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Don't create new streams about closed ones. It is extremely important that you put in the right section of the forum. Discussion of balance only in Misc. All related to art (such as hero models) reviews go to the Art Feedback Forum. All matchmaking feedback should go here: Matchmaking Feedback All report/low priority issues should go here: Commend/Report/Prohibition Feedback No specific seminar feedback item. They should go to the seminar page of this paragraph. When placing in a bug-free section (such as this), use Errors, Discussion, or Offer in the thread name. In case you object to some of the moderator's actions, please contact him directly through the PM and explain your concerns politely. If you still can't solve the problem, contact the administrator. Don't drag these issues into public places. All rules are designed to enhance common sense, please use them, if they do not contradict the above-mentioned politicians. The Dota 2 console is an extremely powerful tool. Using it properly is just as important as choosing the best Dota 2 heroes in terms of improving your chances of winning and keeping your enemies on the back foot. This can reduce screen clutter, make minimap more useful and give you powerful tools to track what's going on around the map. Steam's launch options are similar, allowing you to get into the game faster and customize how it looks before it loads. Meanwhile, Cheats Dota 2 can be used in non-competitive and offline sandbox modes to help improve your game, or turn multiplayer games with friends into much weirder things than usual. We scoured the web for useful console commands, the best dota 2 config files and the funniest cheats and put them below in a handy list. don't want to leave the fountain without our best guide to the Dota 2 console commands. How do I enter Dota 2 console commands? To use the Dota 2 command console you, unsurprisingly, have to turn on the console. This can't be made out of the game and you should use Steam launch options. To access them, click the right button on the Steam Steam game and go to the properties and then hit Set The Startup Options... You get a little pop-up that you can enter any text you like in. Syntax for launch options is a dash followed by any command, then space to separate it from the next command. We'll go through some examples in the next section that's all about... The best options for launching Dota 2 Include the console -console or -con_enable 1-console will bring up the console as soon as you get into the game where as No con_enable 1 will just turn it on so it can be accessed through the hotkey, the default for which' (it's a button to the left of your 1 key). If you bounce off this button, you'll need to log into the options menu and make sure the key isn't easily pressed, necessarily console. It is in the bottom right corner of the hotkeys section. Personally, I go with K. That's all you need to use our console commands section later, however there are other useful launch options too, like... Turn off Intro Videos -novid This disables Valve's intro video, saving you 3-4 precious seconds every time you download the game. Nor will you be scared when you forget that his head is turning now. High priority processor -high this gives the game a high priority in the processor, meaning that it will not slow down by other processes that you could work on. Useful on slower machines where you want to keep your browser open at the same time. Be careful, tinkering with the priority of the processor can cause some strange things to happen, so just be careful. Mouse Settings -useforcedmparms -noforcemaccel -noforcemspd This trio of commands prevents the game from changing mouse sensitivity and speeding settings, so it will use all Windows settings. Reset Settings Graphics -autoconfig If you have this enabled, every time you download a game it will reset the graphics on all recommended for your equipment. This is useful if you manage to install it in some resolution the monitor does not recognize, or massively spoil in some other way. Hello, Walv. Faster download game-card Dota This loads the card along with the game when you start, which means you'll have less load time on your first match. Again, it is very useful for frontloading that time is so slower computers don't take too long to get into the game. Different load screens - dashboard code Set commands that force the customer to use cosmetics of various events that have run over the years. Possible codes: international_2012 - Displays International 2012 boot screen and main background menu. international_2013 - Displays International 2013 loading screen and main background menu. international_2014 - Displays international 2014 loading screen only. frostivus_2013 - Displays Frostivus 2013 main menu background. newbloom_2014 - New color 2014 loading screen and main background menu. spirits_2013 - Displays three spirits of the main background of the menu. I am personally quite partial to the TI2012 one. U U that while this team is working you will never see any sexy new download screens Valve introduces. You run in window mode -windowed Boots game in the window and -noborder makes it limitless. You can use... -h'height-w (width) -x (horizontal position) -y (position vertical) For the position where the window is on the screen. Again, this means that you can customize these factors from outside the game and is useful for putting it on a second monitor if necessary. For example, -window -noborder -h 1920 -w 1080 -x 1921 -y 0 will have a game window fill the second 1080p monitor. OpenGL Mode -gl makes the game work using the OpenGL graphics library. DirectX 9 Mode -dx9 makes the game work with DirectX 9, disabling some of the prettier graphics options. Useful on old computers. Most of the useful console commands of the Dota 2 console command come in two categories: the ones you put into the console individually to see certain stats, and the ones you want to work on every time you download the game. The first is simple and will be covered later, the latter a little harder and use what is called an autoexec.cfg file to run each time. This file is or should be placed in the Steam/SteamApps/common/dota 2 beta/dota/cfg/folder. If there is no file called autoexec.cfg, create a new notepad document, open it and go to the file - Save as. Change the file type to all files, then call it autoexec.cfg. Save and close it and then reopen it by telling Windows to use a notepad to open .cfg files if necessary. It's done, you're ready to start telling Dota 2 what to do every time you download it. But what is an autoexec file? Well, this is a series of console teams that Dota 2 knows to download every time. It can do all the menu options in the game can do and much more. It has advantages over the use of this menu not only in strength, but also in convenience. If you have an autoexec file ready, you can use it on any Dota 2 installation you can copy it, instantly giving you the options that you are used to. Now it's out of the way, here's... The best Dota 2 Autoexec File Team Bind keys for the console team link the key command That allows you to link the keys to different commands. This is useful for quickly getting settings right on the new machine, as mentioned above, but also allows you to link console commands. It allows you to do things like ... Create keys to quickly look at run commands This set of commands will link F2 to look at the position of the map where the top of the rue appears while you hold the key down, moving back to your hero when you release it. F3 will be the bottom run. unbind F2 unbind F3 alias 'toprune dota_camera_set_lookatpos -2273 1800 alias -toprun No dota_camera_center_on_hero; dota_camera_center_on_hero;-dota_camera_center_on_hero alias Botrun 3035 -2350 alias -botrune No dota_camera_center_on_hero; Dota_camera_center_on_hero;-dota_camera_center_on_hero link F2's toprune bind F3 Botrun Glancing at rune spots not as useful as it was rages (with (c now there is always one in each location), but you putdota_camera_get_lookatposinto command line to find the camera coordinates of various useful locations and decide which you would like to be able to press the button and look. Here are some of them we've done before: Mid-Lane: -487 -214 Boat Lane: 6058 -4850 Top-Lane: -6105 5006 Roche Pit:4092 -1878 Dire Secret Shop: 3608 355 Radiant Secret Shop: -4384 1357 Just replace the rooms in the above example with them, and you're good to go. Remember that you also need buttons on the keyboard for things like abilities, elements and telling your teammates how bad they are. Print the current time in the chat bind key chat/wheel_say 57 This will print the current time of the game in the chat for your team when the appropriate button is pressed. Useful for tracking Roshan spawning and the like. Linking command messages to keys binds the key say_team phrase this will link any key you would like to say that you want your

command. Don't be mean. Tie the keys for spectating to tie the key demo_goto -120 relative to tie the key demo_goto 120 relatives These commands will move to look for the bar in the demo back and forth for about 4 seconds. The number of ticks and works about 30 per second. Check what you prefer when you analyze the replays. Lower graphics settings dota_cheap_water 1 cl_globallight_shadow_mode 0 r_deferred_height_fog 0 r_deferred_simple_light 1 r_screenspace_aa 0 mat_vsync 0 This set of commands will turn off a lot of graphics settings that will make the game work better on older machines. Instant Health Removal dota_health_hurt_threshold 99999 dota_health_hurt_decay_time_max 0 dota_health_hurt_decay_time_min 0 dota_health_hurt_delay 0 dota_pain_decay 0 dota_pain_factor 0 dota_pain_fade_rate 0 dota_pain_multiplier 0 They will remove the scaling white bar that appears when the hero loses health rather than just immediately setting their health bar to new value. You can change these numbers if you prefer for the white bar to be there, but disappear faster. While we're on health... Healthbar settings dota_health_per_vertical_marker 250 decide how much health will be shown on the vertical line on the health panel. 250 is the default. Axe players may wish for a variety of them, for example. To completely disable the lines, set it to 99999. Netgraph net_graphheight 64 net_graphinsetbottom 437 net_graphinsetleft 0 net_graphinsetright -30 net_graphpos 1 net_graphproportionalfont 0 net_graphtext 1 link F10 showgraf alias showgraph showgraph_off alias showgraph_on net_graph 1; the pseudonym showgraph showgraph_off alias showgraph_off net_graph 0; The alias showgraph showgraph_on This set will place a netgraph, a useful set of ping-readers and other network information, in an unused space in the top right to the right of the screen. F10 will switch between it and turn off. It's optimized for the 1920s and 1080s, so you may need to adjust some values if that's not your permission. Hide Minimap dota_no_minimap 1 hides the mini card. Mini-map. Minimap dota_minimap_simple_colors 1 Stops enemies and allies appear in different colors on mini cards. All allied units are green, all enemy reds. You can also customize how enemies, allies and neutrals appear on the mini-map with these commands: dota_enemy_color_b dota_enemy_color_g dota_enemy_color_r dota_friendly_color_b dota_friendly_color_g dota_friendly_color_r dota_neutral_color_b dota_neutral_color_r dota_neutral_color_g dota_neutral_color_b. Here's a handy tool to figure out what colors are what. Flip HUD dota_hud_flip 1 Moves the mini-card to be in the bottom right corner of the screen. The color blind mode dota_hud_colorblind 1 provides color blind mode. Heroes are more visible on minimap dota_minimap_hero_size 1000 changes the size of the hero's icons to mini cards. The default of 600, 1000 or so makes it much more obvious from the corner of the eye. Longer pings On Minimap dota_minimap_ping_duration 3 changes how long pings stay on mini cards for a few seconds. 3 is the default. Changing the FPS Cap fps_max 120 sets the maximum FPS for the game. 120 is the default. Turn on the Range Finder dota_disable_range_finder 0 includes a slightly green line between your hero and cursor whenever you start to aim at the ability. If the line disappears, you are out of range. Turn On Fast Self-casting dota_ability_quick_cast 1 Makes a double-pressing ability or point button to use it on yourself. Turn off the auto-attack dota_player_units_auto_attack 0 to disable the automatic attack for your hero. Right Click Denial dota_force_right_click_attack 1 Includes the right click to deny - you don't have to press the attack key and then the left click on the friendly minions to hit them, you just have the right click as you would on the enemies. Preventing Minimap Misclicks dota_minimap_misclick_time 0.2 seconds time that the mouse must be over the mini card before the move command can be issued. Prevents misclicks when fleeing. Set up to 0 if you prefer to have an instant react minimap, or 9999, if you don't want it to be used at all. Turn off Mousewheel Zoom dota_camera_disable_zoom 1 Makes it so that you can't zoom in on the camera with your mouse wheel. Unplug Respawn Camera Move dota_reset_camera_on_spawn 0 Stops the Camera from moving towards your hero when you respawn. Turn off the Screen Shake dota_screen_shake 0 disables the distracting screen to shake when certain abilities are used. Turn on Simple Ready Up dota_simple_ready_up 1 removes the finished animation when the game appears and allows you to get in immediately. Turn on the console con_enable 1 If you don't use the startup option to turn on the console, you'll need it. Print Text for console echo Text Print text on console. I would recommend having a string at the end of your autoexec is something like PREPARED FOR DIGITAL SPORTS - When you see that in the console you know your autoexec ran properly. If you end up with a particularly large autoexec autoexec It's worth splitting it into sections, each with your own echo team, so you know which bits are loaded properly. So you got your autoexec sorted. Why would you want to use a console in the game? In the game, the Team Console for Dota 2 is a Small Note: When you type commands into the console directly, you don't need quotes around your values. Reconnecting to games is reconnecting to the last server you were on. Show FPS Counter cl_showfps shows the FPS counter. The Player Pings ping show shows the ping of all the players in the console. Show Clean Chart net_graph 1 shows no graph if you don't use autoexec piece from earlier. Dota 2 Cheat Team In the Custom Lobby you can turn on the cheats. It's useful for a few things - improving your skills in a single player's sandbox or mucking about with friends. You type them into the chat, as if a message to your teammates. Syntax is always a dash and then a team, then usually space up to any value. In the examples below, x will see where the numerical value might go. The Up -lvlup x level increases your character's level by x. You can't zoom in so entering negative values will do nothing. Level Bot-levelbots x Increases the level of bot heroes on x. See above. Give gold x gives your hero x unreliable gold. Negative numbers reduce it. Give the element-name (name) gives your hero a named item. You can see a list of item names on Wiki Dota 2. Give Bot Items -givebots (name) gives bot-heroes the named item. See above. Refresh Heroes - Refresh restores health, mana and cooling all the heroes on the map. The power of Respawn-respawn respawns you. As long as he's alive, he's moving you to the fountain. Skip the warm-up Phase-start game Immediately the game begins, causing creeps to spawn and such. It has no effect after the end of the warm-up period. Caviar Creep wave-spawncreeps generates a wave of creep in each lane for both teams. Caviar Neutral Crips-spawnneutrals spawn neutral in their camps. Don't ignore the usual lockout rules. Stop Creep Spawns -disablecreepspawn stops regular spawning creep in lanes. -enablecreepspawn renables of it. Caviar runes-spawnrune spawning runes on runespoth. One of them will run, the other is a random non-bounty run. Kill Wards -killwards destroys all the wards of Centrie and Observer placed on the map. Creat Heroes -createhero (name) creates the specified hero where the mouse cursor indicates. You can see the list of codes for heroes on Dota 2 wikis. If you add a neutral or an enemy to the end, it will create a hero for this faction, but still under your control. WTF mode -wtf All spells and elements have no manacosta or cooling. -unwtf shuts down this mode. -normalvis disabes that. And these are all custom commands that we could find that seemed to be using. you want more information about good autoexecs, or a complete list of the ridiculous number of commands at source source Here are some handy links. If you have any questions or additional tips, we have a great comments section just for this kind of thing. GLHF! GLHF! dota 2 autoexec. autoexec dota 2 2020. autoexec dota 2 fps. autoexec dota 2 2019. autoexec dota 2 download. autoexec dota 2 low pc. autoexec dota 2 mac. autoexec dota 2 скачать

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