
HiRezPy Documentation

Release 0.1.3

Jayden Bailey

February 11, 2017

1	API Reference	1
1.1	Client	1
1.2	Enums	3
1.3	Data Classes	4
2	Indices and tables	11

API Reference

The following section outlines the API of HiRezPy.

1.1 Client

```
class hirezpy.Client (dev_id, auth_key, *, loop=None, default_endpoint=None, default_language=None)
```

Class for handling connections and requests to Hi Rez Studios' APIs

Parameters

- **dev_id** (*str*) – Used for authentication. This is the developer ID that you receive from Hi-Rez Studios.
- **auth_key** (*str*) – Used for authentication. This is the authentication key that you receive from Hi-Rez Studios.
- **loop** ([*optional*] *event loop*) – The event loop used for async ops. If this is the default (None), the bot will use asyncio's default event loop.
- **default_endpoint** ([*optional*] *Endpoint*) – The endpoint that will be used by default for outgoing requests. You can use different endpoints per request without changing this. Otherwise, this will be used. It defaults to *Endpoint.smitepc*.
- **default_language** ([*optional*] *Language*) – The language that will be used by default when making requests. You can use different languages per request without changing this. Otherwise, this will be used. It defaults to *Language.english*.

```
get_characters (*, language: hirezpy.language.Language=None, endpoint:  
                    hirezpy.endpoint.Endpoint=None)
```

This function is a *coroutine*.

Returns information about the characters in the game. For Smite, this is the gods in the game. For Paladins, the champions.

Parameters

- **language** ([*optional*] *Language*) – The language code to get the information with. If not specified, *Client.default_language* is used.
- **endpoint** ([*optional*] *Endpoint*) – The endpoint to make the request with. If not specified, *Client.default_endpoint* is used.

Returns Returns the characters in the game. God objects will be returned if the game is Smite, else Champion objects.

Return type list of *God* or *Champion* objects

get_data_used (*, endpoint: hirezpy.endpoint.Endpoint=None)

This function is a *coroutine*.

Gets the data limits for the developer.

Parameters **endpoint** ([optional] *Endpoint*) – The endpoint to make the request with. If not specified, Client.default_endpoint is used.

Returns The developer limits.

Return type *Limits* object

get_esports_details (*, endpoint: hirezpy.endpoint.Endpoint=None)

This function is a *coroutine*.

Returns the matchup information for each matchup for the current eSports Pro League season.

Parameters **endpoint** ([optional] *Endpoint*) – The endpoint to make the request with. If not specified, Client.default_endpoint is used.

Returns The matches in the current season.

Return type set of *Match* objects

get_friends (username, *, endpoint: hirezpy.endpoint.Endpoint=None)

This function is a *coroutine*.

Returns information about a user's friends.

Parameters

- **username** (*str*) – The username of the player to get information about
- **endpoint** ([optional] *Endpoint*) – The endpoint to make the request with. If not specified, Client.default_endpoint is used.

Returns Represents the given user's friends. Will return None if the user's privacy settings do not allow, or the user given is invalid.

Return type list of *Player* objects or *None*

get_ranks (username, *, endpoint: hirezpy.endpoint.Endpoint=None)

This function is a *coroutine*.

Returns information about a user's god or champion ranks, depending on the endpoint that is being called (Smite/Paladins)

Parameters

- **username** (*str*) – The username of the player to get information about
- **endpoint** ([optional] *Endpoint*) – The endpoint to make the request with. If not specified, Client.default_endpoint is used.

Returns Represents the given user's ranks. Will return None if the user's privacy settings do not allow, or the user given is invalid.

Return type list of *Rank* objects or *None*

get_recommended_items (characterid, *, language: hirezpy.language.Language=None, endpoint: hirezpy.endpoint.Endpoint=None)

This function is a *coroutine*.

Return the recommended items for a character.

Parameters

- **characterid** (*str*) – The character to check against
- **langauge** ([optional] *Language*) – The language code to get the information with. If not specified, `Client.default_language` is used.
- **endpoint** ([optional] *Endpoint*) – The endpoint to make the request with. If not specified, `Client.default_endpoint` is used.

Returns Returns the recommended items for a character. Returns `None` if an invalid ID is given and no data is returned.

Return type set of `Item` or `None`

get_skins (*characterid*, *, *language*: *hirezpy.language.Language=None*, *endpoint*: *hirezpy.endpoint.Endpoint=None*)
This function is a *coroutine*.

Return the skins for a character.

Parameters

- **characterid** (*str*) – The character to get skins for
- **langauge** ([optional] *Language*) – The language code to get the information with. If not specified, `Client.default_language` is used.
- **endpoint** ([optional] *Endpoint*) – The endpoint to make the request with. If not specified, `Client.default_endpoint` is used.

Returns Returns the skins for a character. Returns `None` if an invalid ID is given and no data is returned.

Return type list of *GodSkin*, *ChampionSkin* or `None`

ping (*, *endpoint*: *hirezpy.endpoint.Endpoint=None*)
This function is a *coroutine*.

Pings the API in order to establish connectivity

Parameters **endpoint** ([optional] *Endpoint*) – The endpoint to make the request with. If not specified, `Client.default_endpoint` is used.

Returns

Return type boolean equal to `True`

1.2 Enums

There are several enums used within HiRezPy to make it easier for you to configure the library for use how you like.

class `hirezpy.Language`

Specifies the language being used within the library or per function.

english

german

french

spanish

spanish_latin

portuguese

russian

polish

turkish

class `hirezpy.Endpoint`

Specifies the endpoint being used within the library or per function.

smitepc

smitexbox

smiteps

paladinspc

1.3 Data Classes

These are the classes created by API responses. You shouldn't create these yourself. They hold the data that is responded from the API server in an easy to use way.

1.3.1 HrpObject

class `hirezpy.HrpObject` (***kwargs*)

Represents a generic HiRezPy object

ret_msg

str or None – The message returned from the API request

as_json

dict or list – The request as JSON, if you prefer

1.3.2 Limits

class `hirezpy.Limits` (***kwargs*)

Represents developer usage limits.

This is a sub-class of *HrpObject*.

total_requests

int – The total requests that have been made to the API today

session_cap

int – The total amount of sessions permitted today

active_sessions

int – The total amount of active sessions

request_limit

int – The total amount of requests permitted today

total_sessions

int – The total sessions that have been created today

concurrent_sessions

int – The amount of concurrent sessions permitted today

session_time_limit

int – The amount of time sessions last for, in minutes

requests_left

Returns the amount of requests left that can be made today as int

sessions_left

Returns the amount of sessions left that can be created today as int

1.3.3 Match

class hirezpy.**Match** (**kwargs)

Represents an eSports match.

This is a sub-class of *HrpObject*.

id

int – The match ID. This is unique, and will always be different to another match.

number

int – The match number

status

str – The status of the match

region

str – The region of the match

tournament_name

str – The name of the tournament that the match is involved in

map_instance_id

int – The map instance ID

date

datetime or str – The date and time of the match. Only returns a str if the date and time can't be parsed correctly by `datetime.strptime`, which should not happen

away_team_id

int – The ID of the away team

away_team_name

str – The name of the away team

away_team_tag

str – The clan tag of the away team

home_team_id

int – The ID of the home team

home_team_name

str – The name of the home team

home_team_tag

str – The clan tag of the home team

1.3.4 Player

class hirezpy.**Player** (**kwargs)

Represents a player.

This is a sub-class of *HrpObject*.

id

int – The player’s account ID. This is the ID of a player’s Hi-Rez account

player_id

int – The player’s ID, based on the game that you are checking against

avatar_url

str – The player’s avatar image URL. Could be an empty string if the user is using the default avatar.

username

str – The player’s username

1.3.5 Rank

class hirezpy.**Rank** (**kwargs)

Represents a character rank.

This is a sub-class of *HrpObject*.

id

int – The character’s ID

player_id

int – The player’s ID, based on the game that you are checking against

name

str – The character’s name

assists

int – The amount of assists made with this character

deaths

int – The amount of deaths made with this character

kills

int – The amount of kills made with this character

losses

int – The amount of losses made with this character

minion_kills

int – The amount of minion kills made with this character

rank

int – The rank gained with this character

wins

int – The amount of wins made with this character

xp

int – The amount of XP gained with this character. For Smite, this will return the amount of worshippers. For Paladins, this will be the amount of experience.

1.3.6 Character

class hirezpy.**Character** (**kwargs)

Represents a character.

This is a sub-class of *HrpObject*.

id
int – The character’s ID

health
int – The character’s health

name
str – The character’s name

pantheon
str – The character’s pantheon

speed
int – The character’s speed

title
str – The character’s title

roles
str – The character’s roles

1.3.7 God

class hirezpy.**God**(**kwargs)
 Represents a god in Smite.

This is a sub-class of *Character*.

abilities
list – List of GodAbility objects representing the god’s abilities

attack_speed
int – The attack speed of the god

attack_speed_per_level
int – The attack speed per level gained

cons
str – The cons of the god

hp5_per_level
int – The HP5 per level gained

health_per_five
int – The god’s health per five

health_per_level
int – The god’s health per level

lore
str – The god’s lore

mp5_per_level
int – The MP5 per level gained

magic_protection
int – The god’s magic protection

magic_protection_per_level
int – The god’s magic protection per level gained

magical_power
int – The god’s magical power

magical_power_per_level
int – The god’s magical power per level gained

mana
int – The god’s mana

mana_per_five
int – The god’s mana per five

mana_per_level
int – The god’s mana per level

physical_power
int – The god’s physical power

physical_power_per_level
int – The god’s physical power per level

physical_protection
int – The god’s physical protection

physical_protection_per_level
int – The god’s physical protection per level

pros
str – The god’s pros

type
str – The god’s type

latest
bool – Indicates if the god was recently added to the game

basic_attack
GodAbility – The god’s basic attack

god_icon_url
str – The URL of the god’s icon

god_card_url
str – The URL of the god’s card

1.3.8 Ability

class hirezpy.**Ability**(**kwargs)
Represents a character’s ability.

Parameters

- **id**(*int*) – The ID of the ability
- **name**(*str*) – The name of the ability
- **url**(*str*) – The URL of the ability image

1.3.9 GodAbility

class hirezpy.**GodAbility**(**kwargs)
Represents a god’s ability in Smite.
This is a sub-class of [Ability](#).

Parameters

- **type** (*str*) – The type of ability
- **affects** (*str*) – Who the ability affects
- **damage** (*str*) – What type of damage the ability does. If it is a basic attack, this will instead be how much damage the attack does.
- **radius** (*str*) – The radius of the ability
- **attributes** (*list*) – A list of the ability's attributes

1.3.10 Champion

class hirezpy.**Champion** (**kwargs)

Represents a champion in Paladins.

This is a sub-class of *Character*.

abilities

list – List of ChampionAbility objects

latest

bool – Indicates if the champion was recently added to the game

champion_icon_url

str – The URL of the champion's icon

1.3.11 ChampionAbility

class hirezpy.**ChampionAbility** (**kwargs)

Represents a champion's ability in Paladins.

This is a sub-class of *Ability*.

Parameters **description** (*str*) – The description of the ability

1.3.12 Skin

class hirezpy.**Skin** (**kwargs)

Represents a skin.

Parameters

- **id** (*int*) – The first ID of the skin
- **id2** (*int*) – The second ID of the skin
- **name** (*str*) – The name of the skin

1.3.13 GodSkin

class hirezpy.**GodSkin** (**kwargs)

Represents a god skin.

This is a sub-class of *Skin*.

Parameters

- **rarity** (*str*) – How rare the skin is
- **favor** (*int*) – How much favor the skin costs
- **gems** (*int*) – How many gems the skin costs
- **god_id** (*int*) – The ID of the god
- **god_name** (*str*) – The name of the god

1.3.14 ChampionSkin

class hirezpy.**ChampionSkin** (**kwargs)

Represents a champion skin.

This is a sub-class of *Skin*.

Parameters

- **champion_id** (*int*) – The ID of the champion
- **champion_name** (*str*) – The name of the champion

Indices and tables

- `genindex`

A

abilities (hirezpy.Champion attribute), 9
abilities (hirezpy.God attribute), 7
Ability (class in hirezpy), 8
active_sessions (hirezpy.Limits attribute), 4
as_json (hirezpy.HrpObject attribute), 4
assists (hirezpy.Rank attribute), 6
attack_speed (hirezpy.God attribute), 7
attack_speed_per_level (hirezpy.God attribute), 7
avatar_url (hirezpy.Player attribute), 6
away_team_id (hirezpy.Match attribute), 5
away_team_name (hirezpy.Match attribute), 5
away_team_tag (hirezpy.Match attribute), 5

B

basic_attack (hirezpy.God attribute), 8

C

Champion (class in hirezpy), 9
champion_icon_url (hirezpy.Champion attribute), 9
ChampionAbility (class in hirezpy), 3
ChampionSkin (class in hirezpy), 10
Character (class in hirezpy), 6
Client (class in hirezpy), 1
concurrent_sessions (hirezpy.Limits attribute), 4
cons (hirezpy.God attribute), 7

D

date (hirezpy.Match attribute), 5
deaths (hirezpy.Rank attribute), 6

E

Endpoint (class in hirezpy), 4
english (hirezpy.Language attribute), 3

F

french (hirezpy.Language attribute), 3

G

german (hirezpy.Language attribute), 3

get_characters() (hirezpy.Client method), 1
get_data_used() (hirezpy.Client method), 2
get_esports_details() (hirezpy.Client method), 2
get_friends() (hirezpy.Client method), 2
get_ranks() (hirezpy.Client method), 2
get_recommended_items() (hirezpy.Client method), 2
get_skins() (hirezpy.Client method), 3
God (class in hirezpy), 7
god_card_url (hirezpy.God attribute), 8
god_icon_url (hirezpy.God attribute), 8
GodAbility (class in hirezpy), 8
GodSkin (class in hirezpy), 9

H

health (hirezpy.Character attribute), 7
health_per_five (hirezpy.God attribute), 7
health_per_level (hirezpy.God attribute), 7
home_team_id (hirezpy.Match attribute), 5
home_team_name (hirezpy.Match attribute), 5
home_team_tag (hirezpy.Match attribute), 5
hp5_per_level (hirezpy.God attribute), 7
HrpObject (class in hirezpy), 4

I

id (hirezpy.Character attribute), 6
id (hirezpy.Match attribute), 5
id (hirezpy.Player attribute), 6
id (hirezpy.Rank attribute), 6

K

kills (hirezpy.Rank attribute), 6

L

Language (class in hirezpy), 3
latest (hirezpy.Champion attribute), 9
latest (hirezpy.God attribute), 8
Limits (class in hirezpy), 4
lore (hirezpy.God attribute), 7
losses (hirezpy.Rank attribute), 6

M

magic_protection (hirezpy.God attribute), 7
magic_protection_per_level (hirezpy.God attribute), 7
magical_power (hirezpy.God attribute), 7
magical_power_per_level (hirezpy.God attribute), 8
mana (hirezpy.God attribute), 8
mana_per_five (hirezpy.God attribute), 8
mana_per_level (hirezpy.God attribute), 8
map_instance_id (hirezpy.Match attribute), 5
Match (class in hirezpy), 5
minion_kills (hirezpy.Rank attribute), 6
mp5_per_level (hirezpy.God attribute), 7

N

name (hirezpy.Character attribute), 7
name (hirezpy.Rank attribute), 6
number (hirezpy.Match attribute), 5

P

paladinspc (hirezpy.Endpoint attribute), 4
pantheon (hirezpy.Character attribute), 7
physical_power (hirezpy.God attribute), 8
physical_power_per_level (hirezpy.God attribute), 8
physical_protection (hirezpy.God attribute), 8
physical_protection_per_level (hirezpy.God attribute), 8
ping() (hirezpy.Client method), 3
Player (class in hirezpy), 5
player_id (hirezpy.Player attribute), 6
player_id (hirezpy.Rank attribute), 6
polish (hirezpy.Language attribute), 4
portuguese (hirezpy.Language attribute), 3
pros (hirezpy.God attribute), 8

R

Rank (class in hirezpy), 6
rank (hirezpy.Rank attribute), 6
region (hirezpy.Match attribute), 5
request_limit (hirezpy.Limits attribute), 4
requests_left (hirezpy.Limits attribute), 5
ret_msg (hirezpy.HrpObject attribute), 4
roles (hirezpy.Character attribute), 7
russian (hirezpy.Language attribute), 3

S

session_cap (hirezpy.Limits attribute), 4
session_time_limit (hirezpy.Limits attribute), 4
sessions_left (hirezpy.Limits attribute), 5
Skin (class in hirezpy), 9
smitepc (hirezpy.Endpoint attribute), 4
smiteps (hirezpy.Endpoint attribute), 4
smitexbox (hirezpy.Endpoint attribute), 4
spanish (hirezpy.Language attribute), 3
spanish_latin (hirezpy.Language attribute), 3

speed (hirezpy.Character attribute), 7
status (hirezpy.Match attribute), 5

T

title (hirezpy.Character attribute), 7
total_requests (hirezpy.Limits attribute), 4
total_sessions (hirezpy.Limits attribute), 4
tournament_name (hirezpy.Match attribute), 5
turkish (hirezpy.Language attribute), 4
type (hirezpy.God attribute), 8

U

username (hirezpy.Player attribute), 6

W

wins (hirezpy.Rank attribute), 6

X

xp (hirezpy.Rank attribute), 6