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# MMRTracker

*Release 0.1*

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**MMRTracker** is a small website dedicated to tracking the Dota 2 MMR (ELO) progress for a player.  
Check out the [Usage](#) section for further information, including how to set up the project.

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**Note:** This project is under active development.

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## 1.1 Usage

To use MMRTracker you need to setup three things: GitHub SSH access, Docker and VSCode.

### 1.1.1 GitHub SSH setup

*You can choose to do this in several different ways, using whichever Windows SSH client you prefer. This guide will use the OpenSSH client built into Windows 10/11*

1. Open an admin Powershell terminal as administrator
  - Right-click the Start/Windows button and select Windows PowerShell (Admin)
2. Execute

```
$ Set-Service ssh-agent -StartupType Automatic
$ Start-Service ssh-agent
$ Get-Service ssh-agent
```

3. Generate an ssh key (no need to change default prompts)

```
$ ssh-keygen
```

*You can see your newly created key by executing ``cat ~/.ssh/id\_rsa.pub`` in a local terminal*

1. Open/Create C:\Users\<User>\.ssh\config in any text editor. Add the following contents

```
Host *
  AddKeysToAgent yes
  IdentityFile ~/.ssh/id_rsa
```

2. Add the GitHub server public SSH host keys to your computer:

```
$ ssh-keyscan github.com >> ~/.ssh/known_hosts
```

#### Configure GitHub keys and tokens

1. Login into GitHub, then go to the [SSH settings](#) page and add your key
2. Create a GitHub personal access token [here](#) with repo, workflow, write:packages and delete:packages permissions

#### Setup environment variables

1. Open the windows Environment Variables editor
2. Add the following to the User section, by clicking the [New...] button:

```
GITHUB_ACTOR="your-github-username"  
GITHUB_TOKEN="your-github-token"
```

### **Login into GitHub Container Registry (GHCR)**

1. Make sure your environment variables are usable. If `echo %GITHUB_ACTOR%` doesn't output your environment variable value, restart your computer.
2. Login by running:

```
echo %GITHUB_TOKEN% | docker login ghcr.io -u %GITHUB_ACTOR% --password-  
stdin
```

## **1.1.2 Docker setup**

1. Install [Docker Desktop](#)
  - Use WSL 2 (recommended) when prompted
2. Start Docker
  - Might need to install some WSL 2 prerequisites to get it working. See [this guide](#).
3. Check docker is working, by opening a new terminal window and running

```
docker --version  
# Docker version 18.09.2, build 6247962
```

4. Download the container

```
docker pull ghcr.io/luke-95/mmrtracker:latest
```

5. Create a shared docker volume

```
docker volume create mmrtracker-state
```

## **1.1.3 VSCode setup**

1. Install the [Dev Containers Extension](#).

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**Note:** Add some default container extensions for VSCode, by adding something like this to `settings.json` (feel free to use your favorite extensions):

```
"dev.containers.defaultExtensions": [  
  "eamodio.gitlens",  
  "GitHub.vscode-pull-request-github",  
  "VisualStudioExptTeam.vscointellicode",  
]
```

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2. Run the project in a container, using VSCode:



1. Open Docker
2. Open VSCode
3. In VSCode:
  1. Open the command palette by pressing [CTRL] + [SHIFT] + [P]
  2. Select Dev Containers: Clone Repository in Container Volume
  3. Select Git, then select the [MMRTracker](#) repository from the dropdown

This should prompt VSCode to load the latest [MMRTracker](#) container image from [ghcr.io](#), build it locally, run it in docker, clone the MMRTracker repository inside it, and then connect VSCode to it.

Congratulations! You can now work on the project

## 1.2 API