

---

# **D3 Documentation**

***Release 1***

**Khalifah K. Shabazz**

October 28, 2016



<b>1</b>	<b>Description</b>	<b>1</b>
1.1	Kshabazz\BattleNet\D3\Connections . . . . .	1
1.2	Kshabazz\BattleNet\D3\Skills . . . . .	5
1.3	Indices and tables . . . . .	6



---

## Description

---

A PHP library for accessing the Battle.net Diablo 3 REST service.

Contents:

## 1.1 Kshabazz\BattleNet\D3\Connections

### 1.1.1 Kshabazz\BattleNet\D3\Connections\Connection

**class Connection**

Interface Resource

**getHero** (*\$pHeroId*)

Request Hero JSON from Battle.Net. ex: <http://us.battle.net/api/d3/profile/<battleNetIdName>-<battleNetIdNumber>/hero/<hero-id>> Note: Leave off the trailing '/' when setting

**Parameters**

- **\$pHeroId** –

**Returns** string|null

**getItem** (*\$pItemId*)

Get item JSON from Battle.Net D3 API. ex: <http://us.battle.net/api/d3/data/item/COGHsoAIEgcIBBXIGEoRHYQRdRUdnV>

**Parameters**

- **\$pItemId** –

**Returns** string|null

**getItemsAsModels** (*\$pItemHashes*)

For each item the hero in the array construct an ModelItem and return them as an array.

**Parameters**

- **\$pItemHashes** (*array*) – List of item hashes.

**Returns** array|null

**getProfile** ()

ex: <http://us.battle.net/api/d3/profile/<battleNetIdName>-<battleNetIdNumber>>

**Returns** string|null

### 1.1.2 Kshabazz\BattleNet\D3\Connections\Http

#### class Http

Class Http

**constant** API\_PROFILE\_URL

**constant** API\_HERO\_URL

**constant** API\_ITEM\_URL

**constant** AUTHORIZE\_URI

**constant** TOKEN\_URI

**\_\_construct** (\$pApiKey, \$pBattleNetId, \$pClient, \$pLocale = 'en\_US')

Constructor

#### Parameters

- **\$pApiKey** (*string*) – Key obtained for use with Diablo 3 REST service.
- **\$pBattleNetId** (*string*) – BattleNet ID.
- **\$pClient** (*KshabazzSlibHttpClient*) – Client for making HTTP request.
- **\$pLocale** (*string*) –

**\_\_destruct** ()

Destructor

**battleNetUrlSafeId** ()

Get BattleNet ID with the pound symbol replaced with a dash.

**Returns** string BattleNet ID

**battleNetId** ()

Get BattleNet ID

**Returns** string BattleNet ID

**getHero** (\$pHeroId)

Request Hero JSON from Battle.Net.

```
<code> <?php // Make a request to: // https://us.api.battle.net/d3/profile/<battleNetIdName>-<battleNetIdNumber>/hero/<hero-id>?locale=<string>&apikey=<> // Note: Leave off the trailing '/' when setting ?> </code>
```

#### Parameters

- **\$pHeroId** (*int*) – Hero ID.

**Returns** null|string

**getItem** (\$pItemId)

Make a request to the API to get an item (JSON).

```
<code> // Make a request to: // https://us.battle.net/api/d3/data/item/COGHsOAIegcIBBXIGEoRHYQRdRUdnWyzFB2qXu</code>
```

#### Parameters

- **\$pItemId** (*string*) – Can be obtained from items a hero has equipped.

**Returns** string|null API JSON data.

**getItemsAsModels** (*\$pItemHashes*)

For each item the hero has equipped construct an ModelItem and return them as an array. This is costly, it makes an HTTP request for each item in the list.

**Parameters**

- **\$pItemHashes** (*array*) – List of item hash IDs.

**Returns** array|null Item models

**getProfile** ()

Get a profile from Battle.net. `// Makes a request to:`  
<https://us.api.battle.net/d3/profile/<battleNetIdName>-<battleNetIdNumber>/>

`</code>`

**Returns** null|string

**setRegion** (*\$pRegion*)

Set the region.

**Parameters**

- **\$pRegion** –

**Returns** string

**url** ()

**Returns** string

**makeRequest** (*\$pUrl*)

Make a request to the currently set { @see \$this->url }.

**Parameters**

- **\$pUrl** (*string*) –

**Returns** string|null

### 1.1.3 Kshabazz\BattleNet\D3\Connections\Sql

**class Sql**

Class Sql

**\_\_construct** (*\$pBattleNetId*, *PDO \$pPdo*, *\$pIpAddress = NULL*)

Constructor

**Parameters**

- **\$pBattleNetId** (*string*) –
- **\$pPdo** (*PDO*) –
- **\$pIpAddress** (*string*) –

**addRequest** (*\$pUrl*)

Add a record of the Battle.net Web API request.

**Parameters**

- **\$pUrl** (*string*) – The Battle.net url web API URL requested.

**Returns** bool|mixed

**getHero** (*\$pHeroId*)

Get hero data from local database.

**Parameters**

- **\$pHeroId** (*int*) –

**Returns** string|null

**getItem** (*\$pItemHash*)

Get item JSON data from local database.

**Parameters**

- **\$pItemHash** (*string*) –

**Returns** string|null

**getItemsAsModels** (*\$pItemHashes*)

**Parameters**

- **\$pItemHashes** –

**getProfile** ()

Get the profile from local database.

**Returns** string|null

**saveHero** (*\$pHeroId*, *\$pJson*)

Save the hero in a local database.

**Parameters**

- **\$pHeroId** –
- **\$pJson** –

**Returns** bool Indicates success (TRUE) or failure (FALSE).

**saveItem** (*Item \$pItem*, *\$shaString*)

Save the item locally in a database.

**Parameters**

- **\$pItem** (*Item*) –
- **\$shaString** (*string*) – A unique string to use as a SHA seed for the item SHA value in the database.

**Returns** bool

**saveProfile** (*\$pJson*)

Save the users profile locally to the database.

**Parameters**

- **\$pJson** (*string*) –

**Returns** bool



## 1.2 Kshabazz\BattleNet\D3\Skills

### 1.2.1 Kshabazz\BattleNet\D3\Skills\Active

class **Active**

Class Skill

**\_\_construct** (*\$pSkill*)

Parameters

• *\$pSkill* –

**description** ()

**name** ()

**requiredLevel** ()

**simpleDescription** ()

**slug** ()

**tooltipParams** ()

### 1.2.2 Kshabazz\BattleNet\D3\Skills\Passive

class **Passive**

Class Skill

**\_\_construct** (*\$pProperties*)

Parameters

• *\$pProperties* –

**description** ()

Returns string

**flavor** ()

Returns string

**name** ()

Returns string

**orderIndex** ()

Returns int

**requiredLevel** ()

Returns int

**simpleDescription** ()

Returns string

**slug** ()

Returns string

**tooltipParams** ()

**Returns** string

**getProperty** (*\$property*, *\$pProperties*)

Get the property or return null.

**Parameters**

- *\$property* –
- *\$pProperties* –

**Returns** null

### 1.2.3 Kshabazz\BattleNet\D3\Skills\Skill

**class Skill**

Interface Skill

**\_\_construct** (*\$pSkill*)

Constructor

**Parameters**

- *\$pSkill* (*array*) –

**description** ()

**Returns** string

**name** ()

**Returns** string

**requiredLevel** ()

**Returns** int

**simpleDescription** ()

**Returns** string

**slug** ()

**Returns** string

**tooltipParams** ()

**Returns** string

## 1.3 Indices and tables

- [genindex](#)
- [modindex](#)
- [search](#)