

# Package: ROpenDota (via r-universe)

October 11, 2024

**Type** Package

**Title** Access OpenDota Services in R

**Version** 0.1.2

**URL** <https://github.com/rosdyana/ROpenDota>

**Depends** R (>= 3.2.0)

**Imports** RCurl, jsonlite

**Maintainer** Rosdyana Kusuma <rosdyana.kusuma@gmail.com>

**Description** Provides a client for the API of OpenDota. OpenDota is a web service which is provide DOTA2 real time data. Data is collected through the Steam WebAPI. With ROpenDota you can easily grab the latest DOTA2 statistics in R programming such as latest match on official international competition, analyzing your or enemy performance to learn their strategies,etc. Please see <<https://github.com/rosdyana/ROpenDota>> for more information.

**License** MIT + file LICENSE

**Encoding** UTF-8

**LazyData** true

**RoxygenNote** 6.0.1

**NeedsCompilation** no

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**BugReports** <https://github.com/rosdyana/ROpenDota/issues>

**Repository** <https://rosdyana.r-universe.dev>

**RemoteUrl** <https://github.com/rosdyana/ropendota>

**RemoteRef** HEAD

**RemoteSha** 00c75deae31f9dbd1d9bfb5b7781b362326e6a18

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count\_in\_categories     *Count in categories for specific player id*

---

### Description

Count in categories for specific player id

### Usage

```
count_in_categories(account_id)
```

### Arguments

account\_id     Steam ID

### Examples

```
## Not run:
id_r3m1ck = "135474549"
countMe <- count_in_categories(account_id = id_r3m1ck)

## End(Not run)
```

---

count\_player\_win\_lose *Counting win or lose for specific player id*

---

**Description**

Counting win or lose for specific player id

**Usage**

```
count_player_win_lose(account_id)
```

**Arguments**

account\_id      Steam ID

**Examples**

```
## Not run:  
#Count r3m1ck's win and lose summaries  
id_r3m1ck = "135474549"  
count_win_lose <- count_player_win_lose(account_id = id_r3m1ck)  
  
## End(Not run)
```

---

get\_heroes                      *Get total status for specific player id*

---

**Description**

Get total status for specific player id

**Usage**

```
get_heroes()
```

**Examples**

```
## Not run:  
heroes <- get_heroes()  
  
## End(Not run)
```

---

get\_hero\_benchmarks     *Get Hero Benchmarks*

---

**Description**

Get benchmark of single hero

**Usage**

```
get_hero_benchmarks(hero_id)
```

**Arguments**

hero\_id             Dota2 hero id. You can get the hero id using [get\\_heroes](#).

**Value**

GetHeroBenchmark returns a list, which includes the details like gold per minutes, xp per minutes, kills per minutes etc.

**Examples**

```
## Not run:  
hero_id = "47"  
viperBenchmarks <- get_hero_benchmarks(hero_id)  
  
## End(Not run)
```

---

get\_hero\_rankings         *Get heroes rankings for specific player id*

---

**Description**

Get heroes rankings for specific player id

**Usage**

```
get_hero_rankings(account_id)
```

**Arguments**

account\_id           Steam ID

### Examples

```
## Not run:  
id_r3m1ck = "135474549"  
rankings <- get_hero_rankings(account_id = id_r3m1ck)  
  
## End(Not run)
```

---

get\_hero\_stats            *Get hero stats*

---

### Description

Get hero stats

### Usage

```
get_hero_stats()
```

### Examples

```
## Not run:  
heroStats <- get_hero_stats()  
  
## End(Not run)
```

---

get\_items                *Get Dota2 Item List*

---

### Description

Get a list of in-game items

### Usage

```
get_items()
```

### Value

get\_items returns a list of in-game items, which include the columns of name, cost, secret\_shop, side\_shop, recipe and localized name.

### Examples

```
## Not run:  
itemList <- get_items()  
head(itemList)  
  
## End(Not run)
```

---

get_matches	<i>Get Matches for specific player id</i>
-------------	---

---

**Description**

Get Matches for specific player id

**Usage**

```
get_matches(account_id, limit)
```

**Arguments**

account_id	Steam ID
limit	matches limit

**Examples**

```
## Not run:  
id_r3m1ck = "135474549"  
limit = 5  
matches <- get_matches(account_id = id_r3m1ck, limit = limit)  
  
## End(Not run)
```

---

get_match_details	<i>Get Match Details</i>
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---

**Description**

Get details of a single match

**Usage**

```
get_match_details(match_id)
```

**Arguments**

match_id	Dota2 match id. You can get them of a specific player using <a href="#">get_matches</a> .
----------	---

**Value**

GetMatchDetails returns a list, which includes the details like result, duration and etc.

**Examples**

```
## Not run:  
match_id = "3114150257"  
matchDetails <- get_match_details(match_id)  
  
## End(Not run)
```

---

*get\_played\_heroes*      *Get played heroes for specific player id*

---

**Description**

Get played heroes for specific player id

**Usage**

```
get_played_heroes(account_id)
```

**Arguments**

account\_id      Steam ID

**Examples**

```
## Not run:  
id_r3m1ck = "135474549"  
playedHeroes <- get_played_heroes(account_id = id_r3m1ck)  
  
## End(Not run)
```

---

*get\_played\_with*      *Get played with for specific player id*

---

**Description**

Get played with for specific player id

**Usage**

```
get_played_with(account_id)
```

**Arguments**

account\_id      Steam ID

**Examples**

```
## Not run:  
id_r3m1ck = "135474549"  
playedWith <- get_played_with(account_id = id_r3m1ck)  
  
## End(Not run)
```

---

get\_player\_ratings     *Get ratings for specific player id*

---

**Description**

Get ratings for specific player id

**Usage**

```
get_player_ratings(account_id)
```

**Arguments**

account\_id     Steam ID

**Examples**

```
## Not run:  
id_r3m1ck = "135474549"  
ratings <- get_player_ratings(account_id = id_r3m1ck)  
  
## End(Not run)
```

---

get\_player\_summaries     *Get Summaries a Specific Player*

---

**Description**

Get Summaries a Specific Player

**Usage**

```
get_player_summaries(account_id)
```

**Arguments**

account\_id     Steam ID



### Examples

```
## Not run:  
#Get r3m1ck's profile summaries  
id_r3m1ck = "135474549"  
playerSummaries <- get_player_summaries(account_id = id_r3m1ck)  
#Print the in-game name of r3m1ck  
playerSummaries$profile$personaname  
  
## End(Not run)
```

---

get\_recent\_matches      *Get recent matches for specific player id*

---

### Description

Get recent matches for specific player id

### Usage

```
get_recent_matches(account_id)
```

### Arguments

account\_id      Steam ID

### Examples

```
## Not run:  
id_r3m1ck = "135474549"  
recentMatches <- get_recent_matches(account_id = id_r3m1ck)  
  
## End(Not run)
```

---

get\_wardmap              *Get ward map for specific player id*

---

### Description

Get ward map for specific player id

### Usage

```
get_wardmap(account_id)
```

### Arguments

account\_id      Steam ID

**Examples**

```
## Not run:  
id_r3m1ck = "135474549"  
wardMap <- get_wardmap(account_id = id_r3m1ck)  
  
## End(Not run)
```

---

top\_player\_by\_hero      *Get heroes rankings for specific player id*

---

**Description**

Get heroes rankings for specific player id

**Usage**

```
top_player_by_hero(hero_id)
```

**Arguments**

hero\_id      Hero Id

**Examples**

```
## Not run:  
viperId = "47"  
topPlayer <- top_player_by_hero(hero = viperId)  
  
## End(Not run)
```

---

total\_stats      *Get total status for specific player id*

---

**Description**

Get total status for specific player id

**Usage**

```
total_stats(account_id)
```

**Arguments**

account\_id      Steam ID

**Examples**

```
## Not run:  
id_r3m1ck = "135474549"  
totalStats <- total_stats(account_id = id_r3m1ck)  
  
## End(Not run)
```

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