
steamwrapper Documentation

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For this docs think that user=steamwrapper.User()

steamwrapper.User()

1.1 user.SteamIdByCustom(self, custom=None)

```
user.SteamIdByCustom(custom=custom)
```

Returning steamid by custom argument

1.2 user.Data(self)

- user.Data().steamid
- user.Data().communityvisibilitystate
- user.Data().profilestate
- user.Data().lastlogoff
- user.Data().commentpermission
- user.Data().avatar
- user.Data().avatarmedium
- user.Data().avatarfull
- user.Data().personastate
- user.Data().realname
- user.Data().primaryclanid
- user.Data().timecreated
- user.Data().personastateflags

- `user.Data().loccountrycode`
- `user.Data().locstatecode`

1.3 `user.Friends(self, friends=[])`

- `user.Friends().list`
- `user.Friends().list[index].steamid`
- `user.Friends().list[index].realtionship`
- `user.Friends().list[index].friend_since`

1.4 `user.Stats(self, appid=None, stats={}, gn=None)`

- `user.Stats(appid=appid).game`
- `user.Stats(appid=appid).appid`
- `user.Stats(appid=appid).stats`

1.5 `user.Games(self, _list=[], total=None)`

- `user.Games().games_count`
- `user.Games().list`

1.6 `user.RecentlyPlayed(self)`

- `user.RecentlyPlayed().appid`
- `user.RecentlyPlayed().name`
- `user.RecentlyPlayed().playtimetwoweeks`
- `user.RecentlyPlayed().playtime`
- `user.RecentlyPlayed().icon_url`
- `user.RecentlyPlayed().logo_url`

1.7 `user.Level(self)`

```
user.Level()
```

Returning user steam level