
Dota 2 CLI Companion Documentation

Release 1.0

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Jan 22, 2019

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Dota 2 CLI Companion is CLI application for quick finding of useful Dota informations.

CHAPTER 1

Installation

1. **via test pypi** `python -m pip install --extra-index-url https://test.pypi.org/
pypi dotacli`

2. **manually**

- download the package from GitHub [repository](#)
- unpack it
- run `python setup.py install`

CHAPTER 2

Configuration file

The default path for configuration file is `~/.dotaccli`. If you want to specify custom path you can with `-c/` `--config` option.

Configuration contains two sections: *Favourite* and *Private*. Favourite section contains players IDs and Private section contains one key - *ID* - with value of your personal account ID.

This package contains example configuration file.

CHAPTER 3

Usage

- *Usage*

CHAPTER 4

Examples

- *Examples*

CHAPTER 5

API

- *API*

- *License text*

6.1 Usage

dotacli [OPTIONS] COMMAND [ARGS]

6.1.1 Options

-c, --config PATH	Path for the configuration file. Default: ~/.dotacli
-i, --id TEXT	Your personal account ID.
--help	Prints help informations.
--version	Prints version information.

6.1.2 Commands

favourite

Manage favourite players.

Options

-a, --add TEXT	Add player ID to favourites.
-r, --remove TEXT	Remove player ID from favourites.

heroes

Show information about heroes.

Options

-n, --name TEXT	Specifies hero by name.
-b, --best	Show best player with specified hero.
-m, --meta	Show heroes currently in meta.
-c, --counter	Show heroes which counters specified hero.

Heroes names

To specify hero by name use one of these names (or substring): Anti-Mage, Axe, Bane, Bloodseeker, Crystal Maiden, Drow Ranger, Earthshaker, Juggernaut, Mirana, Morphling, Shadow Fiend, Phantom Lancer, Puck, Pudge, Razor, Sand King, Storm Spirit, Sven, Tiny, Vengeful Spirit, Windranger, Zeus, Kunkka, Lina, Lion, Shadow Shaman, Slardar, Tidehunter, Witch Doctor, Lich, Riki, Enigma, Tinker, Sniper, Necrophos, Warlock, Beastmaster, Queen of Pain, Venomancer, Faceless Void, Wraith King, Death Prophet, Phantom Assassin, Pugna, Templar Assassin, Viper, Luna, Dragon Knight, Dazzle, Clockwerk, Leshrac, Natures Prophet, Lifestealer, Dark Seer, Clinkz, Omniknight, Enchantress, Huskar, Night Stalker, Broodmother, Bounty Hunter, Weaver, Jakiro, Batrider, Chen, Spectre, Ancient Apparition, Doom, Ursa, Spirit Breaker, Gyrocopter, Alchemist, Invoker, Silencer, Outworld Devourer, Lycan, Brewmaster, Shadow Demon, Lone Druid, Chaos Knight, Meepo, Treant Protector, Ogre Magi, Undying, Rubick, Disruptor, Nyx Assassin, Naga Siren, Keeper of the Light, Io, Visage, Slark, Medusa, Troll Warlord, Centaur Warrunner, Magnus, Timbersaw, Bristleback, Tusk, Skywrath Mage, Abaddon, Elder Titan, Legion Commander, Techies, Ember Spirit, Earth Spirit, Underlord, Terrorblade, Phoenix, Oracle, Winter Wyvern, Arc Warden, Monkey King, Dark Willow, Pangolier, Grimstroke

matches

Show information about matches.

Options

-t, --team TEXT	Filter matches by team. You can specify up to 2 teams.
-l, --league TEXT	Filter matches by league.
-i, --id TEXT	Show exact match details.
-l, --live	Show live matches information.

mmr

Show information about MMR distribution.

Options

- r, --ranks** Show players distribution by ranks.
- c, --country TEXT** Show average MMR of specified country. For countries use standard 2-letters abbreviations.

players

Show player's information.

Options

- f, --favourite** Show favourite players informations.
- c, --country TEXT** Show players from specified country.
- t, --team TEXT** Show players filtered by team name.
- n, --name TEXT** Show players filtered by name.
- i, --id TEXT** Show specific player informations.
- m, --me** Show your personal information.

6.2 Examples

6.2.1 Matches

List pro matches details

```
$ dotacli matches --league 'Major'

-> The Chongqing Major
ID: 4350358576, duration: 39:18
Vici Gaming          24
PSG.LGD              20 WON

-> The Chongqing Major
ID: 4350242887, duration: 20:24
PSG.LGD              18 WON
Vici Gaming          3

-> The Chongqing Major
ID: 4350011381, duration: 40:37
Virtus.pro           27 WON
Evil Geniuses        31
```

List public matches details

```
$ dotacli matches --id '4350105687'

Antree                2 /  9 / 11  networth:  7671
  Pudge                LVL 15   GPM 246   XPM 325
SG                    4 /  8 /  8  networth:  6985
  Undying              LVL 11   GPM 224   XPM 202
Sokoban               9 /  7 /  1  networth: 16090
  Shadow Fiend         LVL 22   GPM 516   XPM 647
Curban               3 /  8 / 13  networth: 10321
  Venomancer           LVL 15   GPM 331   XPM 362
Unknown               4 /  5 /  1  networth: 14157
  Anti-Mage            LVL 19   GPM 454   XPM 502

Radiant                22
Dire                   35   WON

Element               2 /  5 / 19  networth:  9822
  Dazzle               LVL 16   GPM 315   XPM 384
goššky fanboy         4 /  3 / 11  networth: 20050
  Terrorblade          LVL 23   GPM 643   XPM 716
Unknown              13 /  2 /  9  networth: 19302
  Pangolier            LVL 21   GPM 619   XPM 601
zouson                3 /  7 / 14  networth:  9479
  Lich                 LVL 17   GPM 304   XPM 422
Unknown              13 /  5 /  5  networth: 16246
  Clinkz               LVL 21   GPM 521   XPM 590
```

List top currently ongoing live games

```
$ dotacli matches --live

-> 4351189332, Time: 35:11 (avg: 6831 MMR) Radiant 23 - 42 Dire
    Liquid.Miracle- (Juggernaut)
    Espada.633 (Tidehunter)
-> 4351108530, Time: 32:02 (avg:    0 MMR) Radiant 21 - 26 Dire
    BOOM.Fervian (Medusa)
    BOOM.Khezcute (Crystal Maiden)
    ThePrime.Varizh (Grimstroke)
    BOOM.Fbz (Timbersaw)
    ThePrime.KelThuzard (Luna)
    ThePrime.Nafari (Doom)
    ThePrime.Panda (Sven)
    Tigers.k`wonderkid (Shadow Fiend)
    BOOM.Jhocam (Tusk)
    BOOM._Mikoto (Queen of Pain)
```

6.2.2 Players

List pro players details

```
$ dotacli players --id '26771994'

JerAx, FI
```

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```

Unknown (8147 MMR)
Win: 1670 Loss: 979
Prefers: Radiant
Avg KDA: 3.4
Courier kills: 52
# RECENT MATCHES
4329424310 Very High Skill Captains Mode Chen 1/ 5/ 7 L
↳LOST
4329276408 Very High Skill Captains Mode Oracle 2/ 3/ 2 L
↳LOST
4329131044 Very High Skill Captains Mode Earth Spirit 8/ 2/13 L
↳LOST
4326910684 Very High Skill Captains Mode Earth Spirit 0/ 9/ 3 L
↳LOST
4326819878 Very High Skill Captains Mode Grimstroke 0/ 4/ 3 L
↳LOST
# BEST HEROES
Elder Titan Games: 47 Won: 80.9 %
Earth Spirit Games: 352 Won: 75.9 %
Io Games: 34 Won: 73.5 %
# SCARIEST HEROES
Earth Spirit Against: 103 Lost: 48.5 %
Lycan Against: 70 Lost: 47.1 %
Io Against: 136 Lost: 47.1 %
# BEST FRIENDS
You can't buy culture (18180970) Games: 38 Win: 84.2 %
3&D vetmin role player (75750590) Games: 38 Win: 78.9 %
MMMMMMMMMMMMMMMM (98172857) Games: 42 Win: 78.6 %

```

Watch your favourite players stats

```

$ dotacli players --favourite

Ceb, UNKNOWN
Immortals (6747 MMR)
Win: 7061 Loss: 6381
Prefers: Radiant
Avg KDA: 3.7
Courier kills: 395
# RECENT MATCHES
4350346356 Very High Skill All Draft Lycan 4/ 1/ 7 L
↳WON
4350253660 Very High Skill All Draft Pugna 11/ 8/15 L
↳LOST
4349260888 Very High Skill All Draft Enigma 5/ 8/15 L
↳LOST
4348843344 Very High Skill All Draft Phoenix 9/ 7/20 L
↳LOST
4348771379 Very High Skill All Draft Doom 6/ 4/ 9 L
↳WON
# BEST HEROES
Chaos Knight Games: 65 Won: 67.7 %
Wraith King Games: 38 Won: 65.8 %
Night Stalker Games: 103 Won: 65.0 %
# SCARIEST HEROES

```

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```

Lycan                Against: 249  Lost: 59.8 %
Io                   Against: 647  Lost: 55.3 %
Omniknight           Against: 543  Lost: 54.5 %
# BEST FRIENDS
eN                   (110194593) Games: 69  Win: 65.2 %
Ace                  (97590558) Games: 73  Win: 63.0 %
Maden                (93473848) Games: 116 Win: 62.1 %
-----
N0tail, DK
Unknown (8155 MMR)
Win: 1139  Loss: 697
Prefers: Radiant
Avg KDA: 3.4
Courier kills: 51
# RECENT MATCHES
4329424310  Very High Skill  Captains Mode          Lich                0/ 5/ 7  L
↳LOST
4329276408  Very High Skill  Captains Mode          Io                  2/ 6/ 5  L
↳LOST
4329131044  Very High Skill  Captains Mode          Undying             3/ 7/13  L
↳LOST
4326910684  Very High Skill  Captains Mode          Witch Doctor        0/11/ 3  L
↳LOST
4326819878  Very High Skill  Captains Mode          Dazzle              1/ 8/ 2  L
↳LOST
# BEST HEROES
Elder Titan      Games: 33  Won: 81.8 %
Terrorblade      Games: 35  Won: 77.1 %
Beastmaster      Games: 32  Won: 75.0 %
# SCARIEST HEROES
Chen              Against: 104 Lost: 54.8 %
Centaur Warrunner Against: 52  Lost: 51.9 %
Io                Against: 92  Lost: 51.1 %
# BEST FRIENDS
MMMMMMMMMMMMMMMM (98172857) Games: 35  Win: 88.6 %
qwerty           (169181898) Games: 46  Win: 82.6 %
11               (89550641) Games: 38  Win: 81.6 %
-----

```

6.2.3 MMR

Show distribution of MMR data by bracket

```

$ dotacli mmr --ranks

Current Dota 2 players distribution by ranks
#####
                                     145  Herald I
                                     927  Herald II
                                    3313  Herald III
                                   10074  Herald IV
                                  20193  Herald V
                                 30766  Guardian I
                                39528  Guardian II

```

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```

47959 Guardian III
56779 Guardian IV
66406 Guardian V
78816 Crusader I
90930 Crusader II
103010 Crusader III
114487 Crusader IV
126098 Crusader V
143170 Archon I
153390 Archon II
163167 Archon III
170338 Archon IV
173273 Archon V
186291 Legend I
182988 Legend II
177140 Legend III
166001 Legend IV
145606 Legend V
136735 Ancient I
113232 Ancient II
89326 Ancient III
70591 Ancient IV
94954 Ancient V
36156 Divine I
26179 Divine II
20914 Divine III
14861 Divine IV
10755 Divine V
31944 Immortals

```

Show distribution of MMR data by country

```
$ dotacli mmr --country 'CZ'
```

```
Czechia -> avg MMR: 3107, players: 4750
```

6.2.4 Heroes

Show top players by hero

```
$ dotacli heroes --name 'Rubick' --best
```

```

1 S.g.b ID: 149071227 (Immortals)
2 y` ID: 111114687 (Immortals)
3 Fade ID: 182331313 (Immortals)
4 lucky guy ID: 76104605 (Immortals)
5 iNSaNia ID: 54580962 (Immortals)
6 C.C ID: 156120474 (Immortals)
7 SeeL ID: 207983361 (Immortals)
8 Wings683 ID: 254489464 (Immortals)
9 D1330XD ID: 149969795 (Immortals)
10 ID: 394335293 (Immortals)

```

Show heroes details

```
$ dotacli heroes --name 'Shadow'

Shadow Fiend      Ranged Agility      roles: Carry, Nuker
Shadow Shaman     Ranged Intelligence  roles: Support, Pusher, Disabler, Nuker,
↳ Initiator
Shadow Demon      Ranged Intelligence  roles: Support, Disabler, Initiator, Nuker
```

Show heroes in meta

```
$ dotacli heroes --meta

Tusk              picked: 268  banned: 335  winrate: 46.6 %
Beastmaster       picked: 151  banned: 434  winrate: 58.9 %
Dazzle            picked: 215  banned: 367  winrate: 49.8 %
Grimstroke        picked: 264  banned: 315  winrate: 46.6 %
Lich              picked: 332  banned: 241  winrate: 52.4 %
Outworld Devourer picked: 164  banned: 328  winrate: 52.4 %
Magnus            picked: 124  banned: 360  winrate: 55.6 %
Tiny              picked: 252  banned: 231  winrate: 56.3 %
Anti-Mage         picked: 144  banned: 320  winrate: 53.5 %
Juggernaut        picked: 216  banned: 234  winrate: 52.8 %
Undying           picked: 146  banned: 273  winrate: 53.4 %
Kunkka            picked: 194  banned: 211  winrate: 51.5 %
```

Find counter heroes

```
$ dotacli heroes --name 'Anti-Mage' --counter

Lifestealer       winrate: 25.0 %
Beastmaster       winrate: 26.3 %
Oracle            winrate: 28.6 %
Lycan             winrate: 28.6 %
Magnus            winrate: 35.3 %
Bane              winrate: 37.5 %
Disruptor         winrate: 40.9 %
Slardar           winrate: 41.0 %
Weaver            winrate: 41.2 %
Razor             winrate: 41.7 %
Chen              winrate: 41.7 %
Clockwerk         winrate: 41.7 %
```

6.2.5 Personal

Show your personal stats

```
$ dotacli players --me

Element, CZ
Ancient III (3843 MMR)
```

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```

Win: 1906  Loss: 1683
Prefers: Radiant
Avg KDA: 2.8
Courier kills: 62
# RECENT MATCHES
4351250923  Very High Skill  All Draft          Lich              6/ 8/20  L
↳LOST
4351140237  High Skill          All Draft          Huskar            3/12/ 4  L
↳LOST
4350749013  High Skill          All Draft          Drow Ranger       0/11/ 3  L
↳LOST
4350196013  Very High Skill     All Draft          Jakiro            4/10/11  L
↳WON
4350105687  Very High Skill     All Draft          Dazzle            2/ 5/19  L
↳LOST
# BEST HEROES
Chaos Knight      Games:   41  Won:   75.6 %
Dazzle            Games:   34  Won:   73.5 %
Sniper            Games:   50  Won:   72.0 %
# SCARIEST HEROES
Chaos Knight      Against: 126  Lost:   62.7 %
Zeus              Against: 197  Lost:   60.9 %
Riki              Against: 239  Lost:   55.6 %
# BEST FRIENDS
VYHLASENA_KALAMITA666(forget) (488180047) Games: 151  Win:   60.3 %
Mr.Sunstrike      (372183905) Games: 211  Win:   59.2 %
MAČKOPES          (381341959) Games: 129  Win:   58.1 %

```

Show your best heroes

```

$ dotaccli heroes --best

Chaos Knight      Games:   41  Won:   75.6 %
Dazzle            Games:   34  Won:   73.5 %
Sniper            Games:   50  Won:   72.0 %

```

Find counter heroes based on your stats

```

$ dotaccli heroes --name 'Anti-Mage' --counter

Lifestealer       winrate: 25.0 %
Magnus            winrate: 35.3 %
Bane              winrate: 37.5 %
Slardar           winrate: 41.0 %
Weaver            winrate: 41.2 %
Razor             winrate: 41.7 %
Clockwerk         winrate: 41.7 %
Timbersaw         winrate: 44.4 %
Drow Ranger       winrate: 44.4 %
Juggernaut        winrate: 45.1 %
Vengeful Spirit   winrate: 45.5 %
Dark Seer         winrate: 45.8 %

```

6.3 API

6.3.1 Favourite module

`companion.favourite.favourite_add(add, cfg, file)`

Adds player ID to the favourites in the config file.

Parameters

- **add** – Player ID to be added.
- **cfg** – ConfigParser instance with loaded actual config file.
- **file** – Path to the config file.

`companion.favourite.favourite_remove(remove, cfg, file)`

Removes player ID from the favourites in the config file.

Parameters

- **add** – Player ID to be removed.
- **cfg** – ConfigParser instance with loaded actual config file.
- **file** – Path to the config file.

6.3.2 Helpers module

`class companion.helpers.MutuallyExclusiveOption(*args, **kwargs)`

`handle_parse_result(ctx, opts, args)`

`companion.helpers.filter_by_multiple_keys(f, array)`

Base function used for the filtering.

Parameters

- **f** – Function used for the filtering.
- **array** – Array of dicts to be filtered.

Returns Filtered array.

`companion.helpers.filter_eq(keys, value, array)`

Filters array of dicts by equality of given value with one of the define keys.

Parameters

- **keys** – Keys used for the comparison.
- **value** – Value used for the comparison.
- **array** – Array of dicts to be filtered.

Returns Filtered array of dicts.

`companion.helpers.filter_substr(keys, value, array)`

Filters array of dicts by finding substring under one of the given keys.

Parameters

- **keys** – Keys used for the comparison.
- **value** – Value used for the comparison.

- **array** – Array of dicts to be filtered.

Returns Filtered array of dicts.

`companion.helpers.get_response_json(endpoint, session=<requests.sessions.Session object>)`

Sends request to the API.

Parameters

- **endpoint** – Endpoint to be used for the request.
- **session** – Session to be used for HTTP comm.

Returns JSON object with response.

6.3.3 Heroes module

`companion.heroes.endpoint(name, best, meta, counter)`

Defines endpoint to use based on parameters.

Parameters

- **name** – Name of the hero.
- **best** – Boolean whether to use endpoint for best heroes.
- **meta** – Boolean whether to use endpoint for meta heroes.
- **meta** – Boolean whether to use endpoint for counter heroes.

Returns Endpoint string.

`companion.heroes.primary(attr)`

Returns attribute name based on shortcut.

Parameters **attr** – Attribute shortcut.

Returns Attribute name.

`companion.heroes.print_heroes_best(data)`

Prints best heroes data.

Parameters **data** – Data to be printed.

`companion.heroes.print_heroes_counter(data, id_)`

Prints counter heroes data.

Parameters

- **data** – Data to be printed.
- **id** – Player ID to be used for personalized counter heroes.

`companion.heroes.print_heroes_meta(data)`

Prints meta heroes data.

Parameters **data** – Data to be printed.

`companion.heroes.print_heroes_stats(data, name)`

Prints heroes data.

Parameters

- **data** – Data to be printed.
- **name** – Hero name.

`companion.heroes.process_heroes (data, name, best, meta, counter, id_)`
Processes data based on given parameters and prints data to stdout.

Parameters

- **name** – Name of the hero.
- **best** – Boolean whether to process data as best heroes.
- **meta** – Boolean whether to process data as meta heroes.
- **counter** – Boolean whether to process data as counter heroes.
- **id** – Player ID for personalized counter heroes.

6.3.4 Match module

class `companion.match.Match (data, type)`
Match entity holding important data for the match.

match_players_str (*radiant*)
Players of the match string representation.

matches_id ()
Exact match string representation.

matches_live ()
Live matches string representation.

matches_recent ()
Recent matches string representation.

class `companion.match.MatchType`
Defines Match entity type.

EXACT = 3

LIVE = 2

RECENT = 1

6.3.5 Matches module

`companion.matches.endpoint (id_, live)`
Defines endpoint by given parameters.

Parameters

- **id** – Match ID.
- **live** – Boolean whether to use live matches endpoint.

Returns Endpoint string.

`companion.matches.process_matches (type, data, team=None, league=None)`
Processes matches data by given parameters and prints to stdout.

Parameters

- **type** – MatchType for the processing.
- **data** – Data to be processed.
- **team** – Teams to be used for filtering.

- **league** – League to be used for filtering.

`companion.matches.validate_teams (ctx, param, value)`
Validates given team parameters.

Parameters **value** – Value to be validated.

6.3.6 MMR module

`companion.mmr.print_mmr (data)`
Prints MMR data to stdout.

Parameters **data** – Data to be printed.

`companion.mmr.print_mmr_country (data, country)`
Prints MMR country data to stdout.

Parameters

- **data** – Data to be printed.
- **country** – Country string to be used as a filter.

`companion.mmr.print_mmr_rank (data)`
Prints MMR ranks data to stdout.

Parameters **data** – Data to be printed.

`companion.mmr.process_mmr (data, ranks, country)`
Processes MMR data and prints to stdout.

Parameters

- **data** – Data to be processed.
- **ranks** – Boolean whether to process data as ranks distribution.
- **country** – Country name for country MMR distribution.

6.3.7 Player module

`class companion.player.Player (data_general, data_matches, data_heroes, data_totals, data_peers)`
Player entity holding important data for the player.

`prefers ()`
Defines which side player prefers.

Returns Side name.

6.3.8 PlayerFriend module

`class companion.player_friend.PlayerFriend (data)`
Entity holding important data for player's best friends data.

6.3.9 PlayerHero module

```
class companion.player_hero.PlayerHero (data, best)  
    Entity holding important data for player's heroes data.  
  
    best_hero_str ()  
        Best hero representation.  
  
    scariest_hero_str ()  
        Scariest hero representation.
```

6.3.10 PlayerMatch module

```
class companion.player_match.PlayerMatch (data)  
    Entity holding important data for player's match.  
  
    hero ()  
        Hero name string.  
  
    mode ()  
        Game mode string.  
  
    skill ()  
        Skill string.  
  
    status ()  
        Game outcome string.
```

6.3.11 Players module

```
companion.players.best_heroes (id_)  
    Prints player's best heroes representation to stdout.  
  
    Parameters id – Player ID.  
  
companion.players.load_player (id_)  
    Loads player's data from remote.  
  
    Parameters id – Player ID.  
  
    Returns Player entity.  
  
companion.players.player_id_is_ok (id_)  
    Checks if given player ID is valid.  
  
    Parameters id – Player ID to be checked.  
  
    Returns Boolean whether the ID is valid.  
  
companion.players.players_favourite (favourites)  
    Prints player's favourites players data to stdout.  
  
    Parameters favourites – Dict of favourites.  
  
companion.players.players_heroes (id_)  
    Gets player's heroes data.  
  
    Parameters id – Player ID.  
  
    Returns JSON with player's heroes data.
```

`companion.players.players_id(id_)`

Prints player's data to stdout.

Parameters `id` – Player ID.

`companion.players.print_players(data)`

Prints player's data to stdout.

Parameters `data` – Data to be printed.

`companion.players.process_players(data, country, team, name)`

Processes player's data by given parameters and prints to stdout.

Parameters

- **data** – Data to be processed.
- **country** – Country to be used as a filter.
- **team** – Team to be used as a filter.
- **name** – Name to be used as a filter.

6.4 License text

6.4.1 MIT License

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