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# **GiantBomb Documentation**

***Release 0.7***

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# Introduction

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Python wrapper for Giantbomb API!

**Get your API Key at <http://api.giantbomb.com>**

Basic usage:

```
import giantbomb gb = giantbomb.Api('YOUR_KEY')
```

**Current Methods:**

- `search(str, offset)`
- `getGame(game_id)`
- `getGames(platform_id, offset)`
- `getVideo(video_id)`
- `getPlatform(platform_id)`
- `getPlatforms(offset)`
- `getFranchise(franchise_id)`
- `getFranchises(offset)`

*Everything returns an object:*



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## Usage

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```
import giantbomb gb = giantbomb.Api('YOUR_KEY')
games = gb.getGames(94, 12300) // 94 = PC print games
```

```
>>> [<29220: Zero Gear>, <29234: Pro Cycling Manager: Season 2010>,
      <29238: Allods Online>, <29240: Hammerfight>, <29247: SacraBoar>,
      <29249: POWDER>, <29257: Grand Fantasia>, ...]
```

```
results = gb.search('call of duty') print results
```

```
>>> [<26423: Call of Duty: Black Ops>, <2133: Call of Duty 4: Modern Warfare>,
      <20777: Call of Duty: World at War>, ...]
```

```
game = gb.getGame(26423) // or gb.getGame(results[0]) for p in game.platforms:
```

```
    print p.name
```

```
>>> PlayStation 3
      Wii
      Nintendo DS
      PlayStation Network (PS3)
      Xbox 360
      PC
```



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## Documentation

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Documentation is hosted on [GiantBomb.readthedocs.org](<http://giantbomb.readthedocs.org/en/latest/>)



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## Auto Generated API Documentation

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## Indices and tables

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- `genindex`
- `modindex`
- `search`