Pyrez

Release 1.0.6

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Contents:

Getting Started

1.1 Registration

A *Credentials* that will provide access to **|HIREZSTUDIOS|** API.

If you don't already have a Credentials, click here to become developer.

> **Attention:** If your application is accepted, you will receive an e-mail from Hi-Rez Studios containing your personal *Credentials* within a few days.

1.2 Credentials

To access the API you'll need your own set of Credentials which consist of a Developer ID (devId) and an Authentication Key (authKey).

Here are the Credentials for a sample account:

devId	authKey
1004	23DF3C7E9BD14D84BF892AD206B6755C

> **Note:** The same `devId` and `authKey` combination should work for **|PALADINSGAME|** API, **|SMITEGAME|** API and **|REALMROYALEGAME|** API, across all supported platforms.

Do not request a new, if you already have a Credentials.

1.3 Importing

```python
import pyrez
import pyrez.api
from pyrez.api import PaladinsAPI, SmiteAPI, RealmRoyaleAPI
import pyrez.enumerations
import pyrez.models
```

1.4 Creating API object

```python
paladins = PaladinsAPI(options)

#or
smite = SmiteAPI(options)

#or
reamlRoyale = RealmRoyaleAPI(options)
```

Options can have the following fields:

- devId (`int`) – This is the Developer ID that you receive from Hi-Rez Studios.
- authKey (`str`) – This is the Authentication Key that you receive from Hi-Rez Studios.
- responseFormat (`Format`) – The response format that will be used by default when making requests.
- sessionId (`str`) – The response format that will be used by default when making requests.
- storeSession (`str`) – Allows Pyrez to read and store sessionId in a .json file.

1.5 Sessions

Sessions are created automatically and self-managed by Pyrez so you really don't need to initialise / call this method directly. However, you can set it manually or even request a new Session.

Manually:

```python
paladins = PaladinsAPI(devId=1004,
                       authKey="23DF3C7E9BD14D84BF892AD206B6755C",
                       sessionId="1465AFCA32DBDB800CEF8C72F296C52C")
```

Requesting a new Session:

```python
paladins = PaladinsAPI(devId=1004, authKey="23DF3C7E9BD14D84BF892AD206B6755C")
session = paladins._createSession()
print(session.sessionId)

>>> '1465AFCA32DBDB800CEF8C72F296C52C'
```

API Reference (pyrez.api)

The following section outlines the API of Pyrez.

2.1 PaladinsAPI

2.2 RealmRoyaleAPI

2.3 SmiteAPI

2.4 StatusPageAPI

Enums (pyrez.enumerations)

There are several enums used within Pyrez to make it easier for you to configure the library for use how you like.

Exceptions (pyrez.exceptions)

The following exceptions are thrown by the library.

Data classes (pyrez.models)

These are the classes created by API responses. They hold the data that is responded from the API server in an easy to use way. You shouldn't create these yourself.

CHAPTER 6

If you still can't find what you're looking for, try in one of the following pages:

- genindex
- search