

DOTA2 “绝命孽海”更新泄露CSGO2更多细节

根据社群大神Gabe Follower的说法，他在DOTA2最近发布的7.32e “绝命孽海”补丁的代码中，发现了有关CSGO2的线索。



图片中显示，DOTA2的更新代码中发现了大量关于CSGO的字符，包括

箱子、钥匙、地图、喷漆、玩家模型等，而DOTA2正是起源2引擎运行的。我们有理由相信起源2 CSGO已经越来越近了。

```
+     csgo_item =
+     {
+         _class = "CResourceAssetTypeInfo"
+         m_FriendlyName = "CSGO Item"
+         m_Ext = "csgoitem"
+         m_IconLg = "game:tools/images/assettypes/csgoitem_lg.png"
+         m_IconSm = "game:tools/images/assettypes/csgoitem_sm.png"
+         m_CompilerIdentifier = "CompileCSGOItem"
+         m_bContentFileIsText = true
+         m_LimitToMods =
+         [
+             "csgo",
+         ]
+         m_Blocks =
+         [
+             {
+                 m_ResourceVersion = 1
+                 m_BlockID = "DATA"
+                 m_Encoding = "RESOURCE_ENCODING_KV3"
+             },
+         ]
+     }
+ }
```

```
595 @@ -83,6 +83,7 @@
596         m_LimitToMods =
597         [
598             "hlvr",
599 +         "csgo",
600         ]
601     },
602     {
603 @@ -90,6 +91,10 @@
604         m_FriendlyName = "Source Filmmaker"
605         m_Library = "tools/sfm.dll"
606         m_ToolIcon = "game:tools/images/sfm/sfm_app.ico"
607 +     m_ExcludeFromMods =
608 +     [
609 +         "csgo",
610 +     ]
611     },
612 }
```

```
595 @@ -83,6 +83,7 @@
596         m_LimitToMods =
597         [
598             "hlvr",
599 +         "csgo",
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607 +     m_ExcludeFromMods =
608 +     [
609 +         "csgo",
610 +     ]
611     },
612 }
```

```
8919 /interior_bench_wall_01_crim_top_
8920 -/interior_bathroom_bottle_004_li
8921 -/interior_bathroom_bottle_labels
8922 +/awning_cloth_large_1.vmdl
8923 +/csgo/maps/parity_maps/
8924 +/csgo/maps/personal/
8925 +/csgo/maps/zoo/
8926 +/csgo/materials/
8927 +/csgo/models/
8928 /maps/
8929 -/mirage_bridge_
8930 -/monitor_dust.vmat
```

```
CCITT RLE
CCITT RLE/W
+CCSGOEconNode_
+CCSGOEconNode_CaseKey
+CCSGOEconNode_CommunityCase
+CCSGOEconNode_PaintKit
+CCSGOEconNode_SprayKit
+CCSGOEconNode_StickerKit
+CCSGOEconNode_UnusualLootList
CChoreoScene::ImportEventFromKV3( %s )
CChoreoScene::ParseEvent( %s ): disca
```

```
365154 ==@@ -41767,6 +43327,8 @@ tools.tilebase
365155 tools/csgo_item_tool/csgo_case_lg.png
365156 tools/csgo_item_tool/csgo_key_lg.png
365157 tools/csgo_item_tool/csgo_paintkit_lg.png
365158 +tools/csgo_item_tool/csgo_spraykit_lg.png
365159 +tools/csgo_item_tool/csgo_stickerkit_lg.png
365160 tools/csgo_item_tool/csgo_unusual_lg.png
365161 tools/images/modeldoc_editor/button_icon_parametri
365162 tools/images/modeldoc_editor/delete_node.png
365163 ==@@ -41790,6 +43352,7 @@ tools/images/modeldoc edito
```

本文链接：<https://dqcm.net/zixun/167818874811327.html>