
Steamfront Documentation

Release 0.0.4

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January 28, 2017

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Basic Usage

1.1 Intro

Steamfront is a basic interface for working with Steam and Steampowered through Python. It should be pretty simple to use, and if there's anything badly documented here, everything is available on Github for you to look through.

Installation:

```
pip install steamfront
```

1.2 Getting Started

There's quite basic usage. For most things you don't need an API key, but for others [you may need to get one](#).

First you need to make a *Client* object.

```
>>> import steamfront
>>> client = steamfront.Client()
```

From there, you can get information on a game (through either name or ID), or list the games that a user has, through several methods each.

Games:

```
>>> client = steamfront.Client()
>>> game = client.getApp(appid='530620')
>>> game.name
'Resident Evil 7 / Biohazard 7 Teaser: Beginning Hour'
>>> game.required_age
'18'
>>> game = client.getApp(name='Undertale')
>>> game.appid
'391540'
```

Users:

```
>>> client = steamfront.Client(API_KEY)
>>> user = client.getUser(id64='76561198054243905')
>>> user.name
'Kaylum-'
>>> user.status
'Online'
```

```
>>> apps = user.apps
>>> len(apps)
137
>>> rand = apps[44]
>>> rand.play_time
409
```

Most code is fully internally documented, so it will autofill and properly interface with Python's *help* function.

Code Reference

2.1 Client

class `steamfront.client.Client` (*apiKey: str=None*)

Provides a client for you to get apps, users, and other miscellania with.

Parameters **apiKey** (*Optional[str]*) – The key used for API functions. This is not required for all methods, but a good few of them. Defaults to `None` if no key is passed on client creation.

getApp (*, *name: str=None, appid: str=None, caseSensitive: bool=True*) → `steamfront.app.App`

Returns a `steamfront.app.App` of the name or app ID that was input to the function.

Parameters

- **appid** (*str*) – The ID of the app you’re getting the object of.
- **name** (*str*) – The name of the app you’re getting the object of. May not be 100% accurate.
- **caseSensitive** (*bool*) – Whether or not the name being searched for is case sensitive or not. Has no effect on `appid`.

Returns The object of relevant data on the app.

Return type `steamfront.app.App`

Raises

- `steamfront.errors.MissingArguments` – Raised if there is neither a name or an app id passed.
- `steamfront.errors.AppNotFound` – Raised if the app or name provided can’t be found.

getUser (*, *name: str=None, id64: str=None*) → `steamfront.user.User`

Returns a `steamfront.user.User` of the name or ID64 that was input to the function.

Parameters

- **id64** (*str*) – The ID64 of a user you want the object of.
- **name** (*str*) – The Steam ID (name) of a user you want the object of. Names are case sensitive.

Returns The object of relevant data on the user.

Return type `steamfront.user.User`

Raises `steamfront.errors.MissingArguments` – Raised if there is neither a name or an ID64 passed.

2.2 Game

`class steamfront.app.App(appid: str)`

The app object, providing information on apps on the Steam store.

Warning: It should be noted that not all of these attributes will be available for every app, but all will be present. Make sure that the attributes you want to use do not contain exceptions or *None*.

Parameters `appid (str)` – The ID of an app.

Variables

- **raw** – The raw return of values from Steam.
- **about_the_game** – A *str* containing the ‘about the game’ section from the Steam store page.
- **appid** – A *str* containing the ID of the app.
- **categories** – A *list* of categories.
- **controller_support** – A *str* stating what kind of controller support there is.
- **genres** – A *list* of genres that the app is in.
- **developers** – A *list* of developers for the app.
- **header_image** – A *str* link to the header image of the app.
- **is_free** – A *bool* on whether the app is free or not.
- **linux_requirements** – A *dict* containing information on the Linux requirements for the app.
- **mac_requirements** – A *dict* containing information on the Mac requirements for the app.
- **metacritic** – A *dict* containing the URL and score of the Metacritic review of the app, with keys *score* and *url*.
- **name** – A *str* of the app’s name.
- **pc_requirements** – A *dict* containing information on the PC requirements for the app.
- **platforms** – A *dict* of Linux, PC, and Mac, with boolean values on whether they’re available on there or not.
- **price_overview** – A *dict* of the price of the app, with information including the current price, discount percentage, and initial price.
- **publishers** – A *list* of publishers that the app has.
- **recommendations** – An *int* of the amount of recommendations the app has.
- **release_date** – A *str* of when the app was released.
- **released** – A *bool* of whether it’s out yet or not.
- **required_age** – An *int* of the required age. Is 0 if none.
- **reviews** – A *str* of some of the acclaimed reviews linked on the store page.

- **screenshots** – A *list* of links to the screenshots of the app linked on the store page.
- **short_description** –
- **support_info** – A *dict* on the support info of the app.
- **supported_languages** – A *str* of comma seperated languages.
- **type** – A *str* pf the type of app that it is.
- **website** – The linked website of the app as a *str*.

Raises `steamfront.errors.AppNotFound` – Raised if the app provided can't be found.

2.3 User

`class steamfront.user.User(id64: str, apiKey: str=None)`

The user object, representing a Steam user

Parameters

- **id64** (*str*) – The user's ID64.
- **apiKey** (*Optional[str]*) – Your API key.

Variables

- **raw** – The raw *dict* that was retrieved from the API.
- **id64** – A *str* containing the user's ID64 value.
- **name** – A *str* of the user's display name on Steam.
- **profile_url** – *str* linking to the user's profile.
- **avatar** – The *str* of the URL that links to the user's avatar.
- **status** – A *str* showing what status the user is displaying as.
- **private** – A *bool* indicating whether or not this user's profile is private.
- **last_online** – An *int* of a Unix timestamp of when the user was last online.
- **raw_games** – The raw *dict* of what was retrieved from the API.
- **game_count** – An *int* showing how many games are on the user's profile.
- **games** – A *list* of *str* containing the app IDs of the user's games.

Raises

- `steamfront.errors.APIKeyRequired` – An API key is needed to get user information from Steam.
- `steamfront.errors.UserNotFound` – Raised if the user's ID64 is not able to be found on Steam.

2.4 UserGame

`class steamfront.userapp.UserApp(appdata: dict, user, lazy=True)`

An object based on the relationship between a user and an app. A subclass of `steamfront.app.App`. This will not contain any of the attributes for `steamfront.app.App` until `:meth unlazify:` has been called. Should not be called manually - will be automatically generated with a `steamfront.user.User` instance.

Parameters

- **appdata** (*dict*) – The app data that came from the API through the user.
- **user** (`steamfront.user.User`) – The user to whom the app belongs.

Variables

- **player_id** – A *str* containing the player's ID.
- **play_time** – An *int* containing how many hours the user has in the app.
- **player** – The `steamfront.user.User` to whom the app belongs.
- **lazy** – A *bool* representing whether or not the object has all of its aspects from `steamfront.app.App`.

unlazify()

To get all of the app attributes of an app, this must be called.

2.5 Exceptions

exception `steamfront.errors.APIKeyRequired`

Doing this requires an API key.

exception `steamfront.errors.AppNotFound`

The specified app was not found on Steam via the API.

exception `steamfront.errors.MissingArguments`

You are missing required values from the function or method. Please consult the documentation.

exception `steamfront.errors.UserNotFound`

The specified user was not found on Steam via the API.

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