
Read the Docs Template Documentation

Release 1.0

Read the Docs

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In the guide below, you can find some useful information how to obtain public statistics of Social Club profiles, Rockstar's official platform for GTA Online statistics. Either how many times you blew up a police helicopter or how often you died through a jerry can – it's all tracked and viewable online on said platform.

Unfortunately, it's only made for humans to look at in the browser and if people want to build a script to parse the information, it is rather tricky to access and parse the desired piece of information using cURL since the website is using lots of JavaScript and AJAX to reload stuff in the background.

In this guide I will try to describe and collect as many useful knowledge about the Social Club and it's "API" as possible.

Disclaimer: Using this guide might be a violation of Rockstar's [Terms of Service](#). I take no responsibility for the way you use it. Any violation of the [TOS](#) resulting from using this cheat sheet is entirely the user's responsibility.

Authentication procedure

If you take a look at the login / <form> element, you'll see a hidden <input> tag called “__RequestVerificationToken”. This tag contains a token which is needed for the actual login request - otherwise Rockstar refuses the authentication, even with proper and valid credentials.

So initially, you need to make at least three requests to get your hands on the desired piece of information:

1.1 1. Get verification token

GET /

Search for the __RequestVerificationToken and store it's value in a variable. Also make sure to store the cookies in a cookie jar.

Example request:

```
GET / HTTP/1.1
Host: socialclub.rockstargames.com
```

1.2 2. Login using verification token

POST /profile/signin

Login to Social Club with previously stored verification token. In case you receive 403 error, make sure it's no noCAPTCHA interferences.

Example request:

```
POST /profile/signin HTTP/1.1
Host: socialclub.rockstargames.com
```

Form Parameters

- **login** – your Social Club account username
- **password** – your Social Club account password
- **__RequestVerificationToken** – the previously stored verification token

1.3 3. Parse actual data

Since the cookie jar now has a proper authentication cookie, you can start parsing the information you need.

Examples

This section can be used to gather known projects which makes use of this cheat sheet/API guide or simply some exemplary parsers. Let me know in case you want to add yours!

2.1 Parser

- [gta5-map/SocialClub-example-parser](#) (NodeJS based)

2.2 Projects

none yet

3.1 Overview

GET `/games/gtav/career/overviewAjax?nickname=(socialclub_name)&slot=Freemode`

Display general information of online character:

- Rank
- RP level
- Total playtime
- Current bank balance
- Active crew
- Competitive stats
- Cash earned
- Criminal records
- Favorite weapon
- Recent activities

Example request:

```
GET /games/gtav/career/overviewAjax?nickname=RestlessNarwhal&slot=Freemode HTTP/1.1
Host: socialclub.rockstargames.com
```

Example response (full):

```
<script>
if(window.SCSSettings) {
    window.SCSSettings.platform = 12;
    window.SCSSettings.urlformat = '/games/gtav/(platform)/career/overview';
    window.SCSSettings.nickname = '';
}
</script>

<div id="page-header" class="clearfix">

<div id="freemodeRank" class="page-section clearfix">
    <div class="rankHex right-grad bronze">
        <h3 style="font-size:54px">283</h3>
        <p style="text-align:center;"></p>
```

```
</div>
<div class="rankXP">
  <div class="clearfix">
    <h3 class="left">7.7M<span> RP</span></h3>
  </div>
  <div class="rankBar">
    <h4>Play Time: 74d 13h 41m</h4>

    <div class="clearfix">

      <div class="progress-bar">
        <span style="width:20%">20%</span>
      </div>
```

Query Parameters

- **slot** – needs to be Freeroam
- **nickname** (*optional*) – target (Social Club name) to query defaults to logged in Social Club player

3.2 Player name to player ID

GET `/member/` (*socialclub_username*)

For some requests you need to know the player ID instead of the (human readable) player name.

Example request:

```
GET /member/restlessnarwhal HTTP/1.1
Host: socialclub.rockstargames.com
```

Example response (full):

```
<!doctype html>

<html class="no-js" lang="en">

<head data-template-set="html5-reset">

  <meta charset="utf-8">
  <meta http-equiv="x-ua-compatible" content="ie=edge">
  <title>Rockstar Games Social Club - Member : restlessnarwhal</title>
  <meta name="title" content="Rockstar Games Social Club Member : restlessnarwhal">
  <meta name="keywords" content="Rockstar Games, Social Club, Rockstar">
  <meta name="description" content="Rockstar Games Social Club">
  <meta name="google-site-verification" content="">
  <meta name="author" content="Rockstar North">
  <meta name="copyright" content="Rockstar Games 2017. All Rights Reserved.">
  <meta name="msapplication-config" content="none">

  <meta name="DC.title" content="Rockstar Games Social Club">
```

```
<meta name="DC.subject" content="Rockstar Games, Social Club, Rockstar">
<meta name="DC.creator" content="Rockstar North">

<meta http-equiv="cleartype" content="on">

<meta name="robots" content="all">
```

Parameters

- **socialclub_username** – target (Social Club name) to query

Note: Data is hidden somewhere in a `<script>` tag (`"uid":36222077`)

3.3 Profile feed

GET `/reference/profilefeed/` (*socialclub_userid*)

Extract the profile feed from a certain Social Club user. Make sure to find out the ID first.

Example request:

```
GET /reference/profilefeed/47990204 HTTP/1.1
Host: socialclub.rockstargames.com
```

Example response (full):

```
{
  "sl_translate": "ugcType,accomplishmentDesc,platform,accomplishmentName",
  "count": 15,
  "activities": [
    {
      "metaId": 0,
      "numLikes": 0,
      "type": "MISSION_PUBLISHED",
      "actorMeta": {
        "url": "",
        "image": "GTAO/gtao.png",
        "type": "Person",
        "id": "47990204",
        "name": "RestlessNarwhal"
      },
      "comments": [],
      "activityId": "2960911887742244965",
      "time": 1482705466,
      "actorId": "47990204",
      "data": {
        "body": "",
        "toMeta": {
          "url": "",
          "image": "GTAO/gtao.png",
          "type": "Person",
          "id": "47990204",
          "name": "RestlessNarwhal"
        }
      }
    },
  ],
}
```

```
"meta": {  
  "name": "Empty lobby race",
```

Parameters

- **socialclub_userid** – target (Social Club ID) to query

3.4 Friends list

GET `/friends/GetFriendsJson?nickname=(socialclub_name)&pageNumber=page_number` List all friends of a given Social Club username. Lists 12 entries per page.

Example request:

```
GET /friends/GetFriendsJson?nickname=restlessnarwhal&pageNumber=0 HTTP/1.1  
Host: socialclub.rockstargames.com
```

Example response (full):

```
{  
  "TotalCount": 12,  
  "Count": 0,  
  "ForRockstarId": 47990204,  
  "ViewerRockstarId": 0,  
  "PageIndex": 0,  
  "PageSize": 12,  
  "RockstarAccounts": [  
    {  
      "RockstarId": 37929140,  
      "Name": "Bearhunter72",  
      "AvatarUrl": "n/bearhunter72",  
      "Relationship": "Friend",  
      "AllowAddFriend": false,  
      "MutualFriendCount": 0,  
      "IsGamertagHidden": false,  
      "PrimaryClan": {  
        "Id": 7088603,  
        "Name": "Hunter Crew Germany",  
        "Tag": "Hunt",  
        "IsOpenClan": false,  
        "IsSystemClan": false,  
        "IsPrivateClan": true,  
        "IsFounderClan": false,  
        "Color": "#1c2a99",  
        "RankOrder": 0  
      },  
      "AllowAdd": false,  
      "AllowDelete": false,  
      "AllowBlock": false,
```

Query Parameters

- **socialclub_name** – target (Social Club username) to query
- **page_number** – page number, starting with 0

3.5 Search for player

GET `/friends/MemberSearch?searchTerm=`*(search_term)*

Search for a specific player/username.

Example request:

```
GET /friends/MemberSearch?searchTerm=restless HTTP/1.1
Host: socialclub.rockstargames.com
```

Example response (full):

```
{
  "HasMore": true,
  "MatchedUsers": [
    {
      "RockstarId": 26182414,
      "AvatarUrl": "n/jakelawrence",
      "DisplayName": "Jakelawrence",
      "UserName": "Narwhal Blood",
      "AllowAdd": true,
      "ServiceClass": "XBOX",
      "ServiceDisplayName": "Xbox Live Gamertag",
      "PrivacyLevel": "Everyone",
      "AllowDelete": false,
      "AllowCancel": false,
      "AllowMsg": true,
      "Relationship": "None"
    },
    {
      "RockstarId": 30584411,
      "AvatarUrl": "n/stewie200",
      "DisplayName": "stewie200",
      "UserName": "Narwhal Facial",
      "AllowAdd": true,
      "ServiceClass": "XBOX",
      "ServiceDisplayName": "Xbox Live Gamertag",
      "PrivacyLevel": "Everyone",
      "AllowDelete": false,
      "AllowCancel": false,
      "AllowMsg": true,
      "Relationship": "None"
    }
  ]
}
```

Query Parameters

- **search_term** – the term you want to search for

Statistics

GET /games/gtav/StatsAjax?[nickname=(socialclub_username) &] slot=Freemode

More detailed statistics of general stuff such as:

- Career
- Skills
- General
- Crimes,
- Vehicles
- Cash
- Combat
- and weapons

Example request:

```
GET /games/gtav/StatsAjax?nickname=RestlessNarwhal&slot=Freemode HTTP/1.1
Host: socialclub.rockstargames.com
```

Example response (full):

```
<script>
  if(window.SCSettings){
    window.SCSettings.platform = 12;
    window.SCSettings.urlformat = '/games/gtav/(platform)/career/stats?nickname=RestlessNarwhal&slot=Freemode';
    window.SCSettings.nickname = '';
    window.SCSettings.category = '';
  }
</script>

<div class="Freemode page-section bg-alpha clearfix">
  <div class="full-width bg-grad">
    <h2 class="categoryHeading">
      GTA Online Career Stats
    </h2>
  </div>
  <div class="gridRow">
    <div class="spanSingleCol">
      <ul id="statsCategories">
```

```
<li id="career_tab" class="active" >
  <a class="changeCategory" href="#career" data-category="Career" data-toggle=
    <input type="hidden" class="translate category-title" value="GTA Online Care
</li>

<li id="skills_tab" >
  <a class="changeCategory" href="#skills" data-category="Skills" data-toggle=
    <input type="hidden" class="translate category-title" value="GTA Online Skil
</li>
```

Query Parameters

- **slot** – needs to be Freeroam
- **socialclub_username** (*optional*) – target (Social Club username) to query defaults to logged in Social Club player

Weapons

5.1 General statistics

GET `/gtav/WeaponsAjax? [nickname= (socialclub_username) &] slot=Freemode`

Contains information about kill death ratio, headshots, shots fired, drive-by kills and overall accuracy. For detailed information per weapon checkout the detailed information requests below.

Example request:

```
GET /gtav/WeaponsAjax HTTP/1.1
Host: socialclub.rockstargames.com
```

Example response (full):

```
<script>
  var settings = window.SCSettings;
  if (settings != undefined) {
    settings.platform = 12;
    settings.urlformat = '/games/gtav/(platform)/career/weapons';
    settings.WeaponsJson = /*<sl:translate_json>*/{"sl_translate": "WeaponCollections, Name, Su
    settings.nickname = '';
    settings.needleDeg = '139.489096945948deg';
  }
</script>
<div id="sectionWeapons" class="Freemode clearfix">
  <div id="summaryStats" class="page-section">

    <table class="weapon-data-table">
      <tbody>
<tr>
  <td class="kill-death-ratio" rowspan="2">

    <h5>Kill Death Ratio</h5>
    <div id="weapon-death-dial"><div class="needle"></div></div>
    <p id="KDR"><span class="kills">51814 Kills<br></span><span class="value1">3.44</span></p>
  </td>
  <td><h5>Headshots</h5><span class="value1">10,856</span></td>
  <td><h5>Shots Fired</h5><span class="value1">1,079,433</span></td>
  <td><h5>Drive-By Kills</h5><span class="value1">3,343</span></td>
  <td class="last"><h5>Overall Accuracy</h5><span class="value1">19%</span></td>
```

```
</tr>
<tr>
```

Note: Look out for the `settings.WeaponsJson` JavaScript object that holds the information!

Query Parameters

- **slot** – needs to be `Freeroam`
- **socialclub_username** (*optional*) – target (Social Club username) to query defaults to logged in Social Club player

5.2 Per weapon statistics

GET `/member/ (socialclub_name) /games/gtav/api/mp/weapon_category/0/weapon_name` Returns detailed information for the given weapon such as:

- general information: damage, fire rate, accuracy and range
- player data: headshots, shots, hits, kills, deaths, body shots and held time

Example request:

```
GET /member/restlessnarwhal/games/gtav/api/mp/gun/1/pistol HTTP/1.1
Host: socialclub.rockstargames.com
```

Example response (full):

```
{
  "sl_translate": "itemData,AmmoType,Name,Desc,attachments",
  "itemData": {
    "damagePercent": 26,
    "fireratePercent": 40,
    "accuracyPercent": 40,
    "ammoPercent": 10,
    "rangePercent": 25,
    "type": "gun",
    "hasAttachments": true,
    "attachmentsCount": 4,
    "attachments": [
      {
        "Name": "Default Clip",
        "Image": "W_PI_Pistol_Mag1",
        "IsPurchased": true,
        "IsUnlocked": true,
        "UnlockRank": 1,
        "Id": "W_PI_PISTOL_MAG1"
      },
      {
        "Name": "Extended Clip",
        "Image": "W_PI_Pistol_Mag2",
        "IsPurchased": true,
        "IsUnlocked": true,
        "UnlockRank": 3,
        "Id": "W_PI_PISTOL_MAG2"
      },
      {
        "Name": "Flashlight",
```

Parameters

- **socialclub_name** – your Social Club account username
- **weapon_category** – name of the weapon category, see list below
- **weapon_name** – name of the weapon, see list below

5.2.1 Weapon category/names

To find out the corresponding [WEAPON_CATEGORY] and [WEAPON_NAME] you can check the list below:

Gun

- pistol
- combat-pistol
- ap-pistol
- pistol-50
- sns-pistol
- heavy-pistol
- vintage-pistol
- marksman-pistol
- heavy-revolver
- flare-gun
- sawed-off-shotgun
- pump-shotgun
- assault-shotgun
- bullpup-shotgun
- heavy-shotgun
- double-barrel
- sweeper-shotgun
- micro-smg
- smg
- assault-smg
- gusenbergsweeper
- machine-pistol
- mini-smg
- mg
- combat-mg
- assault-rifle
- carbine-rifle

- advanced-rifle
- bullpup-rifle
- special-carbine
- compact-rifle
- compact-rifle
- sniper-rifle
- heavy-sniper
- minigun

Projectile

- grenade-launcher
- rpg
- firework-launcher
- compact-gl

Thrown

- grenade
- sticky-bomb
- proximity-mine
- tear-gas
- molotov
- pipe-bomb
- unarmed

Melee

- knife
- nightstick
- hammer
- baseball-bat
- crowbar
- golf-club
- bottle
- antique-cavalry-dagger
- hatchet
- knuckle-dusters
- flashlight

- machete
- switchblade
- poolcue
- wrench
- battleaxe

Garage

6.1 General information

GET /gtav/GarageAjax? [nickname= (socialclub_username) &] slot=Freemode

Shows stats (name, primary color, secondary color, etc.) of the vehicles in your main (?) garage. Note: The info is hidden in a `<script></script>`-tag that stored the information as JSON. If you need more information you can also use the per-car requests.

Example request:

```
GET /gtav/GarageAjax HTTP/1.1
Host: socialclub.rockstargames.com
```

Example response (full):

```
<script>
  var settings = window.SCSSettings;
  if (settings != undefined) {
    settings.vehicle = 0;
    settings.platform = 12;
    settings.urlformat = '/games/gtav/ (platform) /career/garage';
    settings.VehiclesJson = /*<sl:translate_json>*/{"sl_translate": "Name", "VehicleCollection
  }
</script>

<div id="sectionVehicles" class="Freemode clearfix">

  <div id="garageWrapper" class="page-section clearfix" style="display:none;">
    <div class="full-width bg-grad clearfix">
      <h2 class="left">GTA Online Garage</h2>
    </div>
  </div>

  <div class="content">
    <div id="vehicle-container"></div>
    <div class="panel-load"></div>
  </div>
</div>
```

Note: Look out for the `settings.VehiclesJson` JavaScript object that holds the information!

Query Parameters

- **slot** – needs to be `Freeroam`
- **socialclub_username** (*optional*) – target (Social Club username) to query defaults to logged in Social Club player

6.2 Detailed information per car

GET `/member/ (socialclub_name) /games/gtav/api/garage/gtaonline/ car_id` This will also show additional specs of the car (acceleration, handling, braking, etc.) as well as the mod information about lights (xeon/non-xeon), suspension and more. Make sure to replace “[0-9]” with a number between 0 and 9. The numbers represent the order of the previously used cars (like the iFruit app).

Example request:

```
GET /member/restlessnarwhal/games/gtav/api/garage/gtaonline/0 HTTP/1.1
Host: socialclub.rockstargames.com
```

Example response (full):

```
{
  "sl_translate": "CarModel,CarColourName,CarColour1Name,CarColour2Name,TyreSmokeEnabled,BulletP
  "vehicleData": {
    "CarModel": "Imponte Ruiner 2000",
    "CarImage": "ruiner-2000",
    "CarType": "CAR",
    "Acceleration": 82.500008,
    "Speed": 81.555809,
    "Braking": 33.333336,
    "Handling": 63.636364,
    "ModAcceleration": 100.0,
    "ModBraking": 35.333336,
    "ModCategory": "GenericSports",
    "CarColour1Name": "Unique Color",
    "CarColour1Hex": "FFFFFF",
    "CarColour2Name": "Black",
    "CarColour2Hex": "080808",
    "TyreSmokeEnabled": "White Smoke",
    "TyreSmoke": "255,255,255",
    "BulletProofTyres": "Bulletproof Tires",
    "CarEngine": "EMS Upgrade, Level 4",
    "CarTurbo": "Turbo Tuning",
    "CarArmour": "Armor Upgrade 100%",
    "CarBrakes": "Race Brakes",
    "WindowTintName": "Limo",
    "WindowTintHex": "000000",
    "CarSuspension": "Competition Suspension",
    "CarWheel": "Cognoscenti",
    "CarExhaust": "",
    "CarHorn": "Stock Horn",
```

Parameters

- **socialclub_name** – your Social Club account username
- **car_id** – id of the car, can be 0–9

Vehicles

7.1 General information

GET `/gtav/VehiclesAjax?[nickname=(socialclub_username)&category=category]&slot=Freemode` General information about driven vehicles ingame: fastest speed, amount of stolen vehicles, farthest jump, and more.

Example request:

```
GET /gtav/VehiclesAjax HTTP/1.1
Host: socialclub.rockstargames.com
```

Example response (full):

```
<script>
  var settings = window.SCSettings;
  if (settings != undefined) {
    settings.category = 'sports';
    settings.platform = 12;
    settings.urlformat = '/games/gtav/(platform)/career/vehicles';
    settings.VehiclesJson = /*<sl:translate_json>*/{"sl_translate":"VehicleCollections,Vehi
```

```
<tr>
  <td colspan="2" class="value2"><i class="gtavicon-shortcut"></i> 56545 Near Misses</td>
```

Note: Look out for the `settings.VehiclesJson` JavaScript object that holds the information!

Query Parameters

- **slot** – needs to be `Freeroam`
- **socialclub_username** (*optional*) – target (Social Club username) to query defaults to logged in Social Club player
- **category** (*optional*) – vehicle category, defaults to `sports`, allowed categories: `boats`, `commercial`, `compacts`, `coupes`, `cycles`, `helicopters`, `industrial`, `military`, `motorcycles`, `muscle`, `off-road`, `planes`, `sedans`, `service`, `sports`, `sports-classic`, `super`, `suvs`, `utility`, `vans`

7.2 Per vehicle

GET `/member/ (socialclub_name) /games/gtav/api/gtaonline/vehicle_category/vehicle_name` This gives you general information about all the vehicles in the GTA world. Speed, acceleration, amount of seats, if it's a moddable vehicle, if it's storable or sellable, etc.

(For a full list of categories and vehicle names go to Social Club and navigate to “Vehicles”)

Example request:

```
GET /member/restlessnarwhal/games/gtav/api/gtaonline/sports/9f HTTP/1.1
Host: socialclub.rockstargames.com
```

Example response (full):

```
{
  "vehicleData": {
    "speedPercent": 83.165451,
    "accelerationPercent": 82.500008,
    "brakingPercent": 33.333336,
    "handlingPercent": 77.272728,
    "description": null,
    "image": null,
    "name": "9F",
    "manufacturer": "Obey",
    "type": "CAR",
    "Seats": 2,
    "Personal": true,
    "Moddable": true,
    "SuperModdable": false,
    "Premium": true,
    "ForSale": true,
    "Cost": "$120K",
    "Website": "www.legandarymotorsport.net",
    "Sellable": true,
    "SellPrice": "$12K"
  }
}
```

Query Parameters

- **socialclub_name** – your Social Club account username
- **vehicle_category** – name of the vehicle category
- **vehicle_name** – name of the vehicle

Awards

GET `/games/gtav/career/AwardsAjax?[nickname= (socialclub_username) &category=category]&slot=Freemode` Gives you information about the earned awards and it's completion statuses.

Example request:

```
GET /games/gtav/career/AwardsAjax?slot=Freemode&nickname=restlessnarwhal HTTP/1.1
Host: socialclub.rockstargames.com
```

Example response (full):

```
<script>
  if(window.SCSettings){
    window.SCSettings.platform = 12;
    window.SCSettings.urlformat = '/games/gtav/(platform)/career/awards';
    window.SCSettings.nickname = '';
  }
</script>

<div id="page-header" class="clearfix">
  <div class="page-section">
    <div id="awards-overview" class="bg-alpha clearfix">
      <p class="left awardsAchieved" id="awardsAchieved_victory" style=""><span class=
        <select id="awards-dropdown"><option value="victory">Victory</option><option></option>
      </div>

      <div class="clearfix">

        <ul class="gridRow clearfix awardsList" id="awardsList_victory">

          <li class="span5col bronze" data-name="The Slayer" data-award="Bronze">
            <div class="well clearfix clicked">
              
              <div class="awardText">
                <p class="award-name">The Slayer</p>

                <div class="award-progress">
                  <div class="progress-bar">
                    <span style="width:60%">60%</span>
                  </div>
                </div>
              </div>
            </div>
          </li>
        </ul>
      </div>
    </div>
  </div>
</div>
```

Query Parameters

- **slot** – needs to be Freeroam

- **socialclub_username** (*optional*) – target (Social Club username) to query defaults to logged in Social Club player
- **category** (*optional*) – vehicle category, defaults to `victory`, allowed categories: `victory`, `general`, `crimes`, `vehicles`, `heists`, `rewards`

9.1 Activity counts

GET /jsonp/activitycounts

Show counter and counts of personal profile activities: crew invites, friend requests, unread private messages and unread notifications.

Example request:

```
GET /jsonp/activitycounts HTTP/1.1
Host: socialclub.rockstargames.com
```

Example response (full):

```
{
  "Total": 0,
  "CrewInvitesCount": 0,
  "FriendInvitesCount": 0,
  "PrivateMessageUnreadCount": 0,
  "NotificationUnreadCount": 0,
  "sl_translate": "ErrorText,MessageText",
  "Status": true
}
```

Minigames

Returns information about several minigames. Unfortunately you can't access the stats of other players, so all the requests below return your own (the account who authorized the requests) statistics.

10.1 Darts

GET /games/gtav/api/minigames/sport?minigame=darts&slot=Freemode

Example request:

```
GET /games/gtav/api/minigames/sport?minigame=darts&slot=Freemode HTTP/1.1
Host: socialclub.rockstargames.com
```

Example response (full):

```
{
  "sl_translate": "NameLocalised,DisplayName,Description,Value",
  "sl_path_variant": "Minigames/MinigameGroup/1/Minigames/0/Challenges/0/Challenge/6/DisplayName",
  "Leaderboard": {
    "Id": 190,
    "Name": "darts",
    "DisplayName": "Darts",
    "GroupName": "sport",
    "StatGroups": [
      {
        "Stats": [
          {
            "Name": "NUM_BULLS_EYE",
            "Value": "N/A",
            "NameLocalised": "Number of bullseyes"
          },
          {
            "Name": "NUM_180S",
            "Value": "N/A",
            "NameLocalised": "Number of 180's"
          },
          {
            "Value": "N/A",
            "NameLocalised": "Won / Lost"
          }
        ]
      }
    ]
  }
},
```

```
"HasMedals": true,  
"Medals": {}
```

Query Parameters

- **slot** – needs to be `Freeroam`

10.2 Arm wrestling

GET `/games/gtav/api/minigames/sport?minigame=armwrestling&slot=Freemode`

Example request:

```
GET /games/gtav/api/minigames/sport?minigame=armwrestling&slot=Freemode HTTP/1.1  
Host: socialclub.rockstargames.com
```

Example response (full):

```
{  
  "sl_translate": "NameLocalised,DisplayName,Description,Value",  
  "sl_path_variant": "Minigames/MinigameGroup/1/Minigames/0/Challenges/0/Challenge/6/DisplayName",  
  "Leaderboard": {  
    "Id": 749,  
    "Name": "armwrestling",  
    "GroupName": "sport",  
    "StatGroups": [  
      {  
        "Stats": [  
          {  
            "Name": "WIN_STREAK",  
            "Value": "1",  
            "NameLocalised": "Winning streak"  
          },  
          {  
            "Name": "FASTEST_WIN_TIME",  
            "Value": "00:02.845",  
            "NameLocalised": "Fastest win time"  
          },  
          {  
            "Value": "1 / 0",  
            "NameLocalised": "Won / Lost"  
          }  
        ]  
      }  
    ],  
    "HasMedals": true,  
    "Medals": {}  
  },  
}
```

Query Parameters

- **slot** – needs to be `Freeroam`

10.3 Flight school

GET /games/gtav/api/minigames/sport?minigame=flightschool&slot=Freemode

Example request:

```
GET /games/gtav/api/minigames/sport?minigame=flightschool&slot=Freemode HTTP/1.1
Host: socialclub.rockstargames.com
```

Example response (full):

```
{
  "sl_translate": "NameLocalised,DisplayName,Description,Value",
  "sl_path_variant": "Minigames/MinigameGroup/1/Minigames/0/Challenges/0/Challenge/6/DisplayName",
  "Leaderboard": {
    "Id": 965,
    "Name": "flightschool",
    "GroupName": "activity",
    "StatGroups": [
      {
        "Stats": []
      }
    ],
    "HasMedals": true,
    "Medal": "",
    "Medals": {
      "Medal": [
        {
          "Type": "gold",
          "Value": "00:58.000"
        },
        {
          "Type": "silver",
          "Value": "01:20.000"
        },
        {
          "Type": "bronze",
          "Value": "02:00.000"
        }
      ]
    }
  }
}
```

Query Parameters

- **slot** – needs to be Freeroam

10.4 Golf

GET /games/gtav/api/minigames/sport?minigame=golf&slot=Freemode

Example request:

```
GET /games/gtav/api/minigames/sport?minigame=golf&slot=Freemode HTTP/1.1
Host: socialclub.rockstargames.com
```

Example response (full):

```

{
  "sl_translate": "NameLocalised,DisplayName,Description,Value",
  "sl_path_variant": "Minigames/MinigameGroup/1/Minigames/0/Challenges/0/Challenge/6/DisplayName",
  "Leaderboard": {
    "Id": 193,
    "Name": "golf",
    "DisplayName": "Golf",
    "GroupName": "sport",
    "StatGroups": [
      {
        "Stats": [
          {
            "Name": "HOLE_1_DRIVE",
            "Value": "214.00 yd",
            "NameLocalised": "Drive Distance"
          },
          {
            "Name": "HOLE_1_PUTT",
            "Value": "10.00 ft",
            "NameLocalised": "Putt Distance"
          },
          {
            "Name": "HOLE_1_SHOTS",
            "Value": "7",
            "NameLocalised": "Number of shots"
          }
        ]
      }
    ],
    {
      "Stats": [

```

Query Parameters

- **slot** – needs to be Freeroam

10.5 Tennis

GET /games/gtav/api/minigames/sport?minigame=tennis&slot=Freemode

Example request:

```

GET /games/gtav/api/minigames/sport?minigame=tennis&slot=Freemode HTTP/1.1
Host: socialclub.rockstargames.com

```

Example response (full):

```

{
  "sl_translate": "NameLocalised,DisplayName,Description,Value",
  "sl_path_variant": "Minigames/MinigameGroup/1/Minigames/0/Challenges/0/Challenge/6/DisplayName",
  "Leaderboard": {
    "Id": 283,
    "Name": "tennis",
    "DisplayName": "Tennis",
    "GroupName": "sport",
    "StatGroups": [
      {
        "Stats": [

```

```
        {
          "Name": "MATCHES_WON",
          "Value": "0",
          "NameLocalised": "Matches won"
        },
        {
          "Name": "NUMBER_ACES",
          "Value": "1",
          "NameLocalised": "Number of aces"
        },
        {
          "Value": "0 / 6",
          "NameLocalised": "Won / Lost"
        }
      ]
    },
    "HasMedals": true,
    "Medals": {}
  }
```

Query Parameters

- **slot** – needs to be `Freeroam`

Shooting range

Show stats about shooting range challenges.

11.1 Hand Guns

GET `/games/gtav/api/minigames/challenges?minigame=shootingrange&slot=Freemode&weapon=pistol`

Example request:

```
GET /games/gtav/api/minigames/challenges?minigame=shootingrange&slot=Freemode&weapon=pistols&cha
Host: socialclub.rockstargames.com
```

Example response (full):

```
{
  "sl_translate": "NameLocalised,DisplayName,Description,Value",
  "sl_path_variant": "Minigames/MinigameGroup/1/Minigames/0/Challenges/0/Challenge/6/DisplayName",
  "Leaderboard": {
    "Id": 912,
    "Name": "shootingrange",
    "GroupName": "activity",
    "StatGroups": [
      {
        "Stats": [
          {
            "Name": "TOTAL_SHOTS_FIRED",
            "Value": "84",
            "NameLocalised": "Total Shots Fired"
          },
          {
            "Name": "TOTAL_SHOTS_HIT",
            "Value": "48",
            "NameLocalised": "Total Shots Hit"
          },
          {
            "Name": "TOTAL_ACCURACY",
            "Value": "57.14%",
            "NameLocalised": "Total Accuracy"
          },
          {
            "Name": "MATCHES_WON",
            "Value": "1",

```

```
    "NameLocalised": "Matches won"
  },
```

Query Parameters

- **slot** – needs to be `Freeroam`
- **minigame** – needs to be `shootingrange`
- **weapon** – needs to be `pistols`
- **challenge** – target challenge, allowed challenges: `random`, `grid` or `covered`

11.2 Submachine Guns

GET `/games/gtav/api/minigames/challenges?minigame=shootingrange&slot=Freemode&weapon=smgs&`

Example request:

```
GET /games/gtav/api/minigames/challenges?minigame=shootingrange&slot=Freemode&weapon=smgs&challenge=
Host: socialclub.rockstargames.com
```

Example response (full):

```
{
  "sl_translate": "NameLocalised,DisplayName,Description,Value",
  "sl_path_variant": "Minigames/MinigameGroup/1/Minigames/0/Challenges/0/Challenge/6/DisplayName",
  "Leaderboard": {
    "Id": 912,
    "Name": "shootingrange",
    "GroupName": "activity",
    "StatGroups": [
      {
        "Stats": [
          {
            "Name": "TOTAL_SHOTS_FIRED",
            "Value": "N/A",
            "NameLocalised": "Total Shots Fired"
          },
          {
            "Name": "TOTAL_SHOTS_HIT",
            "Value": "N/A",
            "NameLocalised": "Total Shots Hit"
          },
          {
            "Name": "TOTAL_ACCURACY",
            "Value": "N/A",
            "NameLocalised": "Total Accuracy"
          },
          {
            "Name": "MATCHES_WON",
            "Value": "N/A",
            "NameLocalised": "Matches won"
          }
        ]
      }
    ]
  }
}
```

Query Parameters

- **slot** – needs to be `Freeroam`

- **minigame** – needs to be shootingrange
- **weapon** – needs to be smgs
- **challenge** – target challenge, allowed challenges: random, grid or covered

11.3 Assault Rifles

GET /games/gtav/api/minigames/challenges?minigame=shootingrange&slot=Freemode&weapon=assault

Example request:

```
GET /games/gtav/api/minigames/challenges?minigame=shootingrange&slot=Freemode&weapon=assault
Host: socialclub.rockstargames.com
```

Example response (full):

```
{
  "sl_translate": "NameLocalised,DisplayName,Description,Value",
  "sl_path_variant": "Minigames/MinigameGroup/1/Minigames/0/Challenges/0/Challenge/6/DisplayName",
  "Leaderboard": {
    "Id": 912,
    "Name": "shootingrange",
    "GroupName": "activity",
    "StatGroups": [
      {
        "Stats": [
          {
            "Name": "TOTAL_SHOTS_FIRED",
            "Value": "N/A",
            "NameLocalised": "Total Shots Fired"
          },
          {
            "Name": "TOTAL_SHOTS_HIT",
            "Value": "N/A",
            "NameLocalised": "Total Shots Hit"
          },
          {
            "Name": "TOTAL_ACCURACY",
            "Value": "N/A",
            "NameLocalised": "Total Accuracy"
          },
          {
            "Name": "MATCHES_WON",
            "Value": "N/A",
            "NameLocalised": "Matches won"
          }
        ]
      }
    ]
  }
}
```

Query Parameters

- **slot** – needs to be Freeroam
- **minigame** – needs to be shootingrange
- **weapon** – needs to be assaultrifles
- **challenge** – target challenge, allowed challenges: random, grid or covered

11.4 Shotguns

GET /games/gtav/api/minigames/challenges?minigame=shootingrange&slot=Freemode&weapon=shotguns

Example request:

```
GET /games/gtav/api/minigames/challenges?minigame=shootingrange&slot=Freemode&weapon=shotguns&challenge=
Host: socialclub.rockstargames.com
```

Example response (full):

```
{
  "sl_translate": "NameLocalised,DisplayName,Description,Value",
  "sl_path_variant": "Minigames/MinigameGroup/1/Minigames/0/Challenges/0/Challenge/6/DisplayName",
  "Leaderboard": {
    "Id": 912,
    "Name": "shootingrange",
    "GroupName": "activity",
    "StatGroups": [
      {
        "Stats": [
          {
            "Name": "TOTAL_SHOTS_FIRED",
            "Value": "N/A",
            "NameLocalised": "Total Shots Fired"
          },
          {
            "Name": "TOTAL_SHOTS_HIT",
            "Value": "N/A",
            "NameLocalised": "Total Shots Hit"
          },
          {
            "Name": "TOTAL_ACCURACY",
            "Value": "N/A",
            "NameLocalised": "Total Accuracy"
          },
          {
            "Name": "MATCHES_WON",
            "Value": "N/A",
            "NameLocalised": "Matches won"
          }
        ]
      }
    ]
  }
}
```

Query Parameters

- **slot** – needs to be Freeroam
- **minigame** – needs to be shootingrange
- **weapon** – needs to be shotguns
- **challenge** – target challenge, allowed challenges: random, grid or covered

11.5 Light Machine Guns

GET /games/gtav/api/minigames/challenges?minigame=shootingrange&slot=Freemode&weapon=lmg&challenge=

Example request:

```
GET /games/gtav/api/minigames/challenges?minigame=shootingrange&slot=Freemode&weapon=lmgs&challenge=
Host: socialclub.rockstargames.com
```

Example response (full):

```
{
  "sl_translate": "NameLocalised,DisplayName,Description,Value",
  "sl_path_variant": "Minigames/MinigameGroup/1/Minigames/0/Challenges/0/Challenge/6/DisplayName",
  "Leaderboard": {
    "Id": 912,
    "Name": "shootingrange",
    "GroupName": "activity",
    "StatGroups": [
      {
        "Stats": [
          {
            "Name": "TOTAL_SHOTS_FIRED",
            "Value": "N/A",
            "NameLocalised": "Total Shots Fired"
          },
          {
            "Name": "TOTAL_SHOTS_HIT",
            "Value": "N/A",
            "NameLocalised": "Total Shots Hit"
          },
          {
            "Name": "TOTAL_ACCURACY",
            "Value": "N/A",
            "NameLocalised": "Total Accuracy"
          },
          {
            "Name": "MATCHES_WON",
            "Value": "N/A",
            "NameLocalised": "Matches won"
          }
        ]
      }
    ]
  }
}
```

Query Parameters

- **slot** – needs to be Freeroam
 - **minigame** – needs to be shootingrange
 - **weapon** – needs to be lmgs
 - **challenge** – target challenge, allowed challenges: random, grid or covered
- Heavy:

GET /games/gtav/api/minigames/challenges?minigame=shootingrange&slot=Freemode&weapon=heavy
Example request:

```
GET /games/gtav/api/minigames/challenges?minigame=shootingrange&slot=Freemode&weapon=heavies&challenge=
Host: socialclub.rockstargames.com
```

Example response (full):

```
{
  "sl_translate": "NameLocalised,DisplayName,Description,Value",
  "sl_path_variant": "Minigames/MinigameGroup/1/Minigames/0/Challenges/0/Challenge/6/DisplayName",
  "Leaderboard": {
    "Id": 912,
```

```
"Name": "shootingrange",
"GroupName": "activity",
"StatGroups": [
  {
    "Stats": [
      {
        "Name": "TOTAL_SHOTS_FIRED",
        "Value": "N/A",
        "NameLocalised": "Total Shots Fired"
      },
      {
        "Name": "TOTAL_SHOTS_HIT",
        "Value": "N/A",
        "NameLocalised": "Total Shots Hit"
      },
      {
        "Name": "TOTAL_ACCURACY",
        "Value": "N/A",
        "NameLocalised": "Total Accuracy"
      },
      {
        "Name": "MATCHES_WON",
        "Value": "N/A",
        "NameLocalised": "Matches won"
      }
    ]
  }
]
```

Query Parameters

- **slot** – needs to be `Freeroam`
- **minigame** – needs to be `shootingrange`
- **weapon** – needs to be `heavies`
- **challenge** – target challenge, allowed challenges: `random`, `grid` or `covered`

Explore crews

12.1 List crews

GET `/crewsapi/SearchCrews?crewType=(crew_type)&openCrewFilter=open_filter&systemCrewFilter=system_filter` **Example request:**

```
GET /crewsapi/SearchCrews?crewType=thrillSeekers&openCrewFilter=-1&systemCrewFilter=-1 HTTP/1.1
Host: socialclub.rockstargames.com
```

Example response (full):

```
{
  "Total": 36,
  "HasMore": true,
  "PageIndex": 0,
  "HasMaxCrewMemberships": true,
  "Crews": [
    {
      "MemberId": 0,
      "CrewId": 22998986,
      "CrewName": "W-PC Family lll",
      "NameStripped": "w-pc_family_lll",
      "CrewTag": "WPCF",
      "CrewMotto": "W-PC.RU vk.com wpcfamily",
      "CrewUrl": "/crew/w-pc_family_lll",
      "MemberCount": 1000,
      "FormattedMemberCount": "1,000",
      "IsPrivate": true,
      "IsPrimary": false,
      "RankOrder": -1,
      "CrewType": "thrillSeekers",
      "IsFounderCrew": false,
      "FriendCount": 0,
      "IsSystemPrivate": false,
      "IsOpen": false,
      "Dev": false,
      "CrewColour": "#b005ff",
      "Division": "601-1000",
      "HasMembers": false,
      "HasBannedPlayers": false,
      "HasJoinRequests": false,
    }
  ]
}
```

Query Parameters

- **crew_type** (*optional*) – display only a certain crew type, allowed values: open, chatterBoxes, thrillSeekers, rebels, soldiers, allStars and empty value (anything)
- **open_filter** – search only open crews, allowed values: -1 for false (open and closed crews), 1 for true (only open)
- **system_filter** – display only Rockstar crews, allowed values: -1 for false (only official Rockstar crews), 1 for true (also player created crews)

12.2 Search crews

GET /crewsapi/SearchCrews?searchTerm=(search_term)&crewType=crew_type&openCrewFilter=open_filter&systemCrewFilter=system_filter Example request:

```
GET /crewsapi/SearchCrews?searchTerm=rebl&crewType=thrillSeekers&openCrewFilter=1&systemCrewFilter=1
Host: socialclub.rockstargames.com
```

Example response (full):

```
{
  "Total": 17,
  "HasMore": false,
  "PageIndex": 0,
  "HasMaxCrewMemberships": true,
  "Crews": [
    {
      "MemberId": 0,
      "CrewId": 745005,
      "CrewName": "Grove Street Rebles",
      "NameStripped": "grove_street_rebles",
      "CrewTag": "GSR1",
      "CrewMotto": "Money grind.",
      "CrewUrl": "/crew/grove_street_rebles",
      "MemberCount": 38,
      "FormattedMemberCount": "38",
      "IsPrivate": true,
      "IsPrimary": false,
      "RankOrder": -1,
      "CrewType": "thrillSeekers",
      "IsFounderCrew": false,
      "FriendCount": 0,
      "IsSystemPrivate": false,
      "IsOpen": true,
      "Dev": false,
      "CrewColour": "#17ff3e",
      "Division": "21-50",
      "HasMembers": false,
      "HasBannedPlayers": false,
      "HasJoinRequests": false,
```

Query Parameters

- **search_term** – The term you want to look for
- **crew_type** (*optional*) – display only a certain crew type, allowed values: open, chatterBoxes, thrillSeekers, rebels, soldiers, allStars and empty value (anything)

- **open_filter** – search only open crews, allowed values: -1 for false (open and closed crews), 1 for true (only open)
- **system_filter** – display only Rockstar crews, allowed values: -1 for false (only official Rockstar crews), 1 for true (also player created crews)

12.3 Display allies

GET /crewsapi/GetCrewsWithFriends

List all ally crews (crews of your friends).

Example request:

```
GET /crewsapi/GetCrewsWithFriends HTTP/1.1
Host: socialclub.rockstargames.com
```

Example response (full):

```
{
  "Total": 22,
  "Crews": [
    {
      "MemberId": 0,
      "CrewId": 7058755,
      "CrewName": "GTAAventures",
      "NameStripped": "gtaadventures",
      "CrewTag": "GTAA",
      "CrewMotto": "Reddit crew: We don't shoot you and take your money.",
      "CrewUrl": "/crew/gtaadventures",
      "MemberCount": 844,
      "FormattedMemberCount": "844",
      "IsPrivate": true,
      "IsPrimary": false,
      "RankOrder": -1,
      "CrewType": "soldiers",
      "IsFounderCrew": false,
      "FriendCount": 1,
      "IsSystemPrivate": false,
      "IsOpen": false,
      "Dev": false,
      "CrewColour": "#FF4400",
      "Division": "601-1000",
      "HasMembers": false,
      "HasBannedPlayers": false,
      "HasJoinRequests": false,
      "CanViewManagePage": false,
      "CanEditCrewSettings": false,
      "CanInvite": false,
    }
  ]
}
```

Overview

13.1 General information

GET `/crew/` (*crew_name*)

Shows general information about the crew, like the *crew ID* which is important for a bunch of other requests, crew tag, the crew logo, rank titles as well as the permissions.

Example request:

```
GET /crew/rebl_xbl HTTP/1.1
Host: socialclub.rockstargames.com
```

Example response (full):

```
<!doctype html>

<html class="no-js" lang="en">

<head data-template-set="html5-reset">

  <meta charset="utf-8">
  <meta http-equiv="x-ua-compatible" content="ie=edge">
  <title>Rockstar Games Social Club - Crew : REBL XBl</title>
  <meta name="title" content="Rockstar Games Social Club Crew : REBL XBl">
  <meta name="keywords" content="Rockstar Games, Social Club, Rockstar">
  <meta name="description" content="Rockstar Games Social Club">
  <meta name="google-site-verification" content="">
  <meta name="author" content="Rockstar North">
  <meta name="copyright" content="Rockstar Games 2017. All Rights Reserved.">
  <meta name="msapplication-config" content="none">

  <meta name="DC.title" content="Rockstar Games Social Club">
  <meta name="DC.subject" content="Rockstar Games, Social Club, Rockstar">
  <meta name="DC.creator" content="Rockstar North">

  <meta http-equiv="cleartype" content="on">
```

```
<meta name="robots" content="all">
```

Parameters

- **crew_name** – target crew

13.2 Emblems

GET **/crew/** (*crew_name*)

Returns the first four crew emblems and it's image location.

(Caution: data hidden somewhere in <script> tags)

Example request:

```
GET /crew/rebl_xbl HTTP/1.1
Host: socialclub.rockstargames.com
```

Example response (full):

```
<!doctype html>

<html class="no-js" lang="en">

<head data-template-set="html5-reset">

  <meta charset="utf-8">
  <meta http-equiv="x-ua-compatible" content="ie=edge">
  <title>Rockstar Games Social Club - Crew : REBL XBl</title>
  <meta name="title" content="Rockstar Games Social Club Crew : REBL XBl">
  <meta name="keywords" content="Rockstar Games, Social Club, Rockstar">
  <meta name="description" content="Rockstar Games Social Club">
  <meta name="google-site-verification" content="">
  <meta name="author" content="Rockstar North">
  <meta name="copyright" content="Rockstar Games 2017. All Rights Reserved.">
  <meta name="msapplication-config" content="none">

  <meta name="DC.title" content="Rockstar Games Social Club">
  <meta name="DC.subject" content="Rockstar Games, Social Club, Rockstar">
  <meta name="DC.creator" content="Rockstar North">

  <meta http-equiv="cleartype" content="on">

  <meta name="robots" content="all">
```

Parameters

- **crew_name** – target crew

13.3 Crew feed

GET `/reference/crewfeed/` (*crew_id*)

Structured JSON data of all the crew feed messages and events.

Example request:

```
GET /reference/crewfeed/20242331 HTTP/1.1
Host: socialclub.rockstargames.com
```

Example response (full):

```
{
  "sl_translate": "ugcType",
  "count": 15,
  "activities": [
    {
      "metaId": 0,
      "numLikes": 0,
      "type": "CREW_MESSAGE",
      "actorMeta": {
        "image": "n/awood785",
        "type": "Person",
        "id": "12421866",
        "name": "awood785"
      },
      "comments": [],
      "activityId": "3123214263874973259",
      "time": 1484449397,
      "actorId": "12421866",
      "data": {
        "body": "REBL session happening now - join awood785! Playlist is starting in about 10 m",
        "toMeta": {
          "url": "/crew/rebl_xb1",
          "image": "default.png",
          "type": "Crew",
          "id": "20242331",
          "name": "REBL XB1"
        }
      }
    },
    {
      "numComments": 0
    }
  ],
}
```

Parameters

- **crew_id** – target crew ID

13.4 Snapmatic pictures

GET `/crewapi/` (*crew_name*) `/gtav/photo`

Returns the four latest crew snapmatic pictures as well as the total count.

Example request:

```
GET /crewapi/rebl_xb1/gtav/photo HTTP/1.1
Host: socialclub.rockstargames.com
```

Example response (full):

```
{
  "photos": [
    {
      "Meta": {
        "CreatedTimestamp": 1465386444,
        "Name": "Pillbox Hill",
        "HardTags": [
          "#PillboxHill"
        ],
        "UserTags": [],
        "Liked": {
          "Liked": false,
          "LikeCount": 10
        },
        "data": {
          "area": "PBOX",
          "street": "0",
          "scr": "1",
          "loc": {
            "z": 243.39,
            "x": -74.73,
            "y": -821.38
          },
          "mode": "FREEMODE",
          "slf": false,
          "mug": false,
          "drctr": false,
          "meme": false
        },
        "location": "Pillbox Hill",
```

Parameters

- **crew_name** – target crew

13.5 Content creator jobs

GET /crewapi/(crew_name)/gtav/job

Returns the latest job as well as the total count.

Example request:

```
GET /crewapi/rebl_xbl/gtav/job HTTP/1.1
Host: socialclub.rockstargames.com
```

Example response (full):

```
{
  "sl_translate": "model,type,mode,racetype,aveh",
  "Count": 1,
  "Total": 1394,
  "Missions": [
    {
      "MissionId": "O2Tl6cl4TEa2Krt5mAYZKg",
      "Content": {
```

```
"Metadata": {
  "_id": "O2Tl6cl4TEa2Krt5mAYZKg",
  "cat": "none",
  "cdate": "Jan-18-2017 05:48:47",
  "pdate": "2017-01-18T05:48:53Z",
  "data": {
    "mission": {
      "gen": {
        "type": "Race",
        "char": 0,
        "endtype": 0,
        "min": 1,
        "mtnum": 1,
        "num": 4,
        "rad": 0,
        "rank": 1,
        "start": {
          "z": 29.94,
          "x": -1372.85,
          "y": -515.7
        },
        "subtype": 1,
```

Parameters

- **crew_name** – target crew

Hierarchy

GET `/crewapi/(crew_name)/hierarchy/false?pageSize=items_per_page&pageIndex=page_number&onlineService=sc` Returns the crew hierarchy. You have to increment pageNumber to browse through the pagination.

Example request:

```
GET /crewapi/rebl_xbl/hierarchy/false?pageSize=999&pageIndex=0&onlineService=sc HTTP/1.1
Host: socialclub.rockstargames.com
```

Example response (full):

```
{
  "sl_translate": "Description,Permissions,InviteText,InviteSubText,DateJoined,RankName,RankName",
  "data": {
    "hierarchy": {
      "Data": {
        "Total": 643,
        "CrewId": 20242331,
        "CrewName": "REBL XB1",
        "CrewTag": "REBL",
        "CrewColor": "#0047AB",
        "IsLeader": false,
        "MyRank": 4,
        "Ranks": [
          {
            "RankName": "leader",
            "RankNamePlural": "leader",
            "RankNameGa": "leader",
            "Description": "The Crew founder and head honcho. Their power is absolute.",
            "RankOrder": 0,
            "RankMemberCount": 1,
            "RankMemberTotalCount": 1,
            "SystemFlags": 9223372036854776000,
            "Permissions": [
              "Kick members",
              "Invite new members",
              "Promote members",
              "Demote members",
              "Manage role permissions",
              "Publish multiple emblems",
              "Write on wall",
            ]
          }
        ]
      }
    }
  }
}
```

Parameters

- **crew_name** – target crew name

Query Parameters

- **items_per_page** – number of items per page
- **page_number** – page number, starts with 0

Player snaps

GET `/member/(nickname)/games/gtav/snapmatic/ajax/search?[SearchQuery=search_query&]Filter=filter&page=page_number` Returns 12 snapmatic pictures of the specific player. Make sure to increase `page_number` to browse through the pagination.

Example request:

```
GET /member/restlessnarwhal/games/gtav/snapmatic/ajax/search?Filter=MostRecent&page=1 HTTP/1.1
Host: socialclub.rockstargames.com
```

Example response (full):

```
{
  "Total": 17,
  "CurrentPage": 1,
  "Photos": [
    {
      "Meta": {
        "CreatedTimestamp": 1455305569,
        "Name": "Mount Chiliad",
        "HardTags": [
          "#MountChiliad"
        ],
        "UserTags": [],
        "Liked": {
          "Liked": false,
          "LikeCount": 0
        }
      },
      "data": {
        "area": "MTCHIL",
        "street": "0",
        "scr": "1",
        "loc": {
          "z": 779.92,
          "x": 452.17,
          "y": 5616.72
        },
        "mode": "FREEMODE",
        "plyrs": [
          "2533274798608031"
        ],
        "slf": false,

```

Parameters

- **nickname** – target player

Query Parameters

- **search_query** (*optional*) – a specific term to search for
- **filter** – allowed values: mostrecent, trending, popular (all-time), myfriends, myphotos, mythumbsup
- **page_number** – page number, starting with 1

Crew snaps

GET `/crew/(crew_name)/games/gtav/snapmatic/ajax/search?[SearchQuery=search_query&]Filter=filter&page=page_number` Lists 12 snaps from a specific crew. Make sure to increase `page_number` to browse through the pagination.

Example request:

```
GET /crew/rebl_xbl/games/gtav/snapmatic/ajax/search?Filter=MostRecent&page=1 HTTP/1.1
Host: socialclub.rockstargames.com
```

Example response (full):

```
{
  "Total": 307,
  "CurrentPage": 1,
  "Photos": [
    {
      "Meta": {
        "CreatedTimestamp": 1482465043,
        "Name": "Del Perro",
        "HardTags": [
          "#DelPerro"
        ],
        "UserTags": [],
        "Liked": {
          "Liked": false,
          "LikeCount": 0
        },
        "data": {
          "area": "DELPE",
          "street": "0",
          "scr": "1",
          "loc": {
            "z": 108.52,
            "x": -1573.5,
            "y": -571.73
          },
          "mode": "FREEMODE",
          "plyrs": [
            "2533274827988923"
          ],
          "slf": true,
```

Parameters

- **crew_name** – target crew

Query Parameters

- **search_query** (*optional*) – a specific term to search for
- **filter** – allowed values: mostrecent, trending, popular (all-time), myfriends, myphotos, mythumbsup
- **page_number** – page number, starting with 1

Global snaps

GET `/games/gtav/snapmatic/ajax/search?[SearchQuery]=(search_query)&]Filter=filter&Page=page_number` You can use this endpoint in case you want to browse through global snapsmatics rather than specific crew or player ones. It'll return 12 snaps per page. Make sure to increase `page_number` to browse through the pagination.

Example request:

```
GET /games/gtav/snapmatic/ajax/search?Filter=MostRecent&Page=1 HTTP/1.1
Host: socialclub.rockstargames.com
```

Example response (full):

```
{
  "Total": 2149574,
  "CurrentPage": 1,
  "Photos": [
    {
      "Meta": {
        "CreatedTimestamp": 1484749579,
        "Name": "LMAO",
        "HardTags": [
          "#Burton"
        ],
        "UserTags": [],
        "SongName": "AB-SOUL FEAT. KENDRICK LAMAR - ILLuminate",
        "SongUrl": "https://embed.spotify.com/?uri=spotify:track:3tK9aXMLi2QSMvxAS7rpv5",
        "Liked": {
          "Liked": false,
          "LikeCount": 0
        },
        "data": {
          "area": "BURTON",
          "street": "0",
          "scr": "1375",
          "loc": {
            "z": 38.68,
            "x": -392.9,
            "y": -113.79
          },
          "mode": "FREEMODE",
          "plyrs": [
            "2533274904989274"
          ]
        }
      }
    }
  ]
}
```

Query Parameters

- **filter** – allowed values: `mostrecent`, `trending`, `popular` (all-time), `myfriends`, `myphotos`, `mythumbsup`
 - **page_number** – page number, starting with 1
 - **search_query** (*optional*) – a specific term to search for
-

Contributors

Special thanks for all the people who had helped this project so far:

- [@frdmn](#)
- [@hkors](#)

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