
dota2 Documentation

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Supports Python 2.7+ and 3.4+.

Module based on [steam](#) for interacting with Dota 2's Game Coordinator.
If you've used [node-dota2](#) this module should feel familiar.

As always contributions and suggestions are welcome. Just visit the [repository on github](#).

1.1 User Guide

This part of the documentation is a quick start for writing applications that interact with the game coordinator for Dota 2.

1.1.1 Initialization

Below is an example how to login and get a session with game coordinator. See [steam's docs](#) for details about `SteamClient`.

Note: You won't see any output running the code above. In order to peek inside we need to setup debug logging. See the *Configure console logging* section

```
from steam.client import SteamClient
from dota2.client import Dota2Client

client = SteamClient()
dota = Dota2Client(client)

@client.on('logged_on')
def start_dota():
    dota.launch()

@dota.on('ready')
def do_dota_stuff():
    # talk to GC

client.cli_login()
client.run_forever()
```

1.1.2 Working with events

This module makes use of `gevent` and `gevent-eventemitter`. Working with events is similiar to `EventEmitter` in javascript. Nevertheless, here is quick rundown.

To catch an event we need to register a callback

```
@dota.on('my event')
def do_stuff(a, b):
    print "Hey!"

dota.on('my event', do_stuff)
dota.once('my event', do_stuff) # call do_stuff just one time
dota.wait_event('my event')    # blocks and returns arguments, if any
```

Note: `wait_event` may block forever, so use the `timeout` parameter

Emitting an event is simple

```
dota.emit("my event")
dota.emit("my event", 1, [3,4,5]) # optional arguments
```

That's it. For more details see `gevent-eventemitter`.

1.1.3 Fetch player profile card

You've probably seen the profile cards in Dota 2. They contain player selected stats, such trophies, number of matches, or MMR.

We can request that data using an API from the `features` module.

Let's get Dendi's profile card. All we need is his account id, which is 70388657.

```
@dota.on('ready')
def fetch_profile_card():
    dota.request_profile_card(70388657)

@dota.on('profile_card'):
def print_profile_card(account_id, profile_card):
    if account_id == 70388657:
        print str(profile_card)
```

The profile card request also happens to be a job. `request_profile_card` returns a job id and we can wait for it instead. However, we will not get the same parameters as from `profile_card`

Note: Listening for the job id` will only give you one arugment: the protobuf message

```
@dota.on('ready')
def fetch_profile_card():
    jobid = dota.request_profile_card(70388657)
    profile_card = dota.wait_msg(jobid, timeout=10)

    if profile_card:
        print str(profile_card)
```

Note: Not every request returns a `job_id`, see the API documentation for details

Running the code above will output something like this:

```
account_id: 70388657
background_def_index: 0
slots {
  slot_id: 0
  stat {
    stat_id: k_eStat_FirstMatchDate
    stat_score: 1314309005
  }
}
slots {
  slot_id: 1
  stat {
    stat_id: k_eStat_SoloRank
    stat_score: 6775
  }
}
```

1.1.4 Configure console logging

Here is a basic configuration to get debug messages in the console.

```
import logging

logging.basicConfig(format='[%(asctime)s] %(levelname)s %(name)s: %(message)s',
                    level=logging.DEBUG)
```

When we run the program and the console output should look something like this:

```
[2016-01-01 12:34:56,000] DEBUG CMClient: Connect initiated.
[2016-01-01 12:34:56,000] DEBUG Connection: Attempting connection to ('208.78.164.13',
↳ 27018)
[2016-01-01 12:34:56,000] DEBUG Connection: Connected.
[2016-01-01 12:34:56,000] DEBUG CMClient: Emit event: 'connected'
[2016-01-01 12:34:56,000] DEBUG SteamClient: Emit event: 'connected'
[2016-01-01 12:34:56,000] DEBUG SteamClient: Attempting login
[2016-01-01 12:34:56,000] DEBUG CMClient: Incoming: <Msg <EMsg.ChannelEncryptRequest:
↳ 1303>>
[2016-01-01 12:34:56,000] DEBUG CMClient: Emit event: <EMsg.ChannelEncryptRequest:
↳ 1303>
...
```


2.1 dota2 API

Documentation related to various APIs available in this package.

2.1.1 features

This package contains all high level features of the `dota2.client.Dota2Client`.

player

Features related to community, players and profiles.

class `dota2.features.player.Player`

Bases: `object`

request_profile (*account_id*)

Request profile details

Parameters `account_id` (*int*) – steam account_id

Returns job id

Return type `str`

Response event: `profile_data`

Parameters

- **account_id** (*int*) – account_id from request
- **message** (*proto message*) – `CMsgProfileResponse`

request_gc_profile (*account_id*, *request_name=False*)

Request profile details

Warning: Disabled by Valve

Parameters

- **account_id** (*int*) – steam account_id
- **request_name** (*bool*) – whether to return name

Returns job id

Return type *str*

Response event: gc_profile_data

Parameters

- **account_id** (*int*) – account_id from request
- **erresult** (*steam.enums.common.EResult*) – result enum
- **message** (*proto message*) – CMsgDOTAProfileResponse

request_profile_card (*account_id*)

Request profile card

Parameters **account_id** (*int*) – steam account_id

Returns job id

Return type *str*

Response event: profile_card

Parameters

- **account_id** (*int*) – account_id from request
- **message** (*proto message*) – CMsgDOTAProfileCard

request_player_stats (*account_id*)

Request players stats. These are located in the play style box on a player profile.

Parameters **account_id** (*int*) – steam account_id

Returns job id

Return type *str*

Response event: player_stats

Parameters

- **account_id** (*int*) – account_id from request
- **message** (*proto message*) – CMsgGCToClientPlayerStatsResponse

request_player_info (*account_ids*)

Warning: Disabled by Valve

Request official player information

Parameters **account_id** (*list*) – A list of account ids

Response event: `player_info`

Parameters `message` (*proto message*) – `CMsgGCPlayerInfo`

request_conduct_scorecard ()

Request conduct scorecard, otherwise known as conduct summary

Returns job id

Return type `str`

Response event: `conduct_scorecard`

Parameters `message` (*proto message*) – `CMsgPlayerConductScorecard`

request_hero_standings ()

Request hero stands for the currently logged on account. This is the data from the `stats` tab on your profile.

Response event: `hero_standings`

Parameters `message` (*proto message*) – `CMsgGCGetHeroStandingsResponse`

match

Features related to matches and matchmaking.

class `dota2.features.match.Match`

Bases: `object`

request_matchmaking_stats ()

Request matchmaking statistics

Response event: `matchmaking_stats`

Parameters `message` (*proto message*) – `CMsgDOTAMatchmakingStatsResponse`

request_match_details (*match_id*)

Request match details for a specific match

Note: Rate limited to 100 requests/day

Parameters `match_id` (*int*) – match id

Returns job event id

Return type `str`

Response event: `match_details`

Parameters

- `match_id` (*int*) – match_id for response
- `eresult` (`steam.enums.common.EResult`) – result enum
- `match` (*proto message*) – `CMsgDOTAMatch`

request_matches (***kwargs*)

Request matches. For arguments see `CMsgDOTARequestMatches`

Note: Rate limited to 50 requests/day

Warning: Some of the arguments don't work. Ask Valve

Returns job event id

Return type `str`

Response event: matches

Parameters `message` (*proto message*) – `CMsgDOTARequestMatchesResponse`

request_matches_minimal (*match_ids*)

Request matches with only minimal data.

Parameters `match_ids` (*list*) – match ids

Returns job event id

Return type `str`

Response event: matches_minimal

Parameters `matches` (*list*) – list of `CMsgDOTAMatchMinimal`

request_top_source_tv_games (***kwargs*)

Find top source TV games. For arguments see `CMsgClientToGCFindTopSourceTVGames`

Response event: top_source_tv_games

Parameters `response` (*proto message*) – `CMsgGCToClientFindTopSourceTVGames-Response`

request_player_match_history (***kwargs*)

Request player match history

Parameters

- `account_id` (*int*) – account id
- `start_at_match_id` (*int*) – matches from before this match id (0 for latest)
- `matches_requested` (*int*) – number of matches to return
- `hero_id` (*int*) – filter by hero id
- `request_id` (*int*) – request id to match with the response with the request
- `include_practice_matches` (*bool*) – whether to include practice matches
- `include_custom_games` (*bool*) – whether to include custom matches

Response event: player_match_history

Parameters

- `request_id` (*int*) – request id from the request
- `matches` (*list*) – `CMsgDOTAGetPlayerMatchHistoryResponse.matches`

party

Features related to party invite and communication.

class `dota2.features.party.Party`

Bases: `object`

EVENT_PARTY_INVITE = `'party_invite'`

When a party invite is received

Parameters **message** (*proto message*) – `CSODOTAPartyInvite`

EVENT_NEW_PARTY = `'new_party'`

Entered a party, either by inviting someone or accepting an invite

Parameters **message** (*proto message*) – `CSODOTAParty`

EVENT_PARTY_CHANGED = `'party_changed'`

Anything changes to the party state, leaving/entering/invites etc

Parameters **message** (*proto message*) – `CSODOTAParty`

EVENT_PARTY_REMOVED = `'party_removed'`

Left party, either left, kicked or disbanded

Parameters **message** (*proto message*) – `CSODOTAParty`

EVENT_INVITATION_CREATED = `'invitation_created'`

After inviting another user

Parameters **message** (*proto message*) – `CMsgInvitationCreated`

party = `None`

respond_to_party_invite (*party_id, accept=False*)

Respond to a party invite.

Parameters

- **party_id** – party id
- **accept** – accept

leave_party ()

Leaves the current party.

Returns job event id

Return type `str`

set_party_leader (*steam_id*)

Set the new party leader.

Parameters **steam_id** – steam_id

Returns job event id

Return type `str`

set_party_coach_flag (*coach*)

Set the bot's status as a coach.

Parameters **coach** – bool

Returns job event id

Return type `str`

Response event: `party_coach`

Parameters

- `steam_id` (`int`) – `steam_id` for response
- `message` – `CMsgDOTAPartyMemberSetCoach` proto message

`invite_to_party` (`steam_id`)

Invites a player to a party. This will create a new party if you aren't in one.

Parameters `steam_id` – `steam_id`

Returns job event id

Return type `str`

Response event: `invite_to_party`

Parameters `message` – `CMsgInvitationCreated` proto message

`kick_from_party` (`steam_id`)

Kicks a player from the party. This will create a new party if you aren't in one.

Parameters `steam_id` – `steam_id`

Returns job event id

Return type `str`

Response event: `kick_from_party`

Parameters

- `steam_id` (`int`) – `steam_id` for response
- `message` – `CMsgKickFromParty` proto message

lobby

Lobby related features

```
class dota2.features.lobby.Lobby
```

Bases: `object`

```
EVENT_LOBBY_INVITE = 'lobby_invite'
```

When a lobby invite is received :param message: `CSDOTALobbyInvite` :type message: proto message

```
EVENT_LOBBY_INVITE_REMOVED = 'lobby_invite_removed'
```

When a lobby invite is no longer valid :param message: `CSDOTALobbyInvite` :type message: proto message

```
EVENT_LOBBY_NEW = 'lobby_new'
```

Entered a lobby, either by creating one or accepting an invite

Parameters `message` (`proto message`) – `CSODOTALobby`

```
EVENT_LOBBY_CHANGED = 'lobby_changed'
```

Anything changes to the lobby state, players, options, broadcasters...

Parameters `message` (`proto message`) – `CSODOTALobby`

```
EVENT_LOBBY_REMOVED = 'lobby_removed'
```

The lobby is not valid anymore, quit or kick.

Parameters `message` (`proto message`) – `CSODOTALobby`

lobby = None

create_practice_lobby (*password=""*, *options=None*)

Sends a message to the Game Coordinator requesting to create a lobby.

Parameters

- **password** (*str*) – password of lobby
- **options** (*dict*) – options to setup the lobby with

create_tournament_lobby (*password=""*, *tournament_game_id=None*, *tournament_id=0*, *options=None*)

Sends a message to the Game Coordinator requesting to create a tournament lobby.

Parameters

- **password** (*str*) – password of lobby
- **tournament_game_id** (*int*) – tournament game id
- **tournament_id** (*int*) – tournament id
- **options** (*dict*) – options to setup the lobby with

config_practice_lobby (*options*)

Change settings of the current lobby.

Parameters **options** (*dict*) – options to change in the lobby

get_lobby_list (*server_region=<EServerRegion.Unspecified: 0>*, *game_mode=<DOTA_GameMode.DOTA_GAMEMODE_NONE: 0>*)

Get a lobby list

Note: These are regular lobbies. (e.g. All pick, Captains Mode, etc)

Parameters

- **server_region** (*EServerRegion*) – limit to a specific server region
- **game_mode** (*DOTA_GameMode*) – limit to specific game mode, DOTA_GAMEMODE_NONE means any

Returns List of [CMsgPracticeLobbyListResponseEntry](#)

Return type proto message, None

get_practice_lobby_list (*tournament_games=False*, *password=""*)

Get list of practice lobbies

Note: These are private Custom Game lobbies

Parameters

- **tournament_games** (*bool*) – whether to show tournament games only
- **password** (*str*) – practice lobbies with this password

Returns

List of [CMsgPracticeLobbyListResponseEntry](#)

Return type proto message, None

get_friend_practice_lobby_list ()

Request a list of friend practice lobbies.

Returns

List of `CMsgPracticeLobbyListResponseEntry`

Return type proto message, None

balanced_shuffle_lobby ()

Balance shuffle the the lobby.

flip_lobby_teams ()

Flip both teams of the lobby.

invite_to_lobby (*steam_id*)

Asks to invite a player to your lobby. This creates a new default lobby when you are not already in one.

Parameters `steam_id` (*int*) – steam_id

practice_lobby_kick (*account_id*)

Kick a player from the lobby.

Parameters `account_id` (*int*) – 32-bit steam_id of the user to kick from the lobby

practice_lobby_kick_from_team (*account_id*)

Kick a player from the his current lobby team.

Parameters `account_id` (*int*) – 32-bit steam_id of the user to kick from a team

join_practice_lobby (*id*, *password*=")

Join the target practice lobby.

Parameters

- `id` (*int*) – id of the lobby to join
- `password` (*str*) – password necessary to join the lobby

Returns Result of the join command from the GC

Return type

`class DOTAJoinLobbyResult.` `DOTAJoinLobbyResult.`
`sult.DOTA_JOIN_RESULT_TIMEOUT` if timeout

leave_practice_lobby ()

Sends a message to the Game Coordinator requesting to leave the current lobby.

abandon_current_game ()

Abandon the current game.

launch_practice_lobby ()

Launch the current lobby into a game.

join_practice_lobby_team (*slot*=1, *team*=<`DOTA_GC_TEAM.PLAYER_POOL: 4`>)

Join on of the lobby team at the specified slot.

Parameters

- `slot` (*int*) – slot to join into
- `team` (`DOTA_GC_TEAM`) – team to join

join_practice_lobby_broadcast_channel (*channel=1*)

Join a specific channel of the broadcasters.

Parameters **channel** (*int*) – channel to join into

add_bot_to_practice_lobby (*slot=1*, *team=<DOTA_GC_TEAM.GOOD_GUYS: 0>*,
bot_difficulty=<DOTABotDifficulty.BOT_DIFFICULTY_PASSIVE: 0>)

Add a bot in the lobby.

Parameters

- **slot** (*int*) – slot to join into
- **team** (*DOTA_GC_TEAM*) – team to join
- **bot_difficulty** (*DOTABotDifficulty*) – difficulty of the bot

respond_to_lobby_invite (*lobby_id*, *accept=False*)

Answer to a lobby invite.

Parameters

- **id** (*int*) – lobby_id to answer to.
- **accept** (*bool*) – answer to the lobby invite

destroy_lobby ()

Destroy the current lobby (host only)

Returns *job_id* for response

Return type *str*

chat

Chat channel features

class `dota2.features.chat.ChatBase`

Bases: `object`

class `dota2.features.chat.ChannelManager` (*dota_client*, *logger_name*)

Bases: `eventemitter.EventEmitter`

EVENT_JOINED_CHANNEL = `'channel_joined'`

When the client join a channel.

Parameters **channel** (*ChatChannel*) – channel instance

EVENT_LEFT_CHANNEL = `'channel_left'`

When the client leaves a channel.

Parameters **channel** (*ChatChannel*) – channel instance

EVENT_MESSAGE = `'message'`

On a new channel message

Parameters

- **channel** (*ChatChannel*) – channel instance
- **message** (*CMsgDOTAChatMessage*) – message data

EVENT_CHANNEL_MEMBERS_UPDATE = `'members_update'`

When users join/leave a channel

Parameters

- **channel** (*ChatChannel*) – channel instance
- **joined** (*list*) – list of members who joined
- **left** (*list*) – list of members who left

emit (*event, *args*)

Emit event with some arguments

Parameters

- **event** (*any type*) – event identifier
- **args** – any or no arguments

join_channel (*channel_name, channel_type=<DOTAChatChannelType_t.DOTAChannelType_Custom: I>*)

Join a chat channel

Parameters

- **channel_name** (*str*) – channel name
- **channel_type** (*DOTAChatChannelType_t*) – channel type

Returns join result**Return type** *int*Response event: *EVENT_JOINED_CHANNEL***join_lobby_channel** ()

Join the lobby channel if the client is in a lobby.

Response event: *EVENT_JOINED_CHANNEL***lobby**

References lobby channel if client has joined it

Returns channel instance**Return type** *ChatChannel***join_party_channel** ()

Join the lobby channel if the client is in a lobby.

Response event: *EVENT_JOINED_CHANNEL***party**

References party channel if client has joined it

Returns channel instance**Return type** *ChatChannel***get_channel_list** ()

Requests a list of chat channels from the GC.

Returns List of chat channels**Return type** *CMsgDOTAChatGetUserListResponse, None***leave_channel** (*channel_id*)**class** *dota2.features.chat.ChatChannel* (*channel_manager, join_data*)Bases: *object*

leave ()

Leave channel

send (*message*)

Send a message to the channel

Parameters **message** (*str*) – message text

share_lobby ()

Share current lobby to the channel

flip_coin ()

Flip a coin

roll_dice (*rollmin=1, rollmax=100*)

Roll a dice

Parameters

- **rollmin** (*int*) – dice min value
- **rollmax** (*int*) – dice max value

sharedobjects

Essentially a `dict` containing shared object caches. The objects are read-only, so don't change any values. The instance reference of individual objects will remain the same throughout their lifetime. Individual objects can be accessed via their key, if they have one.

Note: Some cache types don't have a key and only hold one object instance. Then only the cache type is needed to access it. (e.g. `CSOEconGameAccountClient`)

```
dota_client.socache[ESOType.CSOEconItem]          # dict with item objects, key = 
↪ item id
dota_client.socache[ESOType.CSOEconItem][123456] # item object

dota_client.socache[ESOType.CSOEconGameAccountClient] # returns a 
↪ CSOEconGameAccountClient object
```

Events will be fired when individual objects are updated. Event key is a `tuple`` in the following format: `(event, cache_type)`.

The available events are `new`, `updated`, and `removed`. Each event has a single parameter, which is the object instance. Even when `removed`, there is object instance returned, usually only with the `key` field filled.

```
@dota_client.socache.on(('new', ESOType.CSOEconItem))
def got_a_new_item(obj):
    print "Got a new item! Yay"
    print obj

# access the item via socache at any time
print dota_client.socache[ESOType.CSOEconItem][obj.id]
```

`dota2.features.sharedobjects.find_so_proto` (*type_id*)

Resolves proto message for given `type_id`

Parameters **type_id** (`dota2.enums.ESOType`) – SO type

Returns proto message or `None`

```
class dota2.features.sharedobjects.NO_KEY
dota2.features.sharedobjects.get_so_key_fields (desc)
dota2.features.sharedobjects.get_key_for_object (obj)

class dota2.features.sharedobjects.SOBase
    Bases: object

class dota2.features.sharedobjects.SOCache (dota_client, logger_name)
    Bases: eventemitter.EventEmitter, dict

class ESOType
    Bases: enum.IntEnum

    CMsgDOTATournament = 2009
    CSODOTAGameAccountClient = 2002
    CSODOTAGameAccountPlus = 2012
    CSODOTAGameHeroFavorites = 2007
    CSODOTALobby = 2004
    CSODOTALobbyInvite = 2011
    CSODOTAMapLocationState = 2008
    CSODOTAParty = 2003
    CSODOTAPartyInvite = 2006
    CSODOTAPlayerChallenge = 2010
    CSOEconGameAccountClient = 7
    CSOEconItem = 1
    CSOEconItemDropRateBonus = 38
    CSOEconItemEventTicket = 40
    CSOEconItemLeagueViewPass = 39
    CSOEconItemPresetInstance = 36
    CSOEconItemTournamentPassport = 42
    CSOItemRecipe = 5
    CSOSelectedItemPreset = 35

file_version = None
    so file version

emit (event, *args)
    Emit event with some arguments

    Parameters
        • event (any type) – event identifier
        • args – any or no arguments
```

2.1.2 client

Only the most essential features to `dota2.client.Dota2Client` are found here. Every other feature is inherited from the `dota2.features` package and its submodules.

class `dota2.client.Dota2Client` (*steam_client*)

Bases: `steam.client.gc.GameCoordinator`, `dota2.features.FeatureBase`

Parameters `steam_client` (`steam.client.SteamClient`) – Instance of the steam client

verbose_debug = `False`

enable pretty print of messages in debug logging

app_id = `570`

main client app id

ready = `False`

True when we have a session with GC

connection_status = `2`

`dota2.enums.GCConnectionStatus`

account_id

Account ID of the logged in user in the steam client

steam_id

`steam.steamid.SteamID` of the logged-in user in the steam client

wait_msg (*event*, *timeout=None*, *raises=None*)

Wait for a message, similiar to `wait_event()`

Parameters

- **event** – `EDOTAGCMsg` or job id
- **timeout** (`int`) – seconds to wait before timeout
- **raises** (`bool`) – On timeout when `False` returns `None`, else raise `gevent.Timeout`

Returns returns a message or `None`

Return type `None`, or *proto message*

Raises “`gevent.Timeout`”

send_job (**args*, ***kwargs*)

Send a message as a job

Exactly the same as `send()`

Returns jobid event identifier

Return type `str`

send_job_and_wait (*emsg*, *data={}*, *proto=None*, *timeout=None*, *raises=False*)

Send a message as a job and wait for the response.

Note: Not all messages are jobs, you’ll have to find out which are which

Parameters

- **emsg** – Enum for the message

- **data** (*dict*) – data for the proto message
- **proto** – (optional) specify protobuf, otherwise it's detected based on `emsg`
- **timeout** (*int*) – (optional) seconds to wait
- **raises** (*bool*) – (optional) On timeout if this is `False` method will return `None`, else raises `gevent.Timeout``

Returns response proto message

Raises `gevent.Timeout``

send (*emsg, data={}, proto=None*)

Send a message

Parameters

- **emsg** – Enum for the message
- **data** (*dict*) – data for the proto message
- **proto** – (optional) manually specify protobuf, other it's detected based on `emsg`

launch ()

Launch Dota 2 and establish connection with the game coordinator

`ready` event will fire when the session is ready. If the session is lost `notready` event will fire. Alternatively, `connection_status` event can be monitored for changes.

exit ()

Close connection to Dota 2's game coordinator

sleep (*seconds*)

Yeild and sleep N seconds. Allows other greenlets to run

idle ()

Yeild in the current greenlet and let other greenlets run

2.1.3 enums

class `dota2.common_enums.ESOType`

`CSOEconItem = 1`

`CSOItemRecipe = 5`

`CSOEconGameAccountClient = 7`

`CSOSelectedItemPreset = 35`

`CSOEconItemPresetInstance = 36`

`CSOEconItemDropRateBonus = 38`

`CSOEconItemLeagueViewPass = 39`

`CSOEconItemEventTicket = 40`

`CSOEconItemTournamentPassport = 42`

`CSODOTAGameAccountClient = 2002`

`CSODOTAParty = 2003`


```
CSODOTALobby = 2004
CSODOTAPartyInvite = 2006
CSODOTAGameHeroFavorites = 2007
CSODOTAMapLocationState = 2008
CMsgDOTATournament = 2009
CSODOTAPlayerChallenge = 2010
CSODOTALobbyInvite = 2011
CSODOTAGameAccountPlus = 2012
```

```
class dota2.common_enums.EServerRegion
```

```
Unspecified = 0
USWest = 1
USEast = 2
Europe = 3
Korea = 4
Singapore = 5
Dubai = 6
PerfectWorldTelecom = 12
PerfectWorldTelecomGuangdong = 17
PerfectWorldTelecomZhejiang = 18
PerfectWorldTelecomWuhan = 20
PerfectWorldUnicom = 13
PerfectWorldUnicomTianjin = 25
Stockholm = 8
Brazil = 10
Austria = 9
Australia = 7
SouthAfrica = 11
Chile = 14
Peru = 15
India = 16
Japan = 19
Taiwan = 37
```

```
class dota2.proto_enums.DOTA_2013PassportSelectionIndices
```

```
PP13_SEL_ALLSTAR_PLAYER_0 = 0
PP13_SEL_ALLSTAR_PLAYER_1 = 1
```

PP13_SEL_ALLSTAR_PLAYER_2 = 2
PP13_SEL_ALLSTAR_PLAYER_3 = 3
PP13_SEL_ALLSTAR_PLAYER_4 = 4
PP13_SEL_ALLSTAR_PLAYER_5 = 5
PP13_SEL_ALLSTAR_PLAYER_6 = 6
PP13_SEL_ALLSTAR_PLAYER_7 = 7
PP13_SEL_ALLSTAR_PLAYER_8 = 8
PP13_SEL_ALLSTAR_PLAYER_9 = 9
PP13_SEL_QUALPRED_WEST_0 = 10
PP13_SEL_QUALPRED_WEST_1 = 11
PP13_SEL_QUALPRED_WEST_2 = 12
PP13_SEL_QUALPRED_WEST_3 = 13
PP13_SEL_QUALPRED_WEST_4 = 14
PP13_SEL_QUALPRED_WEST_5 = 15
PP13_SEL_QUALPRED_WEST_6 = 16
PP13_SEL_QUALPRED_WEST_7 = 17
PP13_SEL_QUALPRED_WEST_8 = 18
PP13_SEL_QUALPRED_WEST_9 = 19
PP13_SEL_QUALPRED_WEST_10 = 20
PP13_SEL_QUALPRED_WEST_11 = 21
PP13_SEL_QUALPRED_WEST_12 = 22
PP13_SEL_QUALPRED_WEST_13 = 23
PP13_SEL_QUALPRED_WEST_14 = 24
PP13_SEL_QUALPRED_EAST_0 = 25
PP13_SEL_QUALPRED_EAST_1 = 26
PP13_SEL_QUALPRED_EAST_2 = 27
PP13_SEL_QUALPRED_EAST_3 = 28
PP13_SEL_QUALPRED_EAST_4 = 29
PP13_SEL_QUALPRED_EAST_5 = 30
PP13_SEL_QUALPRED_EAST_6 = 31
PP13_SEL_QUALPRED_EAST_7 = 32
PP13_SEL_QUALPRED_EAST_8 = 33
PP13_SEL_QUALPRED_EAST_9 = 34
PP13_SEL_QUALPRED_EAST_10 = 35
PP13_SEL_QUALPRED_EAST_11 = 36
PP13_SEL_QUALPRED_EAST_12 = 37

PP13_SEL_QUALPRED_EAST_13 = 38
PP13_SEL_QUALPRED_EAST_14 = 39
PP13_SEL_TEAMCUP_TEAM = 40
PP13_SEL_TEAMCUP_PLAYER = 41
PP13_SEL_TEAMCUP_TEAM_LOCK = 42
PP13_SEL_TEAMCUP_PLAYER_LOCK = 43
PP13_SEL_EVENTPRED_0 = 44
PP13_SEL_EVENTPRED_1 = 45
PP13_SEL_EVENTPRED_2 = 46
PP13_SEL_EVENTPRED_3 = 47
PP13_SEL_EVENTPRED_4 = 48
PP13_SEL_EVENTPRED_5 = 49
PP13_SEL_EVENTPRED_6 = 50
PP13_SEL_EVENTPRED_7 = 51
PP13_SEL_EVENTPRED_8 = 52
PP13_SEL_EVENTPRED_9 = 53
PP13_SEL_EVENTPRED_10 = 54
PP13_SEL_EVENTPRED_11 = 55
PP13_SEL_EVENTPRED_12 = 56
PP13_SEL_EVENTPRED_13 = 57
PP13_SEL_EVENTPRED_14 = 58
PP13_SEL_EVENTPRED_15 = 59
PP13_SEL_EVENTPRED_16 = 60
PP13_SEL_EVENTPRED_17 = 61
PP13_SEL_EVENTPRED_18 = 62
PP13_SEL_EVENTPRED_19 = 63
PP13_SEL_EVENTPRED_20 = 64
PP13_SEL_EVENTPRED_21 = 65
PP13_SEL_EVENTPRED_22 = 66
PP13_SEL_EVENTPRED_23 = 67
PP13_SEL_EVENTPRED_24 = 68
PP13_SEL_EVENTPRED_25 = 69
PP13_SEL_EVENTPRED_26 = 70
PP13_SEL_EVENTPRED_27 = 71
PP13_SEL_EVENTPRED_28 = 72
PP13_SEL_EVENTPRED_29 = 73

```
PP13_SEL_EVENTPRED_30 = 74
PP13_SEL_EVENTPRED_31 = 75
PP13_SEL_EVENTPRED_32 = 76
PP13_SEL_EVENTPRED_33 = 77
PP13_SEL_EVENTPRED_34 = 78
PP13_SEL_EVENTPRED_35 = 79
PP13_SEL_EVENTPRED_36 = 80
PP13_SEL_EVENTPRED_37 = 81
PP13_SEL_EVENTPRED_38 = 82
PP13_SEL_EVENTPRED_39 = 83
PP13_SEL_EVENTPRED_40 = 84
PP13_SEL_EVENTPRED_41 = 85
PP13_SEL_EVENTPRED_42 = 86
PP13_SEL_EVENTPRED_43 = 87
PP13_SEL_SOLO_0 = 88
PP13_SEL_SOLO_1 = 89
PP13_SEL_SOLO_2 = 90
PP13_SEL_SOLO_3 = 91
PP13_SEL_SOLO_4 = 92
PP13_SEL_SOLO_5 = 93
PP13_SEL_SOLO_6 = 94
PP13_SEL_SOLO_7 = 95
```

```
class dota2.proto_enums.DOTA_BOT_MODE
```

```
NONE = 0
LANING = 1
ATTACK = 2
ROAM = 3
RETREAT = 4
SECRET_SHOP = 5
SIDE_SHOP = 6
RUNE = 7
PUSH_TOWER_TOP = 8
PUSH_TOWER_MID = 9
PUSH_TOWER_BOT = 10
DEFEND_TOWER_TOP = 11
```

```
DEFEND_TOWER_MID = 12
DEFEND_TOWER_BOT = 13
ASSEMBLE = 14
ASSEMBLE_WITH_HUMANS = 15
TEAM_ROAM = 16
FARM = 17
DEFEND_ALLY = 18
EVASIVE_MANEUVERS = 19
ROSHAN = 20
ITEM = 21
WARD = 22
COMPANION = 23
TUTORIAL_BOSS = 24
MINION = 25
OUTPOST = 26
```

```
class dota2.proto_enums.DOTA_CM_PICK
```

```
DOTA_CM_RANDOM = 0
DOTA_CM_GOOD_GUYS = 1
DOTA_CM_BAD_GUYS = 2
```

```
class dota2.proto_enums.DOTA_COMBATLOG_TYPES
```

```
DOTA_COMBATLOG_INVALID = -1
DOTA_COMBATLOG_DAMAGE = 0
DOTA_COMBATLOG_HEAL = 1
DOTA_COMBATLOG_MODIFIER_ADD = 2
DOTA_COMBATLOG_MODIFIER_REMOVE = 3
DOTA_COMBATLOG_DEATH = 4
DOTA_COMBATLOG_ABILITY = 5
DOTA_COMBATLOG_ITEM = 6
DOTA_COMBATLOG_LOCATION = 7
DOTA_COMBATLOG_GOLD = 8
DOTA_COMBATLOG_GAME_STATE = 9
DOTA_COMBATLOG_XP = 10
DOTA_COMBATLOG_PURCHASE = 11
DOTA_COMBATLOG_BUYBACK = 12
DOTA_COMBATLOG_ABILITY_TRIGGER = 13
```

```
DOTA_COMBATLOG_PLAYERSTATS = 14
DOTA_COMBATLOG_MULTIKILL = 15
DOTA_COMBATLOG_KILLSTREAK = 16
DOTA_COMBATLOG_TEAM_BUILDING_KILL = 17
DOTA_COMBATLOG_FIRST_BLOOD = 18
DOTA_COMBATLOG_MODIFIER_STACK_EVENT = 19
DOTA_COMBATLOG_NEUTRAL_CAMP_STACK = 20
DOTA_COMBATLOG_PICKUP_RUNE = 21
DOTA_COMBATLOG_REVEALED_INVISIBLE = 22
DOTA_COMBATLOG_HERO_SAVED = 23
DOTA_COMBATLOG_MANA_RESTORED = 24
DOTA_COMBATLOG_HERO_LEVELUP = 25
DOTA_COMBATLOG_BOTTLE_HEAL_ALLY = 26
DOTA_COMBATLOG_ENDGAME_STATS = 27
DOTA_COMBATLOG_INTERRUPT_CHANNEL = 28
DOTA_COMBATLOG_ALLIED_GOLD = 29
DOTA_COMBATLOG_AEGIS_TAKEN = 30
DOTA_COMBATLOG_MANA_DAMAGE = 31
DOTA_COMBATLOG_PHYSICAL_DAMAGE_PREVENTED = 32
DOTA_COMBATLOG_UNIT_SUMMONED = 33
DOTA_COMBATLOG_ATTACK_EVADE = 34
DOTA_COMBATLOG_TREE_CUT = 35
DOTA_COMBATLOG_SUCCESSFUL_SCAN = 36
DOTA_COMBATLOG_END_KILLSTREAK = 37
DOTA_COMBATLOG_BLOODSTONE_CHARGE = 38
DOTA_COMBATLOG_CRITICAL_DAMAGE = 39
DOTA_COMBATLOG_SPELL_ABSORB = 40
DOTA_COMBATLOG_UNIT_TELEPORTED = 41
DOTA_COMBATLOG_KILL_EATER_EVENT = 42
```

```
class dota2.proto_enums.DOTA_GameMode
```

```
DOTA_GAMEMODE_NONE = 0
DOTA_GAMEMODE_AP = 1
DOTA_GAMEMODE_CM = 2
DOTA_GAMEMODE_RD = 3
DOTA_GAMEMODE_SD = 4
```

```
DOTA_GAMEMODE_AR = 5
DOTA_GAMEMODE_INTRO = 6
DOTA_GAMEMODE_HW = 7
DOTA_GAMEMODE_REVERSE_CM = 8
DOTA_GAMEMODE_XMAS = 9
DOTA_GAMEMODE_TUTORIAL = 10
DOTA_GAMEMODE_MO = 11
DOTA_GAMEMODE_LP = 12
DOTA_GAMEMODE_POOL1 = 13
DOTA_GAMEMODE_FH = 14
DOTA_GAMEMODE_CUSTOM = 15
DOTA_GAMEMODE_CD = 16
DOTA_GAMEMODE_BD = 17
DOTA_GAMEMODE_ABILITY_DRAFT = 18
DOTA_GAMEMODE_EVENT = 19
DOTA_GAMEMODE_ARDM = 20
DOTA_GAMEMODE_1V1MID = 21
DOTA_GAMEMODE_ALL_DRAFT = 22
DOTA_GAMEMODE_TURBO = 23
DOTA_GAMEMODE_MUTATION = 24
DOTA_GAMEMODE_COACHES_CHALLENGE = 25
```

```
class dota2.proto_enums.DOTA_GameState
```

```
DOTA_GAMERULES_STATE_INIT = 0
DOTA_GAMERULES_STATE_WAIT_FOR_PLAYERS_TO_LOAD = 1
DOTA_GAMERULES_STATE_HERO_SELECTION = 2
DOTA_GAMERULES_STATE_STRATEGY_TIME = 3
DOTA_GAMERULES_STATE_PRE_GAME = 4
DOTA_GAMERULES_STATE_GAME_IN_PROGRESS = 5
DOTA_GAMERULES_STATE_POST_GAME = 6
DOTA_GAMERULES_STATE_DISCONNECT = 7
DOTA_GAMERULES_STATE_TEAM_SHOWCASE = 8
DOTA_GAMERULES_STATE_CUSTOM_GAME_SETUP = 9
DOTA_GAMERULES_STATE_WAIT_FOR_MAP_TO_LOAD = 10
DOTA_GAMERULES_STATE_LAST = 11
```

```
class dota2.proto_enums.DOTA_GC_TEAM
```

```
GOOD_GUYS = 0
BAD_GUYS = 1
BROADCASTER = 2
SPECTATOR = 3
PLAYER_POOL = 4
NOTEAM = 5
```

```
class dota2.proto_enums.DOTA_TournamentEvents
```

```
TE_FIRST_BLOOD = 0
TE_GAME_END = 1
TE_MULTI_KILL = 2
TE_HERO_DENY = 3
TE_AEGIS_DENY = 4
TE_AEGIS_STOLEN = 5
TE_GODLIKE = 6
TE_COURIER_KILL = 7
TE_ECHOSLAM = 8
TE_RAPIER = 9
TE_EARLY_ROSHAN = 10
TE_BLACK_HOLE = 11
```

```
class dota2.proto_enums.DOTA_WatchReplayType
```

```
DOTA_WATCH_REPLAY_NORMAL = 0
DOTA_WATCH_REPLAY_HIGHLIGHTS = 1
```

```
class dota2.proto_enums.DOTABotDifficulty
```

```
BOT_DIFFICULTY_PASSIVE = 0
BOT_DIFFICULTY_EASY = 1
BOT_DIFFICULTY_MEDIUM = 2
BOT_DIFFICULTY_HARD = 3
BOT_DIFFICULTY_UNFAIR = 4
BOT_DIFFICULTY_INVALID = 5
BOT_DIFFICULTY_EXTRA1 = 6
BOT_DIFFICULTY_EXTRA2 = 7
BOT_DIFFICULTY_EXTRA3 = 8
BOT_DIFFICULTY_NPX = 9
```



```
class dota2.proto_enums.DOTACHatChannelType_t
```

```
DOTACHannelType_Regional = 0
DOTACHannelType_Custom = 1
DOTACHannelType_Party = 2
DOTACHannelType_Lobby = 3
DOTACHannelType_Team = 4
DOTACHannelType_Guild = 5
DOTACHannelType_Fantasy = 6
DOTACHannelType_Whisper = 7
DOTACHannelType_Console = 8
DOTACHannelType_Tab = 9
DOTACHannelType_Invalid = 10
DOTACHannelType_GameAll = 11
DOTACHannelType_GameAllies = 12
DOTACHannelType_GameSpectator = 13
DOTACHannelType_GameCoaching = 14
DOTACHannelType_Cafe = 15
DOTACHannelType_CustomGame = 16
DOTACHannelType_Private = 17
DOTACHannelType_PostGame = 18
DOTACHannelType_BattleCup = 19
DOTACHannelType_HLTVSpectator = 20
DOTACHannelType_GameEvents = 21
DOTACHannelType_Trivia = 22
DOTACHannelType_NewPlayer = 23
DOTACHannelType_PrivateCoaching = 24
```

```
class dota2.proto_enums.DOTAConnectionState_t
```

```
DOTA_CONNECTION_STATE_UNKNOWN = 0
DOTA_CONNECTION_STATE_NOT_YET_CONNECTED = 1
DOTA_CONNECTION_STATE_CONNECTED = 2
DOTA_CONNECTION_STATE_DISCONNECTED = 3
DOTA_CONNECTION_STATE_ABANDONED = 4
DOTA_CONNECTION_STATE_LOADING = 5
DOTA_CONNECTION_STATE_FAILED = 6
```

```
class dota2.proto_enums.DOTAGameVersion

    GAME_VERSION_CURRENT = 0
    GAME_VERSION_STABLE = 1

class dota2.proto_enums.DOTAJoinLobbyResult

    DOTA_JOIN_RESULT_SUCCESS = 0
    DOTA_JOIN_RESULT_ALREADY_IN_GAME = 1
    DOTA_JOIN_RESULT_INVALID_LOBBY = 2
    DOTA_JOIN_RESULT_INCORRECT_PASSWORD = 3
    DOTA_JOIN_RESULT_ACCESS_DENIED = 4
    DOTA_JOIN_RESULT_GENERIC_ERROR = 5
    DOTA_JOIN_RESULT_INCORRECT_VERSION = 6
    DOTA_JOIN_RESULT_IN_TEAM_PARTY = 7
    DOTA_JOIN_RESULT_NO_LOBBY_FOUND = 8
    DOTA_JOIN_RESULT_LOBBY_FULL = 9
    DOTA_JOIN_RESULT_CUSTOM_GAME_INCORRECT_VERSION = 10
    DOTA_JOIN_RESULT_TIMEOUT = 11
    DOTA_JOIN_RESULT_CUSTOM_GAME_COOLDOWN = 12
    DOTA_JOIN_RESULT_BUSY = 13
    DOTA_JOIN_RESULT_NO_PLAYTIME = 14

class dota2.proto_enums.DOTALeaverStatus_t

    DOTA_LEAVER_NONE = 0
    DOTA_LEAVER_DISCONNECTED = 1
    DOTA_LEAVER_DISCONNECTED_TOO_LONG = 2
    DOTA_LEAVER_ABANDONED = 3
    DOTA_LEAVER_AFK = 4
    DOTA_LEAVER_NEVER_CONNECTED = 5
    DOTA_LEAVER_NEVER_CONNECTED_TOO_LONG = 6
    DOTA_LEAVER_FAILED_TO_READY_UP = 7
    DOTA_LEAVER_DECLINED = 8

class dota2.proto_enums.DOTALobbyReadyState

    UNDECLARED = 0
    ACCEPTED = 1
    DECLINED = 2
```

```
class dota2.proto_enums.DOTALobbyVisibility

    Public = 0
    Friends = 1
    Unlisted = 2

class dota2.proto_enums.DOTALowPriorityBanType

    DOTA_LOW_PRIORITY_BAN_ABANDON = 0
    DOTA_LOW_PRIORITY_BAN_REPORTS = 1
    DOTA_LOW_PRIORITY_BAN_SECONDARY_ABANDON = 2
    DOTA_LOW_PRIORITY_BAN_PRE_GAME_ROLE = 3

class dota2.proto_enums.DOTAMatchVote

    INVALID = 0
    POSITIVE = 1
    NEGATIVE = 2

class dota2.proto_enums.DOTASelectionPriorityChoice

    Invalid = 0
    FirstPick = 1
    SecondPick = 2
    Radiant = 3
    Dire = 4

class dota2.proto_enums.DOTASelectionPriorityRules

    Manual = 0
    Automatic = 1

class dota2.proto_enums.EBadgeType

    TI7_Midweek = 1
    TI7_Finals = 2
    TI7_AllEvent = 3
    TI8_Midweek = 4
    TI8_Finals = 5
    TI8_AllEvent = 6

class dota2.proto_enums.EBroadcastTimelineEvent

    MatchStarted = 1
```

```
GameStateChanged = 2
TowerDeath = 3
BarracksDeath = 4
AncientDeath = 5
RoshanDeath = 6
HeroDeath = 7
TeamFight = 8
FirstBlood = 9
```

```
class dota2.proto_enums.EChatSpecialPrivileges
```

```
Moderator = 1
None = 0
SuperModerator = 2
```

```
class dota2.proto_enums.ECustomGameInstallStatus
```

```
Unknown = 0
Ready = 1
Busy = 2
FailedGeneric = 101
FailedInternalError = 102
RequestedTimestampTooOld = 103
RequestedTimestampTooNew = 104
CRCMismatch = 105
FailedSteam = 106
FailedCanceled = 107
```

```
class dota2.proto_enums.ECustomGameWhitelistState
```

```
CUSTOM_GAME_WHITELIST_STATE_UNKNOWN = 0
CUSTOM_GAME_WHITELIST_STATE_APPROVED = 1
CUSTOM_GAME_WHITELIST_STATE_REJECTED = 2
```

```
class dota2.proto_enums.EDACPlatform
```

```
eDACPlatform_None = 0
eDACPlatform_PC = 1
eDACPlatform_Mac = 2
eDACPlatform_Linux = 3
eDACPlatform_Android = 4
```

```
eDACPlatform_iOS = 5
class dota2.proto_enums.EDevEventRequestResult

    Success = 0
    NotAllowed = 1
    InvalidEvent = 2
    SqlFailure = 3
    Timeout = 4
    LockFailure = 5
    SDOLoadFailure = 6

class dota2.proto_enums.EDOTADraftTriviaAnswerResult

    Success = 0
    InvalidMatchID = 1
    AlreadyAnswered = 2
    InternalError = 3
    TriviaDisabled = 4
    GCDown = 5

class dota2.proto_enums.EDOTAGCMsg

    EMsgGCDOTABase = 7000
    EMsgGCGeneralResponse = 7001
    EMsgGCGameMatchSignOut = 7004
    EMsgGCGameMatchSignOutResponse = 7005
    EMsgGCJoinChatChannel = 7009
    EMsgGCJoinChatChannelResponse = 7010
    EMsgGCOtherJoinedChannel = 7013
    EMsgGCOtherLeftChannel = 7014
    EMsgGCMatchHistoryList = 7017
    EMsgGCServerToGCRequestStatus = 7026
    EMsgGCGetRecentMatches = 7027
    EMsgGCRecentMatchesResponse = 7028
    EMsgGCStartFindingMatch = 7033
    EMsgGCConnectedPlayers = 7034
    EMsgGCAbandonCurrentGame = 7035
    EMsgGCStopFindingMatch = 7036
    EMsgGCPracticeLobbyCreate = 7038
```

EMsgGCPracticeLobbyLeave = 7040
EMsgGCPracticeLobbyLaunch = 7041
EMsgGCPracticeLobbyList = 7042
EMsgGCPracticeLobbyListResponse = 7043
EMsgGCPracticeLobbyJoin = 7044
EMsgGCPracticeLobbySetDetails = 7046
EMsgGCPracticeLobbySetTeamSlot = 7047
EMsgGCInitialQuestionnaireResponse = 7049
EMsgGCPracticeLobbyResponse = 7055
EMsgGCBroadcastNotification = 7056
EMsgGCLiveScoreboardUpdate = 7057
EMsgGCRequestChatChannelList = 7060
EMsgGCRequestChatChannelListResponse = 7061
EMsgGCRequestMatches = 7064
EMsgGCRequestMatchesResponse = 7065
EMsgGCReadyUp = 7070
EMsgGCKickedFromMatchmakingQueue = 7071
EMsgGCLeaverDetected = 7072
EMsgGCSpectateFriendGame = 7073
EMsgGCSpectateFriendGameResponse = 7074
EMsgGCPlayerReports = 7075
EMsgGCReportsRemainingRequest = 7076
EMsgGCReportsRemainingResponse = 7077
EMsgGCSubmitPlayerReport = 7078
EMsgGCSubmitPlayerReportResponse = 7079
EMsgGCPracticeLobbyKick = 7081
EMsgGCReportCountsRequest = 7082
EMsgGCReportCountsResponse = 7083
EMsgGCRequestSaveGames = 7084
EMsgGCRequestSaveGamesServer = 7085
EMsgGCRequestSaveGamesResponse = 7086
EMsgGCLeaverDetectedResponse = 7087
EMsgGCPlayerFailedToConnect = 7088
EMsgGCGCToRelayConnect = 7089
EMsgGCGCToRelayConnectresponse = 7090
EMsgGCWatchGame = 7091

EMsgGCWatchGameResponse = 7092
EMsgGCBanStatusRequest = 7093
EMsgGCBanStatusResponse = 7094
EMsgGCMatchDetailsRequest = 7095
EMsgGCMatchDetailsResponse = 7096
EMsgGCCancelWatchGame = 7097
EMsgGCPopup = 7102
EMsgGCDOTAClearNotifySuccessfulReport = 7104
EMsgGCFriendPracticeLobbyListRequest = 7111
EMsgGCFriendPracticeLobbyListResponse = 7112
EMsgGCPracticeLobbyJoinResponse = 7113
EMsgClientEconNotification_Job = 7114
EMsgGCCreateTeam = 7115
EMsgGCCreateTeamResponse = 7116
EMsgGCTeamData = 7121
EMsgGCTeamInvite_InviterToGC = 7122
EMsgGCTeamInvite_GCImmediateResponseToInviter = 7123
EMsgGCTeamInvite_GCRequestToInvitee = 7124
EMsgGCTeamInvite_InviteeResponseToGC = 7125
EMsgGCTeamInvite_GCResponseToInviter = 7126
EMsgGCTeamInvite_GCResponseToInvitee = 7127
EMsgGCKickTeamMember = 7128
EMsgGCKickTeamMemberResponse = 7129
EMsgGCLeaveTeam = 7130
EMsgGCLeaveTeamResponse = 7131
EMsgGCSuggestTeamMatchmaking = 7132
EMsgGCPlayerHeroesFavoritesAdd = 7133
EMsgGCPlayerHeroesFavoritesRemove = 7134
EMsgGCApplyTeamToPracticeLobby = 7142
EMsgGCTransferTeamAdmin = 7144
EMsgGCPracticeLobbyJoinBroadcastChannel = 7149
EMsgGC_TournamentItemEvent = 7150
EMsgGC_TournamentItemEventResponse = 7151
EMsgCastMatchVote = 7152
EMsgCastMatchVoteResponse = 7153
EMsgRetrieveMatchVote = 7154

EMsgRetrieveMatchVoteResponse = 7155
EMsgTeamFanfare = 7156
EMsgResponseTeamFanfare = 7157
EMsgGC_GameServerUploadSaveGame = 7158
EMsgGC_GameServerSaveGameResult = 7159
EMsgGC_GameServerGetLoadGame = 7160
EMsgGC_GameServerGetLoadGameResult = 7161
EMsgGCEditTeamDetails = 7166
EMsgGCEditTeamDetailsResponse = 7167
EMsgGCProTeamListRequest = 7168
EMsgGCProTeamListResponse = 7169
EMsgGCReadyUpStatus = 7170
EMsgGCHallofFame = 7171
EMsgGCHallofFameRequest = 7172
EMsgGCHallofFameResponse = 7173
EMsgGCGenerateDiretidePrizeList = 7174
EMsgGCRewardDiretidePrizes = 7176
EMsgGCDiretidePrizesRewardedResponse = 7177
EMsgGCHalloweenHighScoreRequest = 7178
EMsgGCHalloweenHighScoreResponse = 7179
EMsgGCGenerateDiretidePrizeListResponse = 7180
EMsgGCStorePromoPagesRequest = 7182
EMsgGCStorePromoPagesResponse = 7183
EMsgGCToGCMatchCompleted = 7186
EMsgGCBalancedShuffleLobby = 7188
EMsgGCToGCCheckLeaguePermission = 7189
EMsgGCToGCCheckLeaguePermissionResponse = 7190
EMsgGCMatchmakingStatsRequest = 7197
EMsgGCMatchmakingStatsResponse = 7198
EMsgGCBotGameCreate = 7199
EMsgGCSetMatchHistoryAccess = 7200
EMsgGCSetMatchHistoryAccessResponse = 7201
EMsgUpgradeLeagueItem = 7203
EMsgUpgradeLeagueItemResponse = 7204
EMsgGCTeamMemberProfileRequest = 7205
EMsgGCWatchDownloadedReplay = 7206

EMsgGCSetMapLocationState = 7207
EMsgGCSetMapLocationStateResponse = 7208
EMsgGCResetMapLocations = 7209
EMsgGCResetMapLocationsResponse = 7210
EMsgGRefreshPartnerAccountLink = 7216
EMsgGClientsRejoinChatChannels = 7217
EMsgGCToGCGetUserChatInfo = 7218
EMsgGCToGCGetUserChatInfoResponse = 7219
EMsgGCToGCLeaveAllChatChannels = 7220
EMsgGCToGCUpdateAccountChatBan = 7221
EMsgGCToGCCanInviteUserToTeam = 7234
EMsgGCToGCCanInviteUserToTeamResponse = 7235
EMsgGCToGCGetUserRank = 7236
EMsgGCToGCGetUserRankResponse = 7237
EMsgGCToGCUpdateTeamStats = 7240
EMsgGCToGCValidateTeam = 7241
EMsgGCToGCValidateTeamResponse = 7242
EMsgGCPassportDataRequest = 7248
EMsgGCPassportDataResponse = 7249
EMsgGCToGCGetLeagueAdmin = 7255
EMsgGCToGCGetLeagueAdminResponse = 7256
EMsgGCRequestLeaguePrizePool = 7258
EMsgGCRequestLeaguePrizePoolResponse = 7259
EMsgGCLeaveChatChannel = 7272
EMsgGCChatMessage = 7273
EMsgGCGetHeroStandings = 7274
EMsgGCGetHeroStandingsResponse = 7275
EMsgGCItemEditorReservationsRequest = 7283
EMsgGCItemEditorReservationsResponse = 7284
EMsgGCItemEditorReserveItemDef = 7285
EMsgGCItemEditorReserveItemDefResponse = 7286
EMsgGCItemEditorReleaseReservation = 7287
EMsgGCItemEditorReleaseReservationResponse = 7288
EMsgGCRewardTutorialPrizes = 7289
EMsgGCLastHitChallengeHighScorePost = 7290
EMsgGCLastHitChallengeHighScoreRequest = 7291

EMsgGCLastHitChallengeHighScoreResponse = 7292
EMsgGCCreateFantasyLeagueRequest = 7293
EMsgGCCreateFantasyLeagueResponse = 7294
EMsgGCFantasyLeagueInfoRequest = 7297
EMsgGCFantasyLeagueInfoResponse = 7298
EMsgGCFantasyLeagueInfo = 7299
EMsgGCCreateFantasyTeamRequest = 7300
EMsgGCCreateFantasyTeamResponse = 7301
EMsgGCEditFantasyTeamRequest = 7302
EMsgGCEditFantasyTeamResponse = 7303
EMsgGCFantasyTeamInfoRequestByFantasyLeagueID = 7304
EMsgGCFantasyTeamInfoRequestByOwnerAccountID = 7305
EMsgGCFantasyTeamInfoResponse = 7306
EMsgGCFantasyTeamInfo = 7307
EMsgGCFantasyLivePlayerStats = 7308
EMsgGCFantasyFinalPlayerStats = 7309
EMsgGCFantasyMatch = 7310
EMsgGCFantasyTeamScoreRequest = 7312
EMsgGCFantasyTeamScoreResponse = 7313
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EMsgClientToGCCavernCrawlUseItemOnRoom = 8291
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EMsgClientToGCCavernCrawlUseItemOnPath = 8293
EMsgClientToGCCavernCrawlUseItemOnPathResponse = 8294
EMsgClientToGCCavernCrawlRequestMapState = 8295
EMsgClientToGCCavernCrawlRequestMapStateResponse = 8296
EMsgSignOutTips = 8297

EMsgClientToGCRequestEventPointLogV2 = 8298
EMsgClientToGCRequestEventPointLogResponseV2 = 8299
EMsgClientToGCRequestEventTipsSummary = 8300
EMsgClientToGCRequestEventTipsSummaryResponse = 8301
EMsgHeroGlobalDataAllHeroes = 8302
EMsgClientToGCRequestSocialFeed = 8303
EMsgClientToGCRequestSocialFeedResponse = 8304
EMsgClientToGCRequestSocialFeedComments = 8305
EMsgClientToGCRequestSocialFeedCommentsResponse = 8306
EMsgClientToGCCavernCrawlGetClaimedRoomCount = 8308
EMsgClientToGCCavernCrawlGetClaimedRoomCountResponse = 8309
EMsgGCToGCReconcilePlusAutoGrantItemsUnreliable = 8310
EMsgServerToGCAddBroadcastTimelineEvent = 8311
EMsgGCToServerUpdateSteamBroadcasting = 8312
EMsgClientToGCRecordContestVote = 8313
EMsgGCToClientRecordContestVoteResponse = 8314
EMsgGCToGCGrantAutograph = 8315
EMsgGCToGCGrantAutographResponse = 8316
EMsgSignOutConsumableUsage = 8317
EMsgLobbyEventGameDetails = 8318
EMsgDevGrantEventPoints = 8319
EMsgDevGrantEventPointsResponse = 8320
EMsgDevGrantEventAction = 8321
EMsgDevGrantEventActionResponse = 8322
EMsgDevResetEventState = 8323
EMsgDevResetEventStateResponse = 8324
EMsgGCToGCReconcileEventOwnership = 8325
EMsgConsumeEventSupportGrantItem = 8326
EMsgConsumeEventSupportGrantItemResponse = 8327
EMsgGCToClientClaimEventActionUsingItemCompleted = 8328
EMsgGCToClientCavernCrawlMapUpdated = 8329
EMsgServerToGCRequestPlayerRecentAccomplishments = 8330
EMsgServerToGCRequestPlayerRecentAccomplishmentsResponse = 8331
EMsgClientToGCRequestPlayerRecentAccomplishments = 8332
EMsgClientToGCRequestPlayerRecentAccomplishmentsResponse = 8333
EMsgClientToGCRequestPlayerHeroRecentAccomplishments = 8334

EMsgClientToGCRequestPlayerHeroRecentAccomplishmentsResponse = 8335
EMsgSignOutEventActionGrants = 8336
EMsgClientToGCRequestPlayerCoachMatches = 8337
EMsgClientToGCRequestPlayerCoachMatchesResponse = 8338
EMsgClientToGCGetTicketCodesRequest = 8339
EMsgClientToGCGetTicketCodesResponse = 8340
EMsgClientToGCSubmitCoachTeammateRating = 8341
EMsgClientToGCSubmitCoachTeammateRatingResponse = 8342
EMsgGCToClientCoachTeammateRatingsChanged = 8343
EMsgClientToGCVoteForLeagueGameMVP = 8344
EMsgClientToGCRequestPlayerCoachMatch = 8345
EMsgClientToGCRequestPlayerCoachMatchResponse = 8346
EMsgClientToGCRequestContestVotes = 8347
EMsgClientToGCRequestContestVotesResponse = 8348
EMsgClientToGCMVPVoteTimeout = 8349
EMsgClientToGCMVPVoteTimeoutResponse = 8350
EMsgClientToGCGetUnderlordsCDKeyRequest = 8351
EMsgClientToGCGetUnderlordsCDKeyResponse = 8352
EMsgDetailedGameStats = 8353
EMsgClientToGCSetFavoriteAllStarPlayer = 8354
EMsgClientToGCSetFavoriteAllStarPlayerResponse = 8355
EMsgAllStarStats = 8356
EMsgClientToGCGetFavoriteAllStarPlayerRequest = 8357
EMsgClientToGCGetFavoriteAllStarPlayerResponse = 8358
EMsgClientToGCVerifyIntegrity = 8359
EMsgMatchMatchmakingStats = 8360
EMsgClientToGCSubmitPlayerMatchSurvey = 8361
EMsgClientToGCSubmitPlayerMatchSurveyResponse = 8362
EMsgSQLGCToGCGrantAllHeroProgressAccount = 8363
EMsgSQLGCToGCGrantAllHeroProgressVictory = 8364
EMsgDevDeleteEventActions = 8365
EMsgDevDeleteEventActionsResponse = 8366
eMsgGCToGCGetAllHeroCurrent = 8635
eMsgGCToGCGetAllHeroCurrentResponse = 8636
EMsgGCSUBMITPlayerAvoidRequest = 8637
EMsgGCSUBMITPlayerAvoidRequestResponse = 8638

EMsgGCToClientNotificationsUpdated = 8639
EMsgGCToGCAssociatedExploiterAccountInfo = 8640
EMsgGCToGCAssociatedExploiterAccountInfoResponse = 8641
EMsgGCToGCRequestRecalibrationCheck = 8642
EMsgGCToClientVACReminder = 8643
EMsgClientToGCUnderDraftBuy = 8644
EMsgClientToGCUnderDraftBuyResponse = 8645
EMsgClientToGCUnderDraftReroll = 8646
EMsgClientToGCUnderDraftRerollResponse = 8647
EMsgNeutralItemStats = 8648
EMsgClientToGCCreateGuild = 8649
EMsgClientToGCCreateGuildResponse = 8650
EMsgClientToGCSetGuildInfo = 8651
EMsgClientToGCSetGuildInfoResponse = 8652
EMsgClientToGCAddGuildRole = 8653
EMsgClientToGCAddGuildRoleResponse = 8654
EMsgClientToGCModifyGuildRole = 8655
EMsgClientToGCModifyGuildRoleResponse = 8656
EMsgClientToGCRemoveGuildRole = 8657
EMsgClientToGCRemoveGuildRoleResponse = 8658
EMsgClientToGCJoinGuild = 8659
EMsgClientToGCJoinGuildResponse = 8660
EMsgClientToGCLeaveGuild = 8661
EMsgClientToGCLeaveGuildResponse = 8662
EMsgClientToGCInviteToGuild = 8663
EMsgClientToGCInviteToGuildResponse = 8664
EMsgClientToGCDeclineInviteToGuild = 8665
EMsgClientToGCDeclineInviteToGuildResponse = 8666
EMsgClientToGCCancelInviteToGuild = 8667
EMsgClientToGCCancelInviteToGuildResponse = 8668
EMsgClientToGCKickGuildMember = 8669
EMsgClientToGCKickGuildMemberResponse = 8670
EMsgClientToGCSetGuildMemberRole = 8671
EMsgClientToGCSetGuildMemberRoleResponse = 8672
EMsgClientToGCRequestGuildData = 8673
EMsgClientToGCRequestGuildDataResponse = 8674

EMsgGCToClientGuildDataUpdated = 8675
EMsgClientToGCRequestGuildMembership = 8676
EMsgClientToGCRequestGuildMembershipResponse = 8677
EMsgGCToClientGuildMembershipUpdated = 8678
EMsgClientToGCRequestGuildSummary = 8679
EMsgClientToGCRequestGuildSummaryResponse = 8680
EMsgClientToGCAcceptInviteToGuild = 8681
EMsgClientToGCAcceptInviteToGuildResponse = 8682
EMsgClientToGCSetGuildRoleOrder = 8683
EMsgClientToGCSetGuildRoleOrderResponse = 8684
EMsgClientToGCRequestGuildFeed = 8685
EMsgClientToGCRequestGuildFeedResponse = 8686
EMsgClientToGCRequestAccountGuildEventData = 8687
EMsgClientToGCRequestAccountGuildEventDataResponse = 8688
EMsgGCToClientAccountGuildEventDataUpdated = 8689
EMsgClientToGCRequestActiveGuildContracts = 8690
EMsgClientToGCRequestActiveGuildContractsResponse = 8691
EMsgGCToClientActiveGuildContractsUpdated = 8692
EMsgGCToClientGuildFeedUpdated = 8693
EMsgClientToGCSelectGuildContract = 8694
EMsgClientToGCSelectGuildContractResponse = 8695
EMsgGCToGCCCompleteGuildContracts = 8696
EMsgClientToGCAddPlayerToGuildChat = 8698
EMsgClientToGCAddPlayerToGuildChatResponse = 8699
EMsgClientToGCUnderDraftSell = 8700
EMsgClientToGCUnderDraftSellResponse = 8701
EMsgClientToGCUnderDraftRequest = 8702
EMsgClientToGCUnderDraftResponse = 8703
EMsgClientToGCUnderDraftRedeemReward = 8704
EMsgClientToGCUnderDraftRedeemRewardResponse = 8705
EMsgClientToGCUnderDraftRedeemSpecialReward = 8706
EMsgClientToGCUnderDraftRedeemSpecialRewardResponse = 8707
EMsgGCToServerLobbyHeroBanRates = 8708
EMsgSetTeamFanContentStatus = 8709
EMsgSetTeamFanContentStatusResponse = 8710
EMsgSignOutGuildContractProgress = 8711

EMsgSignOutMVPStats = 8712
EMsgClientToGCRequestActiveGuildChallenge = 8713
EMsgClientToGCRequestActiveGuildChallengeResponse = 8714
EMsgGCToClientActiveGuildChallengeUpdated = 8715
EMsgSignOutGuildChallengeProgress = 8720
EMsgClientToGCRequestGuildEventMembers = 8721
EMsgClientToGCRequestGuildEventMembersResponse = 8722
EMsgClientToGCReportGuildContent = 8725
EMsgClientToGCReportGuildContentResponse = 8726
EMsgClientToGCRequestAccountGuildPersonaInfo = 8727
EMsgClientToGCRequestAccountGuildPersonaInfoResponse = 8728
EMsgClientToGCRequestAccountGuildPersonaInfoBatch = 8729
EMsgClientToGCRequestAccountGuildPersonaInfoBatchResponse = 8730
EMsgGCToClientUnderDraftGoldUpdated = 8731
EMsgGCToServerRecordTrainingData = 8732
EMsgSignOutBounties = 8733
EMsgLobbyGauntletProgress = 8735
EMsgClientToGCSubmitDraftTriviaMatchAnswer = 8736
EMsgClientToGCSubmitDraftTriviaMatchAnswerResponse = 8737
EMsgGCToGCSignoutSpendBounty = 8738
EMsgClientToGCApplyGauntletTicket = 8739
EMsgClientToGCUnderDraftRollBackBench = 8740
EMsgClientToGCUnderDraftRollBackBenchResponse = 8741
EMsgGCToGCGetEventActionScore = 8742
EMsgGCToGCGetEventActionScoreResponse = 8743
EMsgServerToGCGetGuildContracts = 8744
EMsgServerToGCGetGuildContractsResponse = 8745
EMsgLobbyEventGameData = 8746
EMsgGCToClientGuildMembersDataUpdated = 8747
EMsgSignOutReportActivityMarkers = 8748
EMsgSignOutDiretideCandy = 8749
EMsgGCToClientPostGameItemAwardNotification = 8750
EMsgClientToGCGetOWMatchDetails = 8751
EMsgClientToGCGetOWMatchDetailsResponse = 8752
EMsgClientToGCSubmitOWConviction = 8753
EMsgClientToGCSubmitOWConvictionResponse = 8754

EMsgGCToGCGetAccountSteamChina = 8755
EMsgGCToGCGetAccountSteamChinaResponse = 8756
EMsgClientToGCClaimLeaderboardRewards = 8757
EMsgClientToGCClaimLeaderboardRewardsResponse = 8758
EMsgClientToGCRecalibrateMMR = 8759
EMsgClientToGCRecalibrateMMRResponse = 8760
EMsgGCToGCGrantEventPointActionList = 8761
EMsgClientToGCChinaSSAURLRequest = 8764
EMsgClientToGCChinaSSAURLResponse = 8765
EMsgClientToGCChinaSSAAcceptedRequest = 8766
EMsgClientToGCChinaSSAAcceptedResponse = 8767
EMsgSignOutOverwatchSuspicion = 8768
EMsgServerToGCGetSuspicionConfig = 8769
EMsgServerToGCGetSuspicionConfigResponse = 8770
EMsgGCToGCGrantPlusHeroChallengeMatchResults = 8771
EMsgGCToClientOverwatchCasesAvailable = 8772
EMsgServerToGCAccountCheck = 8773
EMsgClientToGCStartWatchingOverwatch = 8774
EMsgClientToGCStopWatchingOverwatch = 8775
EMsgSignOutPerfData = 8776
EMsgClientToGCGetDPCFavorites = 8777
EMsgClientToGCGetDPCFavoritesResponse = 8778
EMsgClientToGCSetDPCFavoriteState = 8779
EMsgClientToGCSetDPCFavoriteStateResponse = 8780
EMsgClientToGCOverwatchReplayError = 8781
EMsgServerToGCPlayerChallengeHistory = 8782
EMsgSignOutBanData = 8783
EMsgWebapiDPCSeasonResults = 8784
EMsgClientToGCCoachFriend = 8785
EMsgClientToGCCoachFriendResponse = 8786
EMsgClientToGCRequestPrivateCoachingSession = 8787
EMsgClientToGCRequestPrivateCoachingSessionResponse = 8788
EMsgClientToGCAcceptPrivateCoachingSession = 8789
EMsgClientToGCAcceptPrivateCoachingSessionResponse = 8790
EMsgClientToGCLeavePrivateCoachingSession = 8791
EMsgClientToGCLeavePrivateCoachingSessionResponse = 8792

```
EMsgClientToGCGetCurrentPrivateCoachingSession = 8793
EMsgClientToGCGetCurrentPrivateCoachingSessionResponse = 8794
EMsgGCToClientPrivateCoachingSessionUpdated = 8795
EMsgClientToGCSubmitPrivateCoachingSessionRating = 8796
EMsgClientToGCSubmitPrivateCoachingSessionRatingResponse = 8797
EMsgClientToGCGetAvailablePrivateCoachingSessions = 8798
EMsgClientToGCGetAvailablePrivateCoachingSessionsResponse = 8799
EMsgClientToGCGetAvailablePrivateCoachingSessionsSummary = 8800
EMsgClientToGCGetAvailablePrivateCoachingSessionsSummaryResponse = 8801
EMsgClientToGCJoinPrivateCoachingSessionLobby = 8802
EMsgClientToGCJoinPrivateCoachingSessionLobbyResponse = 8803
EMsgClientToGCRespondToCoachFriendRequest = 8804
EMsgClientToGCRespondToCoachFriendRequestResponse = 8805
```

```
class dota2.proto_enums.EDOTAGCSessionNeed
```

```
Unknown = 0
UserNoSessionNeeded = 100
UserInOnlineGame = 101
UserInLocalGame = 102
UserInUIWasConnected = 103
UserInUINeverConnected = 104
UserTutorials = 105
UserInUIWasConnectedIdle = 106
UserInUINeverConnectedIdle = 107
GameServerOnline = 200
GameServerLocal = 201
GameServerIdle = 202
GameServerRelay = 203
GameServerLocalUpload = 204
```

```
class dota2.proto_enums.EDOTAGroupMergeResult
```

```
OK = 0
FAILED_GENERIC = 1
NOT_LEADER = 2
TOO_MANY_PLAYERS = 3
TOO_MANY_COACHES = 4
ENGINE_MISMATCH = 5
```



```
NO_SUCH_GROUP = 6
OTHER_GROUP_NOT_OPEN = 7
ALREADY_INVITED = 8
NOT_INVITED = 9
class dota2.proto_enums.EDOTAMMRBoostType

    Follower = 2
    Leader = 1
    None = 0
class dota2.proto_enums.EDOTAPlayerMMRType

    1v1Competitive_UNUSED = 5
    GeneralCompetitive = 3
    GeneralHidden = 1
    Invalid = 0
    SoloCompetitive2019 = 4
class dota2.proto_enums.EDOTATriviaAnswerResult

    Success = 0
    InvalidQuestion = 1
    InvalidAnswer = 2
    QuestionLocked = 3
    AlreadyAnswered = 4
    TriviaDisabled = 5
class dota2.proto_enums.EDOTATriviaQuestionCategory

    AbilityIcon = 0
    AbilityCooldown = 1
    HeroAttributes = 2
    HeroMovementSpeed = 3
    TalentTree = 4
    HeroStats = 5
    ItemPrice = 6
    AbilitySound = 7
    InvokerSpells = 8
    AbilityManaCost = 9
    HeroAttackSound = 10
```

```
AbilityName = 11
ItemComponents = 12
ItemLore = 13
ItemPassives = 14
```

```
class dota2.proto_enums.EDPCFavoriteType
```

```
FAVORITE_TYPE_ALL = 0
FAVORITE_TYPE_PLAYER = 1
FAVORITE_TYPE_TEAM = 2
FAVORITE_TYPE_LEAGUE = 3
```

```
class dota2.proto_enums.EDPCPushNotification
```

```
DPC_PUSH_NOTIFICATION_MATCH_STARTING = 1
DPC_PUSH_NOTIFICATION_PLAYER_LEFT_TEAM = 10
DPC_PUSH_NOTIFICATION_PLAYER_JOINED_TEAM = 11
DPC_PUSH_NOTIFICATION_PLAYER_JOINED_TEAM_AS_COACH = 12
DPC_PUSH_NOTIFICATION_PLAYER_LEFT_TEAM_AS_COACH = 13
DPC_PUSH_NOTIFICATION_LEAGUE_RESULT = 20
DPC_PUSH_NOTIFICATION_PREDICTION_MATCHES_AVAILABLE = 30
DPC_PUSH_NOTIFICATION_PREDICTION_RESULT = 31
DPC_PUSH_NOTIFICATION_FANTASY_PLAYER_CLEARED = 40
DPC_PUSH_NOTIFICATION_FANTASY_DAILY_SUMMARY = 41
DPC_PUSH_NOTIFICATION_FANTASY_FINAL_RESULTS = 42
```

```
class dota2.proto_enums.EEvent
```

```
EVENT_ID_NONE = 0
EVENT_ID_DIRETIDE = 1
EVENT_ID_SPRING_FESTIVAL = 2
EVENT_ID_FROSTIVUS_2013 = 3
EVENT_ID_COMPENDIUM_2014 = 4
EVENT_ID_NEXON_PC_BANG = 5
EVENT_ID_PWRD_DAC_2015 = 6
EVENT_ID_NEW_BLOOM_2015 = 7
EVENT_ID_INTERNATIONAL_2015 = 8
EVENT_ID_FALL_MAJOR_2015 = 9
EVENT_ID_ORACLE_PA = 10
EVENT_ID_NEW_BLOOM_2015_PREBEAST = 11
```

```
EVENT_ID_FROSTIVUS = 12
EVENT_ID_WINTER_MAJOR_2016 = 13
EVENT_ID_INTERNATIONAL_2016 = 14
EVENT_ID_FALL_MAJOR_2016 = 15
EVENT_ID_WINTER_MAJOR_2017 = 16
EVENT_ID_NEW_BLOOM_2017 = 17
EVENT_ID_INTERNATIONAL_2017 = 18
EVENT_ID_PLUS_SUBSCRIPTION = 19
EVENT_ID_SINGLES_DAY_2017 = 20
EVENT_ID_FROSTIVUS_2017 = 21
EVENT_ID_INTERNATIONAL_2018 = 22
EVENT_ID_FROSTIVUS_2018 = 23
EVENT_ID_NEW_BLOOM_2019 = 24
EVENT_ID_INTERNATIONAL_2019 = 25
EVENT_ID_NEW_PLAYER_EXPERIENCE = 26
EVENT_ID_FROSTIVUS_2019 = 27
EVENT_ID_NEW_BLOOM_2020 = 28
EVENT_ID_INTERNATIONAL_2020 = 29
EVENT_ID_TEAM_FANDOM = 30
EVENT_ID_DIRETIDE_2020 = 31
EVENT_ID_SPRING_2021 = 32
EVENT_ID_COUNT = 33
```

```
class dota2.proto_enums.EEventActionScoreMode
```

```
eEventActionScoreMode_Add = 0
eEventActionScoreMode_Min = 1
```

```
class dota2.proto_enums.EFeaturedHeroDataType
```

```
HeroID = 0
ItemDef = 1
HypeString = 2
StartTimestamp = 3
ExpireTimestamp = 4
HeroWins = 5
HeroLosses = 6
SaleDiscount = 7
ContainerItemDef = 8
```

```
class dota2.proto_enums.EFeaturedHeroTextField
```

```
    NewHero = 0
    NewItem = 1
    ItemSetDescription = 2
    ItemDescription = 3
    Hype = 4
    HeroWinLoss = 5
    FrequentlyPlayedHero = 6
    FeaturedItem = 7
    PopularItem = 8
    SaleItem = 9
    SaleDiscount = 10
    Container = 11
```

```
class dota2.proto_enums.EGCBaseClientMsg
```

```
    EMsgGCPingRequest = 3001
    EMsgGCPingResponse = 3002
    EMsgGCToClientPollConvarRequest = 3003
    EMsgGCToClientPollConvarResponse = 3004
    EMsgGCCompressedMsgToClient = 3005
    EMsgGCCompressedMsgToClient_Legacy = 523
    EMsgGCToClientRequestDropped = 3006
    EMsgGCClientWelcome = 4004
    EMsgGCServerWelcome = 4005
    EMsgGCClientHello = 4006
    EMsgGCServerHello = 4007
    EMsgGCClientConnectionStatus = 4009
    EMsgGCServerConnectionStatus = 4010
```

```
class dota2.proto_enums.EGCBaseMsg
```

```
    EMsgGCSystemMessage = 4001
    EMsgGCReplicateConVars = 4002
    EMsgGCConVarUpdated = 4003
    EMsgGCInviteToParty = 4501
    EMsgGCInvitationCreated = 4502
    EMsgGCPartyInviteResponse = 4503
```

```
EMsgGCKickFromParty = 4504
EMsgGCLeaveParty = 4505
EMsgGCServerAvailable = 4506
EMsgGCClientConnectToServer = 4507
EMsgGCGameServerInfo = 4508
EMsgGCError = 4509
EMsgGCLANServerAvailable = 4511
EMsgGCInviteToLobby = 4512
EMsgGCLobbyInviteResponse = 4513
EMsgGCToClientPollFileRequest = 4514
EMsgGCToClientPollFileResponse = 4515
EMsgGCToGCPerformManualOp = 4516
EMsgGCToGCPerformManualOpCompleted = 4517
EMsgGCToGCReloadServerRegionSettings = 4518
EMsgGCAdditionalWelcomeMsgList = 4519
class dota2.proto_enums.EGCBBaseProtoObjectTypes

    EProtoObjectPartyInvite = 1001
    EProtoObjectLobbyInvite = 1002
class dota2.proto_enums.EGCEconBaseMsg

    EMsgGCGenericResult = 2579
class dota2.proto_enums.EGCItemMsg

    EMsgGCBase = 1000
    EMsgGCSetItemPosition = 1001
    EMsgGCDelete = 1004
    EMsgGCVerifyCacheSubscription = 1005
    EMsgClientToGCNameItem = 1006
    EMsgGCPaintItem = 1009
    EMsgGCPaintItemResponse = 1010
    EMsgGCGoldenWrenchBroadcast = 1011
    EMsgGCMOTDRequest = 1012
    EMsgGCMOTDRequestResponse = 1013
    EMsgGCAddItemToSocket_DEPRECATED = 1014
    EMsgGCAddItemToSocketResponse_DEPRECATED = 1015
    EMsgGCAddSocketToBaseItem_DEPRECATED = 1016
```

EMsgGCAddSocketToItem_DEPRECATED = 1017
EMsgGCAddSocketToItemResponse_DEPRECATED = 1018
EMsgGCNameBaseItem = 1019
EMsgGCNameBaseItemResponse = 1020
EMsgGCRemoveSocketItem_DEPRECATED = 1021
EMsgGCRemoveSocketItemResponse_DEPRECATED = 1022
EMsgGCCustomizeItemTexture = 1023
EMsgGCCustomizeItemTextureResponse = 1024
EMsgGCUseItemRequest = 1025
EMsgGCUseItemResponse = 1026
EMsgGCCGiftedItems = 1027
EMsgGCRemoveItemName = 1030
EMsgGCRemoveItemPaint = 1031
EMsgGCUnwrapGiftRequest = 1037
EMsgGCUnwrapGiftResponse = 1038
EMsgGCSetItemStyle_DEPRECATED = 1039
EMsgGCUsedClaimCodeItem = 1040
EMsgGCSortItems = 1041
EMsgGC_RevolvingLootList_DEPRECATED = 1042
EMsgGCUpdateItemSchema = 1049
EMsgGCRemoveCustomTexture = 1051
EMsgGCRemoveCustomTextureResponse = 1052
EMsgGCRemoveMakersMark = 1053
EMsgGCRemoveMakersMarkResponse = 1054
EMsgGCRemoveUniqueCraftIndex = 1055
EMsgGCRemoveUniqueCraftIndexResponse = 1056
EMsgGCSaxxyBroadcast = 1057
EMsgGCBackpackSortFinished = 1058
EMsgGCAdjustItemEquippedState = 1059
EMsgGCCollectItem = 1061
EMsgGCItemAcknowledged = 1062
EMsgGCPresets_SelectPresetForClass = 1063
EMsgGCPresets_SetItemPosition = 1064
EMsgGCPresets_SelectPresetForClassReply = 1067
EMsgClientToGCNameItemResponse = 1068
EMsgGCApplyConsumableEffects = 1069

EMsgGCShowItemsPickedUp = 1071
EMsgGCClientDisplayNotification = 1072
EMsgGCApplyStrangePart = 1073
EMsgGC_IncrementKillCountResponse = 1075
EMsgGCApplyPennantUpgrade = 1076
EMsgGCSetItemPositions = 1077
EMsgGCSetItemPositions_RateLimited = 1096
EMsgGCApplyEggEssence = 1078
EMsgGCNameEggEssenceResponse = 1079
EMsgGCFulfillDynamicRecipeComponent = 1082
EMsgGCFulfillDynamicRecipeComponentResponse = 1083
EMsgGCClientRequestMarketData = 1084
EMsgGCClientRequestMarketDataResponse = 1085
EMsgGCExtractGems = 1086
EMsgGCAddSocket = 1087
EMsgGCAddItemToSocket = 1088
EMsgGCAddItemToSocketResponse = 1089
EMsgGCAddSocketResponse = 1090
EMsgGCResetStrangeGemCount = 1091
EMsgGCRequestCrateItems = 1092
EMsgGCRequestCrateItemsResponse = 1093
EMsgGCExtractGemsResponse = 1094
EMsgGCResetStrangeGemCountResponse = 1095
EMsgGCServerUseItemRequest = 1103
EMsgGCAddGiftItem = 1104
EMsgGCRemoveItemGiftMessage = 1105
EMsgGCRemoveItemGiftMessageResponse = 1106
EMsgGCRemoveItemGifterAccountId = 1107
EMsgGCRemoveItemGifterAccountIdResponse = 1108
EMsgClientToGCRemoveItemGifterAttributes = 1109
EMsgClientToGCRemoveItemName = 1110
EMsgClientToGCRemoveItemDescription = 1111
EMsgClientToGCRemoveItemAttributeResponse = 1112
EMsgGCTradingBase = 1500
EMsgGCTrading_InitiateTradeRequest = 1501
EMsgGCTrading_InitiateTradeResponse = 1502

EMsgGCTrading_StartSession = 1503
EMsgGCTrading_SessionClosed = 1509
EMsgGCTrading_InitiateTradeRequestResponse = 1514
EMsgGCServerBrowser_FavoriteServer = 1601
EMsgGCServerBrowser_BlacklistServer = 1602
EMsgGCServerRentalsBase = 1700
EMsgGCDev_NewItemRequest = 2001
EMsgGCDev_NewItemRequestResponse = 2002
EMsgGCDev_UnlockAllItemStylesRequest = 2003
EMsgGCDev_UnlockAllItemStylesResponse = 2004
EMsgGCStorePurchaseFinalize = 2504
EMsgGCStorePurchaseFinalizeResponse = 2505
EMsgGCStorePurchaseCancel = 2506
EMsgGCStorePurchaseCancelResponse = 2507
EMsgGCStorePurchaseInit = 2510
EMsgGCStorePurchaseInitResponse = 2511
EMsgGCToGCBannedWordListUpdated = 2515
EMsgGCToGCDirtySDOCache = 2516
EMsgGCToGCDirtyMultipleSDOCache = 2517
EMsgGCToGCUpdateSQLKeyValue = 2518
EMsgGCToGCBroadcastConsoleCommand = 2521
EMsgGCServerVersionUpdated = 2522
EMsgGCApplyAutograph = 2523
EMsgGCToGCWebAPIAccountChanged = 2524
EMsgGCClientVersionUpdated = 2528
EMsgGCToGCUpdateWelcomeMsg = 2529
EMsgGCItemPurgatory_FinalizePurchase = 2531
EMsgGCItemPurgatory_FinalizePurchaseResponse = 2532
EMsgGCItemPurgatory_RefundPurchase = 2533
EMsgGCItemPurgatory_RefundPurchaseResponse = 2534
EMsgGCToGCPlayerStrangeCountAdjustments = 2535
EMsgGCRequestStoreSalesData = 2536
EMsgGCRequestStoreSalesDataResponse = 2537
EMsgGCRequestStoreSalesDataUpToDateResponse = 2538
EMsgGCToGCPingRequest = 2539
EMsgGCToGCPingResponse = 2540

EMsgGCToGCGetUserSessionServer = 2541
EMsgGCToGCGetUserSessionServerResponse = 2542
EMsgGCToGCGetUserServerMembers = 2543
EMsgGCToGCGetUserServerMembersResponse = 2544
EMsgGCToGCGetUserPCBangNo = 2545
EMsgGCToGCGetUserPCBangNoResponse = 2546
EMsgGCToGCCanUseDropRateBonus = 2547
EMsgSQLAddDropRateBonus = 2548
EMsgGCToGCRefreshSOCache = 2549
EMsgGCToGCApplyLocalizationDiff = 2550
EMsgGCToGCApplyLocalizationDiffResponse = 2551
EMsgGCToGCCheckAccountTradeStatus = 2552
EMsgGCToGCCheckAccountTradeStatusResponse = 2553
EMsgGCToGCGrantAccountRolledItems = 2554
EMsgGCToGCGrantSelfMadeItemToAccount = 2555
EMsgGCPartnerBalanceRequest = 2557
EMsgGCPartnerBalanceResponse = 2558
EMsgGCPartnerRechargeRedirectURLRequest = 2559
EMsgGCPartnerRechargeRedirectURLResponse = 2560
EMsgGCStatueCraft = 2561
EMsgGCRedeemCode = 2562
EMsgGCRedeemCodeResponse = 2563
EMsgGCToGCItemConsumptionRollback = 2564
EMsgClientToGCWrapAndDeliverGift = 2565
EMsgClientToGCWrapAndDeliverGiftResponse = 2566
EMsgClientToGCUnpackBundleResponse = 2567
EMsgGCToClientStoreTransactionCompleted = 2568
EMsgClientToGCEquipItems = 2569
EMsgClientToGCEquipItemsResponse = 2570
EMsgClientToGCUnlockItemStyle = 2571
EMsgClientToGCUnlockItemStyleResponse = 2572
EMsgClientToGCSetItemInventoryCategory = 2573
EMsgClientToGCUnlockCrate = 2574
EMsgClientToGCUnlockCrateResponse = 2575
EMsgClientToGCUnpackBundle = 2576
EMsgClientToGCSetItemStyle = 2577

```
EMsgClientToGCSetItemStyleResponse = 2578
EMsgSQLGCToGCGrantBackpackSlots = 2580
EMsgClientToGCLookupAccountName = 2581
EMsgClientToGCLookupAccountNameResponse = 2582
EMsgGCToGCDevRevokeUserItems = 2583
EMsgClientToGCCreateStaticRecipe = 2584
EMsgClientToGCCreateStaticRecipeResponse = 2585
EMsgGCToGCStoreProcessCDKeyTransaction = 2586
EMsgGCToGCStoreProcessCDKeyTransactionResponse = 2587
EMsgGCToGCStoreProcessSettlement = 2588
EMsgGCToGCStoreProcessSettlementResponse = 2589
EMsgGCToGCConsoleOutput = 2590
EMsgGCToClientItemAges = 2591
EMsgGCToGCInternalTestMsg = 2592
EMsgGCToGCClientServerVersionsUpdated = 2593
EMsgGCUseMultipleItemsRequest = 2594
EMsgGCGetAccountSubscriptionItem = 2595
EMsgGCGetAccountSubscriptionItemResponse = 2596
EMsgGCToGCBroadcastMessageFromSub = 2598
EMsgGCToClientCurrencyPricePoints = 2599
EMsgGCToGCAddSubscriptionTime = 2600
EMsgGCToGCFlushSteamInventoryCache = 2601
EMsgGCRequestCrateEscalationLevel = 2602
EMsgGCRequestCrateEscalationLevelResponse = 2603
EMsgGCToGCUpdateSubscriptionItems = 2604
EMsgGCToGCSelfPing = 2605
EMsgGCToGCGetInfuxIntervalStats = 2606
EMsgGCToGCGetInfuxIntervalStatsResponse = 2607
EMsgGCToGCPurchaseSucceeded = 2608
EMsgClientToGCGetLimitedItemPurchaseQuantity = 2609
EMsgClientToGCGetLimitedItemPurchaseQuantityResponse = 2610
class dota2.proto_enums.EGCMsgInitiateTradeResponse

    Accepted = 0
    Declined = 1
    VAC_Banned_Initiator = 2
```

```
VAC_Banned_Target = 3
Target_Already_Trading = 4
Disabled = 5
NotLoggedIn = 6
Cancel = 7
TooSoon = 8
TooSoonPenalty = 9
Trade_Banned_Initiator = 10
Trade_Banned_Target = 11
Free_Account_Initiator_DEPRECATED = 12
Shared_Account_Initiator = 13
Service_Unavailable = 14
Target_Blocked = 15
NeedVerifiedEmail = 16
NeedSteamGuard = 17
SteamGuardDuration = 18
TheyCannotTrade = 19
Recent_Password_Reset = 20
Using_New_Device = 21
Sent_Invalid_Cookie = 22
TooRecentFriend = 23
WalledFundsNotTrusted = 24
```

```
class dota2.proto_enums.EGCMsgResponse
```

```
EGCMsgResponseOK = 0
EGCMsgResponseDenied = 1
EGCMsgResponseServerError = 2
EGCMsgResponseTimeout = 3
EGCMsgResponseInvalid = 4
EGCMsgResponseNoMatch = 5
EGCMsgResponseUnknownError = 6
EGCMsgResponseNotLoggedIn = 7
EGCMsgFailedToCreate = 8
```

```
class dota2.proto_enums.EGCMsgUseItemResponse
```

```
ItemUsed = 0
GiftNoOtherPlayers = 1
```

```
ServerError = 2
MiniGameAlreadyStarted = 3
ItemUsed_ItemsGranted = 4
DropRateBonusAlreadyGranted = 5
NotInLowPriorityPool = 6
NotHighEnoughLevel = 7
EventNotActive = 8
ItemUsed_EventPointsGranted = 9
MissingRequirement = 10
EmoticonUnlock_NoNew = 11
EmoticonUnlock_Complete = 12
ItemUsed_Compedium = 13
```

```
class dota2.proto_enums.EGCPartnerRequestResponse
```

```
EPartnerRequestOK = 1
EPartnerRequestBadAccount = 2
EPartnerRequestNotLinked = 3
EPartnerRequestUnsupportedPartnerType = 4
```

```
class dota2.proto_enums.EHeroRelicRarity
```

```
HERO_RELIC_RARITY_INVALID = -1
HERO_RELIC_RARITY_COMMON = 0
HERO_RELIC_RARITY_RARE = 1
```

```
class dota2.proto_enums.EHighPriorityMMState
```

```
EHighPriorityMM_Unknown = 0
EHighPriorityMM_MissingMMDData = 1
EHighPriorityMM_ResourceMissing = 2
EHighPriorityMM_ManuallyDisabled = 3
EHighPriorityMM_Min_Enabled = 64
EHighPriorityMM_AllRolesSelected = 65
EHighPriorityMM_UsingResource = 66
EHighPriorityMM_FiveStack = 67
EHighPriorityMM_HighDemand = 68
```

```
class dota2.proto_enums.EItemEditorReservationResult
```

```
OK = 1
```

```
    AlreadyExists = 2
    Reserved = 3
    TimedOut = 4
class dota2.proto_enums.EItemPurgatoryResponse_Finalize

    ItemPurgatoryResponse_Finalize_Succeeded = 0
    ItemPurgatoryResponse_Finalize_Failed_Incomplete = 1
    ItemPurgatoryResponse_Finalize_Failed_ItemsNotInPurgatory = 2
    ItemPurgatoryResponse_Finalize_Failed_CouldNotFindItems = 3
    ItemPurgatoryResponse_Finalize_Failed_NoSOCache = 4
    ItemPurgatoryResponse_Finalize_BackpackFull = 5
class dota2.proto_enums.EItemPurgatoryResponse_Refund

    ItemPurgatoryResponse_Refund_Succeeded = 0
    ItemPurgatoryResponse_Refund_Failed_ItemNotInPurgatory = 1
    ItemPurgatoryResponse_Refund_Failed_CouldNotFindItem = 2
    ItemPurgatoryResponse_Refund_Failed_NoSOCache = 3
    ItemPurgatoryResponse_Refund_Failed_NoDetail = 4
class dota2.proto_enums.ELaneSelection

    SAFELANE = 0
    OFFLANE = 1
    MIDLANE = 2
    SUPPORT_SOFT = 3
    SUPPORT_HARD = 4
class dota2.proto_enums.ELaneSelectionFlags

    ALL = 31
    CORE = 7
    MIDLANE = 4
    None = 0
    OFFLANE = 2
    SAFELANE = 1
    SUPPORT = 24
    SUPPORT_HARD = 16
    SUPPORT_SOFT = 8
class dota2.proto_enums.ELaneType
```

```
LANE_TYPE_UNKNOWN = 0
LANE_TYPE_SAFE = 1
LANE_TYPE_OFF = 2
LANE_TYPE_MID = 3
LANE_TYPE_JUNGLE = 4
LANE_TYPE_ROAM = 5
```

```
class dota2.proto_enums.ELeagueAuditAction
```

```
LEAGUE_AUDIT_ACTION_INVALID = 0
LEAGUE_AUDIT_ACTION_LEAGUE_CREATE = 1
LEAGUE_AUDIT_ACTION_LEAGUE_EDIT = 2
LEAGUE_AUDIT_ACTION_LEAGUE_DELETE = 3
LEAGUE_AUDIT_ACTION_LEAGUE_ADMIN_ADD = 4
LEAGUE_AUDIT_ACTION_LEAGUE_ADMIN_REVOKE = 5
LEAGUE_AUDIT_ACTION_LEAGUE_ADMIN_PROMOTE = 6
LEAGUE_AUDIT_ACTION_LEAGUE_STREAM_ADD = 7
LEAGUE_AUDIT_ACTION_LEAGUE_STREAM_REMOVE = 8
LEAGUE_AUDIT_ACTION_LEAGUE_IMAGE_UPDATED = 9
LEAGUE_AUDIT_ACTION_LEAGUE_MESSAGE_ADDED = 10
LEAGUE_AUDIT_ACTION_LEAGUE_SUBMITTED = 11
LEAGUE_AUDIT_ACTION_LEAGUE_SET_PRIZE_POOL = 12
LEAGUE_AUDIT_ACTION_LEAGUE_ADD_PRIZE_POOL_ITEM = 13
LEAGUE_AUDIT_ACTION_LEAGUE_REMOVE_PRIZE_POOL_ITEM = 14
LEAGUE_AUDIT_ACTION_LEAGUE_MATCH_START = 15
LEAGUE_AUDIT_ACTION_LEAGUE_MATCH_END = 16
LEAGUE_AUDIT_ACTION_LEAGUE_ADD_INVITED_TEAM = 17
LEAGUE_AUDIT_ACTION_LEAGUE_REMOVE_INVITED_TEAM = 18
LEAGUE_AUDIT_ACTION_LEAGUE_STATUS_CHANGED = 19
LEAGUE_AUDIT_ACTION_LEAGUE_STREAM_EDIT = 20
LEAGUE_AUDIT_ACTION_LEAGUE_TEAM_SWAP = 21
LEAGUE_AUDIT_ACTION_NODEGROUP_CREATE = 100
LEAGUE_AUDIT_ACTION_NODEGROUP_DESTROY = 101
LEAGUE_AUDIT_ACTION_NODEGROUP_ADD_TEAM = 102
LEAGUE_AUDIT_ACTION_NODEGROUP_REMOVE_TEAM = 103
LEAGUE_AUDIT_ACTION_NODEGROUP_SET_ADVANCING = 104
LEAGUE_AUDIT_ACTION_NODEGROUP_EDIT = 105
```

```
LEAGUE_AUDIT_ACTION_NODEGROUP_POPULATE = 106
LEAGUE_AUDIT_ACTION_NODEGROUP_COMPLETED = 107
LEAGUE_AUDIT_ACTION_NODEGROUP_SET_SECONDARY_ADVANCING = 108
LEAGUE_AUDIT_ACTION_NODEGROUP_SET_TERTIARY_ADVANCING = 109
LEAGUE_AUDIT_ACTION_NODE_CREATE = 200
LEAGUE_AUDIT_ACTION_NODE_DESTROY = 201
LEAGUE_AUDIT_ACTION_NODE_AUTOCREATE = 202
LEAGUE_AUDIT_ACTION_NODE_SET_TEAM = 203
LEAGUE_AUDIT_ACTION_NODE_SET_SERIES_ID = 204
LEAGUE_AUDIT_ACTION_NODE_SET_ADVANCING = 205
LEAGUE_AUDIT_ACTION_NODE_SET_TIME = 206
LEAGUE_AUDIT_ACTION_NODE_MATCH_COMPLETED = 207
LEAGUE_AUDIT_ACTION_NODE_COMPLETED = 208
LEAGUE_AUDIT_ACTION_NODE_EDIT = 209
```

```
class dota2.proto_enums.ELeagueBroadcastProvider
```

```
LEAGUE_BROADCAST_UNKNOWN = 0
LEAGUE_BROADCAST_STEAM = 1
LEAGUE_BROADCAST_TWITCH = 2
LEAGUE_BROADCAST_YOUTUBE = 3
LEAGUE_BROADCAST_OTHER = 100
```

```
class dota2.proto_enums.ELeagueFlags
```

```
LEAGUE_FLAGS_NONE = 0
LEAGUE_ACCEPTED_AGREEMENT = 1
LEAGUE_PAYMENT_EMAIL_SENT = 2
LEAGUE_COMPENDIUM_ALLOWED = 4
LEAGUE_COMPENDIUM_PUBLIC = 8
```

```
class dota2.proto_enums.ELeaguePhase
```

```
LEAGUE_PHASE_UNSET = 0
LEAGUE_PHASE_REGIONAL_QUALIFIER = 1
LEAGUE_PHASE_GROUP_STAGE = 2
LEAGUE_PHASE_MAIN_EVENT = 3
```

```
class dota2.proto_enums.ELeagueRegion
```

```
LEAGUE_REGION_UNSET = 0
```

```
LEAGUE_REGION_NA = 1
LEAGUE_REGION_SA = 2
LEAGUE_REGION_EUROPE = 3
LEAGUE_REGION_CIS = 4
LEAGUE_REGION_CHINA = 5
LEAGUE_REGION_SEA = 6
```

```
class dota2.proto_enums.ELeagueStatus
```

```
LEAGUE_STATUS_UNSET = 0
LEAGUE_STATUS_UNSUBMITTED = 1
LEAGUE_STATUS_SUBMITTED = 2
LEAGUE_STATUS_ACCEPTED = 3
LEAGUE_STATUS_REJECTED = 4
LEAGUE_STATUS_CONCLUDED = 5
LEAGUE_STATUS_DELETED = 6
```

```
class dota2.proto_enums.ELeagueTier
```

```
LEAGUE_TIER_UNSET = 0
LEAGUE_TIER_AMATEUR = 1
LEAGUE_TIER_PROFESSIONAL = 2
LEAGUE_TIER_MINOR = 3
LEAGUE_TIER_MAJOR = 4
LEAGUE_TIER_INTERNATIONAL = 5
LEAGUE_TIER_DPC_QUALIFIER = 6
LEAGUE_TIER_DPC_LEAGUE_QUALIFIER = 7
LEAGUE_TIER_DPC_LEAGUE = 8
```

```
class dota2.proto_enums.ELeagueTierCategory
```

```
LEAGUE_TIER_CATEGORY_AMATEUR = 1
LEAGUE_TIER_CATEGORY_PROFESSIONAL = 2
LEAGUE_TIER_CATEGORY_DPC = 3
```

```
class dota2.proto_enums.ELobbyMemberCoachRequestState
```

```
eLobbyMemberCoachRequestState_None = 0
eLobbyMemberCoachRequestState_Accepted = 1
eLobbyMemberCoachRequestState_Rejected = 2
```

```
class dota2.proto_enums.EMatchBehaviorScoreVariance
```



```
Invalid = 0
```

```
Low = 1
```

```
Medium = 2
```

```
High = 3
```

```
class dota2.proto_enums.EMatchGroupServerStatus
```

```
OK = 0
```

```
LimitedAvailability = 1
```

```
Offline = 2
```

```
class dota2.proto_enums.EMatchOutcome
```

```
Unknown = 0
```

```
RadVictory = 2
```

```
DireVictory = 3
```

```
NotScored_PoorNetworkConditions = 64
```

```
NotScored_Leaver = 65
```

```
NotScored_ServerCrash = 66
```

```
NotScored_NeverStarted = 67
```

```
NotScored_Canceled = 68
```

```
NotScored_Suspicious = 69
```

```
class dota2.proto_enums.EMobilePaymentProvider
```

```
Invalid = 0
```

```
GooglePlay = 1
```

```
AppleAppStore = 2
```

```
class dota2.proto_enums.EOverwatchConviction
```

```
GuiltUnclear = 2
```

```
Guilty = 3
```

```
None = 0
```

```
NotGuilty = 1
```

```
class dota2.proto_enums.EOverwatchReportReason
```

```
Unknown = 0
```

```
Cheating = 1
```

```
Feeding = 2
```

```
Griefing = 3
```

```
Suspicious = 4
```

```
    AbilityAbuse = 5
class dota2.proto_enums.EPartyBeaconType

    Available = 0
    Joinable = 1
class dota2.proto_enums.EPartyMatchmakingFlags

    LargeRankSpread = 1
    None = 0
class dota2.proto_enums.EPlayerChallengeHistoryType

    Invalid = 0
    KillEater = 1
    DotaPlusRelic = 2
    DotaPlusHeroPlayerChallenge = 3
    InGameEventChallenge = 4
    GuildContract = 5
class dota2.proto_enums.EProfileCardSlotType

    Empty = 0
    Stat = 1
    Trophy = 2
    Item = 3
    Hero = 4
    Emoticon = 5
    Team = 6
class dota2.proto_enums.EPurchaseHeroRelicResult

    Success = 0
    FailedToSend = 1
    NotEnoughPoints = 2
    InternalServerError = 3
    PurchaseNotAllowed = 4
    InvalidRelic = 5
    AlreadyOwned = 6
    InvalidRarity = 7
class dota2.proto_enums.EReadyCheckRequestResult
```

```
    Success = 0
    AlreadyInProgress = 1
    NotInParty = 2
    SendError = 3
    UnknownError = 4
class dota2.proto_enums.EReadyCheckStatus

    Unknown = 0
    NotReady = 1
    Ready = 2
class dota2.proto_enums.ESOMsg

    Create = 21
    Update = 22
    Destroy = 23
    CacheSubscribed = 24
    CacheUnsubscribed = 25
    UpdateMultiple = 26
    CacheSubscriptionRefresh = 28
    CacheSubscribedUpToDate = 29
class dota2.proto_enums.ESourceEngine

    ESE_Source1 = 0
    ESE_Source2 = 1
class dota2.proto_enums.ESpecialPingValue

    NoData = 16382
    Failed = 16383
class dota2.proto_enums.EStartFindingMatchResult

    Invalid = 0
    OK = 1
    AlreadySearching = 2
    FailGeneric = 100
    FailedIgnore = 101
    MatchmakingDisabled = 102
    RegionOffline = 103
    MatchmakingCooldown = 104
```

ClientOutOfDate = 105
CompetitiveNoLowPriority = 106
CompetitiveNotUnlocked = 107
GameModeNotUnlocked = 108
CompetitiveNotEnoughPlayTime = 109
MissingInitialSkill = 110
CompetitiveRankSpreadTooLarge = 111
MemberAlreadyInLobby = 112
MemberNotVACVerified = 113
WeekendTourneyBadPartySize = 114
WeekendTourneyTeamBuyInTooSmall = 115
WeekendTourneyIndividualBuyInTooLarge = 116
WeekendTourneyTeamBuyInTooLarge = 117
MemberMissingEventOwnership = 118
WeekendTourneyNotUnlocked = 119
WeekendTourneyRecentParticipation = 120
MemberMissingAnchoredPhoneNumber = 121
NotMemberOfClan = 122
CoachesChallengeBadPartySize = 123
CoachesChallengeRequirementsNotMet = 124
InvalidRoleSelections = 125
PhoneNumberDiscrepancy = 126
NoQueuePoints = 127
MemberMissingGauntletFlag = 128
MemberGauntletTooRecent = 129
DifficultyNotUnlocked = 130
CoachesNotAllowedInParty = 131
MatchmakingBusy = 132
SteamChinaBanned = 133
SteamChinaInvalidMixedParty = 134

class dota2.proto_enums.ESupportEventRequestResult

Success = 0
Timeout = 1
CantLockSOCache = 2
ItemNotInInventory = 3

```
InvalidItemDef = 4
InvalidEvent = 5
EventExpired = 6
InvalidSupportAccount = 7
InvalidSupportMessage = 8
InvalidEventPoints = 9
InvalidPremiumPoints = 10
InvalidActionID = 11
InvalidActionScore = 12
TransactionFailed = 13

class dota2.proto_enums.ETeamFanContentStatus

    TEAM_FAN_CONTENT_STATUS_INVALID = 0
    TEAM_FAN_CONTENT_STATUS_PENDING = 1
    TEAM_FAN_CONTENT_STATUS_EVALUATED = 2

class dota2.proto_enums.ETeamInviteResult

    TEAM_INVITE_SUCCESS = 0
    TEAM_INVITE_FAILURE_INVITE_REJECTED = 1
    TEAM_INVITE_FAILURE_INVITE_TIMEOUT = 2
    TEAM_INVITE_ERROR_TEAM_AT_MEMBER_LIMIT = 3
    TEAM_INVITE_ERROR_TEAM_LOCKED = 4
    TEAM_INVITE_ERROR_INVITEE_NOT_AVAILABLE = 5
    TEAM_INVITE_ERROR_INVITEE_BUSY = 6
    TEAM_INVITE_ERROR_INVITEE_ALREADY_MEMBER = 7
    TEAM_INVITE_ERROR_INVITEE_AT_TEAM_LIMIT = 8
    TEAM_INVITE_ERROR_INVITEE_INSUFFICIENT_PLAY_TIME = 9
    TEAM_INVITE_ERROR_INVITER_INVALID_ACCOUNT_TYPE = 10
    TEAM_INVITE_ERROR_INVITER_NOT_ADMIN = 11
    TEAM_INVITE_ERROR_INCORRECT_USER_RESPONDED = 12
    TEAM_INVITE_ERROR_UNSPECIFIED = 13

class dota2.proto_enums.ETournamentEvent

    Canceled = 8
    GameOutcome = 3
    None = 0
    ScheduledGameStarted = 7
```

```
TeamAbandoned = 6
TeamGivenBye = 4
TeamParticipationTimedOut_EntryFeeForfeit = 10
TeamParticipationTimedOut_EntryFeeRefund = 9
TeamParticipationTimedOut_GrantedVictory = 11
TournamentCanceledByAdmin = 5
TournamentCreated = 1
TournamentsMerged = 2
```

```
class dota2.proto_enums.ETournamentGameState
```

```
Unknown = 0
Canceled = 1
Scheduled = 2
Active = 3
RadVictory = 20
DireVictory = 21
RadVictoryByForfeit = 22
DireVictoryByForfeit = 23
ServerFailure = 40
NotNeeded = 41
```

```
class dota2.proto_enums.ETournamentNodeState
```

```
Unknown = 0
Canceled = 1
TeamsNotYetAssigned = 2
InBetweenGames = 3
GameInProgress = 4
A_Won = 5
B_Won = 6
A_WonByForfeit = 7
B_WonByForfeit = 8
A_Bye = 9
A_Abandoned = 10
ServerFailure = 11
A_TimeoutForfeit = 12
A_TimeoutRefund = 13
```

```
class dota2.proto_enums.ETournamentState

    Unknown = 0
    CanceledByAdmin = 1
    Completed = 2
    Merged = 3
    ServerFailure = 4
    TeamAbandoned = 5
    TeamTimeoutForfeit = 6
    TeamTimeoutRefund = 7
    ServerFailureGrantedVictory = 8
    TeamTimeoutGrantedVictory = 9
    InProgress = 100
    WaitingToMerge = 101

class dota2.proto_enums.ETournamentTeamState

    Unknown = 0
    Node1 = 1
    NodeMax = 1024
    Eliminated = 14003
    Forfeited = 14004
    Finished1st = 15001
    Finished2nd = 15002
    Finished3rd = 15003
    Finished4th = 15004
    Finished5th = 15005
    Finished6th = 15006
    Finished7th = 15007
    Finished8th = 15008
    Finished9th = 15009
    Finished10th = 15010
    Finished11th = 15011
    Finished12th = 15012
    Finished13th = 15013
    Finished14th = 15014
    Finished15th = 15015
    Finished16th = 15016
```

```
class dota2.proto_enums.ETournamentTemplate

    AutomatedWin3 = 1
    None = 0

class dota2.proto_enums.ETourneyQueueDeadlineState

    Normal = 0
    Missed = 1
    ExpiredOK = 2
    SeekingBye = 3
    EligibleForRefund = 4
    NA = -1
    ExpiringSoon = 101

class dota2.proto_enums.EUnderDraftResponse

    eInternalError = 0
    eSuccess = 1
    eNoGold = 2
    eInvalidSlot = 3
    eNoBenchSpace = 4
    eNoTickets = 5
    eEventNotOwned = 6
    eInvalidReward = 7
    eHasBigReward = 8
    eNoGCCConnection = 9
    eTooBusy = 10
    eCantRollBack = 11

class dota2.proto_enums.EWeekendTourneyRichPresenceEvent

    Eliminated = 3
    None = 0
    StartedMatch = 1
    WonMatch = 2

class dota2.proto_enums.Fantasy_Roles

    FANTASY_ROLE_UNDEFINED = 0
    FANTASY_ROLE_CORE = 1
    FANTASY_ROLE_SUPPORT = 2
```



```
FANTASY_ROLE_OFFLANE = 3
FANTASY_ROLE_MID = 4
class dota2.proto_enums.Fantasy_Selection_Mode

    FANTASY_SELECTION_INVALID = 0
    FANTASY_SELECTION_LOCKED = 1
    FANTASY_SELECTION_SHUFFLE = 2
    FANTASY_SELECTION_FREE_PICK = 3
    FANTASY_SELECTION_ENDED = 4
    FANTASY_SELECTION_PRE_SEASON = 5
    FANTASY_SELECTION_PRE_DRAFT = 6
    FANTASY_SELECTION_DRAFTING = 7
    FANTASY_SELECTION_REGULAR_SEASON = 8
    FANTASY_SELECTION_CARD_BASED = 9
class dota2.proto_enums.Fantasy_Team_Slots

    FANTASY_SLOT_NONE = 0
    FANTASY_SLOT_CORE = 1
    FANTASY_SLOT_SUPPORT = 2
    FANTASY_SLOT_ANY = 3
    FANTASY_SLOT_BENCH = 4
class dota2.proto_enums.GCConnectionStatus

    HAVE_SESSION = 0
    GC_GOING_DOWN = 1
    NO_SESSION = 2
    NO_SESSION_IN_LOGON_QUEUE = 3
    NO_STEAM = 4
    SUSPENDED = 5
    STEAM_GOING_DOWN = 6
class dota2.proto_enums.GCProtoBufMsgSrc

    Unspecified = 0
    FromSystem = 1
    FromSteamID = 2
    FromGC = 3
    ReplySystem = 4
```

```
SpooferSteamID = 5
```

```
class dota2.proto_enums.LobbyDotaPauseSetting
```

```
Unlimited = 0
```

```
Limited = 1
```

```
Disabled = 2
```

```
class dota2.proto_enums.LobbyDotaTVDelay
```

```
LobbyDotaTV_10 = 0
```

```
LobbyDotaTV_120 = 1
```

```
LobbyDotaTV_300 = 2
```

```
LobbyDotaTV_900 = 3
```

```
class dota2.proto_enums.MatchLanguages
```

```
MATCH_LANGUAGE_INVALID = 0
```

```
MATCH_LANGUAGE_ENGLISH = 1
```

```
MATCH_LANGUAGE_RUSSIAN = 2
```

```
MATCH_LANGUAGE_CHINESE = 3
```

```
MATCH_LANGUAGE_KOREAN = 4
```

```
MATCH_LANGUAGE_SPANISH = 5
```

```
MATCH_LANGUAGE_PORTUGUESE = 6
```

```
MATCH_LANGUAGE_ENGLISH2 = 7
```

```
class dota2.proto_enums.MatchType
```

```
MATCH_TYPE_CASUAL = 0
```

```
MATCH_TYPE_COOP_BOTS = 1
```

```
MATCH_TYPE_LEGACY_TEAM_RANKED = 2
```

```
MATCH_TYPE_LEGACY_SOLO_QUEUE = 3
```

```
MATCH_TYPE_COMPETITIVE = 4
```

```
MATCH_TYPE_WEEKEND_TOURNEY = 5
```

```
MATCH_TYPE_CASUAL_1V1 = 6
```

```
MATCH_TYPE_EVENT = 7
```

```
MATCH_TYPE_SEASONAL_RANKED = 8
```

```
MATCH_TYPE_LOWPRI_DEPRECATED = 9
```

```
MATCH_TYPE_STEAM_GROUP = 10
```

```
MATCH_TYPE_MUTATION = 11
```

```
MATCH_TYPE_COACHES_CHALLENGE = 12
```

```
MATCH_TYPE_GAUNTLET = 13
```

```
MATCH_TYPE_NEW_PLAYER_POOL = 14
```

```
class dota2.proto_enums.PartnerAccountType
```

```
PARTNER_NONE = 0
```

```
PARTNER_PERFECT_WORLD = 1
```

```
PARTNER_INVALID = 3
```

2.1.4 msg

Various utility function for dealing with messages.

```
dota2.msg.get_emsg_enum(emsg)
```

Attempts to find the Enum for the given `int`

Parameters `emsg` (`int`) – integer corresponding to a Enum

Returns Enum if found, `emsg` if not

Return type Enum, `int`

```
dota2.msg.find_proto(emsg)
```

Attempts to find the protobuf message for a given Enum

Parameters `emsg` (`Enum`) – Enum corresponding to a protobuf message

Returns protobuf message class

2.1.5 utils

```
dota2.utils.replay_url(match_id, cluster, replay_salt, app_id=570)
```

Form url for match replay

Parameters

- `match_id` (`int`) – match id
- `cluster` (`int`) – cluster the match is saved on
- `replay_salt` (`int`) – salt linked to the replay
- `app_id` (`int`) – (optional) `app_id` for dota

Returns url to download the replay of a specific match

Return type `str`

```
dota2.utils.replay_url_from_match(match, app_id=570)
```

Form url for match replay

Parameters

- `match` (`proto message`) – `CMsgDOTAMatch`
- `app_id` (`int`) – (optional) `app_id` for dota

Returns url to download the replay of a specific match, `None` if match has not all the information

Return type `str`, `None`

`dota2.utils.metadata_url` (*match_id*, *cluster*, *replay_salt*, *app_id=570*)

Form url for match metadata file

Parameters

- **match_id** (*int*) – match id
- **cluster** (*int*) – cluster the match is saved on
- **replay_salt** (*int*) – salt linked to the replay
- **app_id** (*int*) – (optional) app_id for dota

Returns url to download the metadata of a specific match

Return type `str`

`dota2.utils.metadata_url_from_match` (*match*, *app_id=570*)

Form url for match metadata file

Parameters

- **match** (*proto message*) – `CMsgDOTAMatch`
- **app_id** (*int*) – (optional) app_id for dota

Returns url to download the metadata of a specific match, `None` if match has not all the information

Return type `str`, `None`

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