">• 570 - Dota 2 (default)• 816 - Dota 2 Internal Test• 205790 - Dota 2 Beta Test
language	The ISO639-1 language code for returning all the information in the corresponding language. If the language is not supported, english will be returned. For a complete list of the ISO639-1 language codes please visit https://en.wikipedia.org/wiki/List_of_ISO_639-1_codes .
key	The api key obtained from Steam. If you don't have one please visit https://steamcommunity.com/dev in order to do so. For instructions on the correct way to use this key please visit https://github.com/Lyzander/RDota2 and check the readme file. You can also see the examples. A key can be made available to all the functions by using key_actions. The key argument in individual functions should only be used in case the user needs to work with multiple keys.

Details

A list will be returned that contains three elements. The content, the url and the response received from the api.

The content is probably the most useful part for the user since it is a data.frame containing the information about the DotaTV-supported leagues. It consists of the five following columns:

- **name:** The league name.
- **leagueid:** The ID of the league (unique).
- **description:** A description containing information about the league.
- **tournament_url:** The website of the link.
- **itemdef:** Not documented on the API.

Value

A dota_api object containing the elements described in the details.

Steam API Documentation

<https://wiki.teamfortress.com/wiki/WebAPI/GetLeagueListing>

Examples

```
## Not run:
get_league_listing()
get_league_listing(language = 'en', key = NULL)
get_league_listing(language = 'en', key = 'xxxxxxxxxxx')

## End(Not run)
```

get_live_league_games *Information about Live League Matches*

Description

In-game League Matches and Information about them.

Usage

```
get_live_league_games(dota_id = 570, language = "en", key = NULL)
```

Arguments

dota_id	Can take one of three values. <ul style="list-style-type: none"> • 570 - Dota 2 (default) • 816 - Dota 2 Internal Test • 205790 - Dota 2 Beta Test
language	The ISO639-1 language code for returning all the information in the corresponding language. If the language is not supported, english will be returned. For a complete list of the ISO639-1 language codes please visit https://en.wikipedia.org/wiki/List_of_ISO_639-1_codes .
key	The api key obtained from Steam. If you don't have one please visit https://steamcommunity.com/dev in order to do so. For instructions on the correct way to use this key please visit https://github.com/Lyzander/RDota2 and check the readme file. You can also see the examples. A key can be made available to all the functions by using key_actions. The key argument in individual functions should only be used in case the user needs to work with multiple keys.

Details

A list will be returned that contains three elements. The content (a huge list with all the games), the url and the response received from the api.

The content element of the list contains a games list which has information about the live league games. Each element of the games list is a game. Each game consists of the following sections (list elements):

- **players:** A list of lists containing information about the players.
- **radiant_team:** A list with information about the radiant team.
- **dire_team:** A list with information about the dire team..
- **lobby_id:** The lobby id.
- **match_id:** The match id.
- **spectators:** The number of spectators.
- **series_id:** The series id.
- **game_number:** The game number.
- **league_id:** The league id.
- **stream_delay_s:** The stream delay in secs.
- **radiant_series_wins:** Radiant series wins.
- **dire_series_wins:** Dire series wins.
- **series_type:** Series type.
- **league_series_id:** The league series id.
- **league_game_id:** The league game id.
- **stage_name:** The name of the stage.
- **league_tier:** League tier.
- **scoreboard:** A huge list containing scoreboard information.

Value

A dota_api object containing the elements described in the details.

Steam API Documentation

<https://wiki.teamfortress.com/wiki/WebAPI/GetLiveLeagueGames>

Examples

```
## Not run:  
get_live_league_games()  
get_live_league_games(language = 'en', key = NULL)  
get_live_league_games(language = 'en', key = 'xxxxxxxxxxx')  
  
## End(Not run)
```

get_match_details *Information about a specific match*

Description

Player and Game information about a specific match ID.

Usage

```
get_match_details(match_id, dota_id = 570, language = "en", key = NULL)
```

Arguments

match_id	The match ID you want to get information about. Can be either numeric or .character
dota_id	Can take one of three values. <ul style="list-style-type: none"> • 570 - Dota 2 (default) • 816 - Dota 2 Internal Test • 205790 - Dota 2 Beta Test
language	The ISO639-1 language code for returning all the information in the corresponding language. If the language is not supported, english will be returned. For a complete list of the ISO639-1 language codes please visit https://en.wikipedia.org/wiki/List_of_ISO_639-1_codes .
key	The api key obtained from Steam. If you don't have one please visit https://steamcommunity.com/dev in order to do so. For instructions on the correct way to use this key please visit https://github.com/Lyzander/RDota2 and check the readme file. You can also see the examples. A key can be made available to all the functions by using key_actions. The key argument in individual functions should only be used in case the user needs to work with multiple keys.

Details

A list will be returned that contains three elements. The content, the url and the response received from the api.

The content element is a list that contains information about the players participating in a match and also information about the match. The first element of the content list contains information about the players. The following details are included:

- **account_id:** The player's account id.
- **player_slot:** A player's slot is returned via an 8-bit unsigned integer. The first bit represent the player's team, false if Radiant and true if dire. The final three bits represent the player's position in that team, from 0-4.
- **hero_id:** The hero id.
- **item_0:** Top-left inventory item.

- **item_1:** Top-center inventory item.
- **item_2:** Top-right inventory item.
- **item_3:** Bottom-left inventory item.
- **item_4:** Bottom-center inventory item.
- **item_5:** Bottom-right inventory item.
- **kills:** Number of times player killed.
- **deaths:** Number of times player died.
- **assists:** Number of assists player achieved.
- **leaver_status:** Integer from 0-6. Check <https://wiki.teamfortress.com/wiki/WebAPI/GetMatchDetails>.
- **last_hits:** Number of last hits.
- **denies:** Number of denies.
- **level:** Hero level at the end of game.
- **xp_per_min:** Xp per minute gained.
- **hero_damage:** Total damage dealt to heroes.
- **tower_damage:** Total damage dealt to towers.
- **hero_healing:** Total health healed on heroes.
- **gold:** Total gold left at the end of game.
- **gold_spent:** Total gold spent.
- **scaled_hero_damage:** Undocumented. Possibly damage after armour.
- **scaled_tower_damage:** Undocumented.
- **scaled_hero_healing:** Undocumented.
- **ability_upgrades:** A list of all abilities in order of upgrade.

The rest of the elements of the content list contain information about the match. The following details are included:

- **radiant_win:** Boolean. Whether radiant won or not.
- **duration:** The duration of a game in seconds.
- **pre_game_duration:** The pre game duration.
- **start_time:** Unix Timestamp of when the game began.
- **match_id:** The match's unique id.
- **match_seq_num:** A sequence number. It represents the order matches were recorded.
- **tower_status_radiant:** Tower Status. Check <https://wiki.teamfortress.com/wiki/WebAPI/GetMatchDetails>.
- **barracks_status_dire:** Same as above.
- **cluster:** The server cluster (used for downloading replays).
- **first_blood_time:** Time in seconds when the first blood occurred.
- **lobby_type:** Type of lobby.

- **human_players:** Number of human players.
- **leagueid:** The league id.
- **positive_votes:** Number of positive votes.
- **negative_votes:** Number of negative votes.
- **game_mode:** Game mode.
- **flags:** Undocumented.
- **engine:** 0 - source1, 1 - source 2.
- **radiant_score:** Undocumented.
- **dire_score:** Undocumented.

Value

A dota_api object containing the elements described in the details.

Steam API Documentation

<https://wiki.teamfortress.com/wiki/WebAPI/GetMatchDetails>

Examples

```
## Not run:
get_match_details(match_id = 2686721815)
get_match_details(match_id = 2686721815, language = 'en', key = NULL)
get_match_details(match_id = 2686721815, language = 'en', key = 'xxxxxxxxxx')

## End(Not run)
```

get_match_history *A list of Matches*

Description

A list of matches based on various parameters.

Usage

```
get_match_history(hero_id = NULL, game_mode = NULL, skill = NULL,
  date_min = NULL, date_max = NULL, min_players = NULL,
  account_id = NULL, league_id = NULL, start_at_match_id = NULL,
  matches_requested = NULL, tournament_games_only = NULL, tz = "",
  dota_id = 570, language = "en", key = NULL)
```

Arguments

hero_id	(optional) The hero id. A list of hero ids can be found via the get_heroes function.
game_mode	(optional) The game mode: <ul style="list-style-type: none"> • 0 - None • 1 - All Pick • 2 - Captain's Mode • 3 - Random Draft • 4 - Single Draft • 5 - All Random • 6 - Intro • 7 - Diretide • 8 - Reverse Captain's Mode • 9 - The Greeviling • 10 - Tutorial • 11 - Mid Only • 12 - Least Played • 13 - New Player Pool • 14 - Compendium Matchmaking • 16 - Captain's Draft <p>No 15 does not exist</p>
skill	(optional) Skill bracket. <ul style="list-style-type: none"> • 0 - Any • 1 - Normal • 2 - High • 3 - Very High
date_min	(optional) Minimum date range for returned matches (yyyy-mm-dd HH:MM:SS).
date_max	(optional) Maximum date range for returned matches (yyyy-mm-dd HH:MM:SS).
min_players	(optional) Minimum number of players in match.
account_id	(optional) Account ID.
league_id	(optional) League ID.
start_at_match_id	(optional) Matches equal or older than this ID.
matches_requested	(optional) Amount of matches to return (defaults to 25).
tournament_games_only	(optional) Binary (0 or 1). Whether to return tournament matches.
tz	A time zone specification if date_min and/or date_max are used. See as.POSIXct . "" (default) is the current time zone and "GMT" is UTC.
dota_id	Can take one of three values.

	<ul style="list-style-type: none"> • 570 - Dota 2 (default) • 816 - Dota 2 Internal Test • 205790 - Dota 2 Beta Test
language	The ISO639-1 language code for returning all the information in the corresponding language. If the language is not supported, english will be returned. For a complete list of the ISO639-1 language codes please visit https://en.wikipedia.org/wiki/List_of_ISO_639-1_codes .
key	The api key obtained from Steam. If you don't have one please visit https://steamcommunity.com/dev in order to do so. For instructions on the correct way to use this key please visit https://github.com/Lyzander/RDota2 and check the readme file. You can also see the examples. A key can be made available to all the functions by using key_actions. The key argument in individual functions should only be used in case the user needs to work with multiple keys.

Details

A list will be returned that contains three elements. The content, the url and the response received from the api.

The content element of the list contains a list called matches. Each element of matches list is a match. Each match contains the following sections:

- **match_id:** The match id.
- **match_seq_num:** A sequence number, representing the order in which matches were recorded.
- **start_time:** UNIX timestamp of when the game began.
- **lobby_type:** Check the API Documentation.
- **radiant_team_id:** Radiant team id.
- **dire_team_id:** Dire team id.
- **players:** A list containing information about the players.

Value

A dota_api object containing the elements described in the details.

Steam API Documentation

<https://wiki.teamfortress.com/wiki/WebAPI/GetMatchHistory>

Examples

```
## Not run:
get_match_history(matches_requested = 2)
get_match_history(matches_requested = 2, date_min = '2015-01-01 16:00:00', hero_id = 1)
get_match_history(language = 'en', key = NULL)
get_match_history(language = 'en', key = 'xxxxxxxxxxx')

## End(Not run)
```

get_match_history_by_sequence_num
A list of Matches

Description

A list of matches ordered by a sequence number.

Usage

```
get_match_history_by_sequence_num(start_at_match_seq_num = NULL,  
    matches_requested = NULL, dota_id = "570", language = "en",  
    key = NULL)
```

Arguments

start_at_match_seq_num	(Optional) The match sequence number to start returning results from.
matches_requested	(Optional) The number of matches to return.
dota_id	Can take one of three values. <ul style="list-style-type: none">• 570 - Dota 2 (default)• 816 - Dota 2 Internal Test• 205790 - Dota 2 Beta Test
language	The ISO639-1 language code for returning all the information in the corresponding language. If the language is not supported, english will be returned. For a complete list of the ISO639-1 language codes please visit https://en.wikipedia.org/wiki/List_of_ISO_639-1_codes .
key	The api key obtained from Steam. If you don't have one please visit https://steamcommunity.com/dev in order to do so. For instructions on the correct way to use this key please visit https://github.com/Lyzander/RDota2 and check the readme file. You can also see the examples. A key can be made available to all the functions by using key_actions. The key argument in individual functions should only be used in case the user needs to work with multiple keys.

Details

A list will be returned that contains three elements. The content, the url and the response received from the api.

The content element of the list contains information about the matches. Each match follows exactly the same structure as the match retrieved from get_match_details. Please check that function's help for detailed information.

Value

A dota_api object containing the elements described in the details.

Steam API Documentation

<https://wiki.teamfortress.com/wiki/WebAPI/GetMatchHistoryBySequenceNum>

Examples

```
## Not run:
get_match_history_by_sequence_num()
get_match_history_by_sequence_num(matches_requested = 2, start_at_match_seq_num = 250)
get_match_history_by_sequence_num(language = 'en', key = NULL)
get_match_history_by_sequence_num(language = 'en', key = 'xxxxxxxxxxx')

## End(Not run)
```

get_rarities	<i>Dota Store Item Rarities</i>
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Description

A data.frame of Dota2 Store Item Rarities.

Usage

```
get_rarities(dota_id = "570", language = "en", key = NULL)
```

Arguments

dota_id	Can take one of three values. <ul style="list-style-type: none"> • 570 - Dota 2 (default) • 816 - Dota 2 Internal Test • 205790 - Dota 2 Beta Test
language	The ISO639-1 language code for returning all the information in the corresponding language. If the language is not supported, english will be returned. For a complete list of the ISO639-1 language codes please visit https://en.wikipedia.org/wiki/List_of_ISO_639-1_codes .
key	The api key obtained from Steam. If you don't have one please visit https://steamcommunity.com/dev in order to do so. For instructions on the correct way to use this key please visit https://github.com/Lyzander/RDota2 and check the readme file. You can also see the examples. A key can be made available to all the functions by using key_actions. The key argument in individual functions should only be used in case the user needs to work with multiple keys.

Details

A list will be returned that contains three elements. The content, the url and the response received from the api.

The content element of the list contains a data.frame with all the store item rarities. Each row of the data.frame is an store item rarity and the following columns are included:

- **name:** Internal rarity name.
- **id:** Rarity's ID.
- **order:** Logical order of rarities. From most common to most rare.
- **color:** Hexadecimal RGB color of the rarity's name.
- **localized_name:** In-game rarity name.

Value

A dota_api object containing the elements described in the details.

Steam API Documentation

<https://wiki.teamfortress.com/wiki/WebAPI/GetRarities>

Examples

```
## Not run:  
get_rarities(language = 'en', key = NULL)  
get_rarities(language = 'en', key = 'xxxxxxxxxxx')  
  
## End(Not run)
```

```
get_scheduled_league_games  
      Scheduled League Games
```

Description

A list of scheduled league matches.

Usage

```
get_scheduled_league_games(date_min = NULL, date_max = NULL, tz = "",  
                             dota_id = "570", language = "en", key = NULL)
```

Arguments

<code>date_min</code>	(optional) A date of the format "yyyy-mm-dd HH:MM:SS". See examples for details. Return games from this date onwards.
<code>date_max</code>	(optional) A date of the format "yyyy-mm-dd HH:MM:SS". See examples for details. Return games up to this date
<code>tz</code>	A time zone specification if <code>date_min</code> and/or <code>date_max</code> are used. See as.POSIXct . "" (default) is the current time zone and "GMT" is UTC.
<code>dota_id</code>	Can take one of three values. <ul style="list-style-type: none"> • 570 - Dota 2 (default) • 816 - Dota 2 Internal Test • 205790 - Dota 2 Beta Test
<code>language</code>	The ISO639-1 language code for returning all the information in the corresponding language. If the language is not supported, english will be returned. For a complete list of the ISO639-1 language codes please visit https://en.wikipedia.org/wiki/List_of_ISO_639-1_codes .
<code>key</code>	The api key obtained from Steam. If you don't have one please visit https://steamcommunity.com/dev in order to do so. For instructions on the correct way to use this key please visit https://github.com/Lyzander/RDota2 and check the readme file. You can also see the examples. A key can be made available to all the functions by using <code>key_actions</code> . The key argument in individual functions should only be used in case the user needs to work with multiple keys.

Details

A list will be returned that contains three elements. The content, the url and the response received from the api.

The content element of the list contains a games list with information about the matches. Each element of the games list is a game. Each game consists of (some) of the following sections:

- **league_id:** The unique league id.
- **game_id:** A unique game id.
- **teams:** A list of the participating teams.
- **starttime:** Unix Timestamp of start time.
- **comment:** Description of game.
- **final:** Whether the game is a final or not.

Value

A `dota_api` object containing the elements described in the details.

Steam API Documentation

<https://wiki.teamfortress.com/wiki/WebAPI/GetScheduledLeagueGames>

Examples

```
## Not run:
get_scheduled_league_games()
get_scheduled_league_games(language = 'en', key = NULL)
get_scheduled_league_games(language = 'en', key = 'xxxxxxxxxxx')
get_scheduled_league_games(date_min = '2016-06-01 00:00:00',
                             date_max = '2016-09-07 00:00:00')

## End(Not run)
```

get_team_info_by_team_id

Team Information

Description

Team information from team id.

Usage

```
get_team_info_by_team_id(start_at_team_id = NULL, teams_requested = NULL,
                          dota_id = 570, language = "en", key = NULL)
```

Arguments

start_at_team_id	(optional) Team id to start returning results from .
teams_requested	(optional) The number of teams to return.
dota_id	Can take one of three values. <ul style="list-style-type: none"> • 570 - Dota 2 (default) • 816 - Dota 2 Internal Test • 205790 - Dota 2 Beta Test
language	The ISO639-1 language code for returning all the information in the corresponding language. If the language is not supported, english will be returned. For a complete list of the ISO639-1 language codes please visit https://en.wikipedia.org/wiki/List_of_ISO_639-1_codes .
key	The api key obtained from Steam. If you don't have one please visit https://steamcommunity.com/dev in order to do so. For instructions on the correct way to use this key please visit https://github.com/Lyzander/RDota2 and check the readme file. You can also see the examples. A key can be made available to all the functions by using key_actions. The key argument in individual functions should only be used in case the user needs to work with multiple keys.

Details

A list will be returned that contains three elements. The content, the url and the response received from the api.

The content element of the list contains the teams list of which each element is a team. For each team different information is provided. Usually the following are included:

- **name:** Team's name.
- **tag:** The team's tag.
- **time_created:** Unix timestamp of when the team was created.
- **calibration_games_remaining:** : Undocumented (possibly number of games until a ranking score can be dedided).
- **logo:** The UGC id for the team logo.
- **logo_sponsor:** The UGC id for the team sponsor logo.
- **country_code:** The team's ISO 3166-1 country-code.
- **url:** Team's url which they provided.
- **games_played:** Number of games played.
- **player_*_account_id:** Player's account id. Will be as many columns as players.
- **admin_account_id:** Team's admin id.
- **league_id_*:** Undocumented (Probably leagues they participated in). Will be as many columns as leagues.
- **series_type:** Series type.
- **league_series_id:** The league series id.
- **league_game_id:** The league game id.
- **stage_name:** The name of the stage.
- **league_tier:** League tier.
- **scoreboard:** A huge list containing scoreboard information.

Value

A dota_api object containing the elements described in the details.

Steam API Documentation

<https://wiki.teamfortress.com/wiki/WebAPI/GetTeamInfoByTeamID>

Examples

```
## Not run:
get_team_info_by_team_id()
get_team_info_by_team_id(teams_requested = 10)
get_team_info_by_team_id(language = 'en', key = NULL)
get_team_info_by_team_id(language = 'en', key = 'xxxxxxxxxx')

## End(Not run)
```

get_top_live_game *Top Live Games*

Description

Returns the top live games by MMR.

Usage

```
get_top_live_game(partner = 1, dota_id = 570, language = "en",  
key = NULL)
```

Arguments

partner	The documentation does not specify what this parameter should be but it seems like numbers from 1-3 return results of live games.
dota_id	Can take one of three values. <ul style="list-style-type: none">• 570 - Dota 2 (default)• 816 - Dota 2 Internal Test• 205790 - Dota 2 Beta Test
language	The ISO639-1 language code for returning all the information in the corresponding language. If the language is not supported, english will be returned. For a complete list of the ISO639-1 language codes please visit https://en.wikipedia.org/wiki/List_of_ISO_639-1_codes .
key	The api key obtained from Steam. If you don't have one please visit https://steamcommunity.com/dev in order to do so. For instructions on the correct way to use this key please visit https://github.com/Lyzander/ROta2 and check the readme file. You can also see the examples. A key can be made available to all the functions by using key_actions. The key argument in individual functions should only be used in case the user needs to work with multiple keys.

Details

A list will be returned that contains three elements. The content, the url and the response received from the api.

The content element of the list contains a games_list list which contains information about the top live games. The following information is provided for each game (Categories are not documented at the time of the release - please check the Steam API Documentation link below:

- **activate_time**
- **deactivate_time**
- **server_steam_id**
- **lobby_id**
- **league_id**

- lobby_type
- game_time
- delay
- spectators
- game_mode
- average_mmr
- sort_score
- last_update_time
- radiant_lead
- radiant_score
- dire_score
- players

Value

A dota_api object containing the elements described in the details.

Steam API Documentation

<https://wiki.teamfortress.com/wiki/WebAPI/GetTopLiveGame>

Examples

```
## Not run:  
get_top_live_game(partner = 1)  
get_top_live_game(partner = 1, language = 'en', key = NULL)  
get_top_live_game(partner = 2, language = 'en', key = 'xxxxxxxxxx')  
  
## End(Not run)
```

get_tournament_player_stats

Tournament Player Stats

Description

Tournament Player Stats.

Usage

```
get_tournament_player_stats(account_id, league_id = NULL, hero_id = NULL,  
  time_frame = NULL, dota_id = 570, language = "en", key = NULL)
```

Arguments

account_id	Player's account id.
league_id	(optional) The league id. Only the International is supported (65006).
hero_id	(optional) A hero id.
time_frame	(optional) Only return stats between this time frame (The parameter format is not yet known i.e. it is not in use just yet according to the API's documentation).
dota_id	Can take one of three values. <ul style="list-style-type: none"> • 570 - Dota 2 (default) • 816 - Dota 2 Internal Test • 205790 - Dota 2 Beta Test
language	The ISO639-1 language code for returning all the information in the corresponding language. If the language is not supported, english will be returned. For a complete list of the ISO639-1 language codes please visit https://en.wikipedia.org/wiki/List_of_ISO_639-1_codes .
key	The api key obtained from Steam. If you don't have one please visit https://steamcommunity.com/dev in order to do so. For instructions on the correct way to use this key please visit https://github.com/Lyzander/RDota2 and check the readme file. You can also see the examples. A key can be made available to all the functions by using key_actions. The key argument in individual functions should only be used in case the user needs to work with multiple keys.

Details

A list will be returned that contains three elements. The content, the url and the response received from the api.

The content element of the list contains information about the matches the player played and information about global stats.

Value

A dota_api object containing the elements described in the details.

Steam API Documentation

<https://wiki.teamfortress.com/wiki/WebAPI/GetTournamentPlayerStats>

Examples

```
## Not run:
get_tournament_player_stats(account_id = 89550641, league_id = 65006)

## End(Not run)
```

`get_tournament_prize_pool`*Dota Tournament Prizes*

Description

Dota Tournament Prizes.

Usage

```
get_tournament_prize_pool(leagueid = NULL, dota_id = 570, language = "en",  
    key = NULL)
```

Arguments

<code>leagueid</code>	(optional) The league id to get prize information about.
<code>dota_id</code>	Can take one of three values. <ul style="list-style-type: none">• 570 - Dota 2 (default)• 816 - Dota 2 Internal Test• 205790 - Dota 2 Beta Test
<code>language</code>	The ISO639-1 language code for returning all the information in the corresponding language. If the language is not supported, english will be returned. For a complete list of the ISO639-1 language codes please visit https://en.wikipedia.org/wiki/List_of_ISO_639-1_codes .
<code>key</code>	The api key obtained from Steam. If you don't have one please visit https://steamcommunity.com/dev in order to do so. For instructions on the correct way to use this key please visit https://github.com/Lyzander/RDota2 and check the readme file. You can also see the examples. A key can be made available to all the functions by using <code>key_actions</code> . The key argument in individual functions should only be used in case the user needs to work with multiple keys.

Details

A list will be returned that contains three elements. The content, the url and the response received from the api.

The content element of the list contains a data.frame tournament prizes. Each row of the data.frame is a tournament and the following columns are included:

- **prize_pool:** The prize pool.
- **league_id:** The league's id.

Value

A `dota_api` object containing the elements described in the details.

Steam API Documentation

<https://wiki.teamfortress.com/wiki/WebAPI/GetTournamentPrizePool>

Examples

```
## Not run:
get_tournament_prize_pool(leagueid = 40)
get_tournament_prize_pool(leagueid = 65006)
get_tournament_prize_pool(language = 'en', key = NULL)
get_tournament_prize_pool(language = 'en', key = 'xxxxxxxxxx')

## End(Not run)
```

key_actions	<i>This function makes the key accessible to all functions.</i>
-------------	---

Description

key_actions will allow the user to register (set), get (retrieve) or delete the key.

Usage

```
key_actions(action = c("register_key", "get_key", "delete_key"),
  value = NULL)
```

Arguments

action	Which action to perform. Check the details.
value	The steam key to use. It is used only in the register_key action. If you do not have a key, you can get one at https://steamcommunity.com/dev .

Details

There are three actions that can be performed in this function:

- **register_key** This action sets the key and at the same time makes it available to all the other functions. The key argument in the api calls (i.e. functions) should not be used after setting the key with key_actions. It is good practice to store the key in an environment variable in .Renviron and then use Sys.getenv() to retrieve it. This technique is described in detail in <https://github.com/Lyzander/RDota2> in the readme file.
- **get_key** Returns the current key.
- **delete_key** Deletes the key.

Value

A dota_api object containing the elements described in the details.

Examples

```
## Not run:
key_actions(action = 'register_key', value = Sys.getenv('RDota_KEY'))
key_actions(action = 'register_key', value = 'xxxxxxxxxxxxx')
key_actions(action = 'get_key')
key_actions(action = 'delete_key')

## End(Not run)
```

print.dota_api *print method for dota_api class*

Description

print method for dota_api class

Usage

```
## S3 method for class 'dota_api'
print(x, ...)
```

Arguments

x A dota_api object.
... further arguments passed to or from other methods. See ?print.

Details

A method to print a dota_api object. Only the content will be printed on screen for a dota_api object because this is of interest to the user. The dota_api object will usually be a list of three elements containing the request url and the response apart from the content.

Value

Prints the content element of the dota_api list.

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