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# pyKirara Documentation

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pyKirara is a Python library for the [starlight.kirara](#) API



## 1.1 Main Client

**class** `pyKirara.Kirara` (*requests\_session=True, request\_timeout=10*)

A class that connects to the kirara api

**get\_card** (*card\_id: int, en\_translate=False*)

Retrieve a card's data

**Parameters**

- **card\_id** (*int*) – A Card's ID to use from
- **en\_translate** (*bool*) – Whether to translate the title, skill name, and lead skill to english

**Returns** A Card object, which contains the card's info

**Return type** *Card*

**get\_id** (*category, name, card\_rarity=None, position=None*)

Find a specific id based on parameters given

**Parameters**

- **category** (*str*) – Which category to search from ('card\_t, or 'char\_t')
- **name** (*str*) – An idol's name, full or just one part of a name
- **card\_rarity** (*str*) – A rarity of card to look from (ranges from n to ssr, or n+ to ssr+)
- **position** (*int*) – Which card to get, based on release order

**Returns**

- *list* – A list of cards matching the parameters
- *int* – An ID of a specific idol, or card

**get\_idol** (*idol\_id: int*)

Retrieve an idol's info

**Parameters** **idol\_id** (*int*) – An Idol's ID to use from

**Returns** An Idol object, which contains the idol's info

**Return type** *Idol*

**get\_image** (*card: pyKirara.card.Card, category='card'*)

Retrieve a Card's image data

**Parameters**

- **card** (*Card*) – A card object to use
- **category** (*str*) – What type of image to use (Default value is 'card')

**Returns** The image bytes

**Return type** bytes

**get\_now** (*category, en\_translate=False*)

Retrieve a list of occasions happening in the game

**Parameters**

- **category** (*str*) – What type of event to iterate from
- **en\_translate** (*bool*) – Whether to translate the event's name

**Returns** A list of gachas or events

**Return type** list

**get\_version** ()

Retrieve the client's version

**Returns** An Info object, which contains version info

**Return type** *Info*

## 1.2 Return Dataclasses

**class** `pyKirara.idol.Idol` (*char\_data: dict*)

Represents an idol and her data

**char\_id**

The idol's character id

**Type** int

**age**

The idol's age

**Type** int

**bday**

The idol's birthday (not including month)

**Type** int

**bmonth**

The idol's birthmonth



**Type** int

**atype**  
The idol's atype

**atype** str

**bust**  
The idol's bust measurement

**Type** int

**waist**  
The idol's waist measurement

**Type** int

**hip**  
The idol's hip measurement

**Type** int

**horoscope**  
The idol's constellation horoscope

**Type** str

**conventional**  
The idol's conventional name

**Type** str

**favorite**  
The idol's favorite hobby

**Type** str

**hand**  
The idol's dominant hand

**Type** str

**height**  
The idol's height (in centimeters)

**Type** int

**home\_town**  
The idol's hometown

**Type** str

**kana\_spaced**  
The idol's name but in spaced kana

**Type** str

**kanji\_spaced**  
The idol's name but in kanji

**Type** str

**name**  
The idol's name in japanese

**Type** str

**name\_kana**

The idol's name in kana

**Type** str

**personality**

The idol's personality value

**Type** int

**type**

The idol's type (Cute, Cool, Passion, etc.)

**Type** str

**voice**

The idol's VA

**Type** str

**weight**

The idol's weight

**Type** int

**icon**

The link to the idol's icon

**Type** str

**class** pyKirara.card.Card(*card\_data: dict*)

Represents a Card and its data

**card\_id**

The card's card id

**Type** int

**album\_id**

The card's album id

**Type** int

**type**

The card's type (Cool, Cute, Passion, Office)

**Type** str

**image**

The card's image API link

**Type** str

**has\_spread**

True if the card has a spread image, otherwise false

**Type** bool

**icon**

The card's icon link

**Type** str

**chara\_id**

The card's character id

**Type** int

**chara**  
An Idol object using the card's idol data  
**Type** *Idol*

**evo\_id**  
The card's evolution id of transformed card  
**Type** int

**evo\_type**  
The card's evolution rarity type (From R to SSR)  
**Type** int

**grow\_type**  
An integer that represents a boolean value, checks if card can grow or not  
**Type** int

**name**  
The card's name  
**Type** str

**title**  
The card's untranslated title  
**Type** str

**open\_dress\_id**  
The card's model id  
**Type** int

**place**  
The card's place value  
**Type** int

**pose**  
The card's sprite number  
**Type** int

**series\_id**  
The evolution chain id of the card  
**Type** int

**skill**  
The card's skill info in a Skill object  
**Type** *Skill*

**lead\_skill**  
The card's lead skill info in a Lead Skill object  
**Type** *LeadSkill*

**rarity**  
Represents the card's rarity data in a Rarity object  
**Type** *Rarity*

**min\_vocal**  
The card's minimum vocal value

**Type** int

**max\_vocal**

The card's maximum vocal value

**Type** int

**bonus\_vocal**

The card's bonus vocal value

**Type** int

**min\_dance**

The card's minimum dance value

**Type** int

**max\_dance**

The card's maximum dance value

**Type** int

**bonus\_dance**

The card's bonus dance value

**Type** int

**min\_visual**

The card's minimum visual value

**Type** int

**max\_visual**

The card's maximum visual value

**Type** int

**bonus\_visual**

The card's bonus visual value

**Type** int

**min\_hp**

The card's minimum health value

**Type** int

**max\_hp**

The card's maximum health value

**Type** int

**bonus\_hp**

The card's bonus health value

**Type** int

**min\_max\_stats** (*stat: str, level: int*)

Calculates the value of a stat in a specific level

**Returns** Value of stat in specified level

**Return type** int

**class** pyKirara.card.**Rarity** (*rarity\_data: dict*)

Represent a Card's rarity data

**rarity**

An int representing how rare the card is

**Type** int

**base\_max\_level**

A number that is the level cap of the card

**Type** int

**add\_max\_level**

A number that is how many levels the card can possibly have

**Type** int

**max\_love**

The max amount of love that can be obtained

**Type** int

**base\_give\_money**

The amount of money the card gives if the card is retired

**Type** int

**base\_give\_exp**

The amount of exp the card give if they are used as exp fodder

**Type** int

**add\_param**

???

**Type** int

**max\_star\_rank**

The cap that the card can get by increasing star rank

**Type** int

**class** pyKirara.skills.**Skill** (*skill\_data: dict*)

Represents a Skill and its Data

**id**

The Skill's ID

**Type** int

**name**

The Skill's name

**Type** str

**explain**

An untranslated explanation of the skill

**Type** str

**en\_explain**

A machine translated explanation of the skill

**Type** str

**skill\_type**

The Skill's type

**Type** str

**judge\_type**  
Type int

**trigger\_type**  
Type int

**trigger\_value**  
Type int

**cutin\_type**  
Type int

**condition**  
Type int

**value**  
Type int

**value\_2**  
Type int

**max\_chance**  
percent stuff  
Type int

**max\_duration**  
The max duration of how long the skill last in milliseconds  
Type int

**skill\_type\_id**  
The skill type's id  
Type int

**effect\_length**  
A dict of the minimum and max value of the how long the skill's effect last  
Type dict

**proc\_chance**  
A dict of the minimum and max value of the probability the skill will take effect  
Type dict

**class** pyKirara.skills.**LeadSkill** (*skill\_data: dict*)  
Represents a Lead Skill and it's data

**id**  
The Skill's ID  
Type int

**name**  
The Skill's name  
Type str

**explain**  
An untranslated explanation of the skill

**Type** str

**en\_explain**  
A machine translated explanation of the skill

**Type** str

**need\_cute**  
A bool value if the skill requires a Cute Idol

**Type** bool

**need\_cool**  
A bool value if the skill requires a Cool Idol

**Type** bool

**need\_passion**  
A bool value if the skill requires a Passion Idol

**Type** bool

**target\_attribute**  
What attribute the skill affects

**Type** str

**target\_attribute\_2**  
Another attribute the skill affects

**Type** str

**target\_param**  
What parameter the skill affects (Visual, Vocal, etc.)

**Type** str

**target\_param**  
Another parameter the skill affects

**Type** str

**up\_type**  
???

**Type** int

**up\_type\_2**  
???

**Type** int

**up\_value**  
???

**Type** int

**up\_value\_2**  
???

**Type** int

**special\_id**  
The skill's special ID

**Type** int

**need\_chara**

If the skill needs a specific character

**Type** str

**class** pyKirara.infos.**Gacha** (*gacha\_data: dict*)

Represents gacha information

**gacha**

A value that represents the gacha's position

**Type** int

**id**

The gacha's id

**Type** int

**name**

The gacha's name in japanese

**Type** str

**start\_date**

The gacha's start date

**Type** UNIX-datetime

**end\_date**

The gacha's end date

**Type** UNIX-datetime

**type**

The gacha type

**Type** int

**subtype**

The gacha sub-type

**Type** int

**rates**

The weighted rates for the gacha

**Type** dict

**class** pyKirara.infos.**Info** (*info\_data: dict*)

Represents the API's info

**truth**

The game's (Deresute) truth version

**Type** str

**api\_major**

The API's version major

**Type** int

**api\_revision**

The API's revision number

**Type** int



```
class pyKirara.infos.Event (gacha_data)
    Represents event info

    event
        Event index number in 'happening/now' endpoint
        Type int

    id
        The event's id
        Type int

    name
        Event name
        Type str

    start_date
        Event start date
        Type datetime obj

    end_date
        Event end date
        Type datetime obj

    result_end_date
        The time left for the Event until it ends
        Type datetime obj
```



## CHAPTER 2

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### Usage

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```
import pyKirara

client = pyKirara.Kirara()
uzuki = client.get_idol(101)

print(f"HI! MY NAME IS {uzuki.conventional}")
print("I'll do my best!")
print(f"I'am {uzuki.age} years old!")

# Returns:
# HI! MY NAME IS Shimamura Uzuki
# I'll do my best!
# I'am 17 years old!
```



## CHAPTER 3

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### Requirements

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- Python 3.5+
- [Requests](#) library



## CHAPTER 4

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