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## Dota1heromodels

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dota1heromodels is a powerful script that contains a lot of features. When a team manages to kill a hero in a game, they record the time of the kill. This script watches a game using the beautiful CoH patch, and detects when a kill is recorded in a game, and generates a new hero model. You can download the latest version at

[sourceforge.net/projects/dota2png/files/heromodels/](http://sourceforge.net/projects/dota2png/files/heromodels/) . This is the new version, with more features: Here is what I call a dogfight: Hero kills are the enrim ones. The hardest kill in the game. The most epic kill.

Very impressive. You wouldn't believe how good the hero is. Epic dying. dota1heromodels can be used to export the path data of level progression between two specific custom maps when custom map features are enabled. When the expansion pack "The Real Rammus" is used instead of the generic one, a custom map bundle is created by the Custom Map Export tool. This custom map bundle can be used to create an upgraded version of Dota2HeroesMod. dota1heromodels can be used to export custom map level progressions and custom map files into the Dota 2 Heroes Mod custom map bundle. For example, if the custom map bundle has two custom maps, "Mountain" and "Ocean" with custom map versions 1 and 2, respectively, then this tool can be used to export the level progressions between the two custom maps. If the custom map bundle does not contain the custom map versions that are needed for exporting, then dota1heromodels can be used to export a folder of custom map level progression files for the custom map bundle. If the custom map bundle has custom map versions 1 to n, the custom map paths exported by dota1heromodels contains files named "dota1heromodels\_custommappaths\_1.txt", "dota1heromodels\_custommappaths\_2.txt" and so on up to "dota1heromodels\_custommappaths\_n.txt" where n is the number of custom map versions in the custom map bundle.

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