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# **Xbox-WebAPI Documentation**

***Release 1.1.9***

**OpenXbox**

**Oct 15, 2019**



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# CHAPTER 1

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## Xbox-WebAPI-EX

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Xbox-WebAPI is a python library to authenticate with Xbox Live via your Microsoft Account and provides Xbox related Web-API.

Authentication via credentials or tokens is supported, Two-Factor-Authentication ( 2FA ) is also possible.

### 1.1 Dependencies

- Python  $\geq 3.5$
- Libraries: requests, demjson, appdirs, urwid

### 1.2 How to use

Install:

```
pip install xbox-webapi-ex
```

Authentication:

```
# Token save location: If tokenfile is not provided via cmdline, fallback
# of <appdirs.user_data_dir>/tokens.json is used as save-location
#
# Specifically:
# Windows: C:\Users\<username>\AppData\Local\OpenXbox\xbox
```

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```
# Mac OSX: /Users/<username>/Library/Application Support/xbox/tokens.json
# Linux: /home/<username>/.local/share/xbox
#
# For more information, see: https://pypi.org/project/appdirs and module: xbox.webapi.scripts.constants

xbox-authenticate --tokens tokens.json --email no@live.com --password abc123

# NOTE: If no credentials are provided via cmdline, they are requested from stdin
xbox-authenticate --tokens tokens.json

# If you have a shell compatible with ncurses, you can use the Terminal UI app
xbox-auth-ui --tokens tokens.json
```

### Fallback Authentication:

```
# In case this authentication flow breaks or you do not trust the code with your
↳ credentials..
# Open the following URL in your web-browser and authenticate
https://login.live.com/oauth20\_authorize.srf?display=touch&scope=service%3A%3Auser.auth.xboxlive.com%3A%3AAMBI\_SSL&redirect\_uri=https%3A%2F%2Flogin.live.com%2Foauth20\_desktop.srf&locale=en&response\_type=token&client\_id=0000000048093EE3
# Once you finished auth and reached a blank page, copy the redirect url from your
↳ browser address-field
# Execute the script with supplied redirect url
xbox-auth-via-browser 'https://login.live.com/oauth20_desktop.srf?...access_token=...&
↳ refresh_token=...'
```

### Example: Search Xbox Live via cmdline tool:

```
# Search Xbox One Catalog
xbox-searchlive --tokens tokens.json "Some game title"

# Search Xbox 360 Catalog
xbox-searchlive --tokens tokens.json -l "Some game title"
```

### API usage:

```
import sys

from xbox.webapi.api.client import XboxLiveClient
from xbox.webapi.authentication.manager import AuthenticationManager
from xbox.webapi.common.exceptions import AuthenticationException

"""
For doing authentication in code, see xbox/webapi/scripts/authenticate.py
or for OAUTH via web-browser, see xbox/webapi/scripts/browserauth.py
"""

try:
    auth_mgr = AuthenticationManager.from_file('/path_to/tokens.json')
except FileNotFoundError as e:
    print(
        'Failed to load tokens from \'{}\'.\n'
        'ERROR: {}'.format(e.filename, e.strerror)
    )
```

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```
sys.exit(-1)

try:
    auth_mgr.authenticate(do_refresh=True)
except AuthenticationException as e:
    print('Authentication failed! Err: %s' % e)
    sys.exit(-1)

xbl_client = XboxLiveClient(auth_mgr.userinfo.userhash, auth_mgr.xsts_token.jwt, auth_
    mgr.userinfo.xuid)

# Some example API calls

# Get friendslist
friendslist = xbl_client.people.get_friends_own()

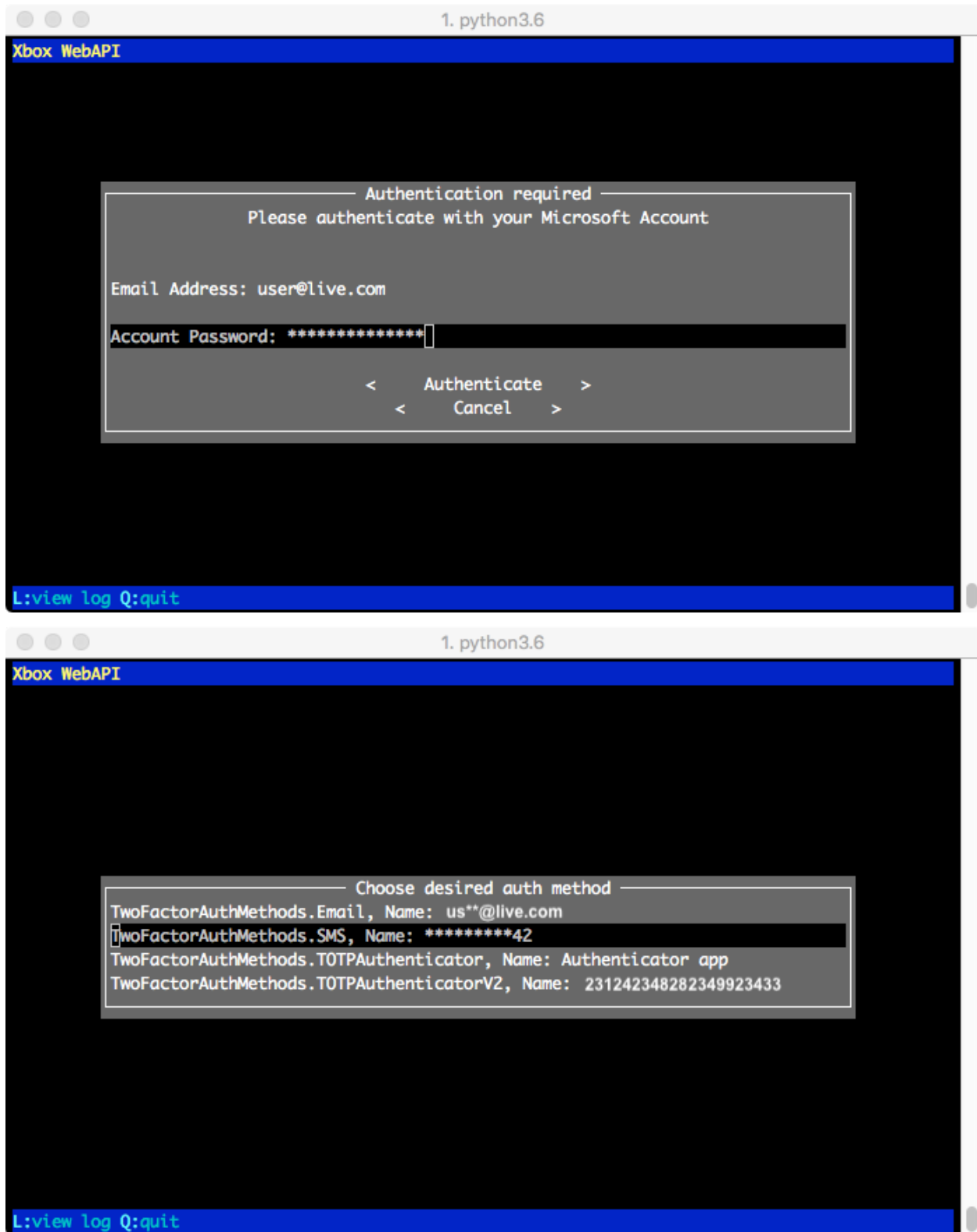
# Get presence status (by list of XUID)
presence = xbl_client.presence.get_presence_batch([12344567687845, 453486346235151])

# Get messages
messages = xbl_client.message.get_message_inbox()

# Get profile by GT
profile = xbl_client.profile.get_profile_by_gamertag('SomeGamertag')
```

## 1.3 Screenshots

Here you can see the Auth TUI (Text user interface):





## 1.4 Known issues

- There are a lot of missing XBL endpoints

## 1.5 Contribute

- Report bugs/suggest features
- Add/update docs
- Add additional xbox live endpoints

## 1.6 Credits

This package uses parts of [Cookiecutter](#) and the [audreyr/cookiecutter-pypackage](#) project template. The authentication code is based on [joelcorn/xbox](#)

Informations on endpoints gathered from:

- [XboxLive REST Reference](#)
- [XboxLiveTraceAnalyzer APIMap](#)
- [Xbox Live Service API](#)

## 1.7 Disclaimer

Xbox, Xbox One, Smartglass and Xbox Live are trademarks of Microsoft Corporation. Team OpenXbox is in no way endorsed by or affiliated with Microsoft Corporation, or any associated subsidiaries, logos or trademarks.

### 1.7.1 Authentication Manager - Authenticate with MS / XBL

### 1.7.2 Two Factor Authentication Support

### 1.7.3 Custom Exceptions

Special Exception subclasses

**exception** `xbox.webapi.common.exceptions.XboxException`

Bases: `Exception`

Base exception for all Xbox exceptions to subclass

**exception** `xbox.webapi.common.exceptions.AuthenticationException`

Bases: `xbox.webapi.common.exceptions.XboxException`

Raised when logging in fails, likely due to incorrect auth credentials

**exception** `xbox.webapi.common.exceptions.TwoFactorAuthRequired` (*message*,  
*server\_data*)

Bases: `xbox.webapi.common.exceptions.XboxException`

`__init__(message, server_data)`

Raised when 2FA is required

**Parameters**

- **message** (*str*) – Exception message
- **server\_data** (*dict*) – Server data dict, extracted js object from windows live auth request

**exception** `xbox.webapi.common.exceptions.InvalidRequest` (*message, response*)

Bases: `xbox.webapi.common.exceptions.XboxException`

`__init__(message, response)`

Raised when something is wrong with the request

**Parameters**

- **message** (*str*) – error message returned by the server
- **response** (*requests.Response*) – Instance of `requests.Response`

**exception** `xbox.webapi.common.exceptions.NotFoundException`

Bases: `xbox.webapi.common.exceptions.XboxException`

Any exception raised due to a resource being missing will subclass this

## 1.7.4 Xbox Live Client - HTTP Client wrapper

Xbox Live Client

Basic factory that stores `XboxLiveLanguage`, User authorization data and available *Providers*

**class** `xbox.webapi.api.client.XboxLiveClient` (*userhash, auth\_token, xuid, language=<xbox.webapi.api.language.XboxLiveLocale object>*)

Bases: `object`

`__init__(userhash, auth_token, xuid, language=<xbox.webapi.api.language.XboxLiveLocale object>)`

Provide various Web API from Xbox Live

**Parameters**

- **userhash** (*str*) – Userhash obtained by authentication with Xbox Live Server
- **auth\_token** (*str*) – Authentication Token (XSTS), obtained by authentication with Xbox Live Server
- **xuid** (*str/int*) – Xbox User Identification of your Xbox Live Account
- **language** (*str*) – Member of `XboxLiveLanguage`

**xuid**

Gets the Xbox User ID

**Returns** Xbox User ID

**Return type** `int`

**language**

Gets the active Xbox Live Language

**Returns** Active Xbox Live language

**Return type** `XboxLiveLanguage`

**session**

Wrapper around requests session

**Returns** Instance of `requests.session` - Xbox Live Authorization header is set.

**Return type** `object`

## 1.7.5 Xbox Live language definitions

Language definitions

**class** `xbox.webapi.api.language.XboxLiveLocale` (*name, short\_id, identifier, locale*)

Bases: `object`

**\_\_init\_\_** (*name, short\_id, identifier, locale*)

Initialize a new instance of `XboxLiveLocale`

**Parameters**

- **name** (*str*) – Full name describing the language / country
- **short\_id** (*str*) – Short Id (e.g. “AT” for Austria)
- **identifier** (*str*) – Identifier (e.g. “de\_AT” for Austria)
- **locale** (*str*) – Locale (e.g. “de-AT” for Austria)

**class** `xbox.webapi.api.language.XboxLiveLanguage`

Bases: `object`

Collection of languages compatible with XBL

**Argentina** = `<xbox.webapi.api.language.XboxLiveLocale object>`

**Australia** = `<xbox.webapi.api.language.XboxLiveLocale object>`

**Austria** = `<xbox.webapi.api.language.XboxLiveLocale object>`

**Belgium** = `<xbox.webapi.api.language.XboxLiveLocale object>`

**Belgium\_NL** = `<xbox.webapi.api.language.XboxLiveLocale object>`

**Brazil** = `<xbox.webapi.api.language.XboxLiveLocale object>`

**Canada** = `<xbox.webapi.api.language.XboxLiveLocale object>`

**Canada\_FR** = `<xbox.webapi.api.language.XboxLiveLocale object>`

**Czech\_Republic** = `<xbox.webapi.api.language.XboxLiveLocale object>`

**Denmark** = `<xbox.webapi.api.language.XboxLiveLocale object>`

**Finland** = `<xbox.webapi.api.language.XboxLiveLocale object>`

**France** = `<xbox.webapi.api.language.XboxLiveLocale object>`

**Germany** = `<xbox.webapi.api.language.XboxLiveLocale object>`

**Greece** = `<xbox.webapi.api.language.XboxLiveLocale object>`

**Hong\_Kong** = `<xbox.webapi.api.language.XboxLiveLocale object>`

**Hungary** = `<xbox.webapi.api.language.XboxLiveLocale object>`

**India** = `<xbox.webapi.api.language.XboxLiveLocale object>`

```
Great_Britain = <xbox.webapi.api.language.XboxLiveLocale object>
Israel = <xbox.webapi.api.language.XboxLiveLocale object>
Italy = <xbox.webapi.api.language.XboxLiveLocale object>
Japan = <xbox.webapi.api.language.XboxLiveLocale object>
Mexico = <xbox.webapi.api.language.XboxLiveLocale object>
Chile = <xbox.webapi.api.language.XboxLiveLocale object>
Colombia = <xbox.webapi.api.language.XboxLiveLocale object>
Netherlands = <xbox.webapi.api.language.XboxLiveLocale object>
New_Zealand = <xbox.webapi.api.language.XboxLiveLocale object>
Norway = <xbox.webapi.api.language.XboxLiveLocale object>
Poland = <xbox.webapi.api.language.XboxLiveLocale object>
Portugal = <xbox.webapi.api.language.XboxLiveLocale object>
Russia = <xbox.webapi.api.language.XboxLiveLocale object>
Saudi_Arabia = <xbox.webapi.api.language.XboxLiveLocale object>
Singapore = <xbox.webapi.api.language.XboxLiveLocale object>
Slovakia = <xbox.webapi.api.language.XboxLiveLocale object>
South_Africa = <xbox.webapi.api.language.XboxLiveLocale object>
Korea = <xbox.webapi.api.language.XboxLiveLocale object>
Spain = <xbox.webapi.api.language.XboxLiveLocale object>
Switzerland = <xbox.webapi.api.language.XboxLiveLocale object>
Switzerland_FR = <xbox.webapi.api.language.XboxLiveLocale object>
United_Arab_Emirates = <xbox.webapi.api.language.XboxLiveLocale object>
United_States = <xbox.webapi.api.language.XboxLiveLocale object>
Ireland = <xbox.webapi.api.language.XboxLiveLocale object>
```

## 1.7.6 Xbox Live Providers - API Endpoints

### Submodules

#### EDS - Entertainment Discovery Services

EDS (Entertainment Discovery Services)

Used for searching the Xbox Live Marketplace

```
class xbox.webapi.api.provider.eds.EDSProvider(client)
    Bases: xbox.webapi.api.provider.baseprovider.BaseProvider

    EDS_URL = 'https://eds.xboxlive.com'

    HEADERS_EDS = {'Accept': 'application/json', 'Cache-Control': 'no-cache', 'Pragma':
    SEPERATOR = '.'
```

**get\_appchannel\_channel\_list** (*lineup\_id*)

Get AppChannel channel list

**Parameters** **lineup\_id** (*str*) – Lineup ID

**Returns** HTTP Response

**Return type** `requests.Response`

**get\_appchannel\_schedule** (*lineup\_id, start\_time, end\_time, max\_items, skip\_items*)

Get AppChannel schedule / EPG

**Parameters**

- **lineup\_id** (*str*) – Lineup ID
- **start\_time** (*str*) – Start time (format: 2016-07-11T21:50:00.000Z)
- **end\_time** (*str*) – End time (format: 2016-07-11T21:50:00.000Z)
- **max\_items** (*int*) – Maximum number of items
- **skip\_items** (*int*) – Count of items to skip

**Returns** HTTP Response

**Return type** `requests.Response`

**get\_browse\_query** (*order\_by, desired, \*\*kwargs*)

Get a browse query

**Parameters**

- **order\_by** (*str/OrderBy*) – Fieldname to use for sorting the result
- **desired** (*str/list*) – Desired Media Item Types, members of (*MediaItemType*)
- **\*\*kwargs** – Additional query parameters

Returns:

**get\_recommendations** (*desired, \*\*kwargs*)

Get recommended content suggestions

**Parameters**

- **desired** (*str/list*) – Desired Media Item Types, members of (*MediaItemType*)
- **\*\*kwargs** – Additional query parameters

**Returns** HTTP Response

**Return type** `requests.Response`

**get\_related** (*id, desired, \*\*kwargs*)

Get related content for a specific Id

**Parameters**

- **id** (*str*) – Id of original content to get related content for
- **desired** (*str/list*) – Desired Media Item Types, members of (*MediaItemType*)
- **\*\*kwargs** – Additional query parameters

**Returns** HTTP Response

**Return type** `requests.Response`

**get\_fields** (*desired*, *\*\*kwargs*)

Get Fields

**Parameters**

- **desired** (*str*) – Desired
- **\*\*kwargs** – Additional query parameters

**Returns** HTTP Response

**Return type** `requests.Response`

**get\_details** (*ids*, *mediagroup*, *\*\*kwargs*)

Get details for a list of IDs in a specific media group

**Parameters**

- **ids** (*str/list*) – List of ids to get details for
- **mediagroup** (*str*) – Member of *MediaGroup*
- **\*\*kwargs** – Additional query parameters

**Returns** HTTP Response

**Return type** `requests.Response`

**get\_crossmediagroup\_search** (*search\_query*, *max\_items*, *\*\*kwargs*)

Do a crossmedia-group search (search for content for multiple devices)

**Parameters**

- **search\_query** (*str*) – Query string
- **max\_items** (*int*) – Maximum itemcount
- **\*\*kwargs** – Additional query parameters

**Returns** HTTP Response

**Return type** `requests.Response`

**get\_singlemediagroup\_search** (*search\_query*, *max\_items*, *media\_item\_types*, *\*\*kwargs*)

Do a singlemedia-group search

**Parameters**

- **search\_query** (*str*) – Query string
- **max\_items** (*int*) – Maximum itemcount
- **media\_item\_types** (*str/list*) – Desired Media Item Types, members of (*MediaItemType*)
- **\*\*kwargs** – Additional query parameters

**Returns** HTTP Response

**Return type** `requests.Response`

**class** `xbox.webapi.api.provider.eds.MediaItemType`

Bases: `xbox.webapi.common.enum.StrEnum`

Media Item Type, used as parameter for EDS API

**XBOX360\_GAME** = 'Xbox360Game'

**XBOX360\_GAME\_CONTENT** = 'Xbox360GameContent'

```
XBOX360_GAME_DEMO = 'Xbox360GameDemo'
XBOX_GAME_TRIAL = 'XboxGameTrial'
XBOX_THEME = 'XboxTheme'
XBOX_ORIGINAL_GAME = 'XboxOriginalGame'
XBOX_GAMER_TILE = 'XboxGamerTile'
XBOX_ARCADE_GAME = 'XboxArcadeGame'
XBOX_GAME_CONSUMABLE = 'XboxGameConsumable'
XBOX_GAME_VIDEO = 'XboxGameVideo'
XBOX_GAME_TRAILER = 'XboxGameTrailer'
XBOX_BUNDLE = 'XboxBundle'
XBOX_XNA_GAME = 'XboxXnaCommunityGame'
XBOX_MARKETPLACE = 'XboxMarketplace'
XBOX_APP = 'XboxApp'
XBOXONE_GAME = 'DGame'
XBOXONE_GAME_DEMO = 'DGameDemo'
XBOXONE_CONSUMABLE = 'DConsumable'
XBOXONE_DURABLE = 'DDurable'
XBOXONE_APP = 'DApp'
XBOXONE_ACTIVITY = 'DActivity'
XBOXONE_NATIVE_APP = 'DNativeApp'
METRO_GAME = 'MetroGame'
METRO_GAME_CONTENT = 'MetroGameContent'
METRO_GAME_CONSUMABLE = 'MetroGameConsumable'
AVATAR_ITEM = 'AvatarItem'
MOBILE_GAME = 'MobileGame'
XBOX_MOBILE_PDLC = 'XboxMobilePDLC'
XBOX_MOBILE_CONSUMABLE = 'XboxMobileConsumable'
TV_SHOW = 'TVShow'
TV_EPISODE = 'TVEpisode'
TV_SERIES = 'TVSeries'
TV_SEASON = 'TVSeason'
MUSIC_ALBUM = 'Album'
MUSIC_TRACK = 'Track'
MUSIC_VIDEO = 'MusicVideo'
MUSIC_ARTIST = 'MusicArtist'
WEB_GAME = 'WebGame'
```

```
WEB_VIDEO = 'WebVideo'
WEB_VIDEO_COLLECTION = 'WebVideoCollection'
GAME_LAYER = 'GameLayer'
GAME_ACTIVITY = 'GameActivity'
APP_ACTIVITY = 'AppActivity'
VIDEO_LAYER = 'VideoLayer'
VIDEO_ACTIVITY = 'VideoActivity'
SUBSCRIPTION = 'Subscription'
```

```
class xbox.webapi.api.provider.eds.MediaGroup
```

```
    Bases: xbox.webapi.common.enum.StrEnum
```

Media Group, used as parameter for EDS API

GameType: Xbox360Game, XboxGameTrial, Xbox360GameContent, Xbox360GameDemo, Xbox-Theme, XboxOriginalGame, XboxGamerTile, XboxArcadeGame, XboxGameConsumable, XboxGameVideo, XboxGameTrailer, XboxBundle, XboxXnaCommunityGame, XboxMarketplace, AvatarItem, MobileGame, XboxMobilePDL, XboxMobileConsumable, WebGame, MetroGame, MetroGameContent, MetroGameConsumable, DGame, DGameDemo, DConsumable, DDurable

AppType: XboxApp, DApp MovieType: Movie TVType: TVShow (one-off TV shows), TVEpisode, TVSeries, TVSeason MusicType: Album, Track, MusicVideo MusicArtistType: MusicArtist WebVideoType: WebVideo, WebVideoCollection EnhancedContentType: GameLayer, GameActivity, AppActivity, VideoLayer, VideoActivity, DActivity, DNativeApp SubscriptionType: Subscription

```
GAME_TYPE = 'GameType'
APP_TYPE = 'AppType'
MOVIE_TYPE = 'MovieType'
TV_TYPE = 'TVType'
MUSIC_TYPE = 'MusicType'
MUSIC_ARTIST_TYPE = 'MusicArtistType'
WEB_VIDEO_TYPE = 'WebVideoType'
ENHANCED_CONTENT_TYPE = 'EnhancedContentType'
SUBSCRIPTION_TYPE = 'SubscriptionType'
```

```
class xbox.webapi.api.provider.eds.ScheduleDetailsField
```

```
    Bases: xbox.webapi.common.enum.StrEnum
```

Schedule Details Field, used as parameter for EDS API

```
NAME = 'Name'
ID = 'Id'
IMAGES = 'Images'
DESCRIPTION = 'Description'
PARENTAL_RATING = 'ParentalRating'
PARENT_SERIES = 'ParentSeries'
SCHEDULE_INFO = 'ScheduleInformation'
```



```
class xbox.webapi.api.provider.eds.Domain
    Bases: xbox.webapi.common.enum.StrEnum

    Domain, used as parameter for EDS API

    XBOX_360 = 'Xbox360'

    XBOX_ONE = 'Modern'

class xbox.webapi.api.provider.eds.IdType
    Bases: xbox.webapi.common.enum.StrEnum

    ID Type, used as parameter for EDS API

    CANONICAL = 'Canonical'

    XBOX_HEX_TITLE = 'XboxHexTitle'

    SCOPED_MEDIA_ID = 'ScopedMediaId'

    ZUNE_CATALOG = 'ZuneCatalog'

    ZUNE_MEDIA_INSTANCE = 'ZuneMediaInstance'

    AMG = 'AMG'

    MEDIA_NET = 'MediaNet'

    PROVIDER_CONTENT_ID = 'ProviderContentId'

class xbox.webapi.api.provider.eds.ClientType
    Bases: xbox.webapi.common.enum.StrEnum

    Client Type, used as parameter for EDS API

    C13 = 'C13'

    COMMERCIAL_SERVICE = 'CommercialService'

    COMPANION = 'Companion'

    CONSOLE = 'Console'

    EDITORIAL = 'Editorial'

    FIRST_PARTY_APP = '1stPartyApp'

    MO_LIVE = 'MoLive'

    WINDOWS_PHONE_7 = 'PhoneROM'

    RECOMMENDATION_SERVICE = 'RecommendationService'

    SAS = 'SAS'

    SDS = 'SDS'

    SUBSCRIPTION_SERVICE = 'SubscriptionService'

    X8 = 'X8'

    X13 = 'X13'

    WEBBLEND = 'Webblend'

    XBOX_COM = 'XboxCom'
```

**class** xbox.webapi.api.provider.eds.**DeviceType**

Bases: xbox.webapi.common.enum.StrEnum

Device Type, used as parameter for EDS API

**XBOX360** = 'Xbox360'

**XBOXONE** = 'XboxDurango'

**XBOX** = 'Xbox'

**IOS** = 'iOS'

**IPHONE** = 'iPhone'

**IPAD** = 'iPad'

**ANDROID** = 'Android'

**ANDROID\_PHONE** = 'AndroidPhone'

**ANDROID\_SLATE** = 'AndroidSlate'

**WIN\_PC** = 'WindowsPC'

**WIN\_PHONE** = 'WindowsPhone'

**SERVICE** = 'Service'

**WEB** = 'Web'

**class** xbox.webapi.api.provider.eds.**OrderBy**

Bases: xbox.webapi.common.enum.StrEnum

The orderBy parameter determines how the items being returned should be sorted

**PLAY\_COUNT\_DAILY** = 'PlayCountDaily'

**FREE\_AND\_PAID\_COUNT\_DAILY** = 'FreeAndPaidCountDaily'

**PAID\_COUNT\_ALL\_TIME** = 'PaidCountAllTime'

**PAID\_COUNT\_DAILY** = 'PaidCountDaily'

**DIGITAL\_RELEASE\_DATE** = 'DigitalReleaseDate'

**RELEASE\_DATE** = 'ReleaseDate'

**USER\_RATINGS** = 'UserRatings'

**class** xbox.webapi.api.provider.eds.**SubscriptionLevel**

Bases: xbox.webapi.common.enum.StrEnum

The subscriptionLevel parameter determines the type of subscription the user has

**GOLD** = 'gold'

**SILVER** = 'silver'

## **CQS - Stump TV Streaming**

CQS

Used for download stump (TV Streaming) data (RemoteTVInput ServiceChannel on Smartglass)

**class** xbox.webapi.api.provider.cqs.**CQSProvider** (*client*)

Bases: xbox.webapi.api.provider.baseprovider.BaseProvider

```
CQS_URL = 'https://cqs.xboxlive.com'
```

```
HEADERS_CQS = {'Accept': 'application/json', 'Cache-Control': 'no-cache', 'Pragma':
```

```
get_channel_list(locale_info, headend_id)
```

Get stump channel list

#### Parameters

- **locale\_info** (*str*) – Locale string (format: “en-US”)
- **headend\_id** (*str*) – Headend id

**Returns** HTTP Response

**Return type** `requests.Response`

```
get_schedule(locale_info, headend_id, start_date, duration_minutes, channel_skip, channel_count)
```

Get stump epg data

#### Parameters

- **locale\_info** (*str*) – Locale string (format: “en-US”)
- **headend\_id** (*str*) – Headend id
- **start\_date** (*str*) – Start date (format: 2016-07-11T21:50:00.000Z)
- **duration\_minutes** (*int*) – Schedule duration to download
- **channel\_skip** (*int*) – Count of channels to skip
- **channel\_count** (*int*) – Count of channels to get data for

**Returns** HTTP Response

**Return type** `requests.Response`

```
class xbox.webapi.api.provider.cqs.VesperType
```

Bases: `xbox.webapi.common.enum.StrEnum`

An enumeration.

```
MOBILE_LINEUP = 'vesper_mobile_lineup'
```

```
MOBILE_SCHEDULE = 'vesper_mobile_schedule'
```

## EPLists - Manage Xbox Live Pins

EPLists - Mainly used for XBL Pins

```
class xbox.webapi.api.provider.lists.ListsProvider(client)
```

Bases: `xbox.webapi.api.provider.baseprovider.BaseProvider`

```
LISTS_URL = 'https://eplists.xboxlive.com'
```

```
HEADERS_LISTS = {'Content-Type': 'application/json', 'x-xbl-contract-version': '2'}
```

```
SEPERATOR = '.'
```

```
remove_items(xuid, params, listname='XBLPins')
```

Remove items from specific list, defaults to “XBLPins”

#### Parameters

- **xuid** (*str/int*) – Xbox User Id

- **listname** (*str*) – Name of list to edit

**Returns** HTTP Response

**Return type** `requests.Response`

**get\_items** (*xuid, params, listname='XBLPins'*)

Get items from specific list, defaults to “XBLPins”

**Parameters**

- **xuid** (*str/int*) – Xbox User Id
- **listname** (*str*) – Name of list to edit

**Returns** HTTP Response

**Return type** `requests.Response`

**insert\_items** (*xuid, params, listname='XBLPins'*)

Insert items to specific list, defaults to “XBLPins”

**Parameters**

- **xuid** (*str/int*) – Xbox User Id
- **listname** (*str*) – Name of list to edit

**Returns** HTTP Response

**Return type** `requests.Response`

**update\_items** (*xuid, params, listname='XBLPins'*)

Update items in specific list, defaults to “XBLPins”

**Parameters**

- **xuid** (*str/int*) – Xbox User Id
- **listname** (*str*) – Name of list to edit

**Returns** HTTP Response

**Return type** `requests.Response`

## Profile - Get Userprofile information

Profile

Get Userprofiles by XUID or Gamertag

```
class xbox.webapi.api.provider.profile.ProfileProvider(client)
```

Bases: `xbox.webapi.api.provider.baseprovider.BaseProvider`

```
PROFILE_URL = 'https://profile.xboxlive.com'
```

```
HEADERS_PROFILE = {'x-xbl-contract-version': '2'}
```

```
SEPARATOR = ','
```

```
get_profiles (xuid_list)
```

Get profile info for list of xuids

**Parameters** **xuid\_list** (*list*) – List of xuids

**Returns** HTTP Response

**Return type** `requests.Response`

**get\_profile\_by\_xuid** (*target\_xuid*)

Get Userprofile by xuid

**Parameters** **target\_xuid** (*int*) – XUID to get profile for

**Returns** HTTP Response

**Return type** `requests.Response`

**get\_profile\_by\_gamertag** (*gamertag*)

Get Userprofile by gamertag

**Parameters** **gamertag** (*str*) – Gamertag to get profile for

**Returns** HTTP Response

**Return type** `requests.Response`

**class** `xbox.webapi.api.provider.profile.ProfileSettings`

Bases: `object`

Profile settings, used as parameter for Profile API

**GAME\_DISPLAY\_NAME** = 'GameDisplayName'

**APP\_DISPLAY\_NAME** = 'AppDisplayName'

**APP\_DISPLAYPIC\_RAW** = 'AppDisplayPicRaw'

**GAME\_DISPLAYPIC\_RAW** = 'GameDisplayPicRaw'

**PUBLIC\_GAMERPIC** = 'PublicGamerpic'

**SHOW\_USER\_AS\_AVATAR** = 'ShowUserAsAvatar'

**GAMERSCORE** = 'Gamerscore'

**GAMERTAG** = 'Gamertag'

**ACCOUNT\_TIER** = 'AccountTier'

**TENURE\_LEVEL** = 'TenureLevel'

**XBOX\_ONE\_REP** = 'XboxOneRep'

**PREFERRED\_COLOR** = 'PreferredColor'

**LOCATION** = 'Location'

**BIOGRAPHY** = 'Bio'

**WATERMARKS** = 'Watermarks'

**REAL\_NAME** = 'RealName'

**REAL\_NAME\_OVERRIDE** = 'RealNameOverride'

## Achievements - Get info about gameprogress

Achievements

Get Xbox 360 and Xbox One Achievement data

**class** `xbox.webapi.api.provider.achievements.AchievementsProvider` (*client*)

Bases: `xbox.webapi.api.provider.baseprovider.BaseProvider`

**ACHIEVEMENTS\_URL** = 'https://achievements.xboxlive.com'

**HEADERS\_GAME\_360\_PROGRESS** = {'x-xbl-contract-version': '1'}

**HEADERS\_GAME\_PROGRESS** = {'x-xbl-contract-version': '2'}

**get\_achievements\_detail\_item** (*xuid*, *service\_config\_id*, *achievement\_id*)

Get achievement detail for specific item

**Parameters**

- **xuid** (*str*) – Xbox User Id
- **service\_config\_id** (*str*) – Service Config Id
- **achievement\_id** (*str*) – Achievement Id

**Returns** HTTP Response

**Return type** `requests.Response`

**get\_achievements\_xbox360\_all** (*xuid*, *title\_id*)

Get all achievements for specific X360 title Id

**Parameters**

- **xuid** (*str*) – Xbox User Id
- **title\_id** (*str*) – Xbox 360 Title Id

**Returns** HTTP Response

**Return type** `requests.Response`

**get\_achievements\_xbox360\_earned** (*xuid*, *title\_id*)

Get earned achievements for specific X360 title id

**Parameters**

- **xuid** (*str*) – Xbox User Id
- **title\_id** (*str*) – Xbox 360 Title Id

**Returns** HTTP Response

**Return type** `requests.Response`

**get\_achievements\_xbox360\_recent\_progress\_and\_info** (*xuid*)

Get recent achievement progress and information

**Parameters** **xuid** (*str*) – Xbox User Id

**Returns** HTTP Response

**Return type** `requests.Response`

**get\_achievements\_xboxone\_gameprogress** (*xuid*, *title\_id*)

Get gameprogress for Xbox One title

**Parameters**

- **xuid** (*str*) – Xbox User Id
- **title\_id** (*str*) – Xbox One Title Id

**Returns** HTTP Response

**Return type** `requests.Response`

**get\_achievements\_xboxone\_recent\_progress\_and\_info** (*xuid*)

Get recent achievement progress and information

**Parameters** **xuid** (*str*) – Xbox User Id

**Returns** HTTP Response

**Return type** `requests.Response`

## Usersearch - Search users / gamertags

Usersearch - Search for gamertags / userprofiles

**class** `xbox.webapi.api.provider.usersearch.UserSearchProvider` (*client*)

Bases: `xbox.webapi.api.provider.baseprovider.BaseProvider`

**USERSEARCH\_URL** = 'https://usersearch.xboxlive.com'

**HEADERS\_USER\_SEARCH** = {'x-xbl-contract-version': '1'}

**get\_live\_search** (*query*)

Get userprofiles for search query

**Parameters** **query** (*str*) – Search query

**Returns** HTTP Response

**Return type** `requests.Response`

## Gameclips - Own, from Community, by XUID

Gameclips - Get gameclip info

**class** `xbox.webapi.api.provider.gameclips.GameclipProvider` (*client*)

Bases: `xbox.webapi.api.provider.baseprovider.BaseProvider`

**GAMECLIPS\_METADATA\_URL** = 'https://gameclipsmetadata.xboxlive.com'

**HEADERS\_GAMECLIPS\_METADATA** = {'x-xbl-contract-version': '1'}

**get\_recent\_community\_clips\_by\_title\_id** (*title\_id*)

Get recent community clips by Title Id

**Parameters** **title\_id** (*str*) – Title Id to get clips for

**Returns** HTTP Response

**Return type** `requests.Response`

**get\_recent\_own\_clips** (*title\_id=None, skip\_items=0, max\_items=25*)

Get own recent clips, optionally filter for title Id

**Parameters**

- **title\_id** (*int*) – Title ID to filter
- **skip\_items** (*int*) – Item count to skip
- **max\_items** (*int*) – Maximum item count to load

**Returns** HTTP Response

**Return type** `requests.Response`

**get\_recent\_clips\_by\_xuid** (*xuid*, *title\_id=None*, *skip\_items=0*, *max\_items=25*)

Get clips by XUID, optionally filter for title Id

**Parameters**

- **xuid** (*str*) – XUID of user to get clips from
- **title\_id** (*str*) – Optional title id filter
- **skip\_items** (*int*) – Item count to skip
- **max\_items** (*int*) – Maximum item count to load

**Returns** HTTP Response

**Return type** `requests.Response`

**get\_saved\_community\_clips\_by\_title\_id** (*title\_id*)

Get saved community clips by Title Id

**Parameters** **title\_id** (*str*) – Title Id to get screenshots for

**Returns** HTTP Response

**Return type** `requests.Response`

**get\_saved\_own\_clips** (*title\_id=None*, *skip\_items=0*, *max\_items=25*)

Get own saved clips, optionally filter for title Id an

**Parameters**

- **title\_id** (*int*) – Optional Title ID to filter
- **skip\_items** (*int*) – Item count to skip
- **max\_items** (*int*) – Maximum item count to load

**Returns** HTTP Response

**Return type** `requests.Response`

**get\_saved\_clips\_by\_xuid** (*xuid*, *title\_id=None*, *skip\_items=0*, *max\_items=25*)

Get saved clips by XUID, optionally filter for title Id

**Parameters**

- **xuid** (*str*) – XUID of user to get screenshots from
- **title\_id** (*str*) – Optional title id filter
- **skip\_items** (*int*) – Item count to skip
- **max\_items** (*int*) – Maximum item count to load

**Returns** HTTP Response

**Return type** `requests.Response`

## People - Get friendlist info

People - Access friendlist from own profiles and others

```
class xbox.webapi.api.provider.people.PeopleProvider (client)  
    Bases: xbox.webapi.api.provider.baseprovider.BaseProvider  
  
    SOCIAL_URL = 'https://social.xboxlive.com'
```



```
HEADERS_SOCIAL = {'x-xbl-contract-version': '1'}
```

**get\_friends\_own()**  
Get friendlist of own profile

**Returns** HTTP Response

**Return type** `requests.Response`

**get\_friends\_summary\_own()**  
Get friendlist summary of own profile

**Returns** HTTP Response

**Return type** `requests.Response`

**get\_friends\_summary\_by\_xuid(xuid)**  
Get friendlist summary of user by xuid

**Parameters** **xuid** (*str*) – XUID to request summary from

**Returns** HTTP Response

**Return type** `requests.Response`

**get\_friends\_by\_xuid(xuid)**  
Get friendlist of user by xuid

**Parameters** **xuid** (*str*) – XUID to request summary from

**Returns** HTTP Response

**Return type** `requests.Response`

**get\_friends\_summary\_by\_gamertag(gamertag)**  
Get friendlist summary of user by xuid

**Parameters** **gamertag** (*str*) – XUID to request friendlist from

**Returns** HTTP Response

**Return type** `requests.Response`

**get\_friends\_own\_batch(xuids)**  
Get friends metadata by providing a list of XUIDs

**Parameters** **xuids** (*list*) – List of XUIDs

**Returns** HTTP Response

**Return type** `requests.Response`

## Presence - Get online status of friends

Presence - Get online status of friends

```
class xbox.webapi.api.provider.presence.PresenceLevel
    Bases: object
    USER = 'user'
    DEVICE = 'device'
    TITLE = 'title'
    ALL = 'all'
```

```
class xbox.webapi.api.provider.presence.PresenceProvider (client)
    Bases: xbox.webapi.api.provider.baseprovider.BaseProvider

    PRESENCE_URL = 'https://userpresence.xboxlive.com'

    HEADERS_PRESENCE = {'Accept': 'application/json', 'x-xbl-contract-version': '3'}

    get_presence (xuid, presence_level='user')
        Get presence for an xuid

        Parameters
            • xuid (str) – Xbox User Id
            • presence_level (str) – Filter level

        Returns HTTP Response

        Return type requests.Response

    get_presence_batch (xuids, online_only=False, presence_level='user')
        Get presence for list of xuids

        Parameters
            • xuids (str) – List of XUIDs
            • online_only (bool) – Only get online profiles
            • presence_level (str) – Filter level

        Returns HTTP Response

        Return type requests.Response

    get_presence_own (presence_level='all')
        Get presence of own profile

        Parameters presence_level (str) – Filter level

        Returns HTTP Response

        Return type requests.Response
```

## Message - Read and send messages

Message - Read and send messages

```
class xbox.webapi.api.provider.message.MessageProvider (client)
    Bases: xbox.webapi.api.provider.baseprovider.BaseProvider

    MSG_URL = 'https://msg.xboxlive.com'

    HEADERS_MESSAGE = {'x-xbl-contract-version': '1'}

    get_message_inbox (skip_items=0, max_items=100)
        Get messages

        Parameters
            • skip_items (int) – Item count to skip
            • max_items (int) – Maximum item count to load

        Returns HTTP Response

        Return type requests.Response
```

**get\_message** (*message\_id*)

Get detailed message info

**Parameters** **message\_id** (*str*) – Message Id

**Returns** HTTP Response

**Return type** `requests.Response`

**delete\_message** (*message\_id*)

Delete message

**NOTE:** Returns HTTP Status Code **204** on success

**Parameters** **message\_id** (*str*) – Message Id

**Returns** HTTP Response

**Return type** `requests.Response`

**send\_message** (*message\_text*, *gamertags=None*, *xuids=None*)

Send message to a list of gamertags

Only one of each recipient types can be supplied, either gamertags **or** xuids

**Parameters** **gamertags** (*list*) – List of gamertags

**Returns** HTTP Response

**Return type** `requests.Response`

## Userstats - Get game statistics

Userstats - Get game statistics

**class** `xbox.webapi.api.provider.userstats.UserStatsProvider` (*client*)

Bases: `xbox.webapi.api.provider.baseprovider.BaseProvider`

**USERSTATS\_URL** = 'https://userstats.xboxlive.com'

**HEADERS\_USERSTATS** = {'x-xbl-contract-version': '2'}

**HEADERS\_USERSTATS\_WITH\_METADATA** = {'x-xbl-contract-version': '3'}

**SEPERATOR** = ','

**get\_stats** (*xuid*, *service\_config\_id*, *stats\_fields=None*)

Get userstats

**Parameters**

- **xuid** (*str*) – Xbox User Id
- **service\_config\_id** (*str*) – Service Config Id of Game (scid)
- **stats\_fields** (*list*) – List of stats fields to acquire

**Returns** HTTP Response

**Return type** `requests.Response`

**get\_stats\_with\_metadata** (*xuid*, *service\_config\_id*, *stats\_fields=None*)

Get userstats including metadata for each stat (if available)

**Parameters**

- **xuid** (*str*) – Xbox User Id

- **service\_config\_id** (*str*) – Service Config Id of Game (scid)
- **stats\_fields** (*list*) – List of stats fields to acquire

**Returns** HTTP Response

**Return type** `requests.Response`

**get\_stats\_batch** (*xuids*, *title\_id*, *stats\_fields=None*)

Get userstats in batch mode

**Parameters**

- **xuids** (*list*) – List of XUIDs to get stats for
- **title\_id** (*int*) – Game Title Id
- **stats\_fields** (*list*) – List of stats fields to acquire

**Returns** HTTP Response

**Return type** `requests.Response`

**get\_stats\_batch\_by\_scid** (*xuids*, *service\_config\_id*, *stats\_fields=None*)

Get userstats in batch mode, via scid

**Parameters**

- **xuids** (*list*) – List of XUIDs to get stats for
- **service\_config\_id** (*int*) – Service Config Id of Game (scid)
- **stats\_fields** (*list*) – List of stats fields to acquire

**Returns** HTTP Response

**Return type** `requests.Response`

**class** `xbox.webapi.api.provider.userstats.GeneralStatsField`

Bases: `object`

**MINUTES\_PLAYED** = 'MinutesPlayed'

## Screenshots - Get screenshot info

Screenshots - Get screenshot info

**class** `xbox.webapi.api.provider.screenshots.ScreenshotsProvider` (*client*)

Bases: `xbox.webapi.api.provider.baseprovider.BaseProvider`

**SCREENSHOTS\_METADATA\_URL** = 'https://screenshotsmetadata.xboxlive.com'

**HEADERS\_SCREENSHOTS\_METADATA** = {'x-xbl-contract-version': '5'}

**get\_recent\_community\_screenshots\_by\_title\_id** (*title\_id*)

Get recent community screenshots by Title Id

**Parameters** **title\_id** (*str*) – Title Id to get screenshots for

**Returns** HTTP Response

**Return type** `requests.Response`

**get\_recent\_own\_screenshots** (*title\_id=None*, *skip\_items=0*, *max\_items=25*)

Get own recent screenshots, optionally filter for title Id

**Parameters**

- **title\_id** (*int*) – Title ID to filter
- **skip\_items** (*int*) – Item count to skip
- **max\_items** (*int*) – Maximum item count to load

**Returns** HTTP Response

**Return type** `requests.Response`

**get\_recent\_screenshots\_by\_xuid** (*xuid*, *title\_id=None*, *skip\_items=0*, *max\_items=25*)

Get recent screenshots by XUID, optionally filter for title Id

**Parameters**

- **xuid** (*str*) – XUID of user to get screenshots from
- **title\_id** (*str*) – Optional title id filter
- **skip\_items** (*int*) – Item count to skip
- **max\_items** (*int*) – Maximum item count to load

**Returns** HTTP Response

**Return type** `requests.Response`

**get\_saved\_community\_screenshots\_by\_title\_id** (*title\_id*)

Get saved community screenshots by Title Id

**Parameters** **title\_id** (*str*) – Title Id to get screenshots for

**Returns** HTTP Response

**Return type** `requests.Response`

**get\_saved\_own\_screenshots** (*title\_id=None*, *skip\_items=0*, *max\_items=25*)

Get own saved screenshots, optionally filter for title Id an

**Parameters**

- **title\_id** (*int*) – Optional Title ID to filter
- **skip\_items** (*int*) – Item count to skip
- **max\_items** (*int*) – Maximum item count to load

**Returns** HTTP Response

**Return type** `requests.Response`

**get\_saved\_screenshots\_by\_xuid** (*xuid*, *title\_id=None*, *skip\_items=0*, *max\_items=25*)

Get saved screenshots by XUID, optionally filter for title Id

**Parameters**

- **xuid** (*str*) – XUID of user to get screenshots from
- **title\_id** (*str*) – Optional title id filter
- **skip\_items** (*int*) – Item count to skip
- **max\_items** (*int*) – Maximum item count to load

**Returns** HTTP Response

**Return type** `requests.Response`

## Titlehub - Get Title history and info

Titlehub - Get Title history and info

```
class xbox.webapi.api.provider.titlehub.TitleFields
    Bases: object

    ACHIEVEMENT = 'achievement'

    IMAGE = 'image'

    FRIENDS_WHO_PLAYED = 'friendswhoplayed'

    SERVICE_CONFIG_ID = 'SCID'

    DETAIL = 'detail'

    ALTERNATE_TITLE_ID = 'alternateTitleId'

class xbox.webapi.api.provider.titlehub.TitlehubProvider(client)
    Bases: xbox.webapi.api.provider.baseprovider.BaseProvider

    TITLEHUB_URL = 'https://titlehub.xboxlive.com'

    HEADERS_TITLEHUB = {'Accept-Language': 'overwrite in __init__', 'x-xbl-client-name':
    SEPARATOR = ', '

    __init__(client)
        Initialize Baseclass, set 'Accept-Language' header from client instance

        Parameters client (XboxLiveClient) – Instance of client

    get_title_history(xuid, fields=None, max_items=5)
        Get recently played titles

        Parameters

        • xuid(int/str) – Xuid

        • fields(list) – Members of TitleFields

        • max_items(int) – Maximum items

        Returns HTTP Response

        Return type requests.Response

    get_title_info(title_id, fields=None)
        Get info for specific title

        Parameters

        • title_id(str) – Title Id

        • fields(list) – Members of TitleFields

        Returns HTTP Response

        Return type requests.Response

    get_titles_batch(pfns, fields=None)
        Get Title info via PFN ids

        Parameters

        • pfns(list) – PFN Id strings (e.g. 'Microsoft.XboxApp_8wekyb3d8bbwe')
```

- **fields**(*list*) – Members of *TitleFields*

**Returns** HTTP Response

**Return type** `requests.Response`

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