Player:

player

Name:

? Team:

Heroes:

? Gold:

!!! Stats

!!! Options

Income

methods:

GetName

AddGold

RewardTextTag

Text

offX

offY

size

color

methods:

Display(unit)

Hero:

Player:

Unit:

? Abilities

methods:

DeathCost

RespTime

Revive

? Reward

TeleportHome

Creep:

Id

Gold

Exp

Stats:

Alive:

Deaths:

Kills:

Damaged

Healed

PostavlenoWardov

DeathTime

EarnedGold:

Items:

?? BossesKilled

????

Profit

Options:

-dmg

-panCameraOnResp

-selectOnResp

-автосборАйтемовНаБазе

Commands:

[changeOprions]

-ms

GameOptions

-gameMode

GameModes:

-ar (all random)

-am (all mirrors?)

-sd (single draft)

-lb (loot boxes)

-madness

-скиллы при каждом применении меняются

GameCommands

-r (random)