Package: opendotaR (via r-universe)

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Type Package

Title Interface for OpenDota API

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Author Kari Gunnarsson

Maintainer Kari Gunnarsson <kari.gunnarsson@outlook.com>

Description Enables the usage of the OpenDota API from
<https://www.opendota.com/>, get game lists, and download
JSON's of parsed replays from the OpenDota API. Also has
functionality to execute own code to extract the specific parts
of the JSON file.

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Encoding UTF-8

LazyData true

RoxygenNote 6.0.1

Imports jsonlite, dplyr, lubridate

Repository https://karigunnarsson.r-universe.dev

RemoteUrl https://github.com/karigunnarsson/opendotar

RemoteRef HEAD

RemoteSha 470f5f53bbb90228cafb71ec11712d1c5ea06520

Contents

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api_delay   *API Delay function*

Description

Function that controls the delay between API calls to opendota, user can specify the wait_time, but opendota asks you to limit yourself to 1 call per second

Usage

```
api_delay(start_time, wait_time = 1)
```

Arguments

start_time	Time of last API call
wait_time	Desired wait time between API calls

Value

There is no return, it simply sleeps the system for whatever time needed to reach wait_time

Examples

```
## Not run:
api_delay(start_time, wait_time)

## End(Not run)
```

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get_games   *Fetch the games from the opendota API.*

Description

Takes a vector of numerical value match ID's of dota2 replays, and attempts to fetch them from the opendota API only parsed matches are output.

Usage

```
get_games(game_vec, wait_time = 1, output = "all", verbose = TRUE)
```

Arguments

game_vec	Numeric vector of match ID's
wait_time	how long to wait (in seconds) between each API call, default is 1 sec (opendota asks you not to send more than 1 call per second)
output	Defaulted to "all", which will extract entire JSON, if not all, it should have the path to an R file that will be sourced and create some output, not the R file must also output to output_list()
verbose	Give live information on status of parsing, if FALSE no text is output to console.

Value

Returns a list of objects, if output == "all" it's a list of JSON outputs.

Examples

```
## Not run:
match_ids <- get_game_list(num_matches = 100,
from_time = "20170101",
to_time = "20170423",
min_mmr = 4000)
get_games(match_ids)

## End(Not run)
```

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get_game_list   *Get list of games / Match ID's*

Description

Create an SQL query to opendotas API and extracts a list of games from the public_matches table. This is only a sample of matches, not all are included here. Returns a vector of match ID's ready for use in the get_games() function.

Usage

```
get_game_list(num_matches, from_time, to_time, min_mmr = 1,
  min_duration = 1200, num_open_profile = 0)
```

Arguments

num_matches	Number of matches you want to extract
from_time	Earliest time of match in YMD text format.
to_time	Latest start time of the match in YMD text format.
min_mmr	Minimum average MMR of the match (defaulted to 1)
min_duration	Minium match duration in seconds, defaulted to 1200 (20 minutes)
num_open_profile	
	Minium number of open profiles in the game. Higher number here gives higher percentage of games that are actually parsed.

Value

Returns data frame of results fulfilling the parameters input.

Examples

```
## Not run:
match_ids <- get_game_list(num_matches = 100,
from_time = "20170101" ,
to_time = "20170423",
min_mmr = 4000)

## End(Not run)
```

---

get_latest_games   *Obtain the latest parsed games, this is a good function to use if you're*
                          not picky on which dates or MMR your data is, but want fast data.
                          The latest games will always have parsed games opposed to the gen-
                          eral game list gotten from get_game_list(), wich only contains 5 - 10
                          games.

Description

Obtain the latest parsed games, this is a good function to use if you're not picky on which dates or
MMR your data is, but want fast data. The latest games will always have parsed games opposed to
the general game list gotten from get_game_list(), wich only contains 5 - 10 games.

Usage

```
get_latest_games(num_games, min_duration = 1200, wait_time = 1,
  output = "all")
```

Arguments

num_games	Min number of games you want to obtain (could get 1-10 more)
min_duration	Do you want to exclude games below a certain duration threshold? We default it to 1200seconds (20 minutes), as super short games often contain early abandons and griefers.
wait_time	Wait time between API calls, default to 1.00 (which is what opendota wants you to stay below, so don¨t change unless you have a good reason and talked to opendota about it).
output	Defaulted to "all", which will extract entire JSON, if not all, it should have the path to an R file that will be sourced and create some output, note the R file must also output to output_list()

Examples

```
## Not run:
parsed_games <- get_latest_games(100)

## End(Not run)
```

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