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How to get current gold of each player at each tick? #36

New issue

⊙ Open　　**harshawasthi90** opened this issue on Feb 25, 2018 · 3 comments

harshawasthi90 commented on Feb 25, 2018

Hi,

I would like to get current gold help by each player at each tick.
How can I get that?

The approach that I thought of is to listen for
DOTA_COMBATLOG_GOLD event on
onCombatLogEntry.
Then always update the player gold (i.e. if its negative he lost gold, if its positive he gained).
But this doesn't account for the 1 gold a player receives per second.

Is there a better way to do this?
Because I couldn't find any entity that exposes the current gold of hero per tick.

Thanks.
Harsh.

spheenik commented on Feb 25, 2018　　　Member

Assignees

No one assigned

Labels

None yet

Projects

None yet

Milestone

No milestone

Linked pull requests

Successfully merging a pull request may close this issue.

None yet

3 participants

Each of them has an array with data per player, with these
properties:

```
m_iTotalEarnedGold
m_iReliableGold
m_iUnreliableGold
m_hItems
m_iParity
m_hInventoryParent
m_bStashEnabled
m_hTransientCastItem
m_iStartingPosition
m_iTotalEarnedXP
m_iSharedGold
m_iHeroKillGold
m_iCreepKillGold
m_iIncomeGold
m_iNetWorth
m_iDenyCount
m_iLastHitCount
m_iLastHitStreak
m_iLastHitMultikill
m_iNearbyCreepDeathCount
m_iClaimedDenyCount
m_iClaimedMissCount
m_iMissCount
m_nPossibleHeroSelection
m_iMetaLevel
m_iMetaExperience
m_iMetaExperienceAwarded
m_flBuybackCooldownTime
m_flBuybackGoldLimitTime
m_flBuybackCostTime
m_flCustomBuybackCooldown
m_fStuns
m_fHealing
m_iTowerKills
m_iRoshanKills
m_hCameraTarget
m_hOverrideSelectionEntity
m_iObserverWardsPlaced
m_iSentryWardsPlaced
m_iCreepsStacked
m_iCampsStacked
m_iRunePickups
```

m_iWardsDestroyed
    m_nKillsPerOpposingTeamMember

the prefix for this is `m_vecDataTeam.XXXX` , so to get reliable gold for the second player, you do `m_vecDataTeam.0001.m_iReliableGold` .

A general example of handling entities is [here](#).

Notice `@UsesEntities` , and the `getEntity()` -function.

Good luck!

harshawasthi90 commented on Feb 26, 2018   (Author)

Thanks a lot...
It was really helpful... :)

armand-hoxha25 commented 1 minute ago

Hello,
Thanks for the above reply, it is VERY helpful to understand how to obtain gold. I have a question on the tick rate. I rewrote the **dumpmana** example, to obtain the m_iTotalGoldEarned, and in the end I obtained an output of 9479 rows (for only 1 player), but the game was about 53 minutes long (3180 seconds).
I have read other issues on the clarity package, so I understand that dota has a 30fps tickrate. Am I missing something or does the parser out the status of total gold earned every 0.3 seconds of game time?

Thanks a lot for the work you put into this tool, really appreciate it!