Entity Data Reference

AbilityEntity

- **AbilityActive**: Whether the ability is currently active.

- **AbilitySlot**: The numerical slot of the ability.

- **CanCast**: Whether the ability can currently be cast or not.

- **ChargeRestoreTimeRemaining**: The remaining time until a new charge is available for this ability.

- **Charges**: The charges available of the ability.

- **Cooldown**: The current cooldown value of the ability.

- **CooldownLength**: The length of the cooldown of the ability.

- **EntityType**: The type of this entity.

- **HeroProperty**: The hero which the entity belongs to as a time-variable property

- **Hidden**: The flag for the ability if its a hidden ability or not.

- **ID**: The id string of this entity.

- **Level**: The ability level.

- **ManaCost**: The mana cost of the ability.

- **Name**: The name of this entity

- **Passive**: Whether the ability is a passive ability.

- **UID**: The unique numerical ID assigned to this entity.

- **Ultimate**: Whether the ability is an ultimate.

BuildingEntity

- **EntityType**: The type of this entity.

- **Health**: The current health of the entity.

- **ID**: The id string of this entity.

- **MaxHealth**: The maximum health of the building.

- **MaxHealth**: The maximum health of the building
- **Name**: The name of this entity

Dota2MapEntity

- **ClockTime**: The clock time as reported by the last GSI update.
- **CustomGameName**: The name of any custom game being played, as reported by the last GSI update.
- **DireWardPurchaseCooldown**: The current radiant ward purchase cool down.
- **DireWins**: The number of dire wins in the series.
- **DotaPlusRadiantWinChance**: The chance of radiant winning, as calculated by the Dota Plus Assistant.
- **EntityType**: The type of this entity.
- **FrameIndex**: The frame index of this particular frame update. Equivalent to Tick Index.
- **GameEndUtcSeconds**: The real world time in UTC Seconds which the game is completed
- **GameInSeries**: The number of the game in the series.
- **GameStartUtcSeconds**: The real world time in UTC Seconds which the lobby is launched. This is the time pre-draft, as soon as the moderator hits 'start' in the lobby and players start loading in to the draft phase
- **GameState**: The game state as reported by the last GSI update.
- **GameTime**: The game time as reported by the last GSI update.
- **ID**: The id string of this entity.
- **IsDayTime**: Whether it is daytime or not.
- **IsNightstalkerNight**: Whether the current night is a result of Nightstalker's ability.
- **IsPaused**: Whether the game is paused or not.
- **MatchId**: The match Id for this map.
- **MillisecondsSinceGameStart**: The current number of milliseconds that have passed since the lobby creation.
- **Name**: The name of this entity
- **RadiantWardPurchaseCooldown**: The current radiant ward purchase cool

RadiantWardPurchaseCooldown: The current radiant ward purchase cooldown.

changes.

- **SeriesType**: A type of series in which this match is taking place. e.g. "Best Of 3", "Best Of 5"
- **StageOfTournament**: A stage of the tournament in which this match is taking place. e.g. "Group Stage", "Quarter Final", "Semi Final", "LB Elimination", "LB Quarter Final", "LB Semi Final", "UB Semi Final", "LB Final", "UB Final", "Grand Final"
- **TimeInPhase**: The clock time as reported by the last GSI update.
- **UID**: The unique numerical ID assigned to this entity.
- **WeavrRadiantWinChance**: The chance of radiant winning, as calculated by Weavr.
- **WinTeam**: The name of the winning team.

Dota2MapRegion

- **DireAssists**: The number of dire assists in this region.
- **DireDeaths**: The number of dire deaths in this region.
- **DireDenies**: The number of dire denies in this region
- **DireKills**: The number of dire kills in this region
- **DireLastHits**: The number of dire last hits in this region
- **EntityType**: The type of this entity.
- **ID**: The id string of this entity.
- **PercentilesAreRoleBased**: Flag indicating if KPI percentiles are contextualised based on player role
- **RadiantAssists**: The number of radiant assists in this region.
- **RadiantDeaths**: The number of radiant deaths in this region.
- **RadiantDenies**: The number of radiant denies in this region
- **RadiantKills**: The number of radiant kills in this region
- **RadiantLastHits**: The number of radiant last hits in this region
- **UID**: The unique numerical ID assigned to this entity.

- **ActiveTeamProperty**: The team which is currently picking or banning (i.e. active)

- **EntityType**: The type of this entity.

- **ID**: The id string of this entity.

- **IsPickProperty**: Determines whether the active team is picking or banning (true for picks, false otherwise)

- **Name**: The name of this entity

- **UID**: The unique numerical ID assigned to this entity.

HeroEntity

- **Armour**: The base armour for this hero

- **BaseAgility**: The base agility for the hero before any bonuses are applyed (including items)

- **BaseIntellect**: The base intellect for the hero before any bonuses are applyed (including items)

- **BaseStrength**: The base strength for the hero before any bonuses are applyed (including items)

- **BuybackCooldown**: The amount of time before this entity can buyback.

- **BuybackCost**: The amount of gold it would cost for this entity to buyback.

- **DamageBonus**: Extra bonus damage to be applied to the base damage

- **DamageMax**: The maximum ammount of base damage

- **DamageMin**: The minimum ammount of base damage

- **EntityType**: The type of this entity.

- **HasDebuff**: Is the hero currently debuffed.

- **Health**: The current health of the hero.

- **HealthPercent**: The hero's current health as a percentage of maximum health.

- **HealthRegen**: The health regeneration of the hero.

- **ID**: The id string of this entity.

- **IsAlive**: Is the hero currently alive.

- **IsBroken**: Is the hero currently broken.

- **IsDisarmed**: Is the hero currently disarmed.

- **IsSelectedUnit**: Is the hero currently the "selected unit".
- **IsSilenced**: Is the hero currently silenced.
- **IsSmoked**: Is the hero currently smoked.
- **IsStunned**: Is the hero currently stunned.
- **IsVisibleByOtherTeam**: Is the hero currently visible by the enemy team.
- **KeyStats**: The key stats contributing to a good performance for this hero
- **Level**: The Level of this entity.
- **MagicResistance**: The base magic resistance for this hero
- **Mana**: The current mana of the hero.
- **ManaPercent**: The hero's current mana as a percentage of maximum mana.
- **ManaRegen**: The mana regeneration of the hero.
- **MaxHealth**: The maximum health of the hero.
- **MaxMana**: The maximum mana of the hero.
- **MovementSpeed**: The movement speed for this hero
- **Name**: The name of this entity
- **PercentilesAreRoleBased**: Flag indicating if KPI percentiles are contextualised based on player role
- **PlayerProperty**: The player which the entity belongs to as a time-variable property
- **PositionX**: The hero's current position (X component.)
- **PositionY**: The hero's current position (Y component.)
- **RespawnSeconds**: The number of seconds remaining until this entity respawns.
- **TotalAgility**: The total agility for the hero after all bonuses are applyed (including items)
- **TotalIntellect**: The total intellect for the hero after all bonuses are applyed (including items)
- **TotalStrength**: The total strength for the hero after all bonuses are applyed (including items)
- **UID**: The unique numerical ID assigned to this entity.

- **UltimateReady**: Is the hero's ultimate ready to cast

- **HeroProperty**: The hero which the entity belongs to as a time-variable property
- **ID**: The id string of this entity.
- **Name**: The name of this entity
- **UID**: The unique numerical ID assigned to this entity.

ItemSlotEntity

- **CanCast**: Whether the item has an active that can be cast or not.
- **Charges**: The number of charges the item has.
- **Cooldown**: The cooldown of the item.
- **CooldownLength**: The length of the cooldown of the ability.
- **EntityType**: The type of this entity.
- **ID**: The id string of this entity.
- **ManaCost**: The mana cost of the ability.
- **Name**: The name of this entity
- **Passive**: Whether the item has a passive ability.
- **PlayerProperty**: The player which the entity belongs to as a time-variable property
- **SlotType**: The item slot type
- **UID**: The unique numerical ID assigned to this entity.

ObserverWardEntity

- **ConsequenceKills**: The number of times a enemy hero is killed within MAX_TIME_FOR_CONSEQUENCE_KILL seconds of being under this wards detection area
- **DetectionTime**: The amount of time (in seconds) in which heroes from the opponent team have been under the vision area provided by this ward
- **EntityType**: The type of this entity.
- **Health**: The current health of the ward.

- **HeroProperty**: The hero which the entity belongs to as a time-variable property

ward

- **KeyLevelDetectionCount**: The number an important item is detected by this ward
- **MaxHealth**: The maximum health of the hero.
- **Name**: The name of this entity
- **Optimality**: The optimality score, relating the the total area of vision provided by the ward normalised between 0.0 and 1.0
- **PositionX**: The ward's current position (X component.)
- **PositionY**: The ward's current position (Y component.)
- **UID**: The unique numerical ID assigned to this entity.
- **WardScore**: The Ward performance score, normalised between 0.0 and 1.0

OutpostEntity

- **EntityType**: The type of this entity.
- **Health**: The current health of the entity.
- **ID**: The id string of this entity.
- **MaxHealth**: The maximum health of the building
- **Name**: The name of this entity
- **TeamProperty**: The team which the entity belongs to as a time-variable property
- **UID**: The unique numerical ID assigned to this entity.

PlayerEntity

- **ArchetypeNumber**: SUMMARY MISSING
- **ArchetypeProperty**: SUMMARY MISSING
- **Assists**: The number of times this entity has assisted a kill.
- **CameraX**: The players's current camera position (X component.)
- **CameraY**: The player's current camera position (Y component.)

- **CameraZoomLevel**: The player's current zoom level for the camera
- **CampsStacked**: The number of camps this entity has stacked

- **Denies**: The number of denies this entity has accumulated
- **DeniesPriority**: SUMMARY MISSING
- **DetectedRoleProperty**: The detected role being played by the player
- **EntityType**: The type of this entity.
- **Gold**: The current gold total of this entity
- **GoldEarned**: The total amount of cumulative gold earned by this entity
- **GoldFromCreeps**: The current gold total of this entity retrieved from killing creeps
- **GoldFromHeros**: The current gold total of this entity retrieved from killing heros
- **GoldFromIncome**: The current gold total of this entity retrieved from passive income
- **GoldFromShared**: The current gold total of this entity retrieved from shared items
- **HeroDamage**: The amount of hero damage inflicted by the entity
- **ID**: The id string of this entity.
- **Kills**: The number of kills this entity has made.
- **LastHits**: The number of last hits this entity has accumulated
- **LastHitsPriority**: SUMMARY MISSING
- **Name**: The name of this entity
- **NetWorth**: The networth of this entity
- **PercentilesAreRoleBased**: Flag indicating if KPI percentiles are contextualised based on player role
- **PerformanceIndex**: A numerical representation of how well the player is performing
- **PlayerNumber**: The player ID as a number this is a number from 0 to 9 which displays the unique player ID (also correspounds to the order that they appear in graphically game listed at the top)
- **PlayerValue**: A numerical representation of how well the player is performing DEPRECATED - PlayerValue superseded by PerformanceIndex

- **ProName**: The professional player name of this player, to be used for pro tournaments

- **RoshanKills**: The number of roshan kills this entity has made.
- **RunesActivated**: The number of runes activated by this entity
- **SteamID**: The player's steam ID
- **SupportGoldSpent**: The amount of gold spent on support items by this entity
- **TeamProperty**: The team which the entity belongs to as a time-variable property
- **TimeInMidLane**: SUMMARY MISSING
- **TimeInOffLane**: SUMMARY MISSING
- **TimeInSafeLane**: SUMMARY MISSING
- **TimeRoaming**: SUMMARY MISSING
- **UID**: The unique numerical ID assigned to this entity.
- **UnreliableGold**: The current unreliable gold total of this entity
- **WardsDestroyed**: The number of wards destroyed by this entity
- **WardsPlaced**: The number of wards placed by this entity
- **XP**: The player's XPM
- **XPM**: The player's XPM
- **XPPriority**: SUMMARY MISSING

PlayerOwnedEntity

- **EntityType**: The type of this entity.
- **ID**: The id string of this entity.
- **Name**: The name of this entity
- **PlayerProperty**: The player which the entity belongs to as a time-variable property
- **UID**: The unique numerical ID assigned to this entity.

ProviderEntity

- **AppId**: The Id of the application that is providing this game.

- **EntityType**: The type of this entity.
- **ID**: The id string of this entity.

- **Version**: The version of the provider.

TeamEntity

- **EntityType**: The type of this entity.
- **HeroBansProperty**: A property containing the Dota 2 hero IDs of all of the banned heros for this team Note 1: The IDs stored in this property are the game hero IDs (refer to https://api.opendota.com/api/heroes) Those are NOT the entity stream UIDs Note 2: A direct accessor for this property has not been created to avoid editing conflicts
- **HeroPicksProperty**: A property containing the Dota 2 hero IDs of all of the picked heros for this team Note 1: The IDs stored in this property are the game hero IDs (refer to https://api.opendota.com/api/heroes) Those are NOT the entity stream UIDs Note 2: A direct accessor for this property has not been created to avoid editing conflicts
- **ID**: The id string of this entity.
- **IsFirstPickProperty**: A property that relates to whether the team had first pick during the draft phase
- **Name**: The name of this entity
- **PercentilesAreRoleBased**: Flag indicating if KPI percentiles are contextualised based on player role
- **UID**: The unique numerical ID assigned to this entity.

TeamOwnedEntity

- **EntityType**: The type of this entity.
- **ID**: The id string of this entity.
- **Name**: The name of this entity
- **TeamProperty**: The team which the entity belongs to as a time-variable property
- **UID**: The unique numerical ID assigned to this entity.