

---

# **ESY Documentation**

***Release 1.0.0***

**Kristian Berg**

**Jul 31, 2019**



---

## Contents:

---

<b>1</b>	<b>Introduction</b>	<b>1</b>
<b>2</b>	<b>Installation</b>	<b>3</b>
<b>3</b>	<b>Documentation</b>	<b>5</b>
<b>4</b>	<b>Usage</b>	<b>7</b>
4.1	Pagination . . . . .	8
4.2	Using the semantic wrapper . . . . .	8
4.3	Using the Bravado interface . . . . .	9
4.4	Caching . . . . .	10
4.5	Authentication and devel mode . . . . .	10
<b>5</b>	<b>Development</b>	<b>13</b>
5.1	Introduction . . . . .	13
5.2	Installation . . . . .	13
5.3	Documentation . . . . .	13
5.4	Usage . . . . .	14
5.4.1	Pagination . . . . .	14
5.4.2	Using the semantic wrapper . . . . .	14
5.4.3	Using the Bravado interface . . . . .	15
5.4.4	Caching . . . . .	16
5.4.5	Authentication and devel mode . . . . .	16
5.5	Development . . . . .	18
5.6	Entities API . . . . .	18
5.6.1	Character . . . . .	19
5.6.2	Corporation . . . . .	22
5.6.3	Alliance . . . . .	24
5.7	ESI API . . . . .	25
5.7.1	Alliance . . . . .	25
5.7.2	Assets . . . . .	26
5.7.3	Bookmarks . . . . .	27
5.7.4	Calendar . . . . .	28
5.7.5	Character . . . . .	29
5.7.6	Clones . . . . .	31
5.7.7	Contacts . . . . .	32
5.7.8	Contracts . . . . .	34

5.7.9	Corporation . . . . .	36
5.7.10	Dogma . . . . .	39
5.7.11	Faction_Warfare . . . . .	40
5.7.12	Fittings . . . . .	41
5.7.13	Fleets . . . . .	42
5.7.14	Incursions . . . . .	45
5.7.15	Industry . . . . .	45
5.7.16	Insurance . . . . .	47
5.7.17	Killmails . . . . .	47
5.7.18	Location . . . . .	48
5.7.19	Loyalty . . . . .	48
5.7.20	Mail . . . . .	49
5.7.21	Market . . . . .	51
5.7.22	Opportunities . . . . .	53
5.7.23	Planetary_Interaction . . . . .	54
5.7.24	Routes . . . . .	54
5.7.25	Search . . . . .	55
5.7.26	Skills . . . . .	55
5.7.27	Sovereignty . . . . .	56
5.7.28	Status . . . . .	57
5.7.29	Universe . . . . .	57
5.7.30	User_Interface . . . . .	62
5.7.31	Wallet . . . . .	63
5.7.32	Wars . . . . .	64
5.8	modules . . . . .	65
<b>6</b>	<b>Indices and tables</b>	<b>69</b>
	<b>Python Module Index</b>	<b>71</b>
	<b>Index</b>	<b>73</b>

# CHAPTER 1

---

## Introduction

---

There are many options for consuming the ESI web services. ESY aims to be an easy-to-use library with the nuts and bolts of dealing with an OpenAPI interface abstracted away.

ESY is inspired by Entity's gloriously pythonic [eveapi](#) library.



## CHAPTER 2

---

### Installation

---

The latest stable version of ESY is available from PyPI:

```
$ pip install esy
```





## CHAPTER 3

---

### Documentation

---

Documentation is available at [esy.readthedocs.io](https://esy.readthedocs.io).

For documentation of the various ESI routes, ESY also provides a [terse list](#) of their parameters and return types. Further information can be explored at the main [ESI documentation site](#)



## CHAPTER 4

---

### Usage

---

ESY comes with two interfaces to ESI:

- An interface generated by [Bravado](#), with some added sugar for dealing with pagination.
- A semantic wrapper generated through pythonic voodoo.

The two interfaces caters different needs. The Bravado interface is an OpenAPI wrapper around the ESI that will be familiar for most developers familiar working with swagger. The semantic wrapper, on the other hand, generates classes for various entities in ESI like Character, Corporation and Alliance. Neither interface is mutual exclusive and for many use cases, it makes sense using both.

Regardless of interface, to use ESY, you must first initialize a client:

```
from esy.client import ESIClient
client = ESIClient.get_client(user_agent='my-user-agent')
```

The client can take a second or two to initialize, as the swagger specification is downloaded and parsed. To speed this up, you can download the specification locally:

```
$ curl https://esi.evetech.net/latest/swagger.json -o swagger.json
```

Then initialize the client using the local file:

```
import json
from esy.client import ESIClient

with open('swagger.json', 'r') as spec_file:
    spec = json.load(spec_file)
client = ESIClient.get_client('my-user-agent', spec=spec)
```

For production instances, keeping the spec in [Redis](#) or some other cache is highly recommended.

## 4.1 Pagination

For ESI routes which are paginated, ESY will return a `ESIPageGenerator` which is a generator yielding the native data type of the route.

## 4.2 Using the semantic wrapper

```
from esy.entities import Character, Corporation, Alliance, Entity

# You can initialize entities using their IDs
vittoros = Character(941287462)
evolution = Corporation(144749962)
ccp = Alliance(434243723)

# To speed up initialization, it's recommended to create and share an ESIClient among
# instances.
# If no client is supplied, a new one will be created for each entity instance.
from esy.client import ESIClient
client = ESIClient.get_client(user_agent='my-user-agent')

vittoros = Character(941287462, _client=client)

# You can also initialize instances just using the entity names

vittoros = Character.from_name('Vittoros', _client=client)
evolution = Corporation.from_name('Evolution', _client=client)

# or speed things up by initializing many entites at the same time

entities = Entity.from_names('Vittoros', 'Evolution', 'Northern Coalition.', _
    _client=client)
print(entities)

{'Northern Coalition.': <esy.entities.Alliance object at 0x0000023967F10860>,
 'Vittoros': <esy.entities.Character object at 0x0000023967F10BE0>,
 'Evolution': <esy.entities.Corporation object at 0x0000023967F10B70>}
```

Any initialized entity will allow you to access the various public information. To access the private services, you need to supply an authorization token first.

```
vittoros = Character.from_name('Vittoros', _client=client, _token='hunter2')

# or you can set the token after initialization

vittoros.set_token('hunter2')
```

After this, you can access all the private services:

```
for asset_page in vittoros.get_assets():
    print(asset_page)

for contract_page in vittoros.get_contracts():
```

(continues on next page)

(continued from previous page)

```

    for contract in contract_page:
        for bid in vittoros.get_contracts_contract_bids(contract_id=contract.get(
            ↪ 'contract_id')):
            print(bid.get('bidder_id'), bid.get('amount'), bid.get('date_bid'))

```

Check out the [entities API](#) for a more extensive list of available services.

## 4.3 Using the Bravado interface

The Bravado interface is available from the ESIClient instance.

```

from esy.client import ESIClient
client = ESIClient.get_client(user_agent='my-user-agent')

# Get list of alliances
alliances = client.Alliance.get_alliances()

# Get info on a corporation
evolution = client.Corporation.get_corporations_corporation_id(corporation_
    ↪ id=144749962)
print(evolution)

{'alliance_id': 1727758877,
 'ceo_id': 144509256,
 'creator_id': 144509256,
 'date_founded': datetime.datetime(2003, 7, 30, 8, 33, tzinfo=tzutc()),
 'description': 'Those who cannot adapt become victims of Evolution.',
 'home_station_id': 60013843,
 'member_count': 316,
 'name': 'Evolution',
 'shares': 1000,
 'tax_rate': 0.5,
 'ticker': 'EVOL',
 'url': 'http://www.eve-evol.com',
 'faction_id': None}

# Get paginated asset list
swag = client.Corporation.get_corporations_corporation_id_assets(corporation_
    ↪ id=144749962,
                                                                    _token='esi token')
# swag is an ESIPageGenerator, implementing the generator interface
# Loop through it to get the asset pages
for page in swag: # Returns a list of assets
    for asset in page: # Asset dict
        print(asset.get('type_id'),
              asset.get('location_id'))
        # 22457
        # 16074150552

```

## 4.4 Caching

ESY does not implement caching itself, but supports using a cache through a cache proxy object. The proxy needs to implement the following interface:

```
class Cache(object):
    def get(self, key: int) -> object:
        pass

    def set(self, key: int, data: object, cached_until: datetime.datetime):
        pass

    def __contains__(self, item: object) -> bool:
        pass
```

## 4.5 Authentication and devel mode

ESY can handle the authentication flow for you:

```
from esy.auth import ESIAuthenticator

auth = ESIAuthenticator()
refresh_token, access_token = auth.verify_authorization_code('authorization code from ↵
↳esi',
                                                             'your client ID',
                                                             'your secret key')

auth.verify_access_token(access_token)
{'CharacterID': 941287462,
 'CharacterName': 'Vittoros',
 'ExpiresOn': '2018-06-11T19:01:15.182864Z',
 'Scopes': ' ',
 'TokenType': 'Character',
 'CharacterOwnerHash': '*****'}

new_access_token = auth.get_access_token(refresh_token,
                                         'your client ID',
                                         'your secret key')

auth.revoke_token(refresh_token,
                  'your client ID',
                  'your secret key')

auth.revoke_token(access_token,
                  'your client ID',
                  'your secret key',
                  token_type='access_token')
```

To help developers getting started without having to implement the entire authentication workflow, ESY also implements an ad-hoc web server to get you refresh tokens. You can use it directly in the python prompt to do some API exploration or you can use it in your tests to produce refresh or access tokens for testing your ESI calls.

First, create a new application at <https://developers.eveonline.com/> with callback URL set to <http://localhost:8000> or whichever address and port you'll be running the devel server.

```
import esy.devel

# get_authorization_code has many parameters, but for basic usage:

auth_code = esy.devel.get_authorization_code(client_id='your client ID',
                                              callback_url='your callback URL',
                                              scopes='your space-delimited scopes')

# This will start the web server in the background (per-default listening on
↳localhost:8000)
# and print the login URL on stdout. After authenticating in your browser, the web
↳server
# will get redirect from the SSO with the authorization code, then return that.

# For situations where you are not able to reach the network where you are running
↳ESY,
# you can also use CLI login:

auth_code = esy.devel.get_authorization_code(cli_login=True,
                                              client_id='your client ID',
                                              callback_url='your callback URL',
                                              scopes='your space-delimited scopes')

# This will prompt for username and password, then let you pick a character.
# If you are running tests, you can also supply username, password and character_id as
# keyword arguments to get_authorization_code, in addition to cli_login=True. This
↳will
# automate the entire flow. Remember to revoke your tokens afterwards and for bob's
↳sake;
# don't display your username and/or password!

# After getting the authorization code, you can get the tokens:

refresh_token, access_token = esy.devel.verify_authorization_code(auth_code,
                                                                    client_id='your
↳client ID',
                                                                    secret_key='your
↳secret key')
# Character info

char_info = esy.devel.verify_access_token(access_token)

# Get your swag
from esy.client import ESIClient
client = ESIClient.get_client(user_agent='your-user-agent')
assets = client.Assets.get_characters_character_id_assets(
    character_id=char_info.get('CharacterID'), _token=access_token)

for page in assets:
    print(page)
```

The devel mode will use parameters from environment settings, if present:

Parameter	Environment setting	Default
CLIENT_ID	ESY_CLIENT_ID	None
SECRET_KEY	ESY_SECRET_KEY	None
SCOPES	ESY_SCOPES	None
CALLBACK_URL	ESY_CALLBACK_URL	<a href="http://localhost:8000">http://localhost:8000</a>
SERVER_ADDRESS	ESY_SERVER_ADDRESS	localhost
SERVER_PORT	ESY_SERVER_PORT	8000



ESY uses the [Bravado](#) OpenAPI library to parse the ESI swagger schema and create an usable interface. The purpose of creating a custom wrapper of Bravado for ESI, is to make the interface a bit more user friendly. Pagination is handled automatically by returning generators for any route which accepts a page parameter, while non-paginated data is handled in their native data type. Tokens can be set per-call, instead of per-client, allowing for using headers and still getting data for many tokens without the need to reinitialize the client.

The authentication flow uses [requests-oauthlib](#).

## 5.1 Introduction

There are many options for consuming the ESI web services. ESY aims to be an easy-to-use library with the nuts and bolts of dealing with an OpenAPI interface abstracted away.

ESY is inspired by Entity's gloriously pythonic [eveapi](#) library.

## 5.2 Installation

The latest stable version of ESY is available from PyPI:

```
$ pip install esy
```

## 5.3 Documentation

Documentation is available at [esy.readthedocs.io](http://esy.readthedocs.io).

For documentation of the various ESI routes, ESY also provides a [terse list](#) of their parameters and return types. Further information can be explored at the main [ESI documentation site](#)

## 5.4 Usage

ESY comes with two interfaces to ESI:

- An interface generated by [Bravado](#), with some added sugar for dealing with pagination.
- A semantic wrapper generated through pythonic voodoo.

The two interfaces caters different needs. The Bravado interface is an OpenAPI wrapper around the ESI that will be familiar for most developers familiar working with swagger. The semantic wrapper, on the other hand, generates classes for various entities in ESI like Character, Corporation and Alliance. Neither interface is mutual exclusive and for many use cases, it makes sense using both.

Regardless of interface, to use ESY, you must first initialize a client:

```
from esy.client import ESIClient
client = ESIClient.get_client(user_agent='my-user-agent')
```

The client can take a second or two to initialize, as the swagger specification is downloaded and parsed. To speed this up, you can download the specification locally:

```
$ curl https://esi.evetech.net/latest/swagger.json -o swagger.json
```

Then initialize the client using the local file:

```
import json
from esy.client import ESIClient

with open('swagger.json', 'r') as spec_file:
    spec = json.load(spec_file)
client = ESIClient.get_client('my-user-agent', spec=spec)
```

For production instances, keeping the spec in [Redis](#) or some other cache is highly recommended.

### 5.4.1 Pagination

For ESI routes which are paginated, ESY will return a [ESIPageGenerator](#) which is a generator yielding the native data type of the route.

### 5.4.2 Using the semantic wrapper

```
from esy.entities import Character, Corporation, Alliance, Entity
```

```
# You can initialize entities using their IDs
vittoros = Character(941287462)
evolution = Corporation(144749962)
ccp = Alliance(434243723)
```

```
# To speed up initialization, it's recommended to create and share an ESIClient among  
→ instances.
```

(continues on next page)

(continued from previous page)

```
# If no client is supplied, a new one will be created for each entity instance.
from esy.client import ESIClient
client = ESIClient.get_client(user_agent='my-user-agent')

vittoros = Character(941287462, _client=client)

# You can also initialize instances just using the entity names

vittoros = Character.from_name('Vittoros', _client=client)
evolution = Corporation.from_name('Evolution', _client=client)

# or speed things up by initializing many entites at the same time

entities = Entity.from_names('Vittoros', 'Evolution', 'Northern Coalition.', _
    ↪_client=client)
print(entities)

{'Northern Coalition.': <esy.entities.Alliance object at 0x0000023967F10860>,
 'Vittoros': <esy.entities.Character object at 0x0000023967F10BE0>,
 'Evolution': <esy.entities.Corporation object at 0x0000023967F10B70>}
```

Any initialized entity will allow you to access the various public information. To access the private services, you need to supply an authorization token first.

```
vittoros = Character.from_name('Vittoros', _client=client, _token='hunter2')

# or you can set the token after initialization

vittoros.set_token('hunter2')
```

After this, you can access all the private services:

```
for asset_page in vittoros.get_assets():
    print(asset_page)

for contract_page in vittoros.get_contracts():
    for contract in contract_page:
        for bid in vittoros.get_contracts_contract_bids(contract_id=contract.get(
            ↪'contract_id')):
            print(bid.get('bidder_id'), bid.get('amount'), bid.get('date_bid'))
```

Check out the [entities API](#) for a more extensive list of available services.

## 5.4.3 Using the Bravado interface

The Bravado interface is available from the ESIClient instance.

```
from esy.client import ESIClient
client = ESIClient.get_client(user_agent='my-user-agent')

# Get list of alliances
alliances = client.Alliance.get_alliances()

# Get info on a corporation
evolution = client.Corporation.get_corporations_corporation_id(corporation_
    ↪id=144749962)
```

(continues on next page)

(continued from previous page)

```
print(evolution)

{'alliance_id': 1727758877,
 'ceo_id': 144509256,
 'creator_id': 144509256,
 'date_founded': datetime.datetime(2003, 7, 30, 8, 33, tzinfo=tzutc()),
 'description': 'Those who cannot adapt become victims of Evolution.',
 'home_station_id': 60013843,
 'member_count': 316,
 'name': 'Evolution',
 'shares': 1000,
 'tax_rate': 0.5,
 'ticker': 'EVOL',
 'url': 'http://www.eve-evol.com',
 'faction_id': None}
```

```
# Get paginated asset list
swag = client.Corporation.get_corporations_corporation_id_assets(corporation_
↳ id=144749962,
                                                                    _token='esi token')

# swag is an ESIPageGenerator, implementing the generator interface
# Loop through it to get the asset pages
for page in swag: # Returns a list of assets
    for asset in page: # Asset dict
        print(asset.get('type_id'),
              asset.get('location_id'))
        # 22457
        # 16074150552
```

## 5.4.4 Caching

ESY does not implement caching itself, but supports using a cache through a cache proxy object. The proxy needs to implement the following interface:

```
class Cache(object):
    def get(self, key: int) -> object:
        pass

    def set(self, key: int, data: object, cached_until: datetime.datetime):
        pass

    def __contains__(self, item: object) -> bool:
        pass
```

## 5.4.5 Authentication and devel mode

ESY can handle the authentication flow for you:

```
from esy.auth import ESIAuthenticator

auth = ESIAuthenticator()
refresh_token, access_token = auth.verify_authorization_code('authorization code from_
↳ esi',
```

(continues on next page)

(continued from previous page)

```

        'your client ID',
        'your secret key')

auth.verify_access_token(access_token)
{'CharacterID': 941287462,
 'CharacterName': 'Vittoros',
 'ExpiresOn': '2018-06-11T19:01:15.182864Z',
 'Scopes': ' ',
 'TokenType': 'Character',
 'CharacterOwnerHash': '*****'}

new_access_token = auth.get_access_token(refresh_token,
                                         'your client ID',
                                         'your secret key')

auth.revoke_token(refresh_token,
                  'your client ID',
                  'your secret key')

auth.revoke_token(access_token,
                  'your client ID',
                  'your secret key',
                  token_type='access_token')

```

To help developers getting started without having to implement the entire authentication workflow, ESY also implements an ad-hoc web server to get you refresh tokens. You can use it directly in the python prompt to do some API exploration or you can use it in your tests to produce refresh or access tokens for testing your ESI calls.

First, create a new application at <https://developers.eveonline.com/> with callback URL set to <http://localhost:8000> or whichever address and port you'll be running the devel server.

```

import esy.devel

# get_authorization_code has many parameters, but for basic usage:

auth_code = esy.devel.get_authorization_code(client_id='your client ID',
                                             callback_url='your callback URL',
                                             scopes='your space-delimited scopes')

# This will start the web server in the background (per-default listening on
↳localhost:8000)
# and print the login URL on stdout. After authenticating in your browser, the web
↳server
# will get redirect from the SSO with the authorization code, then return that.

# For situations where you are not able to reach the network where you are running
↳ESY,
# you can also use CLI login:

auth_code = esy.devel.get_authorization_code(cli_login=True,
                                             client_id='your client ID',
                                             callback_url='your callback URL',
                                             scopes='your space-delimited scopes')

# This will prompt for username and password, then let you pick a character.
# If you are running tests, you can also supply username, password and character_id as
# keyword arguments to get_authorization_code, in addition to cli_login=True. This
↳will

```

(continues on next page)

(continued from previous page)

```
# automate the entire flow. Remember to revoke your tokens afterwards and for bob's_
↳ sake;
# don't display your username and/or password!

# After getting the authorization code, you can get the tokens:

refresh_token, access_token = esy.devel.verify_authorization_code(auth_code,
                                                                    client_id='your_
↳ client ID',
                                                                    secret_key='your_
↳ secret key')
# Character info

char_info = esy.devel.verify_access_token(access_token)

# Get your swagger
from esy.client import ESIClient
client = ESIClient.get_client(user_agent='your-user-agent')
assets = client.Assets.get_characters_character_id_assets(
    character_id=char_info.get('CharacterID'), _token=access_token)

for page in assets:
    print(page)
```

The devel mode will use parameters from environment settings, if present:

Parameter	Environment setting	Default
CLIENT_ID	ESY_CLIENT_ID	None
SECRET_KEY	ESY_SECRET_KEY	None
SCOPES	ESY_SCOPES	None
CALLBACK_URL	ESY_CALLBACK_URL	<a href="http://localhost:8000">http://localhost:8000</a>
SERVER_ADDRESS	ESY_SERVER_ADDRESS	localhost
SERVER_PORT	ESY_SERVER_PORT	8000

## 5.5 Development

ESY uses the [Bravado](#) OpenAPI library to parse the ESI swagger schema and create an usable interface. The purpose of creating a custom wrapper of Bravado for ESI, is to make the interface a bit more user friendly. Pagination is handled automatically by returning generators for any route which accepts a page parameter, while non-paginated data is handled in their native data type. Tokens can be set per-call, instead of per-client, allowing for using headers and still getting data for many tokens without the need to reinitialize the client.

The authentication flow uses [requests-oauthlib](#).

## 5.6 Entities API

### 5.6.1 Character

**class Character**

**from\_name()**

Initialize an entity from a name

**Parameters**

- **name** (*str*) –
- **\_client** (*ESIClient*) –
- **\_token** (*str*) –

**Returns**

**from\_names()**

Initialize a set of entities from a list of names

**Parameters**

- **\*names** (*list*) –
- **\_client** (*ESIClient*) –
- **\_token** (*str*) –

**Returns**

**Return type** *dict*

**get\_agents\_research()**

Get agents research

**get\_assets()**

Get character assets

**get\_attributes()**

Get character attributes

**get\_blueprints()**

Get blueprints

**get\_bookmarks()**

List bookmarks

**get\_bookmarks\_folders()**

List bookmark folders

**get\_calendar()**

List calendar event summaries

**get\_calendar\_event(event\_id=None)**

Get an event

**Parameters** **event\_id** (*int*) – event\_id

**get\_calendar\_event\_attendees(event\_id=None)**

Get attendees

**Parameters** **event\_id** (*int*) – event\_id

**get\_clones()**

Get clones

**get\_contacts()**  
Get contacts

**get\_contacts\_labels()**  
Get contact labels

**get\_contracts()**  
Get contracts

**get\_contracts\_contract\_bids()** (*contract\_id=None*)  
Get contract bids

**Parameters** *contract\_id* (*int*) – contract\_id

**get\_contracts\_contract\_items()** (*contract\_id=None*)  
Get contract items

**Parameters** *contract\_id* (*int*) – contract\_id

**get\_corporationhistory()**  
Get corporation history

**get\_fatigue()**  
Get jump fatigue

**get\_fittings()**  
Get fittings

**get\_fleet()**  
Get character fleet info

**get\_fw\_stats()**  
Overview of a character involved in faction warfare

**get\_implants()**  
Get active implants

**get\_industry\_jobs()**  
List character industry jobs

**get\_killmails\_recent()**  
Get a character's recent kills and losses

**get\_location()**  
Get character location

**get\_loyalty\_points()**  
Get loyalty points

**get\_mail()**  
Return mail headers

**get\_mail\_labels()**  
Get mail labels and unread counts

**get\_mail\_lists()**  
Return mailing list subscriptions

**get\_mail\_mail()** (*mail\_id=None*)  
Return a mail

**Parameters** *mail\_id* (*int*) – mail\_id

**get\_medals()**  
Get medals



**get\_mining()**  
Character mining ledger

**get\_notifications()**  
Get character notifications

**get\_notifications\_contacts()**  
Get new contact notifications

**get\_online()**  
Get character online

**get\_opportunities()**  
Get a character's completed tasks

**get\_orders()**  
List open orders from a character

**get\_orders\_history()**  
List historical orders by a character

**get\_planets()**  
Get colonies

**get\_planets\_planet(planet\_id=None)**  
Get colony layout

Parameters **planet\_id** (*int*) – planet\_id

**get\_portrait()**  
Get character portraits

**get\_roles()**  
Get character corporation roles

**get\_search()**  
Search on a string

**get\_ship()**  
Get current ship

**get\_skillqueue()**  
Get character's skill queue

**get\_skills()**  
Get character skills

**get\_standings()**  
Get standings

**get\_stats()**  
Yearly aggregate stats

**get\_titles()**  
Get character corporation titles

**get\_wallet()**  
Get a character's wallet balance

**get\_wallet\_journal()**  
Get character wallet journal

**get\_wallet\_transactions()**  
Get wallet transactions

**set\_token()**

Sets the token used for calling ESI operations.

**Parameters** **token** (*str*) – ESI authorization token

**Returns**

## 5.6.2 Corporation

**class Corporation**

**from\_name()**

Initialize an entity from a name

**Parameters**

- **name** (*str*) –
- **\_client** (*ESIClient*) –
- **\_token** (*str*) –

**Returns**

**from\_names()**

Initialize a set of entities from a list of names

**Parameters**

- **\*names** (*list*) –
- **\_client** (*ESIClient*) –
- **\_token** (*str*) –

**Returns**

**Return type** *dict*

**get\_alliancehistory()**

Get alliance history

**get\_assets()**

Get corporation assets

**get\_blueprints()**

Get corporation blueprints

**get\_bookmarks()**

List corporation bookmarks

**get\_bookmarks\_folders()**

List corporation bookmark folders

**get\_contacts()**

Get corporation contacts

**get\_contacts\_labels()**

Get corporation contact labels

**get\_containers\_logs()**

Get all corporation ALSC logs

**get\_contracts ()**  
Get corporation contracts

**get\_contracts\_contract\_bids (contract\_id=None)**  
Get corporation contract bids

**Parameters** **contract\_id (int)** – contract\_id

**get\_contracts\_contract\_items (contract\_id=None)**  
Get corporation contract items

**Parameters** **contract\_id (int)** – contract\_id

**get\_customs\_offices ()**  
List corporation customs offices

**get\_divisions ()**  
Get corporation divisions

**get\_facilities ()**  
Get corporation facilities

**get\_fw\_stats ()**  
Overview of a corporation involved in faction warfare

**get\_icons ()**  
Get corporation icon

**get\_industry\_jobs ()**  
List corporation industry jobs

**get\_killmails\_recent ()**  
Get a corporation's recent kills and losses

**get\_medals ()**  
Get corporation medals

**get\_medals\_issued ()**  
Get corporation issued medals

**get\_members ()**  
Get corporation members

**get\_members\_limit ()**  
Get corporation member limit

**get\_members\_titles ()**  
Get corporation's members' titles

**get\_membertracking ()**  
Track corporation members

**get\_orders ()**  
List open orders from a corporation

**get\_orders\_history ()**  
List historical orders from a corporation

**get\_roles ()**  
Get corporation member roles

**get\_roles\_history ()**  
Get corporation member roles history

**get\_shareholders()**  
Get corporation shareholders

**get\_standings()**  
Get corporation standings

**get\_starbases()**  
Get corporation starbases (POSeS)

**get\_starbases\_starbase(starbase\_id=None)**  
Get starbase (POS) detail

**Parameters** **starbase\_id** (*int*) – starbase\_id

**get\_structures()**  
Get corporation structures

**get\_titles()**  
Get corporation titles

**get\_wallets()**  
Returns a corporation's wallet balance

**get\_wallets\_division\_journal()**  
Get corporation wallet journal

**get\_wallets\_division\_transactions()**  
Get corporation wallet transactions

**set\_token()**  
Sets the token used for calling ESI operations.

**Parameters** **token** (*str*) – ESI authorization token

**Returns**

### 5.6.3 Alliance

**class Alliance**

**from\_name()**  
Initialize an entity from a name

**Parameters**

- **name** (*str*) –
- **\_client** (*ESIClient*) –
- **\_token** (*str*) –

**Returns**

**from\_names()**  
Initialize a set of entities from a list of names

**Parameters**

- **\*names** (*list*) –
- **\_client** (*ESIClient*) –
- **\_token** (*str*) –

### Returns

Return type `dict`

**get\_contacts()**

Get alliance contacts

**get\_contacts\_labels()**

Get alliance contact labels

**get\_corporations()**

List alliance's corporations

**get\_icons()**

Get alliance icon

**set\_token()**

Sets the token used for calling ESI operations.

**Parameters** `token` (*str*) – ESI authorization token

### Returns

## 5.7 ESI API

### 5.7.1 Alliance

**class Alliance**

**get\_alliances()**

List all alliances

**return** List of Alliance IDs

**rtype** list

**get\_alliances\_alliance\_id** (*alliance\_id=None*)

Get alliance information

**param int alliance\_id** An EVE alliance ID

**return** Public data about an alliance

**rtype** dict

**get\_alliances\_alliance\_id\_corporations** (*alliance\_id=None*)

List alliance's corporations

**param int alliance\_id** An EVE alliance ID

**return** List of corporation IDs

**rtype** list

**get\_alliances\_alliance\_id\_icons** (*alliance\_id=None*)

Get alliance icon

**param int alliance\_id** An EVE alliance ID  
**return** Icon URLs for the given alliance id and server  
**rtype** dict

## 5.7.2 Assets

**class Assets**

**get\_characters\_character\_id\_assets** (*character\_id=None, \_token=None*)

Get character assets

**param int character\_id** An EVE character ID  
**param str \_token** ESI authorization token  
**return** A flat list of the users assets  
**rtype** *ESIPageGenerator* list

**get\_corporations\_corporation\_id\_assets** (*corporation\_id=None, \_token=None*)

Get corporation assets

**param int corporation\_id** An EVE corporation ID  
**param str \_token** ESI authorization token  
**return** A list of assets  
**rtype** *ESIPageGenerator* list

**post\_characters\_character\_id\_assets\_locations** (*character\_id=None, item\_ids=None, \_token=None*)

Get character asset locations

**param int character\_id** An EVE character ID  
**param None item\_ids** A list of item ids  
**param str \_token** ESI authorization token  
**return** List of asset locations  
**rtype** list

**post\_characters\_character\_id\_assets\_names** (*character\_id=None, item\_ids=None, \_token=None*)

Get character asset names

**param int character\_id** An EVE character ID  
**param None item\_ids** A list of item ids  
**param str \_token** ESI authorization token  
**return** List of asset names  
**rtype** list

**post\_corporations\_corporation\_id\_assets\_locations** (*corporation\_id=None, item\_ids=None, \_token=None*)

Get corporation asset locations

**param int corporation\_id** An EVE corporation ID

**param None item\_ids** A list of item ids

**param str \_token** ESI authorization token

**return** List of asset locations

**rtype** list

**post\_corporations\_corporation\_id\_assets\_names** (*corporation\_id=None,*  
*item\_ids=None, \_token=None*)

Get corporation asset names

**param int corporation\_id** An EVE corporation ID

**param None item\_ids** A list of item ids

**param str \_token** ESI authorization token

**return** List of asset names

**rtype** list

### 5.7.3 Bookmarks

**class Bookmarks**

**get\_characters\_character\_id\_bookmarks** (*character\_id=None, \_token=None*)

List bookmarks

**param int character\_id** An EVE character ID

**param str \_token** ESI authorization token

**return** A list of bookmarks

**rtype** *ESIPageGenerator* list

**get\_characters\_character\_id\_bookmarks\_folders** (*character\_id=None, \_token=None*)

List bookmark folders

**param int character\_id** An EVE character ID

**param str \_token** ESI authorization token

**return** List of bookmark folders

**rtype** *ESIPageGenerator* list

**get\_corporations\_corporation\_id\_bookmarks** (*corporation\_id=None, \_token=None*)

List corporation bookmarks

**param int corporation\_id** An EVE corporation ID

**param str \_token** ESI authorization token

**return** List of corporation owned bookmarks

**rtype** *ESIPageGenerator* list

**get\_corporations\_corporation\_id\_bookmarks\_folders** (*corporation\_id=None*, *\_token=None*)

List corporation bookmark folders

**param int corporation\_id** An EVE corporation ID  
**param str \_token** ESI authorization token  
**return** List of corporation owned bookmark folders  
**rtype** *ESIPageGenerator* list

## 5.7.4 Calendar

**class Calendar**

**get\_characters\_character\_id\_calendar** (*character\_id=None* [, *from\_event=None* ], *\_token=None*)

List calendar event summaries

**param int character\_id** An EVE character ID  
**param int from\_event** The event ID to retrieve events from  
**param str \_token** ESI authorization token  
**return** A collection of event summaries  
**rtype** list

**get\_characters\_character\_id\_calendar\_event\_id** (*character\_id=None*, *event\_id=None*, *\_token=None*)

Get an event

**param int character\_id** An EVE character ID  
**param int event\_id** The id of the event requested  
**param str \_token** ESI authorization token  
**return** Full details of a specific event  
**rtype** dict

**get\_characters\_character\_id\_calendar\_event\_id\_attendees** (*character\_id=None*, *event\_id=None*, *\_token=None*)

Get attendees

**param int character\_id** An EVE character ID  
**param int event\_id** The id of the event requested  
**param str \_token** ESI authorization token  
**return** List of attendees  
**rtype** list

**put\_characters\_character\_id\_calendar\_event\_id** (*character\_id=None*, *event\_id=None*, *response=None*, *\_token=None*)



Respond to an event

```

param int character_id An EVE character ID
param int event_id The ID of the event requested
param None response The response value to set, overriding current value
param str _token ESI authorization token
return None
rtype None

```

## 5.7.5 Character

**class Character**

**get\_characters\_character\_id** (*character\_id=None*)

Get character's public information

```

param int character_id An EVE character ID
return Public data for the given character
rtype dict

```

**get\_characters\_character\_id\_agents\_research** (*character\_id=None, \_token=None*)

Get agents research

```

param int character_id An EVE character ID
param str _token ESI authorization token
return A list of agents research information
rtype list

```

**get\_characters\_character\_id\_blueprints** (*character\_id=None, \_token=None*)

Get blueprints

```

param int character_id An EVE character ID
param str _token ESI authorization token
return A list of blueprints
rtype ESIPageGenerator list

```

**get\_characters\_character\_id\_corporationhistory** (*character\_id=None*)

Get corporation history

```

param int character_id An EVE character ID
return Corporation history for the given character
rtype list

```

**get\_characters\_character\_id\_fatigue** (*character\_id=None, \_token=None*)

Get jump fatigue

```

param int character_id An EVE character ID

```

**param str \_token** ESI authorization token  
**return** Jump activation and fatigue information  
**rtype** dict

**get\_characters\_character\_id\_medals** (*character\_id=None, \_token=None*)

Get medals

**param int character\_id** An EVE character ID  
**param str \_token** ESI authorization token  
**return** A list of medals  
**rtype** list

**get\_characters\_character\_id\_notifications** (*character\_id=None, \_token=None*)

Get character notifications

**param int character\_id** An EVE character ID  
**param str \_token** ESI authorization token  
**return** Returns your recent notifications  
**rtype** list

**get\_characters\_character\_id\_notifications\_contacts** (*character\_id=None, \_token=None*)

Get new contact notifications

**param int character\_id** An EVE character ID  
**param str \_token** ESI authorization token  
**return** A list of contact notifications  
**rtype** list

**get\_characters\_character\_id\_portrait** (*character\_id=None*)

Get character portraits

**param int character\_id** An EVE character ID  
**return** Public data for the given character  
**rtype** dict

**get\_characters\_character\_id\_roles** (*character\_id=None, \_token=None*)

Get character corporation roles

**param int character\_id** An EVE character ID  
**param str \_token** ESI authorization token  
**return** The character's roles in thier corporation  
**rtype** dict

**get\_characters\_character\_id\_standings** (*character\_id=None, \_token=None*)

Get standings

**param int character\_id** An EVE character ID  
**param str \_token** ESI authorization token

**return** A list of standings

**rtype** list

**get\_characters\_character\_id\_stats** (*character\_id=None, \_token=None*)

Yearly aggregate stats

**param int character\_id** An EVE character ID

**param str \_token** ESI authorization token

**return** Character stats

**rtype** list

**get\_characters\_character\_id\_titles** (*character\_id=None, \_token=None*)

Get character corporation titles

**param int character\_id** An EVE character ID

**param str \_token** ESI authorization token

**return** A list of titles

**rtype** list

**post\_characters\_affiliation** (*characters=None*)

Character affiliation

**param None characters** The character IDs to fetch affiliations for. All characters must exist, or none will be returned

**return** Character corporation, alliance and faction IDs

**rtype** list

**post\_characters\_character\_id\_cspa** (*character\_id=None, characters=None, \_token=None*)

Calculate a CSPA charge cost

**param int character\_id** An EVE character ID

**param None characters** The target characters to calculate the charge for

**param str \_token** ESI authorization token

**return** None

**rtype** None

## 5.7.6 Clones

**class Clones**

**get\_characters\_character\_id\_clones** (*character\_id=None, \_token=None*)

Get clones

**param int character\_id** An EVE character ID

**param str \_token** ESI authorization token

**return** Clone information for the given character

**rtype** dict

**get\_characters\_character\_id\_implants** (*character\_id=None, \_token=None*)

Get active implants

**param int character\_id** An EVE character ID

**param str \_token** ESI authorization token

**return** A list of implant type ids

**rtype** list

## 5.7.7 Contacts

**class Contacts**

**delete\_characters\_character\_id\_contacts** (*character\_id=None, contact\_ids=None, \_token=None*)

Delete contacts

**param int character\_id** An EVE character ID

**param list contact\_ids** A list of contacts to delete

**param str \_token** ESI authorization token

**return** None

**rtype** None

**get\_alliances\_alliance\_id\_contacts** (*alliance\_id=None, \_token=None*)

Get alliance contacts

**param int alliance\_id** An EVE alliance ID

**param str \_token** ESI authorization token

**return** A list of contacts

**rtype** *ESIPageGenerator* list

**get\_alliances\_alliance\_id\_contacts\_labels** (*alliance\_id=None, \_token=None*)

Get alliance contact labels

**param int alliance\_id** An EVE alliance ID

**param str \_token** ESI authorization token

**return** A list of alliance contact labels

**rtype** list

**get\_characters\_character\_id\_contacts** (*character\_id=None, \_token=None*)

Get contacts

**param int character\_id** An EVE character ID

**param str \_token** ESI authorization token

**return** A list of contacts

**rtype** *ESIPageGenerator* list

**get\_characters\_character\_id\_contacts\_labels** (*character\_id=None, \_token=None*)

Get contact labels

**param int character\_id** An EVE character ID

**param str \_token** ESI authorization token

**return** A list of contact labels

**rtype** list

**get\_corporations\_corporation\_id\_contacts** (*corporation\_id=None, \_token=None*)

Get corporation contacts

**param int corporation\_id** An EVE corporation ID

**param str \_token** ESI authorization token

**return** A list of contacts

**rtype** *ESIPageGenerator* list

**get\_corporations\_corporation\_id\_contacts\_labels** (*corporation\_id=None, \_token=None*)

Get corporation contact labels

**param int corporation\_id** An EVE corporation ID

**param str \_token** ESI authorization token

**return** A list of corporation contact labels

**rtype** list

**post\_characters\_character\_id\_contacts** (*character\_id=None, contact\_ids=None[, label\_ids=None], standing=None[, watched=False], \_token=None*)

Add contacts

**param int character\_id** An EVE character ID

**param None contact\_ids** A list of contacts

**param list label\_ids** Add custom labels to the new contact

**param number standing** Standing for the contact

**param boolean watched** Whether the contact should be watched, note this is only effective on characters

**param str \_token** ESI authorization token

**return** None

**rtype** None

**put\_characters\_character\_id\_contacts** (*character\_id=None, contact\_ids=None[, label\_ids=None], standing=None[, watched=False], \_token=None*)

Edit contacts

**param int character\_id** An EVE character ID

**param None contact\_ids** A list of contacts

**param list label\_ids** Add custom labels to the contact

**param number standing** Standing for the contact

**param boolean watched** Whether the contact should be watched, note this is only effective on characters

**param str \_token** ESI authorization token

**return** None

**rtype** None

### 5.7.8 Contracts

**class Contracts**

**get\_characters\_character\_id\_contracts** (*character\_id=None, \_token=None*)

Get contracts

**param int character\_id** An EVE character ID

**param str \_token** ESI authorization token

**return** A list of contracts

**rtype** *ESIPageGenerator* list

**get\_characters\_character\_id\_contracts\_contract\_id\_bids** (*character\_id=None, contract\_id=None, \_token=None*)

Get contract bids

**param int character\_id** An EVE character ID

**param int contract\_id** ID of a contract

**param str \_token** ESI authorization token

**return** A list of bids

**rtype** list

**get\_characters\_character\_id\_contracts\_contract\_id\_items** (*character\_id=None, contract\_id=None, \_token=None*)

Get contract items

**param int character\_id** An EVE character ID

**param int contract\_id** ID of a contract

**param str \_token** ESI authorization token

**return** A list of items in this contract

**rtype** list

**get\_contracts\_public\_bids\_contract\_id** (*contract\_id=None*)

Get public contract bids

**param int contract\_id** ID of a contract

**return** A list of bids

**rtype** *ESIPageGenerator* list

**get\_contracts\_public\_items\_contract\_id** (*contract\_id=None*)

Get public contract items

**param int contract\_id** ID of a contract

**return** A list of items in this contract

**rtype** *ESIPageGenerator* list

**get\_contracts\_public\_region\_id** (*region\_id=None*)

Get public contracts

**param int region\_id** An EVE region id

**return** A list of contracts

**rtype** *ESIPageGenerator* list

**get\_corporations\_corporation\_id\_contracts** (*corporation\_id=None, \_token=None*)

Get corporation contracts

**param int corporation\_id** An EVE corporation ID

**param str \_token** ESI authorization token

**return** A list of contracts

**rtype** *ESIPageGenerator* list

**get\_corporations\_corporation\_id\_contracts\_contract\_id\_bids** (*contract\_id=None, corporation\_id=None, \_token=None*)

Get corporation contract bids

**param int contract\_id** ID of a contract

**param int corporation\_id** An EVE corporation ID

**param str \_token** ESI authorization token

**return** A list of bids

**rtype** *ESIPageGenerator* list

**get\_corporations\_corporation\_id\_contracts\_contract\_id\_items** (*contract\_id=None, corporation\_id=None, \_token=None*)

Get corporation contract items

**param int contract\_id** ID of a contract

**param int corporation\_id** An EVE corporation ID

**param str \_token** ESI authorization token

**return** A list of items in this contract

**rtype** list

## 5.7.9 Corporation

**class Corporation**

**get\_corporations\_corporation\_id** (*corporation\_id=None*)

Get corporation information

**param int corporation\_id** An EVE corporation ID

**return** Public information about a corporation

**rtype** dict

**get\_corporations\_corporation\_id\_alliancehistory** (*corporation\_id=None*)

Get alliance history

**param int corporation\_id** An EVE corporation ID

**return** Alliance history for the given corporation

**rtype** list

**get\_corporations\_corporation\_id\_blueprints** (*corporation\_id=None, \_token=None*)

Get corporation blueprints

**param int corporation\_id** An EVE corporation ID

**param str \_token** ESI authorization token

**return** List of corporation blueprints

**rtype** *ESIPageGenerator* list

**get\_corporations\_corporation\_id\_containers\_logs** (*corporation\_id=None, \_token=None*)

Get all corporation ALSC logs

**param int corporation\_id** An EVE corporation ID

**param str \_token** ESI authorization token

**return** List of corporation ALSC logs

**rtype** *ESIPageGenerator* list

**get\_corporations\_corporation\_id\_divisions** (*corporation\_id=None, \_token=None*)

Get corporation divisions

**param int corporation\_id** An EVE corporation ID

**param str \_token** ESI authorization token

**return** List of corporation division names

**rtype** dict

**get\_corporations\_corporation\_id\_facilities** (*corporation\_id=None, \_token=None*)

Get corporation facilities

**param int corporation\_id** An EVE corporation ID

**param str \_token** ESI authorization token

**return** List of corporation facilities



**rtype** list

**get\_corporations\_corporation\_id\_icons** (*corporation\_id=None*)

Get corporation icon

**param int corporation\_id** An EVE corporation ID

**return** Urls for icons for the given corporation id and server

**rtype** dict

**get\_corporations\_corporation\_id\_medals** (*corporation\_id=None, \_token=None*)

Get corporation medals

**param int corporation\_id** An EVE corporation ID

**param str \_token** ESI authorization token

**return** A list of medals

**rtype** *ESIPageGenerator* list

**get\_corporations\_corporation\_id\_medals\_issued** (*corporation\_id=None, \_token=None*)

Get corporation issued medals

**param int corporation\_id** An EVE corporation ID

**param str \_token** ESI authorization token

**return** A list of issued medals

**rtype** *ESIPageGenerator* list

**get\_corporations\_corporation\_id\_members** (*corporation\_id=None, \_token=None*)

Get corporation members

**param int corporation\_id** An EVE corporation ID

**param str \_token** ESI authorization token

**return** List of member character IDs

**rtype** list

**get\_corporations\_corporation\_id\_members\_limit** (*corporation\_id=None, \_token=None*)

Get corporation member limit

**param int corporation\_id** An EVE corporation ID

**param str \_token** ESI authorization token

**return** The corporation's member limit

**rtype** int

**get\_corporations\_corporation\_id\_members\_titles** (*corporation\_id=None, \_token=None*)

Get corporation's members' titles

**param int corporation\_id** An EVE corporation ID

**param str \_token** ESI authorization token

**return** A list of members and theirs titles

**rtype** list

**get\_corporations\_corporation\_id\_membertracking** (*corporation\_id=None, \_token=None*)

Track corporation members

**param int corporation\_id** An EVE corporation ID

**param str \_token** ESI authorization token

**return** List of member character IDs

**rtype** list

**get\_corporations\_corporation\_id\_roles** (*corporation\_id=None, \_token=None*)

Get corporation member roles

**param int corporation\_id** An EVE corporation ID

**param str \_token** ESI authorization token

**return** List of member character ID's and roles

**rtype** list

**get\_corporations\_corporation\_id\_roles\_history** (*corporation\_id=None, \_token=None*)

Get corporation member roles history

**param int corporation\_id** An EVE corporation ID

**param str \_token** ESI authorization token

**return** List of role changes

**rtype** *ESIPageGenerator* list

**get\_corporations\_corporation\_id\_shareholders** (*corporation\_id=None, \_token=None*)

Get corporation shareholders

**param int corporation\_id** An EVE corporation ID

**param str \_token** ESI authorization token

**return** List of shareholders

**rtype** *ESIPageGenerator* list

**get\_corporations\_corporation\_id\_standings** (*corporation\_id=None, \_token=None*)

Get corporation standings

**param int corporation\_id** An EVE corporation ID

**param str \_token** ESI authorization token

**return** A list of standings

**rtype** *ESIPageGenerator* list

**get\_corporations\_corporation\_id\_starbases** (*corporation\_id=None, \_token=None*)

Get corporation starbases (POSeS)

**param int corporation\_id** An EVE corporation ID

**param str \_token** ESI authorization token

**return** List of starbases (POSeS)

**rtype** *ESIPageGenerator* list

**get\_corporations\_corporation\_id\_starbases\_starbase\_id** (*corporation\_id=None*,  
*starbase\_id=None*,  
*system\_id=None*, *\_token=None*)

Get starbase (POS) detail

**param int corporation\_id** An EVE corporation ID

**param int starbase\_id** An EVE starbase (POS) ID

**param int system\_id** The solar system this starbase (POS) is located in,

**param str \_token** ESI authorization token

**return** List of starbases (POSeS)

**rtype** dict

**get\_corporations\_corporation\_id\_structures** (*Accept\_Language='en-us'*, *corporation\_id=None*,  
*language='en-us'*, *\_token=None*)

Get corporation structures

**param str Accept\_Language** Language to use in the response

**param int corporation\_id** An EVE corporation ID

**param str language** Language to use in the response, takes precedence over Accept-Language

**param str \_token** ESI authorization token

**return** List of corporation structures' information

**rtype** *ESIPageGenerator* list

**get\_corporations\_corporation\_id\_titles** (*corporation\_id=None*, *\_token=None*)

Get corporation titles

**param int corporation\_id** An EVE corporation ID

**param str \_token** ESI authorization token

**return** A list of titles

**rtype** list

**get\_corporations\_npccorps** ()

Get npc corporations

**return** A list of npc corporation ids

**rtype** list

## 5.7.10 Dogma

**class Dogma**

**get\_dogma\_attributes** ()

Get attributes

**return** A list of dogma attribute ids  
**rtype** list

**get\_dogma\_attributes\_attribute\_id** (*attribute\_id=None*)

Get attribute information

**param int attribute\_id** A dogma attribute ID  
**return** Information about a dogma attribute  
**rtype** dict

**get\_dogma\_dynamic\_items\_type\_id\_item\_id** (*item\_id=None, type\_id=None*)

Get dynamic item information

**param int item\_id** item\_id integer  
**param int type\_id** type\_id integer  
**return** Details about a dynamic item  
**rtype** dict

**get\_dogma\_effects** ()

Get effects

**return** A list of dogma effect ids  
**rtype** list

**get\_dogma\_effects\_effect\_id** (*effect\_id=None*)

Get effect information

**param int effect\_id** A dogma effect ID  
**return** Information about a dogma effect  
**rtype** dict

## 5.7.11 Faction\_Warfare

**class Faction\_Warfare**

**get\_characters\_character\_id\_fw\_stats** (*character\_id=None, \_token=None*)

Overview of a character involved in faction warfare

**param int character\_id** An EVE character ID  
**param str \_token** ESI authorization token  
**return** Faction warfare statistics for a given character  
**rtype** dict

**get\_corporations\_corporation\_id\_fw\_stats** (*corporation\_id=None, \_token=None*)

Overview of a corporation involved in faction warfare

**param int corporation\_id** An EVE corporation ID

**param str \_token** ESI authorization token  
**return** Faction warfare statistics for a given corporation  
**rtype** dict

**get\_fw\_leaderboards()**

List of the top factions in faction warfare

**return** Corporation leaderboard of kills and victory points within faction warfare  
**rtype** dict

**get\_fw\_leaderboards\_characters()**

List of the top pilots in faction warfare

**return** Character leaderboard of kills and victory points within faction warfare  
**rtype** dict

**get\_fw\_leaderboards\_corporations()**

List of the top corporations in faction warfare

**return** Corporation leaderboard of kills and victory points within faction warfare  
**rtype** dict

**get\_fw\_stats()**

An overview of statistics about factions involved in faction warfare

**return** Per faction breakdown of faction warfare statistics  
**rtype** list

**get\_fw\_systems()**

Ownership of faction warfare systems

**return** All faction warfare solar systems  
**rtype** list

**get\_fw\_wars()**

Data about which NPC factions are at war

**return** A list of NPC factions at war  
**rtype** list

## 5.7.12 Fittings

**class Fittings**

**delete\_characters\_character\_id\_fittings\_fitting\_id**(*character\_id=None,*  
*fitting\_id=None,* *\_to-*  
*ken=None*)

Delete fitting

**param int character\_id** An EVE character ID  
**param int fitting\_id** ID for a fitting of this character

**param str \_token** ESI authorization token

**return** None

**rtype** None

**get\_characters\_character\_id\_fittings** (*character\_id=None, \_token=None*)

Get fittings

**param int character\_id** An EVE character ID

**param str \_token** ESI authorization token

**return** A list of fittings

**rtype** list

**post\_characters\_character\_id\_fittings** (*character\_id=None, fitting=None, \_token=None*)

Create fitting

**param int character\_id** An EVE character ID

**param None fitting** Details about the new fitting

**param str \_token** ESI authorization token

**return** None

**rtype** None

### 5.7.13 Fleets

**class Fleets**

**delete\_fleets\_fleet\_id\_members\_member\_id** (*fleet\_id=None, member\_id=None, \_token=None*)

Kick fleet member

**param int fleet\_id** ID for a fleet

**param int member\_id** The character ID of a member in this fleet

**param str \_token** ESI authorization token

**return** None

**rtype** None

**delete\_fleets\_fleet\_id\_squads\_squad\_id** (*fleet\_id=None, squad\_id=None, \_token=None*)

Delete fleet squad

**param int fleet\_id** ID for a fleet

**param int squad\_id** The squad to delete

**param str \_token** ESI authorization token

**return** None

**rtype** None

**delete\_fleets\_fleet\_id\_wings\_wing\_id** (*fleet\_id=None, wing\_id=None, \_token=None*)

Delete fleet wing

```
param int fleet_id ID for a fleet
param int wing_id The wing to delete
param str _token ESI authorization token
return None
rtype None
```

**get\_characters\_character\_id\_fleet** (*character\_id=None, \_token=None*)

Get character fleet info

```
param int character_id An EVE character ID
param str _token ESI authorization token
return Details about the character's fleet
rtype dict
```

**get\_fleets\_fleet\_id** (*fleet\_id=None, \_token=None*)

Get fleet information

```
param int fleet_id ID for a fleet
param str _token ESI authorization token
return Details about a fleet
rtype dict
```

**get\_fleets\_fleet\_id\_members** (*[Accept\_Language='en-us'], fleet\_id=None[, language='en-us'], \_token=None*)

Get fleet members

```
param str Accept_Language Language to use in the response
param int fleet_id ID for a fleet
param str language Language to use in the response, takes precedence over Accept-
    Language
param str _token ESI authorization token
return A list of fleet members
rtype list
```

**get\_fleets\_fleet\_id\_wings** (*[Accept\_Language='en-us'], fleet\_id=None[, language='en-us'], \_token=None*)

Get fleet wings

```
param str Accept_Language Language to use in the response
param int fleet_id ID for a fleet
param str language Language to use in the response, takes precedence over Accept-
    Language
param str _token ESI authorization token
return A list of fleet wings
rtype list
```

**post\_fleets\_fleet\_id\_members** (*fleet\_id=None, invitation=None, \_token=None*)

Create fleet invitation

**param int fleet\_id** ID for a fleet  
**param None invitation** Details of the invitation  
**param str \_token** ESI authorization token  
**return** None  
**rtype** None

**post\_fleets\_fleet\_id\_wings** (*fleet\_id=None, \_token=None*)

Create fleet wing

**param int fleet\_id** ID for a fleet  
**param str \_token** ESI authorization token  
**return** None  
**rtype** None

**post\_fleets\_fleet\_id\_wings\_wing\_id\_squads** (*fleet\_id=None, wing\_id=None, \_token=None*)

Create fleet squad

**param int fleet\_id** ID for a fleet  
**param int wing\_id** The wing\_id to create squad in  
**param str \_token** ESI authorization token  
**return** None  
**rtype** None

**put\_fleets\_fleet\_id** (*fleet\_id=None, new\_settings=None, \_token=None*)

Update fleet

**param int fleet\_id** ID for a fleet  
**param None new\_settings** What to update for this fleet  
**param str \_token** ESI authorization token  
**return** None  
**rtype** None

**put\_fleets\_fleet\_id\_members\_member\_id** (*fleet\_id=None, member\_id=None, movement=None, \_token=None*)

Move fleet member

**param int fleet\_id** ID for a fleet  
**param int member\_id** The character ID of a member in this fleet  
**param None movement** Details of the invitation  
**param str \_token** ESI authorization token  
**return** None  
**rtype** None



```
put_fleets_fleet_id_squads_squad_id (fleet_id=None, naming=None, squad_id=None,  
                                         _token=None)
```

Rename fleet squad

```
param int fleet_id ID for a fleet  
param None naming New name of the squad  
param int squad_id The squad to rename  
param str _token ESI authorization token  
return None  
rtype None
```

```
put_fleets_fleet_id_wings_wing_id (fleet_id=None, naming=None, wing_id=None, _to-  
                                         ken=None)
```

Rename fleet wing

```
param int fleet_id ID for a fleet  
param None naming New name of the wing  
param int wing_id The wing to rename  
param str _token ESI authorization token  
return None  
rtype None
```

## 5.7.14 Incursions

**class Incursions**

```
get_incursions ()
```

List incursions

```
return A list of incursions  
rtype list
```

## 5.7.15 Industry

**class Industry**

```
get_characters_character_id_industry_jobs (character_id=None[, include_completed=None], _token=None)
```

List character industry jobs

```
param int character_id An EVE character ID  
param boolean include_completed Whether to retrieve completed character industry  
    jobs. Only includes jobs from the past 90 days  
param str _token ESI authorization token  
return Industry jobs placed by a character
```

**rtype** list

**get\_characters\_character\_id\_mining** (*character\_id=None, \_token=None*)

Character mining ledger

**param int character\_id** An EVE character ID

**param str \_token** ESI authorization token

**return** Mining ledger of a character

**rtype** *ESIPageGenerator* list

**get\_corporation\_corporation\_id\_mining\_extractions** (*corporation\_id=None, \_token=None*)

Moon extraction timers

**param int corporation\_id** An EVE corporation ID

**param str \_token** ESI authorization token

**return** A list of chunk timers

**rtype** *ESIPageGenerator* list

**get\_corporation\_corporation\_id\_mining\_observers** (*corporation\_id=None, \_token=None*)

Corporation mining observers

**param int corporation\_id** An EVE corporation ID

**param str \_token** ESI authorization token

**return** Observer list of a corporation

**rtype** *ESIPageGenerator* list

**get\_corporation\_corporation\_id\_mining\_observers\_observer\_id** (*corporation\_id=None, observer\_id=None, \_token=None*)

Observed corporation mining

**param int corporation\_id** An EVE corporation ID

**param int observer\_id** A mining observer id

**param str \_token** ESI authorization token

**return** Mining ledger of an observer

**rtype** *ESIPageGenerator* list

**get\_corporations\_corporation\_id\_industry\_jobs** (*corporation\_id=None[, include\_completed=False], \_token=None*)

List corporation industry jobs

**param int corporation\_id** An EVE corporation ID

**param boolean include\_completed** Whether to retrieve completed corporation industry jobs. Only includes jobs from the past 90 days

**param str \_token** ESI authorization token

**return** A list of corporation industry jobs

**rtype** *ESIPageGenerator* list

**get\_industry\_facilities** ()

List industry facilities

**return** A list of facilities

**rtype** list

**get\_industry\_systems** ()

List solar system cost indices

**return** A list of cost indices

**rtype** list

## 5.7.16 Insurance

**class Insurance**

**get\_insurance\_prices** ([*Accept\_Language*='en-us'][, *language*='en-us'])

List insurance levels

**param str Accept\_Language** Language to use in the response

**param str language** Language to use in the response, takes precedence over Accept-Language

**return** A list of insurance levels for all ship types

**rtype** list

## 5.7.17 Killmails

**class Killmails**

**get\_characters\_character\_id\_killmails\_recent** (*character\_id*=None, *\_token*=None)

Get a character's recent kills and losses

**param int character\_id** An EVE character ID

**param str \_token** ESI authorization token

**return** A list of killmail IDs and hashes

**rtype** *ESIPageGenerator* list

**get\_corporations\_corporation\_id\_killmails\_recent** (*corporation\_id*=None, *\_token*=None)

Get a corporation's recent kills and losses

**param int corporation\_id** An EVE corporation ID

**param str \_token** ESI authorization token

**return** A list of killmail IDs and hashes

**rtype** *ESIPageGenerator* list

**get\_killmails\_killmail\_id\_killmail\_hash** (*killmail\_hash=None, killmail\_id=None*)

Get a single killmail

**param str killmail\_hash** The killmail hash for verification

**param int killmail\_id** The killmail ID to be queried

**return** A killmail

**rtype** dict

## 5.7.18 Location

**class Location**

**get\_characters\_character\_id\_location** (*character\_id=None, \_token=None*)

Get character location

**param int character\_id** An EVE character ID

**param str \_token** ESI authorization token

**return** Information about the characters current location. Returns the current solar system id, and also the current station or structure ID if applicable

**rtype** dict

**get\_characters\_character\_id\_online** (*character\_id=None, \_token=None*)

Get character online

**param int character\_id** An EVE character ID

**param str \_token** ESI authorization token

**return** Object describing the character's online status

**rtype** dict

**get\_characters\_character\_id\_ship** (*character\_id=None, \_token=None*)

Get current ship

**param int character\_id** An EVE character ID

**param str \_token** ESI authorization token

**return** Get the current ship type, name and id

**rtype** dict

## 5.7.19 Loyalty

**class Loyalty**

**get\_characters\_character\_id\_loyalty\_points** (*character\_id=None, \_token=None*)

Get loyalty points

**param int character\_id** An EVE character ID

**param str \_token** ESI authorization token

**return** A list of loyalty points

**rtype** list

**get\_loyalty\_stores\_corporation\_id\_offers** (*corporation\_id=None*)

List loyalty store offers

**param int corporation\_id** An EVE corporation ID

**return** A list of offers

**rtype** list

## 5.7.20 Mail

**class Mail**

**delete\_characters\_character\_id\_mail\_labels\_label\_id** (*character\_id=None*,  
*label\_id=None*, *\_token=None*)

Delete a mail label

**param int character\_id** An EVE character ID

**param int label\_id** An EVE label id

**param str \_token** ESI authorization token

**return** None

**rtype** None

**delete\_characters\_character\_id\_mail\_mail\_id** (*character\_id=None*, *mail\_id=None*,  
*\_token=None*)

Delete a mail

**param int character\_id** An EVE character ID

**param int mail\_id** An EVE mail ID

**param str \_token** ESI authorization token

**return** None

**rtype** None

**get\_characters\_character\_id\_mail** (*character\_id=None* [, *labels=None*] [,  
*last\_mail\_id=None* ], *\_token=None*)

Return mail headers

**param int character\_id** An EVE character ID

**param list labels** Fetch only mails that match one or more of the given labels

**param int last\_mail\_id** List only mail with an ID lower than the given ID, if present

**param str \_token** ESI authorization token

**return** The requested mail

**rtype** list

**get\_characters\_character\_id\_mail\_labels** (*character\_id=None, \_token=None*)

Get mail labels and unread counts

**param int character\_id** An EVE character ID

**param str \_token** ESI authorization token

**return** A list of mail labels and unread counts

**rtype** dict

**get\_characters\_character\_id\_mail\_lists** (*character\_id=None, \_token=None*)

Return mailing list subscriptions

**param int character\_id** An EVE character ID

**param str \_token** ESI authorization token

**return** Mailing lists

**rtype** list

**get\_characters\_character\_id\_mail\_mail\_id** (*character\_id=None, mail\_id=None, \_token=None*)

Return a mail

**param int character\_id** An EVE character ID

**param int mail\_id** An EVE mail ID

**param str \_token** ESI authorization token

**return** Contents of a mail

**rtype** dict

**post\_characters\_character\_id\_mail** (*character\_id=None, mail=None, \_token=None*)

Send a new mail

**param int character\_id** An EVE character ID

**param None mail** The mail to send

**param str \_token** ESI authorization token

**return** None

**rtype** None

**post\_characters\_character\_id\_mail\_labels** (*character\_id=None, label=None, \_token=None*)

Create a mail label

**param int character\_id** An EVE character ID

**param None label** Label to create

**param str \_token** ESI authorization token

**return** None

**rtype** None

**put\_characters\_character\_id\_mail\_mail\_id** (*character\_id=None, contents=None, mail\_id=None, \_token=None*)

Update metadata about a mail

**param int character\_id** An EVE character ID  
**param None contents** Data used to update the mail  
**param int mail\_id** An EVE mail ID  
**param str \_token** ESI authorization token  
**return** None  
**rtype** None

## 5.7.21 Market

**class Market**

**get\_characters\_character\_id\_orders** (*character\_id=None, \_token=None*)

List open orders from a character

**param int character\_id** An EVE character ID  
**param str \_token** ESI authorization token  
**return** Open market orders placed by a character  
**rtype** list

**get\_characters\_character\_id\_orders\_history** (*character\_id=None, \_token=None*)

List historical orders by a character

**param int character\_id** An EVE character ID  
**param str \_token** ESI authorization token  
**return** Expired and cancelled market orders placed by a character  
**rtype** *ESIPageGenerator* list

**get\_corporations\_corporation\_id\_orders** (*corporation\_id=None, \_token=None*)

List open orders from a corporation

**param int corporation\_id** An EVE corporation ID  
**param str \_token** ESI authorization token  
**return** A list of open market orders  
**rtype** *ESIPageGenerator* list

**get\_corporations\_corporation\_id\_orders\_history** (*corporation\_id=None, \_token=None*)

List historical orders from a corporation

**param int corporation\_id** An EVE corporation ID  
**param str \_token** ESI authorization token  
**return** Expired and cancelled market orders placed on behalf of a corporation  
**rtype** *ESIPageGenerator* list

**get\_markets\_groups** ()

Get item groups

**return** A list of item group ids

**rtype** list

**get\_markets\_groups\_market\_group\_id** (*[Accept\_Language='en-us']* [, *language='en-us'* ],  
*market\_group\_id=None*)

Get item group information

**param str Accept\_Language** Language to use in the response

**param str language** Language to use in the response, takes precedence over Accept-  
Language

**param int market\_group\_id** An Eve item group ID

**return** Information about an item group

**rtype** dict

**get\_markets\_prices** ()

List market prices

**return** A list of prices

**rtype** list

**get\_markets\_region\_id\_history** (*region\_id=None, type\_id=None*)

List historical market statistics in a region

**param int region\_id** Return statistics in this region

**param int type\_id** Return statistics for this type

**return** A list of historical market statistics

**rtype** list

**get\_markets\_region\_id\_orders** (*order\_type=None, region\_id=None* [, *type\_id=None* ])

List orders in a region

**param str order\_type** Filter buy/sell orders, return all orders by default. If you query  
without type\_id, we always return both buy and sell orders

**param int region\_id** Return orders in this region

**param int type\_id** Return orders only for this type

**return** A list of orders

**rtype** *ESIPageGenerator* list

**get\_markets\_region\_id\_types** (*region\_id=None*)

List type IDs relevant to a market

**param int region\_id** Return statistics in this region

**return** A list of type IDs

**rtype** *ESIPageGenerator* list

**get\_markets\_structures\_structure\_id** (*structure\_id=None, \_token=None*)

List orders in a structure

**param int structure\_id** Return orders in this structure



**param str \_token** ESI authorization token  
**return** A list of orders  
**rtype** *ESIPageGenerator* list

## 5.7.22 Opportunities

**class Opportunities**

**get\_characters\_character\_id\_opportunities** (*character\_id=None, \_token=None*)

Get a character's completed tasks

**param int character\_id** An EVE character ID  
**param str \_token** ESI authorization token  
**return** A list of opportunities task ids  
**rtype** list

**get\_opportunities\_groups** ()

Get opportunities groups

**return** A list of opportunities group ids  
**rtype** list

**get\_opportunities\_groups\_group\_id** ([*Accept\_Language='en-us'*], *group\_id=None* [, *language='en-us'*])

Get opportunities group

**param str Accept\_Language** Language to use in the response  
**param int group\_id** ID of an opportunities group  
**param str language** Language to use in the response, takes precedence over Accept-Language  
**return** Details of an opportunities group  
**rtype** dict

**get\_opportunities\_tasks** ()

Get opportunities tasks

**return** A list of opportunities task ids  
**rtype** list

**get\_opportunities\_tasks\_task\_id** (*task\_id=None*)

Get opportunities task

**param int task\_id** ID of an opportunities task  
**return** Details of an opportunities task  
**rtype** dict

### 5.7.23 Planetary\_Interaction

**class Planetary\_Interaction**

**get\_characters\_character\_id\_planets** (*character\_id=None, \_token=None*)

Get colonies

**param int character\_id** An EVE character ID

**param str \_token** ESI authorization token

**return** List of colonies

**rtype** list

**get\_characters\_character\_id\_planets\_planet\_id** (*character\_id=None, planet\_id=None, \_token=None*)

Get colony layout

**param int character\_id** An EVE character ID

**param int planet\_id** Planet id of the target planet

**param str \_token** ESI authorization token

**return** Colony layout

**rtype** dict

**get\_corporations\_corporation\_id\_customs\_offices** (*corporation\_id=None, \_token=None*)

List corporation customs offices

**param int corporation\_id** An EVE corporation ID

**param str \_token** ESI authorization token

**return** A list of customs offices and their settings

**rtype** *ESIPageGenerator* list

**get\_universe\_schematics\_schematic\_id** (*schematic\_id=None*)

Get schematic information

**param int schematic\_id** A PI schematic ID

**return** Public data about a schematic

**rtype** dict

### 5.7.24 Routes

**class Routes**

**get\_route\_origin\_destination** (*[avoid=None][, connections=None], destination=None[, flag='shortest'], origin=None*)

Get route

**param list avoid** avoid solar system ID(s)

**param list connections** connected solar system pairs

**param int destination** destination solar system ID

**param str flag** route security preference

**param int origin** origin solar system ID

**return** Solar systems in route from origin to destination

**rtype** list

## 5.7.25 Search

**class Search**

**get\_characters\_character\_id\_search** (*[Accept\_Language='en-us']*, *categories=None*,  
*character\_id=None*, *language='en-us']*,  
*search=None*, *strict=False* ], *\_token=None*)

Search on a string

**param str Accept\_Language** Language to use in the response

**param list categories** Type of entities to search for

**param int character\_id** An EVE character ID

**param str language** Language to use in the response, takes precedence over Accept-Language

**param str search** The string to search on

**param boolean strict** Whether the search should be a strict match

**param str \_token** ESI authorization token

**return** A list of search results

**rtype** dict

**get\_search** (*[Accept\_Language='en-us']*, *categories=None*, *language='en-us']*, *search=None*,  
*strict=False* )

Search on a string

**param str Accept\_Language** Language to use in the response

**param list categories** Type of entities to search for

**param str language** Language to use in the response, takes precedence over Accept-Language

**param str search** The string to search on

**param boolean strict** Whether the search should be a strict match

**return** A list of search results

**rtype** dict

## 5.7.26 Skills

**class Skills**

**get\_characters\_character\_id\_attributes** (*character\_id=None, \_token=None*)

Get character attributes

**param int character\_id** An EVE character ID

**param str \_token** ESI authorization token

**return** Attributes of a character

**rtype** dict

**get\_characters\_character\_id\_skillqueue** (*character\_id=None, \_token=None*)

Get character's skill queue

**param int character\_id** An EVE character ID

**param str \_token** ESI authorization token

**return** The current skill queue, sorted ascending by finishing time

**rtype** list

**get\_characters\_character\_id\_skills** (*character\_id=None, \_token=None*)

Get character skills

**param int character\_id** An EVE character ID

**param str \_token** ESI authorization token

**return** Known skills for the character

**rtype** dict

## 5.7.27 Sovereignty

**class Sovereignty**

**get\_sovereignty\_campaigns** ()

List sovereignty campaigns

**return** A list of sovereignty campaigns

**rtype** list

**get\_sovereignty\_map** ()

List sovereignty of systems

**return** A list of sovereignty information for solar systems in New Eden

**rtype** list

**get\_sovereignty\_structures** ()

List sovereignty structures

**return** A list of sovereignty structures

**rtype** list

### 5.7.28 Status

**class Status**

**get\_status** ()

Retrieve the uptime and player counts

**return** Server status

**rtype** dict

### 5.7.29 Universe

**class Universe**

**get\_universe\_ancestries** ([*Accept\_Language*='en-us'][, *language*='en-us'])

Get ancestries

**param str Accept\_Language** Language to use in the response

**param str language** Language to use in the response, takes precedence over Accept-Language

**return** A list of ancestries

**rtype** list

**get\_universe\_asteroid\_belts\_asteroid\_belt\_id** (*asteroid\_belt\_id*=None)

Get asteroid belt information

**param int asteroid\_belt\_id** *asteroid\_belt\_id* integer

**return** Information about an asteroid belt

**rtype** dict

**get\_universe\_bloodlines** ([*Accept\_Language*='en-us'][, *language*='en-us'])

Get bloodlines

**param str Accept\_Language** Language to use in the response

**param str language** Language to use in the response, takes precedence over Accept-Language

**return** A list of bloodlines

**rtype** list

**get\_universe\_categories** ()

Get item categories

**return** A list of item category ids

**rtype** list

**get\_universe\_categories\_category\_id** ([*Accept\_Language*='en-us'], *category\_id*=None[, *language*='en-us'])

Get item category information

**param str Accept\_Language** Language to use in the response

**param int category\_id** An Eve item category ID

**param str language** Language to use in the response, takes precedence over Accept-Language

**return** Information about an item category

**rtype** dict

**get\_universe\_constellations** ()

Get constellations

**return** A list of constellation ids

**rtype** list

**get\_universe\_constellations\_constellation\_id** ([*Accept\_Language*='en-us'], *constellation\_id*=None[, *language*='en-us'])

Get constellation information

**param str Accept\_Language** Language to use in the response

**param int constellation\_id** *constellation\_id* integer

**param str language** Language to use in the response, takes precedence over Accept-Language

**return** Information about a constellation

**rtype** dict

**get\_universe\_factions** ([*Accept\_Language*='en-us'][, *language*='en-us'])

Get factions

**param str Accept\_Language** Language to use in the response

**param str language** Language to use in the response, takes precedence over Accept-Language

**return** A list of factions

**rtype** list

**get\_universe\_graphics** ()

Get graphics

**return** A list of graphic ids

**rtype** list

**get\_universe\_graphics\_graphic\_id** (*graphic\_id*=None)

Get graphic information

**param int graphic\_id** *graphic\_id* integer

**return** Information about a graphic

**rtype** dict

**get\_universe\_groups** ()

Get item groups

**return** A list of item group ids

**rtype** *ESIPageGenerator* list

**get\_universe\_groups\_group\_id** (*Accept\_Language='en-us'*], *group\_id=None*[,  
*language='en-us'*])

Get item group information

**param str Accept\_Language** Language to use in the response

**param int group\_id** An Eve item group ID

**param str language** Language to use in the response, takes precedence over Accept-Language

**return** Information about an item group

**rtype** dict

**get\_universe\_moons\_moon\_id** (*moon\_id=None*)

Get moon information

**param int moon\_id** moon\_id integer

**return** Information about a moon

**rtype** dict

**get\_universe\_planets\_planet\_id** (*planet\_id=None*)

Get planet information

**param int planet\_id** planet\_id integer

**return** Information about a planet

**rtype** dict

**get\_universe\_races** (*Accept\_Language='en-us'*][, *language='en-us'*])

Get character races

**param str Accept\_Language** Language to use in the response

**param str language** Language to use in the response, takes precedence over Accept-Language

**return** A list of character races

**rtype** list

**get\_universe\_regions** ()

Get regions

**return** A list of region ids

**rtype** list

**get\_universe\_regions\_region\_id** (*Accept\_Language='en-us'*][, *language='en-us'*], *region\_id=None*)

Get region information

**param str Accept\_Language** Language to use in the response

**param str language** Language to use in the response, takes precedence over Accept-Language

**param int region\_id** region\_id integer

**return** Information about a region

**rtype** dict

**get\_universe\_stargates\_stargate\_id** (stargate\_id=None)

Get stargate information

**param int stargate\_id** stargate\_id integer

**return** Information about a stargate

**rtype** dict

**get\_universe\_stars\_star\_id** (star\_id=None)

Get star information

**param int star\_id** star\_id integer

**return** Information about a star

**rtype** dict

**get\_universe\_stations\_station\_id** (station\_id=None)

Get station information

**param int station\_id** station\_id integer

**return** Information about a station

**rtype** dict

**get\_universe\_structures** ([filter=None])

List all public structures

**param str filter** Only list public structures that have this service online

**return** List of public structure IDs

**rtype** list

**get\_universe\_structures\_structure\_id** (structure\_id=None, \_token=None)

Get structure information

**param int structure\_id** An Eve structure ID

**param str \_token** ESI authorization token

**return** Data about a structure

**rtype** dict

**get\_universe\_system\_jumps** ()

Get system jumps

**return** A list of systems and number of jumps

**rtype** list

**get\_universe\_system\_kills** ()

Get system kills

**return** A list of systems and number of ship, pod and NPC kills



```

    rtype list

get_universe_systems ()
    Get solar systems

    return A list of solar system ids

    rtype list

get_universe_systems_system_id ([Accept_Language='en-us' ][, language='en-us' ], system_id=None)
    Get solar system information

    param str Accept_Language Language to use in the response
    param str language Language to use in the response, takes precedence over Accept-
        Language
    param int system_id system_id integer
    return Information about a solar system
    rtype dict

get_universe_types ()
    Get types

    return A list of type ids

    rtype ESIPageGenerator list

get_universe_types_type_id ([Accept_Language='en-us' ][, language='en-us' ],
    type_id=None)
    Get type information

    param str Accept_Language Language to use in the response
    param str language Language to use in the response, takes precedence over Accept-
        Language
    param int type_id An Eve item type ID
    return Information about a type
    rtype dict

post_universe_ids ([Accept_Language='en-us' ][, language='en-us' ], names=None)
    Bulk names to IDs

    param str Accept_Language Language to use in the response
    param str language Language to use in the response, takes precedence over Accept-
        Language
    param None names The names to resolve
    return List of id/name associations for a set of names divided by category. Any name
        passed in that did not have a match will be ommitted
    rtype dict

post_universe_names (ids=None)
    Get names and categories for a set of IDs

```

**param None ids** The ids to resolve

**return** List of id/name associations for a set of IDs. All IDs must resolve to a name, or nothing will be returned

**rtype** list

### 5.7.30 User\_Interface

**class User\_Interface**

**post\_ui\_autopilot\_waypoint** (*add\_to\_beginning=None, clear\_other\_waypoints=None, destination\_id=None, \_token=None*)

Set Autopilot Waypoint

**param boolean add\_to\_beginning** Whether this solar system should be added to the beginning of all waypoints

**param boolean clear\_other\_waypoints** Whether clean other waypoints before adding this one

**param int destination\_id** The destination to travel to, can be solar system, station or structure's id

**param str \_token** ESI authorization token

**return** None

**rtype** None

**post\_ui\_openwindow\_contract** (*contract\_id=None, \_token=None*)

Open Contract Window

**param int contract\_id** The contract to open

**param str \_token** ESI authorization token

**return** None

**rtype** None

**post\_ui\_openwindow\_information** (*target\_id=None, \_token=None*)

Open Information Window

**param int target\_id** The target to open

**param str \_token** ESI authorization token

**return** None

**rtype** None

**post\_ui\_openwindow\_marketdetails** (*type\_id=None, \_token=None*)

Open Market Details

**param int type\_id** The item type to open in market window

**param str \_token** ESI authorization token

**return** None

**rtype** None

**post\_ui\_openwindow\_newmail** (*new\_mail=None, \_token=None*)

Open New Mail Window

**param** **None** **new\_mail** The details of mail to create

**param** **str** **\_token** ESI authorization token

**return** None

**rtype** None

### 5.7.31 Wallet

**class** **Wallet**

**get\_characters\_character\_id\_wallet** (*character\_id=None, \_token=None*)

Get a character's wallet balance

**param** **int** **character\_id** An EVE character ID

**param** **str** **\_token** ESI authorization token

**return** Wallet balance

**rtype** number

**get\_characters\_character\_id\_wallet\_journal** (*character\_id=None, \_token=None*)

Get character wallet journal

**param** **int** **character\_id** An EVE character ID

**param** **str** **\_token** ESI authorization token

**return** Journal entries

**rtype** *ESIPageGenerator* list

**get\_characters\_character\_id\_wallet\_transactions** (*character\_id=None[,  
from\_id=None], \_token=None*)

Get wallet transactions

**param** **int** **character\_id** An EVE character ID

**param** **int** **from\_id** Only show transactions happened before the one referenced by this id

**param** **str** **\_token** ESI authorization token

**return** Wallet transactions

**rtype** list

**get\_corporations\_corporation\_id\_wallets** (*corporation\_id=None, \_token=None*)

Returns a corporation's wallet balance

**param** **int** **corporation\_id** An EVE corporation ID

**param** **str** **\_token** ESI authorization token

**return** List of corporation wallets

**rtype** list

**get\_corporations\_corporation\_id\_wallets\_division\_journal** (*corporation\_id=None, division=None, \_token=None*)

Get corporation wallet journal

**param int corporation\_id** An EVE corporation ID  
**param int division** Wallet key of the division to fetch journals from  
**param str \_token** ESI authorization token  
**return** Journal entries  
**rtype** *ESIPageGenerator* list

**get\_corporations\_corporation\_id\_wallets\_division\_transactions** (*corporation\_id=None, division=None[, from\_id=None], \_token=None*)

Get corporation wallet transactions

**param int corporation\_id** An EVE corporation ID  
**param int division** Wallet key of the division to fetch journals from  
**param int from\_id** Only show journal entries happened before the transaction referenced by this id  
**param str \_token** ESI authorization token  
**return** Wallet transactions  
**rtype** list

## 5.7.32 Wars

**class Wars**

**get\_wars** (*[max\_war\_id=None]*)

List wars

**param int max\_war\_id** Only return wars with ID smaller than this  
**return** A list of war IDs, in descending order by war\_id  
**rtype** list

**get\_wars\_war\_id** (*war\_id=None*)

Get war information

**param int war\_id** ID for a war  
**return** Details about a war  
**rtype** dict

**get\_wars\_war\_id\_killmails** (*war\_id=None*)

List kills for a war

**param int war\_id** A valid war ID  
**return** A list of killmail IDs and hashes  
**rtype** *ESIPageGenerator* list

## 5.8 modules

---

**class** `esy.client.ESICallableOperation` (*operation*)  
 Wraps bravado's CallableOpeartion to handle pagination

**class** `esy.client.ESIClient` (*swagger\_spec, esi\_endpoint, user\_agent, use\_models, cache*)  
 Swagger client interface adapted to use with the ESI.

**static** `get_client` (*user\_agent='esy/vittoros@slack', use\_models=False, spec=None, endpoint='https://esi.evetech.net/latest/swagger.json', datasource='tranquility', cache=None*)  
 Generates a client interface for ESI.

### Parameters

- **user\_agent** (*str*) –
- **use\_models** –
- **spec** –
- **endpoint** (*str*) –
- **datasource** (*str*) –
- **cache** – A class which implements the cache interface

**Returns** An initialized client

**Return type** *ESIClient*

**static** `get_swagger_spec` (*endpoint='https://esi.evetech.net/latest/swagger.json', datasource='tranquility', cache=None*)  
 Downloads and parses the swagger specification from the ESI endpoint.

### Parameters

- **endpoint** (*str*) – URL to the ESI endpoint. Defaults to latest.
- **datasource** (*str*) – ESI datasource to use. Defaults to Tranquility.
- **cache** – Optional cache

**Returns** Swagger specification

**Return type** *dict*

**class** `esy.client.ESIPageGenerator` (*requests\_future, requestsresponse\_adapter, operation, response\_callbacks, request\_config, cache=None*)  
 Generator for ESI API calls.

**class** `esy.client.ESIRequestsClient` (*user\_agent, cache=None*)  
 Extends the bravado RequestsClient to handle pagination, user agent and per-request authorizations.

**request** (*request\_params, operation=None, response\_callbacks=None, request\_config=None, authorization\_token=None*)

#### Parameters

- **request\_params** (*dict*) – complete request data.
- **operation** (*bravado\_core.operation.Operation*) – operation that this http request is for. Defaults to None - in which case, we're obviously just retrieving a Swagger Spec.
- **request\_config** (*RequestConfig*) – per-request configuration

**Returns** HTTP Future object

#### Return type

`class bravado_core.http_future.HttpFuture`

**class** `esy.client.ESIResourceDecorator` (*resource, also\_return\_response=False*)

Extends ResourceDecorator to wrap operations with ESICallableOperation

**exception** `esy.exceptions.ESIAuthorizationError`

**exception** `esy.exceptions.ESIError`

**exception** `esy.exceptions.ESIForbidden`

**exception** `esy.exceptions.ESINotFound`

**class** `esy.auth.ESIAuthenticator` (*access\_token\_endpoint='https://login.eveonline.com/oauth/token',  
token\_verify\_endpoint='https://login.eveonline.com/oauth/verify',  
revoke\_token\_endpoint='https://login.eveonline.com/oauth/revoke'*)

Handles ESI token authentication and verification process.

**get\_access\_token** (*refresh\_token, client\_id, secret, session=None, auth=None*)

Get a new access token using a refresh token

#### Parameters

- **refresh\_token** (*str*) – The refresh token
- **client\_id** (*str*) – The ESI ClientID
- **secret** (*str*) – The ESI Secret key
- **session** (*OAuth2Session*) – Existing session for reuse
- **auth** (*HTTPBasicAuth*) – Existing authentication handler for reuse

**Returns** New access token

#### Return type

**revoke\_token** (*token, client\_id, secret, token\_type='refresh\_token', session=None, auth=None*)

Revoke refresh or access tokens.

#### Parameters

- **token** (*str*) – The token to revoke
- **client\_id** (*str*) – The ESI ClientID
- **secret** (*str*) – The ESI Secret key
- **token\_type** (*str*) – Token type to request from ESI
- **session** (*OAuth2Session*) – Existing session for reuse
- **auth** (*HTTPBasicAuth*) – Existing authentication handler for reuse

**Returns** Token revocation status

Return type `bool`

**verify\_access\_token** (*access\_token*)

Verifies the refresh token with the ESI and retrieves character information.

**Parameters** `access_token` (*str*) – ESI access token

**Returns** dict with CharacterID, CharacterName and CharacterOwnerHash

Return type `dict`

**verify\_authorization\_code** (*authorization\_code*, *client\_id*, *secret*)

Trades an authorization code for a refresh and an access tokens from ESI

**Parameters**

- **authorization\_code** (*str*) – The authorization code returned from ESI
- **client\_id** (*str*) – The ESI ClientID
- **secret** (*str*) – The ESI Secret key

**Returns** (refresh\_token, access\_token)

Return type `tuple`

**class** `esy.devel.AuthenticationHandler` (*request*, *client\_address*, *server*)

HTTP Request handler that pilfers the state and authorization code from an incoming request.

**class** `esy.devel.DevServer` (*server\_address*)

Tiny HTTP Server used to listen for incoming redirects from ESI, so we can snatch the authorization code.

**run** ()

Method representing the thread's activity.

You may override this method in a subclass. The standard run() method invokes the callable object passed to the object's constructor as the target argument, if any, with sequential and keyword arguments taken from the args and kwargs arguments, respectively.

```
esy.devel.get_authorization_code (cli_login=False, server_address='localhost',
                                server_port='8000', client_id=None, call-
                                back_url='http://localhost:8000', scopes=None, charac-
                                ter_id=None, username=None, password=None)
```

Starts an SSO session with ESI and retrieves the authorization code. Optionally prompts for username and password input, and character selection.

**Parameters**

- **cli\_login** (*bool*) – Start CLI-based authentication or just print the SSO URL.
- **server\_address** (*str*) – The address `DevServer` is binding to.
- **server\_port** (*str* or *int*) – The port `DevServer` is listening on.
- **client\_id** (*str*) – The ESI ClientID
- **callback\_url** (*str*) – The ESI CallbackURL
- **scopes** (*str*) – The selected ESI scopes, as space-delimited string.
- **character\_id** (*str* or *int*) – Pre-selected CharacterId to authorize
- **username** (*str*) – EVE Online SSO username
- **password** (*str*) – EVE Online SSO password

**Returns** authorization code

**Return type** `str`



## CHAPTER 6

---

### Indices and tables

---

- `genindex`
- `modindex`
- `search`



### e

- `esy`, [65](#)
- `esy.auth`, [66](#)
- `esy.client`, [65](#)
- `esy.constants`, [66](#)
- `esy.devel`, [67](#)
- `esy.exceptions`, [66](#)



## A

Alliance (*built-in class*), 24, 25  
 Assets (*built-in class*), 26  
 AuthenticationHandler (*class in esy.devel*), 67

## B

Bookmarks (*built-in class*), 27

## C

Calendar (*built-in class*), 28  
 Character (*built-in class*), 19, 29  
 Clones (*built-in class*), 31  
 Contacts (*built-in class*), 32  
 Contracts (*built-in class*), 34  
 Corporation (*built-in class*), 22, 36

## D

delete\_characters\_character\_id\_contacts() (*Contacts method*), 32  
 delete\_characters\_character\_id\_fittings\_fitting\_id() (*Fittings method*), 41  
 delete\_characters\_character\_id\_mail\_labels\_label\_id() (*Mail method*), 49  
 delete\_characters\_character\_id\_mail\_mail\_id() (*Mail method*), 49  
 delete\_fleets\_fleet\_id\_members\_member\_id() (*Fleets method*), 42  
 delete\_fleets\_fleet\_id\_squads\_squad\_id() (*Fleets method*), 42  
 delete\_fleets\_fleet\_id\_wings\_wing\_id() (*Fleets method*), 42  
 DevServer (*class in esy.devel*), 67  
 Dogma (*built-in class*), 39

## E

ESIAuthenticator (*class in esy.auth*), 66  
 ESIAuthorizationError, 66  
 ESICallableOperation (*class in esy.client*), 65  
 ESIClient (*class in esy.client*), 65

ESIError, 66  
 ESIForbidden, 66  
 ESINotFound, 66  
 ESIPageGenerator (*class in esy.client*), 65  
 ESIRRequestsClient (*class in esy.client*), 65  
 ESIRResourceDecorator (*class in esy.client*), 66  
 esy (*module*), 65  
 esy.auth (*module*), 66  
 esy.client (*module*), 65  
 esy.constants (*module*), 66  
 esy.devel (*module*), 67  
 esy.exceptions (*module*), 66

## F

Faction\_Warfare (*built-in class*), 40  
 Fittings (*built-in class*), 41  
 Fleets (*built-in class*), 42  
 from\_name() (*Alliance method*), 24  
 from\_name() (*Character method*), 19  
 from\_name() (*Corporation method*), 22  
 from\_names() (*Alliance method*), 24  
 from\_names() (*Character method*), 19  
 from\_names() (*Corporation method*), 22

## G

get\_access\_token() (*esy.auth.ESIAuthenticator method*), 66  
 get\_agents\_research() (*Character method*), 19  
 get\_alliancehistory() (*Corporation method*), 22  
 get\_alliances() (*Alliance method*), 25  
 get\_alliances\_alliance\_id() (*Alliance method*), 25  
 get\_alliances\_alliance\_id\_contacts() (*Contacts method*), 32  
 get\_alliances\_alliance\_id\_contacts\_labels() (*Contacts method*), 32  
 get\_alliances\_alliance\_id\_corporations() (*Alliance method*), 25

[get\\_alliances\\_alliance\\_id\\_icons\(\)](#) (*Alliance method*), 25  
[get\\_assets\(\)](#) (*Character method*), 19  
[get\\_assets\(\)](#) (*Corporation method*), 22  
[get\\_attributes\(\)](#) (*Character method*), 19  
[get\\_authorization\\_code\(\)](#) (*in module esy.devel*), 67  
[get\\_blueprints\(\)](#) (*Character method*), 19  
[get\\_blueprints\(\)](#) (*Corporation method*), 22  
[get\\_bookmarks\(\)](#) (*Character method*), 19  
[get\\_bookmarks\(\)](#) (*Corporation method*), 22  
[get\\_bookmarks\\_folders\(\)](#) (*Character method*), 19  
[get\\_bookmarks\\_folders\(\)](#) (*Corporation method*), 22  
[get\\_calendar\(\)](#) (*Character method*), 19  
[get\\_calendar\\_event\(\)](#) (*Character method*), 19  
[get\\_calendar\\_event\\_attendees\(\)](#) (*Character method*), 19  
[get\\_characters\\_character\\_id\(\)](#) (*Character method*), 29  
[get\\_characters\\_character\\_id\\_agents\\_research\(\)](#) (*Character method*), 29  
[get\\_characters\\_character\\_id\\_assets\(\)](#) (*Assets method*), 26  
[get\\_characters\\_character\\_id\\_attributes\(\)](#) (*Skills method*), 55  
[get\\_characters\\_character\\_id\\_blueprints\(\)](#) (*Character method*), 29  
[get\\_characters\\_character\\_id\\_bookmarks\(\)](#) (*Bookmarks method*), 27  
[get\\_characters\\_character\\_id\\_bookmarks\\_folders\(\)](#) (*Bookmarks method*), 27  
[get\\_characters\\_character\\_id\\_calendar\(\)](#) (*Calendar method*), 28  
[get\\_characters\\_character\\_id\\_calendar\\_events\(\)](#) (*Calendar method*), 28  
[get\\_characters\\_character\\_id\\_calendar\\_event\\_attendees\(\)](#) (*Calendar method*), 28  
[get\\_characters\\_character\\_id\\_clones\(\)](#) (*Clones method*), 31  
[get\\_characters\\_character\\_id\\_contacts\(\)](#) (*Contacts method*), 32  
[get\\_characters\\_character\\_id\\_contacts\\_labels\(\)](#) (*Contacts method*), 32  
[get\\_characters\\_character\\_id\\_contracts\(\)](#) (*Contracts method*), 34  
[get\\_characters\\_character\\_id\\_contracts\\_cogeneration\(\)](#) (*Contracts method*), 34  
[get\\_characters\\_character\\_id\\_contracts\\_cogeneration\\_items\(\)](#) (*Contracts method*), 34  
[get\\_characters\\_character\\_id\\_corporation\\_hq\\_location\(\)](#) (*Character method*), 29  
[get\\_characters\\_character\\_id\\_fatigue\(\)](#) (*Character method*), 29  
[get\\_characters\\_character\\_id\\_fittings\(\)](#) (*Fittings method*), 42  
[get\\_characters\\_character\\_id\\_fleet\(\)](#) (*Fleets method*), 43  
[get\\_characters\\_character\\_id\\_fw\\_stats\(\)](#) (*Faction\_Warfare method*), 40  
[get\\_characters\\_character\\_id\\_implants\(\)](#) (*Clones method*), 32  
[get\\_characters\\_character\\_id\\_industry\\_jobs\(\)](#) (*Industry method*), 45  
[get\\_characters\\_character\\_id\\_killmails\\_recent\(\)](#) (*Killmails method*), 47  
[get\\_characters\\_character\\_id\\_location\(\)](#) (*Location method*), 48  
[get\\_characters\\_character\\_id\\_loyalty\\_points\(\)](#) (*Loyalty method*), 48  
[get\\_characters\\_character\\_id\\_mail\(\)](#) (*Mail method*), 49  
[get\\_characters\\_character\\_id\\_mail\\_labels\(\)](#) (*Mail method*), 49  
[get\\_characters\\_character\\_id\\_mail\\_lists\(\)](#) (*Mail method*), 50  
[get\\_characters\\_character\\_id\\_mail\\_mail\\_id\(\)](#) (*Mail method*), 50  
[get\\_characters\\_character\\_id\\_medals\(\)](#) (*Character method*), 30  
[get\\_characters\\_character\\_id\\_mining\(\)](#) (*Industry method*), 46  
[get\\_characters\\_character\\_id\\_notifications\(\)](#) (*Character method*), 30  
[get\\_characters\\_character\\_id\\_notifications\\_contacts\(\)](#) (*Character method*), 30  
[get\\_characters\\_character\\_id\\_online\(\)](#) (*Location method*), 48  
[get\\_characters\\_character\\_id\\_opportunities\(\)](#) (*Opportunities method*), 53  
[get\\_characters\\_character\\_id\\_orders\(\)](#) (*Market method*), 51  
[get\\_characters\\_character\\_id\\_orders\\_history\(\)](#) (*Market method*), 51  
[get\\_characters\\_character\\_id\\_planets\(\)](#) (*Planetary\_Interaction method*), 54  
[get\\_characters\\_character\\_id\\_planets\\_planet\\_id\(\)](#) (*Planetary\_Interaction method*), 54  
[get\\_characters\\_character\\_id\\_portrait\(\)](#) (*Character method*), 30  
[get\\_characters\\_character\\_id\\_roles\(\)](#) (*Character method*), 30  
[get\\_characters\\_character\\_id\\_search\(\)](#) (*Search method*), 55  
[get\\_characters\\_character\\_id\\_ship\(\)](#) (*Location method*), 48  
[get\\_characters\\_character\\_id\\_skillqueue\(\)](#)

(*Skills method*), 56

get\_characters\_character\_id\_skills() (*Skills method*), 56

get\_characters\_character\_id\_standings() (*Character method*), 30

get\_characters\_character\_id\_stats() (*Character method*), 31

get\_characters\_character\_id\_titles() (*Character method*), 31

get\_characters\_character\_id\_wallet() (*Wallet method*), 63

get\_characters\_character\_id\_wallet\_journeys() (*Wallet method*), 63

get\_characters\_character\_id\_wallet\_transactions() (*Wallet method*), 63

get\_client() (*esy.client.ESIClient static method*), 65

get\_clones() (*Character method*), 19

get\_contacts() (*Alliance method*), 25

get\_contacts() (*Character method*), 19

get\_contacts() (*Corporation method*), 22

get\_contacts\_labels() (*Alliance method*), 25

get\_contacts\_labels() (*Character method*), 20

get\_contacts\_labels() (*Corporation method*), 22

get\_containers\_logs() (*Corporation method*), 22

get\_contracts() (*Character method*), 20

get\_contracts() (*Corporation method*), 22

get\_contracts\_contract\_bids() (*Character method*), 20

get\_contracts\_contract\_bids() (*Corporation method*), 23

get\_contracts\_contract\_items() (*Character method*), 20

get\_contracts\_contract\_items() (*Corporation method*), 23

get\_contracts\_public\_bids\_contract\_id() (*Contracts method*), 34

get\_contracts\_public\_items\_contract\_id() (*Contracts method*), 35

get\_contracts\_public\_region\_id() (*Contracts method*), 35

get\_corporation\_corporation\_id\_mining\_extraction() (*Industry method*), 46

get\_corporation\_corporation\_id\_mining\_observers() (*Industry method*), 46

get\_corporation\_corporation\_id\_mining\_observers() (*Industry method*), 46

get\_corporationhistory() (*Character method*), 20

get\_corporations() (*Alliance method*), 25

get\_corporations\_corporation\_id() (*Corporation method*), 36

get\_corporations\_corporation\_id\_alliancehistory() (*Corporation method*), 36

get\_corporations\_corporation\_id\_assets() (*Assets method*), 26

get\_corporations\_corporation\_id\_blueprints() (*Corporation method*), 36

get\_corporations\_corporation\_id\_bookmarks() (*Bookmarks method*), 27

get\_corporations\_corporation\_id\_bookmarks\_folders() (*Bookmarks method*), 27

get\_corporations\_corporation\_id\_contacts() (*Contacts method*), 33

get\_corporations\_corporation\_id\_contacts\_labels() (*Contacts method*), 33

get\_corporations\_corporation\_id\_containers\_logs() (*Corporation method*), 36

get\_corporations\_corporation\_id\_contracts() (*Contracts method*), 35

get\_corporations\_corporation\_id\_contracts\_contract\_id() (*Contracts method*), 35

get\_corporations\_corporation\_id\_contracts\_contract\_id() (*Contracts method*), 35

get\_corporations\_corporation\_id\_customs\_offices() (*Planetary Interaction method*), 54

get\_corporations\_corporation\_id\_divisions() (*Corporation method*), 36

get\_corporations\_corporation\_id\_facilities() (*Corporation method*), 36

get\_corporations\_corporation\_id\_fw\_stats() (*Faction Warfare method*), 40

get\_corporations\_corporation\_id\_icons() (*Corporation method*), 37

get\_corporations\_corporation\_id\_industry\_jobs() (*Industry method*), 46

get\_corporations\_corporation\_id\_killmails\_recent() (*Killmails method*), 47

get\_corporations\_corporation\_id\_medals() (*Corporation method*), 37

get\_corporations\_corporation\_id\_medals\_issued() (*Corporation method*), 37

get\_corporations\_corporation\_id\_members() (*Corporation method*), 37

get\_corporations\_corporation\_id\_members\_limit() (*Corporation method*), 37

get\_corporations\_corporation\_id\_members\_titles() (*Corporation method*), 37

get\_corporations\_corporation\_id\_membertracking() (*Corporation method*), 38

get\_corporations\_corporation\_id\_orders() (*Market method*), 51

get\_corporations\_corporation\_id\_orders\_history() (*Market method*), 51

get\_corporations\_corporation\_id\_roles() (*Corporation method*), 38

get\_corporations\_corporation\_id\_roles\_history() (*Corporation method*), 38

(Corporation method), 38  
 get\_corporations\_corporation\_id\_shareholders() (Corporation method), 38  
 get\_corporations\_corporation\_id\_standings() (Corporation method), 38  
 get\_corporations\_corporation\_id\_starbases() (Corporation method), 38  
 get\_corporations\_corporation\_id\_starbases\_get\_starbase\_id() (Corporation method), 39  
 get\_corporations\_corporation\_id\_structures() (Corporation method), 39  
 get\_corporations\_corporation\_id\_titles() (Corporation method), 39  
 get\_corporations\_corporation\_id\_wallets() (Wallet method), 63  
 get\_corporations\_corporation\_id\_wallets\_division\_id() (Wallet method), 63  
 get\_corporations\_corporation\_id\_wallets\_division\_id() (Character method), 64  
 get\_corporations\_npccorps() (Corporation method), 39  
 get\_customs\_offices() (Corporation method), 23  
 get\_divisions() (Corporation method), 23  
 get\_dogma\_attributes() (Dogma method), 39  
 get\_dogma\_attributes\_attribute\_id() (Dogma method), 40  
 get\_dogma\_dynamic\_items\_type\_id\_item\_id() (Dogma method), 40  
 get\_dogma\_effects() (Dogma method), 40  
 get\_dogma\_effects\_effect\_id() (Dogma method), 40  
 get\_facilities() (Corporation method), 23  
 get\_fatigue() (Character method), 20  
 get\_fittings() (Character method), 20  
 get\_fleet() (Character method), 20  
 get\_fleets\_fleet\_id() (Fleets method), 43  
 get\_fleets\_fleet\_id\_members() (Fleets method), 43  
 get\_fleets\_fleet\_id\_wings() (Fleets method), 43  
 get\_fw\_leaderboards() (Faction\_Warfare method), 41  
 get\_fw\_leaderboards\_characters() (Faction\_Warfare method), 41  
 get\_fw\_leaderboards\_corporations() (Faction\_Warfare method), 41  
 get\_fw\_stats() (Character method), 20  
 get\_fw\_stats() (Corporation method), 23  
 get\_fw\_stats() (Faction\_Warfare method), 41  
 get\_fw\_systems() (Faction\_Warfare method), 41  
 get\_fw\_wars() (Faction\_Warfare method), 41  
 get\_icons() (Alliance method), 25  
 get\_icons() (Corporation method), 23  
 get\_implants() (Character method), 20  
 get\_incursions() (Incursions method), 45  
 get\_industry\_facilities() (Industry method), 47  
 get\_industry\_jobs() (Character method), 20  
 get\_industry\_jobs() (Corporation method), 23  
 get\_industry\_systems() (Industry method), 47  
 get\_insurance\_prices() (Insurance method), 47  
 get\_killmails\_killmail\_id\_killmail\_hash() (Killmails method), 48  
 get\_killmails\_recent() (Character method), 20  
 get\_killmails\_recent() (Corporation method), 23  
 get\_location() (Character method), 20  
 get\_loyalty\_points() (Character method), 20  
 get\_loyalty\_points() (Corporation method), 49  
 get\_mail\_labels() (Character method), 20  
 get\_mail\_lists() (Character method), 20  
 get\_mail\_mail() (Character method), 20  
 get\_markets\_groups() (Market method), 51  
 get\_markets\_groups\_market\_group\_id() (Market method), 52  
 get\_markets\_prices() (Market method), 52  
 get\_markets\_region\_id\_history() (Market method), 52  
 get\_markets\_region\_id\_orders() (Market method), 52  
 get\_markets\_region\_id\_types() (Market method), 52  
 get\_markets\_structures\_structure\_id() (Market method), 52  
 get\_medals() (Character method), 20  
 get\_medals() (Corporation method), 23  
 get\_medals\_issued() (Corporation method), 23  
 get\_members() (Corporation method), 23  
 get\_members\_limit() (Corporation method), 23  
 get\_members\_titles() (Corporation method), 23  
 get\_membertracking() (Corporation method), 23  
 get\_mining() (Character method), 20  
 get\_notifications() (Character method), 21  
 get\_notifications\_contacts() (Character method), 21  
 get\_online() (Character method), 21  
 get\_opportunities() (Character method), 21  
 get\_opportunities\_groups() (Opportunities method), 53  
 get\_opportunities\_groups\_group\_id() (Opportunities method), 53  
 get\_opportunities\_tasks() (Opportunities method), 53  
 get\_opportunities\_tasks\_task\_id() (Opportunities method), 53



[get\\_orders\(\) \(Character method\), 21](#)  
[get\\_orders\(\) \(Corporation method\), 23](#)  
[get\\_orders\\_history\(\) \(Character method\), 21](#)  
[get\\_orders\\_history\(\) \(Corporation method\), 23](#)  
[get\\_planets\(\) \(Character method\), 21](#)  
[get\\_planets\\_planet\(\) \(Character method\), 21](#)  
[get\\_portrait\(\) \(Character method\), 21](#)  
[get\\_roles\(\) \(Character method\), 21](#)  
[get\\_roles\(\) \(Corporation method\), 23](#)  
[get\\_roles\\_history\(\) \(Corporation method\), 23](#)  
[get\\_route\\_origin\\_destination\(\) \(Routes method\), 54](#)  
[get\\_search\(\) \(Character method\), 21](#)  
[get\\_search\(\) \(Search method\), 55](#)  
[get\\_shareholders\(\) \(Corporation method\), 23](#)  
[get\\_ship\(\) \(Character method\), 21](#)  
[get\\_skillqueue\(\) \(Character method\), 21](#)  
[get\\_skills\(\) \(Character method\), 21](#)  
[get\\_sovereignty\\_campaigns\(\) \(Sovereignty method\), 56](#)  
[get\\_sovereignty\\_map\(\) \(Sovereignty method\), 56](#)  
[get\\_sovereignty\\_structures\(\) \(Sovereignty method\), 56](#)  
[get\\_standings\(\) \(Character method\), 21](#)  
[get\\_standings\(\) \(Corporation method\), 24](#)  
[get\\_starbases\(\) \(Corporation method\), 24](#)  
[get\\_starbases\\_starbase\(\) \(Corporation method\), 24](#)  
[get\\_stats\(\) \(Character method\), 21](#)  
[get\\_status\(\) \(Status method\), 57](#)  
[get\\_structures\(\) \(Corporation method\), 24](#)  
[get\\_swagger\\_spec\(\) \(esy.client.ESIClient static method\), 65](#)  
[get\\_titles\(\) \(Character method\), 21](#)  
[get\\_titles\(\) \(Corporation method\), 24](#)  
[get\\_universe\\_ancestries\(\) \(Universe method\), 57](#)  
[get\\_universe\\_asteroid\\_belts\\_asteroid\\_belt\\_id\(\) \(Universe method\), 57](#)  
[get\\_universe\\_bloodlines\(\) \(Universe method\), 57](#)  
[get\\_universe\\_categories\(\) \(Universe method\), 57](#)  
[get\\_universe\\_categories\\_category\\_id\(\) \(Universe method\), 57](#)  
[get\\_universe\\_constellations\(\) \(Universe method\), 58](#)  
[get\\_universe\\_constellations\\_constellation\\_id\(\) \(Universe method\), 58](#)  
[get\\_universe\\_factions\(\) \(Universe method\), 58](#)  
[get\\_universe\\_graphics\(\) \(Universe method\), 58](#)  
[get\\_universe\\_graphics\\_graphic\\_id\(\) \(Universe method\), 58](#)  
[get\\_universe\\_groups\(\) \(Universe method\), 58](#)  
[get\\_universe\\_groups\\_group\\_id\(\) \(Universe method\), 59](#)  
[get\\_universe\\_moons\\_moon\\_id\(\) \(Universe method\), 59](#)  
[get\\_universe\\_planets\\_planet\\_id\(\) \(Universe method\), 59](#)  
[get\\_universe\\_races\(\) \(Universe method\), 59](#)  
[get\\_universe\\_regions\(\) \(Universe method\), 59](#)  
[get\\_universe\\_regions\\_region\\_id\(\) \(Universe method\), 59](#)  
[get\\_universe\\_schematics\\_schematic\\_id\(\) \(Planetary\\_Interaction method\), 54](#)  
[get\\_universe\\_stargates\\_stargate\\_id\(\) \(Universe method\), 60](#)  
[get\\_universe\\_stars\\_star\\_id\(\) \(Universe method\), 60](#)  
[get\\_universe\\_stations\\_station\\_id\(\) \(Universe method\), 60](#)  
[get\\_universe\\_structures\(\) \(Universe method\), 60](#)  
[get\\_universe\\_structures\\_structure\\_id\(\) \(Universe method\), 60](#)  
[get\\_universe\\_system\\_jumps\(\) \(Universe method\), 60](#)  
[get\\_universe\\_system\\_kills\(\) \(Universe method\), 60](#)  
[get\\_universe\\_systems\(\) \(Universe method\), 61](#)  
[get\\_universe\\_systems\\_system\\_id\(\) \(Universe method\), 61](#)  
[get\\_universe\\_types\(\) \(Universe method\), 61](#)  
[get\\_universe\\_types\\_type\\_id\(\) \(Universe method\), 61](#)  
[get\\_wallet\(\) \(Character method\), 21](#)  
[get\\_wallet\\_journal\(\) \(Character method\), 21](#)  
[get\\_wallet\\_transactions\(\) \(Character method\), 21](#)  
[get\\_wallets\(\) \(Corporation method\), 24](#)  
[get\\_wallets\\_division\\_journal\(\) \(Corporation method\), 24](#)  
[get\\_wallets\\_division\\_transactions\(\) \(Corporation method\), 24](#)  
[get\\_wars\(\) \(Wars method\), 64](#)  
[get\\_wars\\_war\\_id\(\) \(Wars method\), 64](#)  
[get\\_wars\\_war\\_id\\_killmails\(\) \(Wars method\), 64](#)

**I**  
[Industries \(built-in class\), 45](#)  
[Industry \(built-in class\), 45](#)  
[Insurance \(built-in class\), 47](#)

**K**  
[Killmails \(built-in class\), 47](#)

## L

Location (*built-in class*), 48

Loyalty (*built-in class*), 48

## M

Mail (*built-in class*), 49

Market (*built-in class*), 51

## O

Opportunities (*built-in class*), 53

## P

Planetary\_Interaction (*built-in class*), 54

post\_characters\_affiliation() (*Character method*), 31

post\_characters\_character\_id\_assets\_locations() (*Assets method*), 26

post\_characters\_character\_id\_assets\_names() (*Assets method*), 26

post\_characters\_character\_id\_contacts() (*Contacts method*), 33

post\_characters\_character\_id\_cspa() (*Character method*), 31

post\_characters\_character\_id\_fittings() (*Fittings method*), 42

post\_characters\_character\_id\_mail() (*Mail method*), 50

post\_characters\_character\_id\_mail\_labels() (*Mail method*), 50

post\_corporations\_corporation\_id\_assets\_locations() (*Assets method*), 26

post\_corporations\_corporation\_id\_assets\_names() (*Assets method*), 27

post\_fleets\_fleet\_id\_members() (*Fleets method*), 43

post\_fleets\_fleet\_id\_wings() (*Fleets method*), 44

post\_fleets\_fleet\_id\_wings\_wing\_id\_squads() (*Fleets method*), 44

post\_ui\_autopilot\_waypoint() (*User\_Interface method*), 62

post\_ui\_openwindow\_contract() (*User\_Interface method*), 62

post\_ui\_openwindow\_information() (*User\_Interface method*), 62

post\_ui\_openwindow\_marketdetails() (*User\_Interface method*), 62

post\_ui\_openwindow\_newmail() (*User\_Interface method*), 62

post\_universe\_ids() (*Universe method*), 61

post\_universe\_names() (*Universe method*), 61

put\_characters\_character\_id\_calendar\_event\_id() (*Calendar method*), 28

put\_characters\_character\_id\_contacts() (*Contacts method*), 33

put\_characters\_character\_id\_mail\_mail\_id() (*Mail method*), 50

put\_fleets\_fleet\_id() (*Fleets method*), 44

put\_fleets\_fleet\_id\_members\_member\_id() (*Fleets method*), 44

put\_fleets\_fleet\_id\_squads\_squad\_id() (*Fleets method*), 44

put\_fleets\_fleet\_id\_wings\_wing\_id() (*Fleets method*), 45

## R

request() (*esy.client.ESIRRequestsClient method*), 65

revoke\_token() (*esy.auth.ESIAuthenticator method*), 66

Routes (*built-in class*), 54

run() (*esy.devel.DevServer method*), 67

## S

Search (*built-in class*), 55

set\_token() (*Alliance method*), 25

set\_token() (*Character method*), 21

set\_token() (*Corporation method*), 24

Skills (*built-in class*), 55

Sovereignty (*built-in class*), 56

Status (*built-in class*), 57

## U

Universe (*built-in class*), 57

User\_Interface (*built-in class*), 62

## V

verify\_access\_token() (*esy.auth.ESIAuthenticator method*), 67

verify\_authorization\_code() (*esy.auth.ESIAuthenticator method*), 67

verify\_authorization\_code() (*esy.auth.ESIAuthenticator method*), 67

## W

Wallet (*built-in class*), 63

Wars (*built-in class*), 64