

# LD - Dota2

Sport specific information about dota2.

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## Match statuses in dota2

Id	Match status	Description	Additional information
0	NOT_STARTED	Not started yet	-
141	FIRST_MAP	1st map	-
301	FIRST_PAUSE	1st pause	-
142	SECOND_MAP	2nd map	-
302	SECOND_PAUSE	2nd pause	-
143	THIRD_MAP	3rd map	-
303	THIRD_PAUSE	3rd pause	-
144	FOURTH_MAP	4th map	-
304	FOURTH_PAUSE	4th pause	-
145	FIFTH_MAP	5th map	-
100	ENDED	The match has ended	-
93	WALKOVER1	The home team won the match by walkover	-
94	WALKOVER2	The away team won the match by walkover	-
95	RETIRED1	The away team won because the home team retired	-
96	RETIRED2	The home team won because the away team retired	-
61	DELAYED	The match start is delayed	-
80	INTERRUPTED	The match has been interrupted	-
90	ABANDONED	The match has been abandoned	This match status is only sent if the corresponding XML configuration is enabled.

## Events in dota2

ID	Event	Description	Coverage	extrainfo	extrainfomoba	player1	player2
1010	Betstart	Betstart indicates that betting markets can be activated. Betstart is not only a pre-match event, but is also used during the match.	External Feed (BC)	-	-	-	-
1011	Betstop	Betstop indicates that all betting markets are closed due to strong possibility of a goal, penalty, red card, or there is any unclear situation on the field. Betstop is also used whenever there is the need to establish direct communication between the scout and the match Supervisor, or in case of call disconnection.	External feed (BC)	-	-	-	-
1013	Match status	Sent when the status of the match changes.	External feed (BC)	See the above table for match statuses for dota2	-	-	-

1015	Free comment	Used for any kind of additional information during the match. Example: "Match interrupted due to flood light break down", etc..	External feed (BC)	-	-	-	-
1102	Coverage status	Coverage status. Sent when the coverage status for the match changes.	External feed (BC)	Possible values: <ul style="list-style-type: none"> <li>• 0 = Covered</li> <li>• 1 = Coverage abandoned</li> <li>• 2 = Match will not be covered</li> </ul>	-	-	-
1840	MOBA map started	Tells when a map has started.	External feed (BC)	-	-	-	-
1842	MOBA map ended	Tells when a map has ended.	External feed (BC)	-	-	-	-
1844	MOBA hero picked /banned	Tells what hero is banned or picked by what team	External feed (BC)	-	Possible values: <ul style="list-style-type: none"> <li>• 0 = Ban</li> <li>• 1 = Pick</li> </ul>	-	-
1845	MOBA player hero	Tells which player plays which hero	External feed (BC)	-	-	Playerid	-
1846	MOBA start picking	Which team who starts the picking phase	External feed (BC)	-	-	-	-
1848	MOBA team balance changed	Tells how many heroes are alive.	External feed (BC)	-	-	-	-
1850	Dota dire start	Tells which team plays as Dire in the given map	External feed (BC)	-	-	-	-
1852	MOBA kills	Tells of any new kills made by either team.	External feed (BC)	-	-	-	-
1854	Dota first barrack	Tells that the first barrack in a map has been taken down. Used for market clearing.	External feed (BC)	-	-	-	-
1856	Dota player info	Informes of the in game stats for the player.	External feed (BC)	-	-	Playerid	-
1858	Dota structure takedown	Describes which tower is taken down by what team. Does not take into consideration denies.	External feed (BC)	-	-	-	-
1860	Dota item change	Tells if an item is added or removed from the inventory of a player.	External feed (BC)	-	-	Playerid of the player who either picked up or dropped the item	-
1862	MOBA first blood	Tells that the first kill in a map has happened. Used for market clearing.	External feed (BC)	-	-	-	-
1864	MOBA first tower	Tells that the first tower in a map has been taken down. Used for market clearing.	External feed (BC)	-	-	-	-
1866	Dota first aegis	Tells that the first Roshan has been killed and a player has obtained the Aegis of the Immortal. Used for market clearing.	External feed (BC)	-	-	-	-
2058	MOBA player alive	Tells which player just died or re-spawned, and how long the re-spawn timer is (where this is applicable).	External feed (BC)	Possible values: <ul style="list-style-type: none"> <li>• 0 = Died</li> <li>• 1 = Respawned</li> </ul>	How long the player will be dead (in seconds). 0 if the player respawned	Playerid	-

## Sport specific XML elements and attributes

This section explains what elements / attributes one can expect for Dota2 matches in addition to the standard elements and attributes, and what the meaning of those elements and attributes is.

### Elements in <match> element

#### XML example

```
<match betstatus="BETSTOP" connectionstatus="0" device="5" extrainfo="-1" feedtype="full" matchid="
10115284" matchtime="0:3:54" stlid="
190363" st2id="190364" start="1464795000000" tlid="8777622" tlname="KAIFI" t2id="8777623" t2name="PRODOTA
GMNG">
<status id="302" name="SECOND_PAUSE" start="1464802817643"/>
<score t1="5" t2="0" type="match"/>
<score t1="1" t2="0" type="map1"/>
<score t1="1" t2="0" type="map2"/>
<matchformat>
<format type="maps" value="3"/>
</matchformat>
<tournament id="53111" name="Dota2 Testmatches"/>
<category id="1375" name="Dota2 test matches"/>
<sport id="111" name="ESport Dota"/>
<events/>
<networth mapnr="1" t1="2400" t2="2000">
</match>
```

### XML elements and attributes definition

Element	Attributes		
	Attribute	Description	Possible values
score	Multiple occurrences possible, each occurrence describes the amount of points for the specified period in the match. This element always gets included in full feed, and in the delta feed for the following events: MOBA map ended (1842)		
	t1	Amount of points home team.	Integer
	t2	Amount of points away team.	Integer
	type	For what period in the match the points were scored.	String. Possible values: <ul style="list-style-type: none"> <li>match</li> <li>map1</li> <li>map2</li> <li>map3</li> <li>map4</li> <li>map5</li> </ul>
	This element always gets included in full feed, and in the delta feed for the following events: Best of maps (1810) This element consists of subelements which will be explained more into detail below.		
networth	Multiple occurrences possible, each occurrence describes the net worth for the specified period in the match. This element is included in full feed, and in the delta feed, if the corresponding XML configuration is enabled, for the following events: Dota player information (1856), Dota item change (1860) and Dota structure takedown (1858).		
	t1	Home team net worth.	Integer
	t2	Away team net worth.	Integer
	mapnr	Map number	Integer

### Elements and attributes in <matchformat> element

If extra attributes are needed to specify the match format, those will be added in the <matchformat>-element, which holds <format>-elements for each match format option. The actual formats are described in the type and value attributes.

### XML example

```
<match betstatus="BETSTOP" connectionstatus="0" device="5" extrainfo="-1" feedtype="full" matchid="
10115284" matchtime="0:3:54" stlid="
190363" st2id="190364" start="1464795000000" t1id="8777622" t1name="KAIFI" t2id="8777623" t2name="PRODOTA
GMNG">
<status id="302" name="SECOND_PAUSE" start="1464802817643"/>
<matchformat>
<format type="maps" value="3"/>
</matchformat>
...
</match>
```

*Possible values type and attributes for dota2*

Type	Value
maps	Number of maps to be played. Integer, value from 1 - 5.

**Attributes in <event> element**

```

<!-- Example 1 -->
<match matchid="9571671" ... >
<events>
<event assists="13" deaths="2" denies="10" id="649368355" info="Player info update for FATA" kills="11"
lasthits="409" level="25" mtime=
"0:51:34" networth="28869" player1="974931" side="away" stime="1465553386462" type="1856" experience="628"
/>
</events>
</match>

<!-- Example 2 -->
<match matchid="9571671" ... >
<events>
<event id="649368411" info="Away team has completed 1 more kill." killsaway="1" killshome="0" mapnumber="
1" mtime="0:51:48" side="
none" stime="1465553390458" type="1852"/>
</events>
</match>

<!-- Example 3 -->
<match matchid="9571671" ... >
<events>
<event heroesaliveaway="5" heroesalivehome="2" id="649368413" info="Number of heroes alive has changed: 2:
5" mtime="0:51:48" side=
"none" stime="1465553390460" type="1848"/>
</events>
</match>

<!-- Example 4 -->
<match matchid="9571671" ... >
<events>
<event extrainfo="141" id="649324419" info="FIRST_MAP" mtime="0:0:0" side="none" stime="1465549651632"
type="1013"/>
</events>
</match>

<!-- Example 5 -->
<match matchid="9571671" ... >
<events>
<event heroid="90" heroname="Wisp" id="649324421" info="[T1] banned Wisp" mapnumber="1" mtime="0:0:0"
side="home" stime="
1465549651634" type="1844"/>
</events>
</match>

<!-- Example 6 -->
<match matchid="9571671" ... >
<events>
<event extrainfo="1" id="16018306" info="MentalProtector has obtained Ring of Protection" itemname="Ring
of Protection" mapnumber="2
" mtime="0:3:45" player1="795591" side="away" stime="1474371994151" type="1860"/>
</events>
</match>

```

*XML attributes definition*

Element	Attributes		
	Attribute	Description	Allowed values
event	<i>extrainfo</i>	Attribute containing additional information about the event.	Long
	<i>player1</i>	Sportradar id of player 1 associated with the event.	Integer
	<i>player2</i>	Sportradar id of player 2 associated with the event.	Integer
	<i>mapnumber</i>	The number of the current map.	Integer
	<i>heroid</i>	Id of the hero. This attribute gets added on the following events: MOBA hero picked/banned (1844), MOBA player hero (1845).	Integer
	<i>heroname</i>	Name of the hero, derived from the name from Dota 2. This attribute gets added on the following events: MOBA hero picked/banned (1844), MOBA player hero (1845).	String
	<i>heroesalivehome</i>	Amount of heroes still alive for home team. This attribute gets added on the following events: MOBA team balance changed (1848)	Integer
	<i>heroesaliveaway</i>	Amount of heroes still alive for away team. This attribute gets added on the following events: MOBA team balance changed (1848)	Integer
	<i>killshome</i>	The amount of new kills for the home team. This attribute gets added on the following events: MOBA kills (1852)	Integer
	<i>killsaway</i>	The amount of new kills for the away team. This attribute gets added on the following events: MOBA kills (1852)	Integer
	<i>lasthits</i>	Amount of last hits the player has in the map. This attribute gets added on the following events: Dota player info (1856)	Integer
	<i>denies</i>	Amount of denies the player has in the map. This attribute gets added on the following events: Dota player info (1856)	Integer
	<i>kills</i>	Amount of kills the player has in the map. This attribute gets added on the following events: Dota player info (1856)	Integer
	<i>deaths</i>	Amount of deaths the player has in the map. This attribute gets added on the following events: Dota player info (1856)	Integer
	<i>assists</i>	Amount of assists the player has in the map. This attribute gets added on the following events: Dota player info (1856)	Integer
	<i>networth</i>	The combined value of the item the hero has and the amount of gold he has available. This attribute gets added on the following events: Dota player info (1856)	Integer
	<i>experience</i>	The amount of xp per min the hero has gathered. (total gathered xp/- duration of the match in minutes). This attribute gets added on the following events: Dota player info (1856)	Integer
	<i>level</i>	Which hero level the player is on. This attribute gets added on the following events: Dota player info (1856)	Integer
<i>itemname</i>	Name of the item. This attribute gets added on the following events: Dota item change (1860)	String	
<i>extrainfo_moba</i>	How long the player will be dead (in seconds) when added to event MOBA Player Alive (ID: 2058), or If a hero was picked/banned in the event MOBA Hero picked/banned (ID: 1844)	2058: Positive Integer value 1844: 1 if it was a pick, 0 if it was a ban	

## XML configuration

This section explains what XML configurations one can expect for this sport in addition to the standard XML configurations, and what the meaning of these configurations is.

### (ID: 89) Send lineups for Dota2 matches

If this setting is enabled, the element <lineups> gets enabled for matches which have this configured. Lineups are sent when subscribing to a match, and when the lineup changes.

#### XML example

```
<lineups matchid="12345678">
  <player id="1" name="Aaronson, Aaron" nickname="A.Aaronson" shirtnumber="0" substitute="false" team="1"/>
  <player id="2" name="Benito, Barry" nickname="B.Benito" shirtnumber="0" substitute="false" team="1"/>
  <player id="3" name="Cumberscratch, Cabertoss" nickname="C.Cumberscratch" shirtnumber="0" substitute="
false" team="2"/>
  <player id="4" name="Dumpling, Danny" nickname="D.Dumpling" shirtnumber="0" substitute="false" team="2"/>
</lineups>
```

#### (ID: 91) Add attribute itemname for Dota2 event Item Change

Enabling this setting will include the attribute itemname to the <event>-element when the Item Change event (1860) happens in Dota2.

#### XML example

```
<match matchid="9571671" ... >
<events>
<event extrainfo="1" id="16018306" info="MentalProtector has obtained Ring of Protection" itemname="Ring
of Protection" mapnumber="2"
mtime="0:3:45" player1="795591" side="away" stime="1474371994151" type="1860"/>
</events>
</match>
```

#### (ID: 98) Enable net worth element for Dota2

Enabling this setting will include the element network.

#### XML example

```
<match matchid="9571671" ... >
<network mapnr="1" t1="2400" t2="2000">
</match>
```

#### (ID: 137) Include extra info moba for dota2

Enabling this setting will add an attribute extrainfomoba to <event> element. This attribute may contain additional information about the event it is added to.

#### XML example

```
<match ... >
...
<events>
<event extrainfo="0" extrainfomoba="0" id="879480891" info="Delitto died" mapnumber="1" mtime="0:21:56"
player1="1356912" side="
home" stime="1511866053205" type=" 2058"/>
</events>
</match>
```

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