

Dota 2 Workshop tools

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VALVE

Historial de mods:

CS, Ricochet, Classic DeathMatch, Team Fortress, Day of Defeat...

Herramientas de desarrollo para Source Engine:

Source SDK

Herramientas de desarrollo para Source 2:

Dota 2 Workshop tools

Dota 2

- Mod del Warcraft 3 (2003) : DotA.
- Valve adquiere la licencia de Blizzard (2009) : Dota 2.



Instalación

Muy fácil, vía Steam.

Installation

- Right-click on Dota 2 in Steam and select **View Downloadable Content**.
- Check the box in the **Install** column next to **Dota 2 Workshop Tools DLC**.
- Click **Close**. The required content will begin downloading.

Es obligatorio usar Steam, pero está disponible para Windows, Linux + Steam OS y Mac OS X.

Documentación

Se puede encontrar en Valve Developer Community.



DOTA 2
WORKSHOP TOOLS

[Download and Installation](#) | [Frequently Asked Questions](#)

Items Overview	Creating items for inclusion in the Dota store
Addons Overview	Creating, organizing and releasing your Dota 2 addon
Level Design	Level design and Hammer information
Scripting	An addon's script code defines the game rules for an addon
Modeling	Models are the detailed objects or characters that appear in the game world
Materials	Images and shader controls are combined to create materials
Sounds	Audio production for addons
Particles	Effects like smoke, sparks, blood and fire are created using particles
Panorama	Panorama UI, used for custom interface in your game mode
Scaleform UI	DEPRECATED Scaleform was for UI in Alpha, and will be removed.
Community	Getting involved with the modding community
Third-Party Tools	Developer tools created by the modding community

Para qué sirve

Visualización modelos 3D

Diseño mapas

Scripting

Producción audio

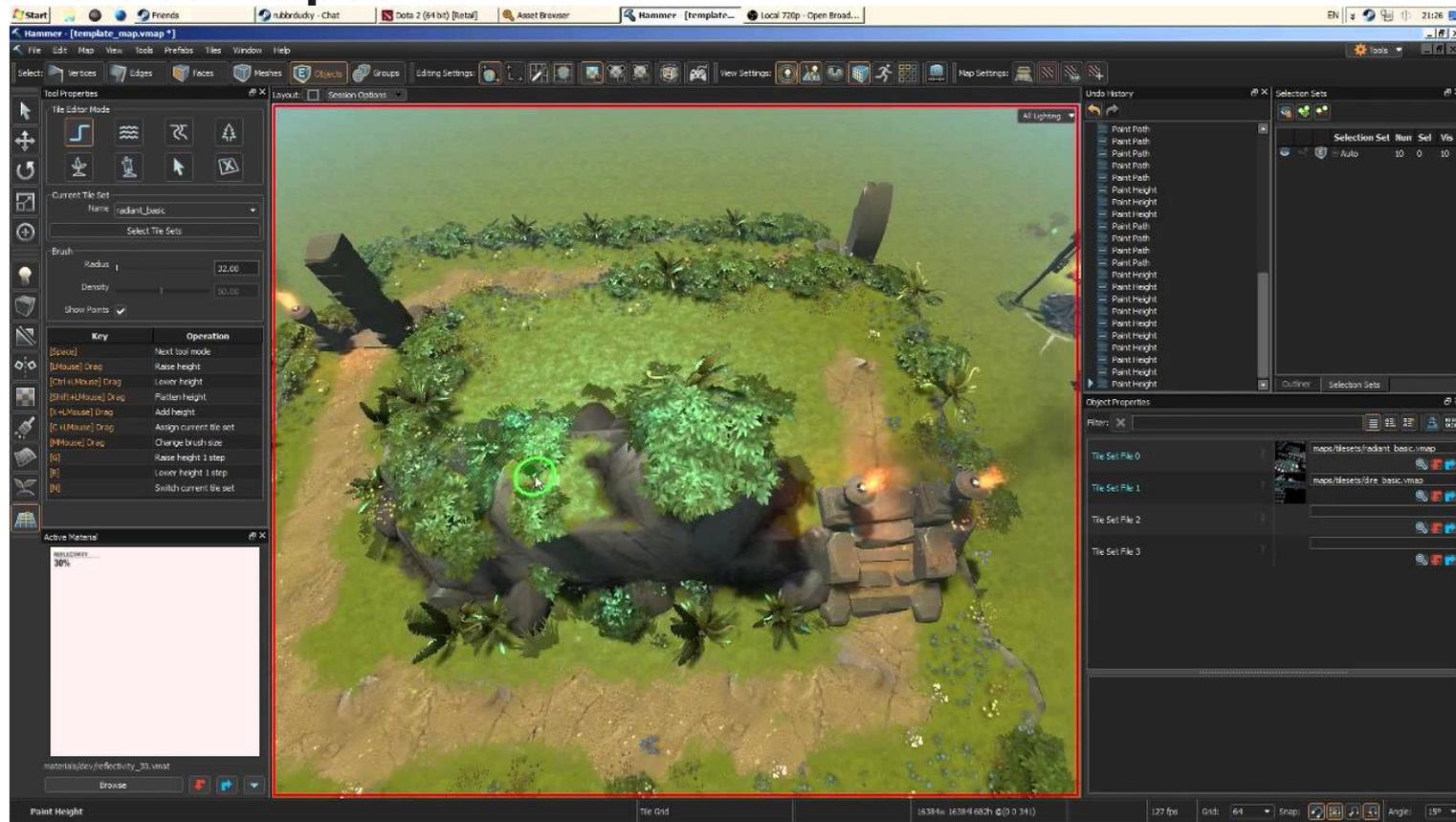
Edición partículas

Diseño UI

...

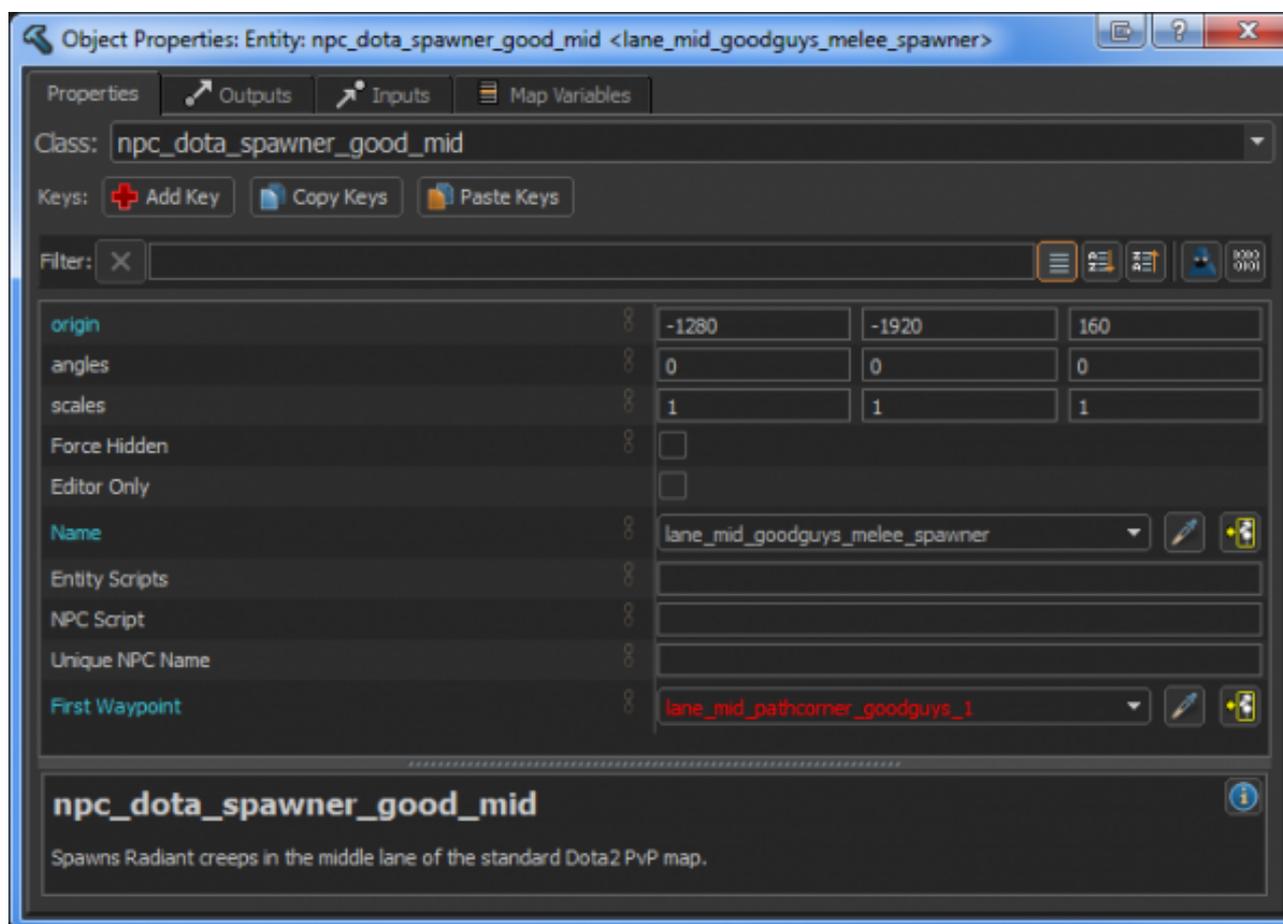
Trabajando en la demo (1)

Diseño del mapa:



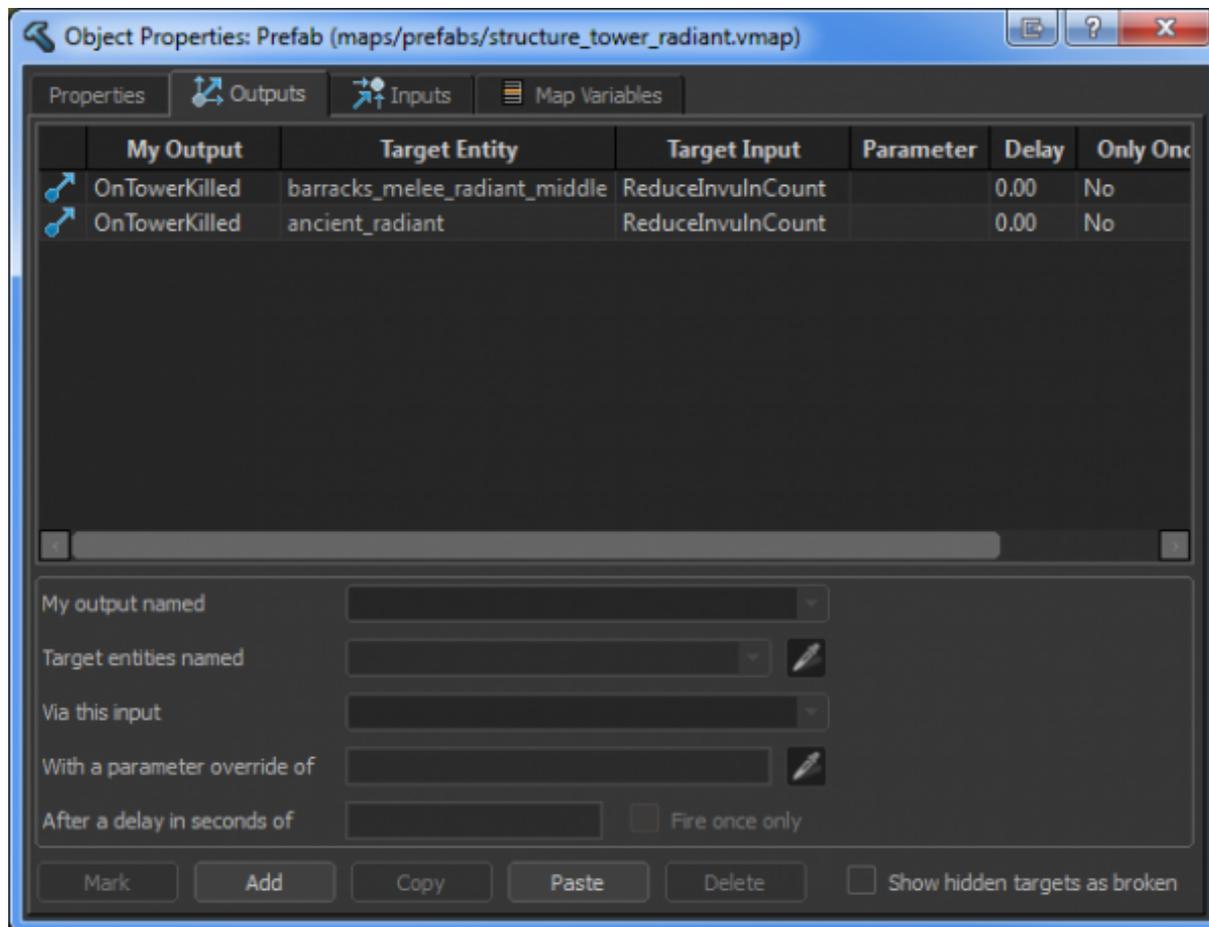
Trabajando en la demo (2)

Añadir entidades:



Trabajando en la demo (3)

Outputs:



Object Properties: Prefab (maps/prefabs/structure_tower_radiant.vmap)

Properties | **Outputs** | Inputs | Map Variables

	My Output	Target Entity	Target Input	Parameter	Delay	Only Once
	OnTowerKilled	barracks_melee_radiant_middle	ReduceInvulnCount		0.00	No
	OnTowerKilled	ancient_radiant	ReduceInvulnCount		0.00	No

My output named:

Target entities named:

Via this input:

With a parameter override of:

After a delay in seconds of: Fire once only

Mark Add Copy Paste Delete Show hidden targets as broken

Demo & Preguntas

?

