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# **Pyrez**

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**Pyrez** is an open-source wrapper for [Hi-Rez Studios](#) API that supports [Paladins](#), [Realm Royale](#) and [Smite](#), written in [Python](#).



### 1.1 Registration

A *Credentials* that will provide access to [Hi-Rez Studios 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 [Paladins API](#), [Smite API](#) and [Realm Royale API](#), across all supported platforms.

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

## 1.3 Importing

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

## 1.4 Creating API object

```
paladins = PaladinsAPI(options)

#or
smite = SmiteAPI(options)

#or
realmRoyale = 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:

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

Requesting a new Session:

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

>>> '1465AFCA32DBDB800CEF8C72F296C52C'
```



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## API Reference (pyrez.api)

---

The following section outlines the API of Pyrez.

### 2.1 PaladinsAPI

These methods are supported by PaladinsAPI object.

```
class pyrez.api.PaladinsAPI(devId, authKey, responseFormat=Format.JSON, sessionId=None,  
                           storeSession=True)
```

Represents a client that connects to [Paladins](#) API.

---

**Note:** Any player with `Privacy Mode` enabled in-game will return a null dataset from methods that require a `playerId` or `playerName`.

---

#### Keyword Arguments

- **devId** (`int`) – Used for authentication. This is the Developer ID that you receive from Hi-Rez Studios.
- **authKey** (`str`) – Used for authentication. This is the Authentication Key that you receive from Hi-Rez Studios.
- **responseFormat** (Optional `Format`) – The response format that will be used by default when making requests. Passing in `None` or an invalid value will use the default instead of the passed in value.
- **sessionId** (Optional `str`) – Manually sets an active sessionId. Passing in `None` or an invalid sessionId will use the default instead of the passed in value.
- **storeSession** (Optional `bool`) – Allows Pyrez to read and store sessionId in a .json file. Defaults to `False`.

#### Raises

- `pyrez.exceptions.IdOrAuthEmpty` – Raised when the Developer ID or Authentication Key is not specified.
- `pyrez.exceptions.InvalidArgument` – Raised when an invalid Credentials is passed.

**authKey**

`str` – This is the Authentication Key that you receive from Hi-Rez Studios.

**devId**

`int` – This is the Developer ID that you receive from Hi-Rez Studios.

**onSessionCreated**

`pyrez.events.Event` – A decorator that registers an event to listen to.

**responseFormat**

`Format` – The response format that will be used by default when making requests.

**sessionId**

`str` – The active sessionId.

**statusPage**

`StatusPageAPI` – An object that represents `StatusPageAPI` client.

**storeSession**

`bool` – Allows Pyrez to read and store sessionId in a .json file.

**close()**

Properly close the underlying HTTP session

**getChampionCards** (*godId*, *language=Language.English*)

Returns all Champion cards.

**Parameters**

- **godId** (`int` or `Champions`) – The god ID to get their cards.
- **language** (Optional `int` or `Language`) – The language that you want results returned in. Passing in `None` will use `Language.English` instead of the passed in value.

**Raises** `TypeError` – Raised when more than 2 parameters or less than 1 parameter is passed.

---

**Note:** This method raises `makeRequest()` exceptions.

---

**Returns** Returns a `list` of `ChampionCard` objects or `None`

**Return type** `list` of `pyrez.models.Paladins.ChampionCard`

**getChampionLeaderboard** (*godId*, *queueId=QueuePaladins.Live\_Competitive\_Keyboard*)

Returns the current season's leaderboard for a champion/queue combination.

**Parameters**

- **godId** (`int` or `Champions`) – The god ID.
- **queueId** (Optional `int` or `QueuePaladins`) – The id of the game mode. Passing in `None` will use `pyrez.enumerations.QueuePaladins.Live_Competitive_Keyboard` instead of the passed in value.

**Raises** `TypeError` – Raised when more than 2 parameters or less than 1 parameter is passed.

---

**Note:** This method raises *makeRequest ()* exceptions.

---

**Returns** Returns a list of *pyrez.models.Smite.GodLeaderboard* objects or None

**Return type** list of *pyrez.models.Smite.GodLeaderboard*

**getChampionRanks** (*playerId*)

Returns the Rank and Worshippers value for each Champion a player has played.

**Parameters** *playerId* (*int*) –

**Raises** *TypeError* – Raised when more (or less) than 1 parameter is passed.

---

**Note:** This method raises *makeRequest ()* exceptions.

---

**getChampionSkins** (*godId*, *language=Language.English*)

Returns all available skins for a particular Champion.

**Parameters**

- *godId* (*int*) –
- **language** (Optional *int* or *Language*) – The language that you want results returned in. Passing in None will use *Language.English* instead of the passed in value.

**Raises** *TypeError* – Raised when more than 2 parameters or less than 1 parameter is passed.

---

**Note:** This method raises *makeRequest ()* exceptions.

---

**getChampions** (*language=Language.English*)

Returns all Champions and their various attributes.

**Parameters** **language** (Optional *int* or *Language*) – The language that you want results returned in. Passing in None will use *Language.English* instead of the passed in value.

**Raises** *TypeError* – Raised when more (or less) than 1 parameter is passed.

---

**Note:** This method raises *makeRequest ()* exceptions.

---

**getDataUsed** ()

Returns API Developer daily usage limits and the current status against those limits.

---

**Note:** Getting your data usage does contribute to your daily API limits.

---

**Raises** *TypeError* – Raised when passing any parameters.

---

**Note:** This method raises *makeRequest ()* exceptions.

---

**Returns** Returns a *pyrez.models.DataUsed* object containing resources used or None.

**Return type** `pyrez.models.DataUsed` or `None`

**getDemoDetails** (*matchId*)

Returns information regarding a particular match.

---

**Note:** Rarely used in lieu of `getMatch()`.

---

**Parameters** `matchId` (`int`) – The id of the match. Can be obtained from `getMatchHistory()`, `getTopMatches()` & `getMatchIds()`.

**Raises** `TypeError` – Raised when more (or less) than 1 parameter is passed.

---

**Note:** This method raises `makeRequest()` exceptions.

---

**getEsportsProLeague** ()

Returns the matchup information for each matchup for the current eSports Pro League season.

**Raises** `TypeError` – Raised when passing any parameters.

---

**Note:** This method raises `makeRequest()` exceptions.

---

**getFriends** (*playerId*)

Returns the User names of each of the player's friends of one player.

**Parameters** `playerId` (`int`) –

---

**Note:** This method is PC only.

---

**Raises** `TypeError` – Raised when more (or less) than 1 parameter is passed.

---

**Note:** This method raises `makeRequest()` exceptions.

---

**Returns**

**Return type** List of `pyrez.models.Friend` objects

**getGodLeaderboard** (*godId*, *queueId*)

Returns the current season's leaderboard for a god/queue combination.

**Parameters**

- `godId` (`int`) –
- `queueId` (`int`) – The id of the game mode

**Raises** `TypeError` – Raised when more than 2 parameters or less than 1 parameter is passed.

---

**Note:** This method raises `makeRequest()` exceptions.

---

**getGodRanks** (*playerId*)

Returns the Rank and Worshippers value for each God a player has played.

**Parameters** **playerId** (*int*) –

**Raises** `TypeError` – Raised when more (or less) than 1 parameter is passed.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

**Returns**

**Return type** List of `pyrez.models.GodRank` objects

**getGodSkins** (*godId*, *language=Language.English*)

Returns all available skins for a particular God.

**Parameters**

- **godId** (*int*) –

- **language** (Optional *int* or *Language*) – The language that you want results returned in. Passing in `None` will use `Language.English` instead of the passed in value.

**Raises** `TypeError` – Raised when more than 2 parameters or less than 1 parameter is passed.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

**getGods** (*language=Language.English*)

Returns all Gods and their various attributes.

**Parameters** **language** (Optional *int* or *Language*) – The language that you want results returned in. Passing in `None` will use `Language.English` instead of the passed in value.

**Raises** `TypeError` – Raised when more (or less) than 1 parameter is passed.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

**Returns**

**Return type** Returns a list of `pyrez.models.Paladins.Champion` objects

**getItems** (*language=Language.English*)

Returns all Items and their various attributes.

**Parameters** **language** (Optional *int* or *Language*) – The language that you want results returned in. Passing in `None` will use `Language.English` instead of the passed in value.

**Raises** `TypeError` – Raised when more (or less) than 1 parameter is passed.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

**getLatestPatchNotes** (*language=Language.English*)

**Parameters** **language** (Optional *int* or *Language*) – The language that you want results returned in. Passing in `None` will use `Language.English` instead of the passed in value.

**Raises** `TypeError` – Raised when more (or less) than 1 parameter is passed.

**getLeagueLeaderboard** (*queueId, tier, split*)

Returns the top players for a particular league (as indicated by the queue/tier/split parameters).

**Parameters**

- **queueId** (`int`) – The id of the game mode
- **tier** (`int`) –
- **split** (`int`) –

**Raises** `TypeError` – Raised when more than 3 parameters or less than 1 parameter is passed.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

**getLeagueSeasons** (*queueId*)

Provides a list of seasons (including the single active season) for a match queue.

**Parameters** **queueId** (`int`) – The id of the game mode

**Raises** `TypeError` – Raised when more (or less) than 1 parameter is passed.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

**getMatch** (*matchId, isLiveMatch=False*)

Returns the player information / statistics for a particular match.

There is three ways to call this method:

```
getMatch(matchId)
#or
getMatch([matchId, matchId, matchId])
#or
getMatch(matchId, True)
```

**Parameters**

- **matchId** (`int` or `list` of `int`) – The id of the match. Can be obtained from `getMatchHistory()`, `getTopMatches()` & `getMatchIds()`.
- **isLiveMatch** (Optional `bool`) –

**Raises** `TypeError` – Raised when more than 2 parameters or less than 1 parameter is passed.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

**Warning:** There is a byte limit to the amount of data returned.

Please limit the matchId parameter to 5-10 matches for DB Performance reasons.

**getMatchHistory** (*playerId*)

Gets recent matches and high level match statistics for a particular player.

**Parameters** **playerId** (`int`) –

**Raises** `TypeError` – Raised when more (or less) than 1 parameter is passed.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

**getMatchIds** (*queueId*, *date=None*, *hour=-1*)

Lists all Match IDs for a particular Match Queue.

Useful for API developers interested in constructing data by Queue.

**Parameters**

- **queueId** (`int`) – The id of the game mode
- **date** (`int`) –
- **hour** (`int`) – Used to limit the data returned (valid values: 0 - 23).

An `hour` parameter of `-1` represents the entire day, but be warned that this may be more data than we can return for certain queues.

**Raises** `TypeError` – Raised when more than 3 parameters or less than 1 parameter is passed.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

**Warning:** To avoid HTTP timeouts in the `getMatchIds()` method, you can now specify a 10-minute window within the specified `{hour}` field to lessen the size of data returned by appending a “,mm” value to the end of `{hour}`.

For example, to get the match Ids for the first 10 minutes of hour 3, you would specify `{hour}` as “3,00”.

This would only return the Ids between the time 3:00 to 3:09. Rules below:

Only valid values for mm are “00”, “10”, “20”, “30”, “40”, “50”.

To get the entire third hour worth of Match Ids, call `getMatchIds()` 6 times, specifying the following values for `{hour}`: “3,00”, “3,10”, “3,20”, “3,30”, “3,40”, “3,50”.

**getPatchInfo** ()

Function returns information about current deployed patch.

---

**Note:** Currently, this information only includes patch version.

---

**Raises** `TypeError` – Raised when passing any parameters.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

**Returns**

**Return type** Object of `pyrez.models.PatchInfo`

**getPlayer** (*player*, *portalId=None*)

Returns league and other high level data for a particular player.

**Parameters**

- **player** (`str` or `int`) – playerName or playerId of the player you want to get info on
- **portalId** (Optional `int` or `pyrez.enumerations.PortalId`) – The portalId that you want to looking for (Defaults to `None`)

**Raises**

- `pyrez.exceptions.PlayerNotFound` – Raised if the given player does not exist or it's hidden.
- `TypeError` – Raised when more than 2 parameters or less than 1 parameter is passed.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

**Returns** `list` of `pyrez.models.Paladins.Player` objects with league and other high level data for a particular player.

**Return type** `list` of `pyrez.models.Paladins.Player`

**getPlayerAchievements** (*playerId*)

Returns select achievement totals for the specified playerId.

**Parameters** **playerId** (`int`) –

**Raises** `TypeError` – Raised when more (or less) than 1 parameter is passed.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

**getPlayerId** (*playerName, portalId=None, xboxOrSwitch=False*)

Function returns a list of Hi-Rez playerId values.

**Parameters**

- **playerName** (`str` or `int`) –
- **portalId** (Optional `int` or `pyrez.enumerations.PortalId`) – Only returns a list of Hi-Rez playerId values for portalId provided. (Defaults to `None`)
- **xboxOrSwitch** (`bool`) – Meaningful only for the Paladins Xbox and Switch API.

Therefore a Paladins Gamer Tag value could be the same as a Paladins Switch Gamer Tag value.

Additionally, there could be multiple identical Paladins Switch Gamer Tag values. The purpose of this parameter is to return all Player ID data associated with the playerName (gamer tag) parameter. The expectation is that the unique player\_id returned could then be used in subsequent method calls.

**Raises** `TypeError` – Raised when more than 3 parameters or less than 1 parameter is passed.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

**getPlayerLoadouts** (*playerId, language=Language.English*)

Returns deck loadouts per Champion.

**Parameters**



- **playerId**(int) –
- **language** (Optional int or *Language*) – The language that you want results returned in. Passing in None will use *Language .English* instead of the passed in value.

**Raises** *TypeError* – Raised when more than 2 parameters or less than 1 parameter is passed.

---

**Note:** This method raises *makeRequest ()* exceptions.

---

### **getPlayerStatus** (*playerId*)

**Returns player status as follows:**

- 0: Offline,
- 1: In Lobby,
- 2: God Selection,
- 3: In Game,
- 4: Online,
- 5: Player not found

**Parameters** **playerId**(int) –

**Raises** *TypeError* – Raised when more (or less) than 1 parameter is passed.

---

**Note:** This method raises *makeRequest ()* exceptions.

---

**Returns** Object of *pyrez.models.PlayerStatus* containing player status

**Return type** *pyrez.models.PlayerStatus*

### **getQueueStats** (*playerId*, *queueId*)

Returns match summary statistics for a (player, queue) combination grouped by gods played.

**Parameters**

- **playerId**(int) –
- **queueId**(int) –

**Raises** *TypeError* – Raised when more than 2 parameters or less than 1 parameter is passed.

---

**Note:** This method raises *makeRequest ()* exceptions.

---

### **getServerStatus** ()

Function returns UP/DOWN status for the primary game/platform environments.

---

**Note:** Data is cached once a minute.

---

**Raises** *TypeError* – Raised when passing any parameters.

---

**Note:** This method raises `makeRequest()` exceptions.

---

**Returns** Object of `pyrez.models.HiRezServerStatus`

**Return type** `pyrez.models.HiRezServerStatus`

**getWebsitePost** (*language=Language.English, slug=None, query=None*)

**Parameters** **language** (Optional `int` or `Language`) – The language that you want results returned in. Passing in `None` will use `Language.English` instead of the passed in value.

**Raises** `TypeError` – Raised when more than 3 parameters or less than 1 parameter is passed.

**makeRequest** (*apiMethod=None, params=()*)

Construct and make a HTTP request to Hi-Rez Studios API.

**Parameters**

- **apiMethod** (`str`) –
- **params** (Optional: `list` or `tuple`) –

**Raises**

- `pyrez.exceptions.DailyLimit` – Raised when the daily request limit is reached.
- `TypeError` – Raised when more than 2 parameters or less than 1 parameter is passed.
- `pyrez.exceptions.WrongCredentials` – Raised when a wrong Credentials is passed.
- `pyrez.exceptions.RequestError` – Raised when the server encountered an error processing the request.
- `pyrez.exceptions.NotFound` – Raised when the requested endpoint is not found.
- `pyrez.exceptions.SessionLimit` – Raised when the maximum number of active sessions is reached.

**ping** ()

A quick way of validating access (establish connectivity) to the Hi-Rez API.

You do not need to authenticate your ID or key to do this.

**Raises** `TypeError` – Raised when passing any parameters.

---

**Note:** This method raises `makeRequest()` exceptions.

---

**Returns** Returns a `pyrez.models.Ping` objects containing infos about the API.

**Return type** `pyrez.models.Ping`

**searchPlayers** (*playerName*)

**Parameters** **playerName** (`str`) –

**Raises** `TypeError` – Raised when more (or less) than 1 parameter is passed.

---

**Note:** This method raises `makeRequest()` exceptions.

---

**testSession** (*sessionId=None*)

A means of validating that a session is established.

**Parameters** **sessionId** (Optional *str*) – A sessionId to validate. Passing in *None* will use *sessionId* instead of the passed in value.

**Raises** *TypeError* – Raised when more (or less) than 1 parameter is passed.

---

**Note:** This method raises *makeRequest ()* exceptions.

---

**Returns** Returns a *bool* that means if the passed sessionId is valid.

**Return type** *bool*

## 2.2 RealmRoyaleAPI

These methods are supported by RealmRoyaleAPI object.

**class** `pyrez.api.RealmRoyaleAPI` (*devId*, *authKey*, *responseFormat=Format.JSON*, *sessionId=None*, *storeSession=True*)

Represents a client that connects to [Realm Royale](#) API.

---

**Note:** Any player with *Privacy Mode* enabled in-game will return a null dataset from methods that require a *playerId* or *playerName*.

---

### Keyword Arguments

- **devId** (*int*) – Used for authentication. This is the Developer ID that you receive from Hi-Rez Studios.
- **authKey** (*str*) – Used for authentication. This is the Authentication Key that you receive from Hi-Rez Studios.
- **responseFormat** (Optional *Format*) – The response format that will be used by default when making requests. Passing in *None* or an invalid value will use the default instead of the passed in value.
- **sessionId** (Optional *str*) – Manually sets an active sessionId. Passing in *None* or an invalid sessionId will use the default instead of the passed in value.
- **storeSession** (Optional *bool*) – Allows Pyrez to read and store sessionId in a .json file. Defaults to *False*.

### Raises

- *pyrez.exceptions.IdOrAuthEmpty* – Raised when the Developer ID or Authentication Key is not specified.
- *pyrez.exceptions.InvalidArgument* – Raised when an invalid Credentials is passed.

### authKey

*str* – This is the Authentication Key that you receive from Hi-Rez Studios.

### devId

*int* – This is the Developer ID that you receive from Hi-Rez Studios.

**onSessionCreated**

`pyrez.events.Event` – A decorator that registers an event to listen to.

**responseFormat**

*Format* – The response format that will be used by default when making requests.

**sessionId**

*str* – The active sessionId.

**statusPage**

*StatusPageAPI* – An object that represents *StatusPageAPI* client.

**storeSession**

*bool* – Allows Pyrez to read and store sessionId in a .json file.

**close()**

Properly close the underlying HTTP session

**getDataUsed()**

Returns API Developer daily usage limits and the current status against those limits.

---

**Note:** Getting your data usage does contribute to your daily API limits.

---

**Raises** *TypeError* – Raised when passing any parameters.

---

**Note:** This method raises *makeRequest()* exceptions.

---

**Returns** Returns a *pyrez.models.DataUsed* object containing resources used or None.

**Return type** *pyrez.models.DataUsed* or None

**getFriends(playerId)**

Returns the User names of each of the player's friends of one player.

**Parameters** *playerId(int)* –

---

**Note:** This method is PC only.

---

**Raises** *TypeError* – Raised when more (or less) than 1 parameter is passed.

---

**Note:** This method raises *makeRequest()* exceptions.

---

**Returns**

**Return type** List of *pyrez.models.Friend* objects

**getItems(language=Language.English)**

Get all talents

**Parameters** *language* (Optional *int* or *Language*) – The language that you want results returned in. Passing in None will use *Language.English* instead of the passed in value.

**Raises** `TypeError` – Raised when more (or less) than 1 parameter is passed.

---

**Note:** This method raises `makeRequest()` exceptions.

---

**getLeaderboard** (*queueId*, *rankingCriteria*)

**Parameters** **rankingCriteria** (`int`) – Can be: - 1: team\_wins, - 2: team\_average\_placement (shown below), - 3: individual\_average\_kills, - 4. win\_rate, possibly/probably others as desired

---

**Note:**

- for duo and quad queues/modes the individual's placement results reflect their team/grouping; solo is self-explanatory
  - will limit results to the top 500 players (minimum 50 matches played per queue); we never like to expose weak/beginner players
  - players that select to be "private" will have their player\_name and player\_id values hidden
- 

**Warning:** Expect this data to be cached on an hourly basis because the query to acquire the data will be expensive; don't spam the calls

**Raises** `TypeError` – Raised when more than 2 parameters or less than 1 parameter is passed.

---

**Note:** This method raises `makeRequest()` exceptions.

---

**getMatch** (*matchId*, *isLiveMatch=False*)

Returns the player information / statistics for a particular match.

There is three ways to call this method:

```
getMatch(matchId)
#or
getMatch([matchId, matchId, matchId])
#or
getMatch(matchId, True)
```

**Parameters**

- **matchId** (`int` or `list` of `int`) – The id of the match. Can be obtained from `getMatchHistory()`, `getTopMatches()` & `getMatchIds()`.
- **isLiveMatch** (Optional `bool`) –

**Raises** `TypeError` – Raised when more than 2 parameters or less than 1 parameter is passed.

---

**Note:** This method raises `makeRequest()` exceptions.

---

**Warning:** There is a byte limit to the amount of data returned.

Please limit the `matchId` parameter to 5-10 matches for DB Performance reasons.

**getMatchHistory** (*playerId*, *startDatetime=None*)

Gets recent matches and high level match statistics for a particular player.

**Parameters** `playerId` (*int*) –

**Raises** `TypeError` – Raised when more than 2 parameters or less than 1 parameter is passed.

---

**Note:** This method raises `makeRequest()` exceptions.

---

**getMatchIds** (*queueId*, *date=None*, *hour=-1*)

Lists all Match IDs for a particular Match Queue.

Useful for API developers interested in constructing data by Queue.

**Parameters**

- `queueId` (*int*) – The id of the game mode
- `date` (*int*) –
- `hour` (*int*) – Used to limit the data returned (valid values: 0 - 23).

An `hour` parameter of `-1` represents the entire day, but be warned that this may be more data than we can return for certain queues.

**Raises** `TypeError` – Raised when more than 3 parameters or less than 1 parameter is passed.

---

**Note:** This method raises `makeRequest()` exceptions.

---

**Warning:** To avoid HTTP timeouts in the `getMatchIds()` method, you can now specify a 10-minute window within the specified `{hour}` field to lessen the size of data returned by appending a “,mm” value to the end of `{hour}`.

For example, to get the match Ids for the first 10 minutes of hour 3, you would specify `{hour}` as “3,00”.

This would only return the Ids between the time 3:00 to 3:09. Rules below:

Only valid values for mm are “00”, “10”, “20”, “30”, “40”, “50”.

To get the entire third hour worth of Match Ids, call `getMatchIds()` 6 times, specifying the following values for `{hour}`: “3,00”, “3,10”, “3,20”, “3,30”, “3,40”, “3,50”.

**getPatchInfo** ()

Function returns information about current deployed patch.

---

**Note:** Currently, this information only includes patch version.

---

**Raises** `TypeError` – Raised when passing any parameters.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

### Returns

**Return type** Object of `pyrez.models.PatchInfo`

**getPlayer** (*player*, *platform=None*)

Returns league and other high level data for a particular player.

**Parameters** **player** (`int` or `str`) –

**Raises** `TypeError` – Raised when more than 2 parameters or less than 1 parameter is passed.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

**getPlayerAchievements** (*playerId*)

Returns select achievement totals for the specified playerId.

**Parameters** **playerId** (`int`) –

**Raises** `TypeError` – Raised when more (or less) than 1 parameter is passed.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

**getPlayerId** (*playerName*, *portalId=None*)

Function returns a list of Hi-Rez playerId values.

### Parameters

- **playerName** (`int` or `str`) – Function returns a list of Hi-Rez playerId values (expected list size = 1) for playerName provided.
- **portalId** (Optional `int` or `pyrez.enumerations.PortalId`) – Only returns a list of Hi-Rez playerId values for portalId provided. (Defaults to None)

**Raises** `TypeError` – Raised when more than 2 parameters or less than 1 parameter is passed.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

**getPlayerStats** (*playerId*)

**Raises** `TypeError` – Raised when more (or less) than 1 parameter is passed.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

**getPlayerStatus** (*playerId*)

**Returns player status as follows:**

- 0: Offline,
- 1: In Lobby,
- 2: God Selection,

- 3: In Game,
- 4: Online,
- 5: Player not found

**Parameters** `playerId(int)` –

**Raises** `TypeError` – Raised when more (or less) than 1 parameter is passed.

---

**Note:** This method raises `makeRequest()` exceptions.

---

**Returns** Object of `pyrez.models.PlayerStatus` containing player status

**Return type** `pyrez.models.PlayerStatus`

**getQueueStats** (`playerId, queueId`)

Returns match summary statistics for a (player, queue) combination grouped by gods played.

**Parameters**

- `playerId(int)` –
- `queueId(int)` –

**Raises** `TypeError` – Raised when more than 2 parameters or less than 1 parameter is passed.

---

**Note:** This method raises `makeRequest()` exceptions.

---

**getServerStatus** ()

Function returns UP/DOWN status for the primary game/platform environments.

---

**Note:** Data is cached once a minute.

---

**Raises** `TypeError` – Raised when passing any parameters.

---

**Note:** This method raises `makeRequest()` exceptions.

---

**Returns** Object of `pyrez.models.HiRezServerStatus`

**Return type** `pyrez.models.HiRezServerStatus`

**makeRequest** (`apiMethod=None, params=()`)

Construct and make a HTTP request to Hi-Rez Studios API.

**Parameters**

- `apiMethod(str)` –
- `params` (Optional: `list` or `tuple`) –

**Raises**

- `pyrez.exceptions.DailyLimit` – Raised when the daily request limit is reached.



- `TypeError` – Raised when more than 2 parameters or less than 1 parameter is passed.
- `pyrez.exceptions.WrongCredentials` – Raised when a wrong Credentials is passed.
- `pyrez.exceptions.RequestError` – Raised when the server encountered an error processing the request.
- `pyrez.exceptions.NotFound` – Raised when the requested endpoint is not found.
- `pyrez.exceptions.SessionLimit` – Raised when the maximum number of active sessions is reached.

**ping()**

A quick way of validating access (establish connectivity) to the Hi-Rez API.

You do not need to authenticate your ID or key to do this.

**Raises** `TypeError` – Raised when passing any parameters.

---

**Note:** This method raises `makeRequest()` exceptions.

---

**Returns** Returns a `pyrez.models.Ping` objects containing infos about the API.

**Return type** `pyrez.models.Ping`

**searchPlayers(playerName)**

**Parameters** `playerName (str)` –

**Raises** `TypeError` – Raised when more (or less) than 1 parameter is passed.

---

**Note:** This method raises `makeRequest()` exceptions.

---

**testSession(sessionId=None)**

A means of validating that a session is established.

**Parameters** `sessionId` (Optional `str`) – A `sessionId` to validate. Passing in `None` will use `sessionId` instead of the passed in value.

**Raises** `TypeError` – Raised when more (or less) than 1 parameter is passed.

---

**Note:** This method raises `makeRequest()` exceptions.

---

**Returns** Returns a `bool` that means if the passed `sessionId` is valid.

**Return type** `bool`

## 2.3 SmiteAPI

These methods are supported by SmiteAPI object.

```
class pyrez.api.SmiteAPI (devId, authKey, responseFormat=Format.JSON, sessionId=None, store-
                          Session=True)
```

Represents a client that connects to `Smite` API.

---

**Note:** Any player with `Privacy Mode` enabled in-game will return a null dataset from methods that require a `playerId` or `playerName`.

---

### Keyword Arguments

- **devId** (`int`) – Used for authentication. This is the Developer ID that you receive from Hi-Rez Studios.
- **authKey** (`str`) – Used for authentication. This is the Authentication Key that you receive from Hi-Rez Studios.
- **responseFormat** (Optional `Format`) – The response format that will be used by default when making requests. Passing in `None` or an invalid value will use the default instead of the passed in value.
- **sessionId** (Optional `str`) – Manually sets an active sessionId. Passing in `None` or an invalid sessionId will use the default instead of the passed in value.
- **storeSession** (Optional `bool`) – Allows Pyrez to read and store sessionId in a .json file. Defaults to `False`.

### Raises

- `pyrez.exceptions.IdOrAuthEmpty` – Raised when the Developer ID or Authentication Key is not specified.
- `pyrez.exceptions.InvalidArgument` – Raised when an invalid Credentials is passed.

### **authKey**

`str` – This is the Authentication Key that you receive from Hi-Rez Studios.

### **devId**

`int` – This is the Developer ID that you receive from Hi-Rez Studios.

### **onSessionCreated**

`pyrez.events.Event` – A decorator that registers an event to listen to.

### **responseFormat**

`Format` – The response format that will be used by default when making requests.

### **sessionId**

`str` – The active sessionId.

### **statusPage**

`StatusPageAPI` – An object that represents `StatusPageAPI` client.

### **storeSession**

`bool` – Allows Pyrez to read and store sessionId in a .json file.

### **close()**

Properly close the underlying HTTP session

### **getDataUsed()**

Returns API Developer daily usage limits and the current status against those limits.

---

**Note:** Getting your data usage does contribute to your daily API limits.

---

**Raises** `TypeError` – Raised when passing any parameters.

---

**Note:** This method raises `makeRequest()` exceptions.

---

**Returns** Returns a `pyrez.models.DataUsed` object containing resources used or `None`.

**Return type** `pyrez.models.DataUsed` or `None`

**getDemoDetails** (*matchId*)

Returns information regarding a particular match.

---

**Note:** Rarely used in lieu of `getMatch()`.

---

**Parameters** **matchId** (*int*) – The id of the match. Can be obtained from `getMatchHistory()`, `getTopMatches()` & `getMatchIds()`.

**Raises** `TypeError` – Raised when more (or less) than 1 parameter is passed.

---

**Note:** This method raises `makeRequest()` exceptions.

---

**getEsportsProLeague** ()

Returns the matchup information for each matchup for the current eSports Pro League season.

**Raises** `TypeError` – Raised when passing any parameters.

---

**Note:** This method raises `makeRequest()` exceptions.

---

**getFriends** (*playerId*)

Returns the User names of each of the player's friends of one player.

**Parameters** **playerId** (*int*) –

---

**Note:** This method is PC only.

---

**Raises** `TypeError` – Raised when more (or less) than 1 parameter is passed.

---

**Note:** This method raises `makeRequest()` exceptions.

---

**Returns**

**Return type** List of `pyrez.models.Friend` objects

**getGodLeaderboard** (*godId*, *queueId*)

Returns the current season's leaderboard for a god/queue combination.

**Parameters**

- **godId** (*int*) –

- **queueId** (*int*) – The id of the game mode

**Raises** `TypeError` – Raised when more than 2 parameters or less than 1 parameter is passed.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

**getGodRanks** (*playerId*)

Returns the Rank and Worshippers value for each God a player has played.

**Parameters** **playerId** (*int*) –

**Raises** `TypeError` – Raised when more (or less) than 1 parameter is passed.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

**Returns**

**Return type** List of `pyrez.models.GodRank` objects

**getGodRecommendedItems** (*godId, language=Language.English*)

Returns the Recommended Items for a particular God.

**Parameters**

- **godId** (*int*) –
- **language** (Optional *int* or *Language*) – The language that you want results returned in. Passing in `None` will use `Language.English` instead of the passed in value.

**Raises** `TypeError` – Raised when more than 2 parameters or less than 1 parameter is passed.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

**getGodSkins** (*godId, language=Language.English*)

Returns all available skins for a particular God.

**Parameters**

- **godId** (*int*) –
- **language** (Optional *int* or *Language*) – The language that you want results returned in. Passing in `None` will use `Language.English` instead of the passed in value.

**Raises** `TypeError` – Raised when more than 2 parameters or less than 1 parameter is passed.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

**getGods** (*language=Language.English*)

Returns all Gods and their various attributes.

**Parameters** **language** (Optional *int* or *Language*) – The language that you want results returned in. Passing in `None` will use `Language.English` instead of the passed in value.

**Raises** `TypeError` – Raised when more (or less) than 1 parameter is passed.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

**Returns** List of `pyrez.models.God` or `pyrez.models.Champion` objects

**getItems** (*language=Language.English*)

Returns all Items and their various attributes.

**Parameters** **language** (Optional `int` or `Language`) – The language that you want results returned in. Passing in `None` will use `Language.English` instead of the passed in value.

**Raises** `TypeError` – Raised when more (or less) than 1 parameter is passed.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

**getLeagueLeaderboard** (*queueId, tier, split*)

Returns the top players for a particular league (as indicated by the queue/tier/split parameters).

**Parameters**

- **queueId** (`int`) – The id of the game mode
- **tier** (`int`) –
- **split** (`int`) –

**Raises** `TypeError` – Raised when more than 3 parameters or less than 1 parameter is passed.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

**getLeagueSeasons** (*queueId*)

Provides a list of seasons (including the single active season) for a match queue.

**Parameters** **queueId** (`int`) – The id of the game mode

**Raises** `TypeError` – Raised when more (or less) than 1 parameter is passed.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

**getMatch** (*matchId, isLiveMatch=False*)

Returns the player information / statistics for a particular match.

There is three ways to call this method:

```
getMatch(matchId)
#or
getMatch([matchId, matchId, matchId])
#or
getMatch(matchId, True)
```

**Parameters**

- **matchId** (`int` or `list of int`) – The id of the match. Can be obtained from `getMatchHistory()`, `getTopMatches()` & `getMatchIds()`.
- **isLiveMatch** (Optional `bool`) –

**Raises** `TypeError` – Raised when more than 2 parameters or less than 1 parameter is passed.

---

**Note:** This method raises `makeRequest()` exceptions.

---

**Warning:** There is a byte limit to the amount of data returned.

Please limit the `matchId` parameter to 5-10 matches for DB Performance reasons.

**getMatchHistory** (*playerId*)

Gets recent matches and high level match statistics for a particular player.

**Parameters** `playerId` (*int*) –

**Raises** `TypeError` – Raised when more (or less) than 1 parameter is passed.

---

**Note:** This method raises `makeRequest()` exceptions.

---

**getMatchIds** (*queueId*, *date=None*, *hour=-1*)

Lists all Match IDs for a particular Match Queue.

Useful for API developers interested in constructing data by Queue.

**Parameters**

- **queueId** (*int*) – The id of the game mode
- **date** (*int*) –
- **hour** (*int*) – Used to limit the data returned (valid values: 0 - 23).

An `hour` parameter of `-1` represents the entire day, but be warned that this may be more data than we can return for certain queues.

**Raises** `TypeError` – Raised when more than 3 parameters or less than 1 parameter is passed.

---

**Note:** This method raises `makeRequest()` exceptions.

---

**Warning:** To avoid HTTP timeouts in the `getMatchIds()` method, you can now specify a 10-minute window within the specified `{hour}` field to lessen the size of data returned by appending a “mm” value to the end of `{hour}`.

For example, to get the match Ids for the first 10 minutes of hour 3, you would specify `{hour}` as “3,00”.

This would only return the Ids between the time 3:00 to 3:09. Rules below:

Only valid values for mm are “00”, “10”, “20”, “30”, “40”, “50”.

To get the entire third hour worth of Match Ids, call `getMatchIds()` 6 times, specifying the following values for `{hour}`: “3,00”, “3,10”, “3,20”, “3,30”, “3,40”, “3,50”.

**getMotd** ()

Returns information about the 20 most recent Match-of-the-Days.

**Raises** `TypeError` – Raised when passing any parameters.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

### **getPatchInfo ()**

Function returns information about current deployed patch.

---

**Note:** Currently, this information only includes patch version.

---

**Raises** `TypeError` – Raised when passing any parameters.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

### **Returns**

**Return type** Object of `pyrez.models.PatchInfo`

### **getPlayer (player, portalId=None)**

Returns league and other high level data for a particular player.

#### **Parameters**

- **player** (`int` or `str`) – playerName or playerId of the player you want to get info on
- **portalId** (Optional `int` or `pyrez.enumerations.PortalId`) – The portalId that you want to looking for (Defaults to None)

**Raises** `TypeError` – Raised when more than 2 parameters or less than 1 parameter is passed.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

### **Returns**

**Return type** `pyrez.models.PlayerSmite` | `pyrez.models.PlayerPaladins` object with league and other high level data for a particular player.

### **getPlayerAchievements (playerId)**

Returns select achievement totals for the specified playerId.

**Parameters** **playerId** (`int`) –

**Raises** `TypeError` – Raised when more (or less) than 1 parameter is passed.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

### **getPlayerId (playerName, portalId=None)**

Function returns a list of Hi-Rez playerId values.

#### **Parameters**

- **playerName** (`int` or `str`) – Function returns a list of Hi-Rez playerId values (expected list size = 1) for playerName provided.

- **portalId** (Optional `int` or `pyrez.enumerations.PortalId`) – Only returns a list of Hi-Rez playerId values for portalId provided. (Defaults to None)

**Raises** `TypeError` – Raised when more than 2 parameters or less than 1 parameter is passed.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

#### **getPlayerStatus** (*playerId*)

**Returns player status as follows:**

- 0: Offline,
- 1: In Lobby,
- 2: God Selection,
- 3: In Game,
- 4: Online,
- 5: Player not found

**Parameters** **playerId** (`int`) –

**Raises** `TypeError` – Raised when more (or less) than 1 parameter is passed.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

**Returns** Object of `pyrez.models.PlayerStatus` containing player status

**Return type** `pyrez.models.PlayerStatus`

#### **getQueueStats** (*playerId, queueId*)

Returns match summary statistics for a (player, queue) combination grouped by gods played.

**Parameters**

- **playerId** (`int`) –
- **queueId** (`int`) –

**Raises** `TypeError` – Raised when more than 2 parameters or less than 1 parameter is passed.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

#### **getServerStatus** ()

Function returns UP/DOWN status for the primary game/platform environments.

---

**Note:** Data is cached once a minute.

---

**Raises** `TypeError` – Raised when passing any parameters.



---

**Note:** This method raises `makeRequest ()` exceptions.

---

**Returns** Object of `pyrez.models.HiRezServerStatus`

**Return type** `pyrez.models.HiRezServerStatus`

**getTeamDetails** (*clanId*)

Lists the number of players and other high level details for a particular clan.

**Parameters** `clanId (int)` –

**Raises** `TypeError` – Raised when more (or less) than 1 parameter is passed.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

**getTeamPlayers** (*clanId*)

Lists the players for a particular clan.

**Parameters** `clanId (int)` –

**Raises** `TypeError` – Raised when more (or less) than 1 parameter is passed.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

**getTopMatches** ()

Lists the 50 most watched / most recent recorded matches.

**Raises** `TypeError` – Raised when passing any parameters.

---

**Note:** This method raises `makeRequest ()` exceptions.

---

**makeRequest** (*apiMethod=None, params=()*)

Construct and make a HTTP request to Hi-Rez Studios API.

**Parameters**

- **apiMethod** (`str`) –
- **params** (Optional: `list` or `tuple`) –

**Raises**

- `pyrez.exceptions.DailyLimit` – Raised when the daily request limit is reached.
- `TypeError` – Raised when more than 2 parameters or less than 1 parameter is passed.
- `pyrez.exceptions.WrongCredentials` – Raised when a wrong Credentials is passed.
- `pyrez.exceptions.RequestError` – Raised when the server encountered an error processing the request.
- `pyrez.exceptions.NotFound` – Raised when the requested endpoint is not found.
- `pyrez.exceptions.SessionLimit` – Raised when the maximum number of active sessions is reached.

**ping()**

A quick way of validating access (establish connectivity) to the Hi-Rez API.

You do not need to authenticate your ID or key to do this.

**Raises** `TypeError` – Raised when passing any parameters.

---

**Note:** This method raises `makeRequest()` exceptions.

---

**Returns** Returns a `pyrez.models.Ping` objects containing infos about the API.

**Return type** `pyrez.models.Ping`

**searchPlayers(playerName)**

**Parameters** `playerName(str)` –

**Raises** `TypeError` – Raised when more (or less) than 1 parameter is passed.

---

**Note:** This method raises `makeRequest()` exceptions.

---

**searchTeams(searchTeam)**

Returns high level information for Clan names containing the `searchTeam` string.

**Parameters** `searchTeam(str)` –

**Raises** `TypeError` – Raised when more (or less) than 1 parameter is passed.

---

**Note:** This method raises `makeRequest()` exceptions.

---

**testSession(sessionId=None)**

A means of validating that a session is established.

**Parameters** `sessionId(Optional str)` – A `sessionId` to validate. Passing in `None` will use `sessionId` instead of the passed in value.

**Raises** `TypeError` – Raised when more (or less) than 1 parameter is passed.

---

**Note:** This method raises `makeRequest()` exceptions.

---

**Returns** Returns a `bool` that means if the passed `sessionId` is valid.

**Return type** `bool`

## 2.4 StatusPageAPI

These methods are supported by `StatusPageAPI` object.

**class** `pyrez.api.StatusPageAPI`

A wrapper for the `Status Page` API, exposing convenient actions useful for embedding your status anywhere.

**close()**

Properly close the underlying HTTP session

**getComponents ()**

Get the components for the [Status Page](#).

Each component is listed along with its status - one of `operational`, `degraded_performance`, `partial_outage`, or `major_outage`.

**getHistory (\_format=Format.JSON)**

Get the history for the [Status Page](#).

**Parameters** `_format` (Optional `Format`) – Passing in `None` will use the default instead of the passed in value.

**getIncidents (unresolvedOnly=False)**

Get a list of the 50 most recent incidents. This includes all unresolved incidents (`Investigating`, `Identified`, `Monitoring`, `Resolved`, or `Postmortem`).

**Parameters** `unresolvedOnly` (Optional `bool`) – Only returns a list of unresolved incidents state (`Investigating`, `Identified`, or `Monitoring`).

**getScheduledMaintenances (activeOnly=False, upcomingOnly=False)**

Get a list of the 50 most recent scheduled maintenances. This includes all scheduled maintenances (`Scheduled`, `In Progress`, `Verifying`, or `Completed`).

**Parameters**

- **activeOnly** (Optional `bool`) – Only returns a list of active maintenances. (`In Progress` or `Verifying` state)
- **upcomingOnly** (Optional `bool`) – Only returns a list of upcoming maintenances. (scheduled maintenances still in the `Scheduled` state)

**getStatus ()**

Get the status rollup for the whole [Status Page](#).

This endpoint includes an indicator - one of `none`, `minor`, `major`, or `critical`, as well as a human description of the blended component status.

Examples of the blended status include `All Systems Operational`, `Partial System Outage`, and `Major Service Outage`.

**getSummary ()**

Get a summary of the [Status Page](#), including a status indicator, component statuses, unresolved incidents, and any upcoming or in-progress scheduled maintenances.



---

## 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.

**class** `pyrez.enumerations.Enum`

Represents a generic enum object. This is a sub-class of `enum.Enum`.

Supported Operations:

Operation	Description
<code>x == y</code>	Checks if two Enum are equal.
<code>x != y</code>	Checks if two Enum are not equal.
<code>hash(x)</code>	Return the Enum's hash.
<code>str(x)</code>	Returns the Enum's name with discriminator.
<code>int(x)</code>	Return the Enum's value as int.

**equal** (*other*)

**getId** ()

**getName** ()

**class** `pyrez.enumerations.Champions`

Represents a Paladins Champion. This is a sub-class of `Enum`.

Supported Operations:

Operation	Description
<code>x == y</code>	Checks if two Champions are equal.
<code>x != y</code>	Checks if two Champions are not equal.
<code>hash(x)</code>	Return the Champion's hash.
<code>str(x)</code>	Returns the Champion's name with discriminator.
<code>int(x)</code>	Return the Champion's value as int.

**Androxus** = 2205

```
Ash = 2404
Atlas = 2512
Barik = 2073
Bomb_King = 2281
Buck = 2147
Cassie = 2092
Corvus = 2533
Dredge = 2495
Drogoz = 2277
Evie = 2094
Fernando = 2071
Furia = 2491
Grohk = 2093
Grover = 2254
Imani = 2509
Inara = 2348
Io = 2517
Jenos = 2431
Khan = 2479
Kinessa = 2249
Koga = 2493
Lex = 2362
Lian = 2417
Maeve = 2338
Makoa = 2288
Mal_Damba = 2303
Moji = 2481
Pip = 2056
Raum = 2528
Ruckus = 2149
Seris = 2372
Sha_Lin = 2307
Skye = 2057
Strix = 2438
Talus = 2472
Terminus = 2477
```

```

    Tiberius = 2529
    Torvald = 2322
    Tyra = 2314
    Viktor = 2285
    Vivian = 2480
    Willo = 2393
    Ying = 2267
    Zhin = 2420
    getHeader
    getIcon
    isDamage
    isFlank
    isFrontline
    isSupport
class pyrez.enumerations.Classes.Classes
    An enumeration.
    Assassin = 2496
    Engineer = 2495
    Hunter = 2493
    Mage = 2494
    Warrior = 2285
class pyrez.enumerations.Endpoint
    Representing an endpoint that you want to access to retrieve information from.
    getEndpoint (_endpoint=None)
    switch (endpoint)
    HAND_OF_THE_GODS = 'http://api.handofthegods.com/handofthegodsapi.svc'
    HIREZ = 'https://api.hirezstudios.com'
    PALADINS = 'http://api.paladins.com/paladinsapi.svc'
    PALADINS_STRIKE = 'http://api.paladinsstrike.com/paladinsstrike.svc'
    REALM_ROYALE = 'http://api.realmroyale.com/realmapi.svc'
    SMITE = 'http://api.smitegame.com/smiteapi.svc'
    STATUS_PAGE = 'https://stk4xr7rly0r.statuspage.io'
class pyrez.enumerations.Format
    An enumeration.
    ATOM = 'atom'
    JSON = 'json'
    RSS = 'rss'

```

```
XML = 'xml'
class pyrez.enumerations.Gods
    An enumeration.
    Achilles = 3492
    Agni = 1737
    Ah_Muzen_Cab = 1956
    Ah_Puch = 2056
    Amaterasu = 2110
    Anhur = 1773
    Anubis = 1668
    Ao_Kuang = 2034
    Aphrodite = 1898
    Apollo = 1899
    Arachne = 1699
    Ares = 1782
    Artemis = 1748
    Artio = 3336
    Athena = 1919
    Awilix = 2037
    Baba_Yaga = 3925
    Bacchus = 1809
    Bakasura = 1755
    Baron_Samedi = 3518
    Bastet = 1678
    Bellona = 2047
    Cabrakan = 2008
    Camazotz = 2189
    Cerberus = 3419
    Cernunnos = 2268
    Chaac = 1966
    Change = 1921
    Chernobog = 3509
    Chiron = 2075
    Chronos = 1920
    Cu_Chulainn = 2319
    Cupid = 1778
```



Da\_Ji = 2270  
Discordia = 3377  
Erlang\_Shen = 2138  
Fafnir = 2136  
Fenrir = 1843  
Freya = 1784  
Ganesha = 2269  
Geb = 1978  
Guan\_Yu = 1763  
Hachiman = 3344  
Hades = 1676  
He\_Bo = 1674  
Heimdallr = 3812  
Hel = 1718  
Hera = 3558  
Hercules = 1848  
Horus = 3611  
Hou\_Yi = 2040  
Hun\_Batz = 1673  
Isis = 1918  
Izanami = 2179  
Janus = 1999  
Jing\_Wei = 2122  
Jormungandr = 3585  
Kali = 1649  
Khepri = 2066  
King\_Arthur = 3565  
Kukulcan = 1677  
Kumbhakarna = 1993  
Kuzenbo = 2260  
Loki = 1797  
Medusa = 2051  
Mercury = 1941  
Merlin = 3566  
Mulan = 3881  
Ne\_Zha = 1915

Neith = 1872  
Nemesis = 1980  
Nike = 2214  
Nox = 2036  
Nu\_Wa = 1958  
Odin = 1669  
Olorun = 3664  
Osiris = 2000  
Pele = 3543  
Persephone = 3705  
Poseidon = 1881  
Ra = 1698  
Raijin = 2113  
Rama = 2002  
Ratatoskr = 2063  
Ravana = 2065  
Scylla = 1988  
Serget = 2005  
Set = 3612  
Skadi = 2107  
Sobek = 1747  
Sol = 2074  
Sun\_Wukong = 1944  
Susano = 2123  
Sylvanus = 2030  
Terra = 2147  
Thanatos = 1943  
The\_Morrigan = 2226  
Thor = 1779  
Thoth = 2203  
Tyr = 1924  
Ullr = 1991  
Vamana = 1723  
Vulcan = 1869  
Xbalanque = 1864  
Xing\_Tian = 2072

```
Yemoja = 3811
Ymir = 1670
Zeus = 1672
Zhong_Kui = 1926
getCard
getIcon
isAssassin
isGuardian
isHunter
isMage
isWarrior
class pyrez.enumerations.Language
    An enumeration.
    Chinese = 5
    English = 1
    French = 3
    German = 2
    Polish = 12
    Portuguese = 10
    Russian = 11
    Spanish = 7
    Spanish_Latin_America = 9
    Turkish = 13
class pyrez.enumerations.PortalId
    An enumeration.
    Discord = 25
    Epic_Games = 28
    HiRez = 1
    PS4 = 9
    Steam = 5
    Switch = 22
    Unknown = -1
    Xbox = 10
class pyrez.enumerations.Region
    An enumeration.
    AUSTRALIA = 'Australia'
    BRAZIL = 'Brazil'
```

```
EUROPE = 'Europe'
LATIN_AMERICA_NORTH = 'Latin America North'
NORTH_AMERICA = 'North America'
SOUTHEAST_ASIA = 'Southeast Asia'
UNKNOWN = ''

class pyrez.enumerations.QueuePaladins
    An enumeration.

    Challenge_FP = 442
    Challenge_IP = 443
    Challenge_TP = 441
    Classic_Siege = 465
    Custom_Event_End_Times = 489
    Custom_Onslaught_Foreman_Rise = 462
    Custom_Onslaught_Magistrate_Archives = 464
    Custom_Onslaught_Marauders_Port = 483
    Custom_Onslaught_Primal_Court = 455
    Custom_Onslaught_Snowfall_Junction = 454
    Custom_Siege_Ascension_Peak = 473
    Custom_Siege_Bazaar = 426
    Custom_Siege_Brightmarsh = 458
    Custom_Siege_Fish_Market = 431
    Custom_Siege_Frog_Isle = 433
    Custom_Siege_Frozen_Guard = 432
    Custom_Siege_Ice_Mines = 439
    Custom_Siege_Jaguar_Falls = 438
    Custom_Siege_Serpeant_Beach = 440
    Custom_Siege_Shattered_Desert = 487
    Custom_Siege_Splitstone_Quarry = 459
    Custom_Siege_Stone_Keep = 423
    Custom_Siege_Timber_Mill = 430
    Custom_Siege_Warders_Gate = 485
    Custom_Team_Deathmatch_Abyss = 479
    Custom_Team_Deathmatch_Dragon_Arena = 484
    Custom_Team_Deathmatch_Foreman_Rise = 471
    Custom_Team_Deathmatch_Magistrates_Archives = 472
    Custom_Team_Deathmatch_Throne = 480
```

```
Custom_Team_Deathmatch_Trade_District = 468
Live_Battlegrounds_Duo = 475
Live_Battlegrounds_Quad = 476
Live_Battlegrounds_Solo = 474
Live_Competitive_GamePad = 428
Live_Competitive_Keyboard = 486
Live_Event_Ascension_Peak = 477
Live_Event_End_Times = 488
Live_Event_Rise_Of_Furia = 478
Live_Onslaught = 452
Live_Practice_Onslaught = 453
Live_Practice_Siege = 425
Live_Practice_Team_Deathmatch = 470
Live_Siege = 424
Live_Team_DeathMatch = 469
Live_Test_Maps = 445
Multi_Queue = 999
Payload = 437
Perf_Capture_Map = 435
Practice = 427
PvE_Hands_That_Bind = 446
PvE_HnS = 449
PvE_Survival = 451
Shooting_Range = 434
Tencent_Alpha_Test_Queue_Coop = 436
Tutorial = 444
WIPpVE_High_Rollers = 448
WIPpVE_Leap_Frogs = 450
WIPpVE_Los_Pollos_Fernandos = 447
zzRETIRED = 429

class pyrez.enumerations.QueueRealmRoyale
    An enumeration.

    Live_Duo = 475
    Live_Duo_Low_Level = 484
    Live_Duo_Mid_Level = 483
    Live_Solo = 474
```

```
Live_Solo_Low_Level = 480
Live_Solo_Mid_Level = 479
Live_Squad = 476
Live_Squad_Low_Level = 482
Live_Squad_Mid_Level = 481
Live_Tutorial = 478
Live_Wars = 477
```

```
class pyrez.enumerations.QueueSmite
```

For Smite, queue\_id's 426, 435, 440, 445, 448, 451, 459, & 450 are the only ones considered for player win/loss stats from /getplayer.

```
Adventure_CH10 = 500
Adventure_Horde = 495
Adventure_Joust = 499
Arena_League = 452
Arena_Practice_Easy = 443
Arena_Practice_Medium = 472
Arena_Queue = 435
Arena_Training = 483
Arena_Tutorial = 462
Arena_vs_AI_Easy = 457
Arena_vs_AI_Medium = 468
Assault = 445
Assault_Practice_Easy = 479
Assault_Practice_Medium = 480
Assault_vs_AI_Easy = 481
Assault_vs_AI_Medium = 454
Basic_Tutorial = 436
Clash = 466
Clash_Practice_Easy = 470
Clash_Practice_Medium = 477
Clash_Tutorial = 471
Clash_vs_AI_Easy = 478
Clash_vs_AI_Medium = 469
Conquest = 426
Conquest_5v5 = 423
Conquest_Practice_Easy = 458
Conquest_Practice_Medium = 475
```

```
Conquest_Ranked_GamePad = 504
Conquest_Ranked_Keyboard = 451
Conquest_Tutorial = 463
Conquest_vs_AI_Easy = 476
Conquest_vs_AI_Medium = 461
Custom_Arena = 438
Custom_Assault = 446
Custom_Clash = 467
Custom_Conquest = 429
Custom_Joust = 441
Custom_Siege = 460
Domination = 433
Domination_Challenge = 439
Joust_1v1_Ranked_GamePad = 502
Joust_1v1_Ranked_Keyboard = 440
Joust_3v3_Ranked_GamePad = 503
Joust_3v3_Ranked_Keyboard = 450
Joust_3v3_Training = 482
Joust_Practice_Easy = 464
Joust_Practice_Medium = 473
Joust_Queue_3v3 = 448
Joust_vs_AI_Easy = 474
Joust_vs_AI_Medium = 456
Jungle_Practice = 444
Jungle_Practice_Presele_ = 496
Loki_Dungeon = 501
MOTD = 434
Novice_Queue = 424
Practice = 427
Siege_4v4 = 459
```

```
class pyrez.enumerations.Status
```

Represents player status as follows: - 0: Offline, - 1: In Lobby, - 2: God Selection, - 3: In Game, - 4: Online, - 5: Player not found

```
God_Selection = 2
In_Game = 3
In_Lobby = 1
Not_Found = 5
```

```
Offline = 0
Online = 4
isInGame
isOnline
class pyrez.enumerations.Tier
    An enumeration.
    Bronze_I = 5
    Bronze_II = 4
    Bronze_III = 3
    Bronze_IV = 2
    Bronze_V = 1
    Diamond_I = 25
    Diamond_II = 24
    Diamond_III = 23
    Diamond_IV = 22
    Diamond_V = 21
    Gold_I = 15
    Gold_II = 14
    Gold_III = 13
    Gold_IV = 12
    Gold_V = 11
    Grandmaster = 27
    Master = 26
    Platinum_I = 20
    Platinum_II = 19
    Platinum_III = 18
    Platinum_IV = 17
    Platinum_V = 16
    Silver_I = 10
    Silver_II = 9
    Silver_III = 8
    Silver_IV = 7
    Silver_V = 6
    Unranked = 0
```



---

## Exceptions (pyrez.exceptions)

---

The following exceptions are thrown by the library.

**exception** `pyrez.exceptions.PyrezException` (\*args, \*\*kwargs)  
Base exception for this library, catch-all for most Pyrez issues.

**exception** `pyrez.exceptions.InvalidTime` (\*args, \*\*kwargs)  
Invalid timestamp

**exception** `pyrez.exceptions.DailyLimit` (\*args, \*\*kwargs)  
Request rejected due to the rate limit being exceeded.

**exception** `pyrez.exceptions.Deprecated` (\*args, \*\*kwargs)

**exception** `pyrez.exceptions.IdOrAuthEmpty` (\*args, \*\*kwargs)  
Raises an error that the current Credentials is invalid or missing

**exception** `pyrez.exceptions.InvalidArgument` (\*args, \*\*kwargs)

**exception** `pyrez.exceptions.MatchException` (\*args, \*\*kwargs)

**exception** `pyrez.exceptions.NoResult` (\*args, \*\*kwargs)

**exception** `pyrez.exceptions.NotFound` (\*args, \*\*kwargs)

**exception** `pyrez.exceptions.NotSupported` (\*args, \*\*kwargs)

**exception** `pyrez.exceptions.PaladinsOnly` (\*args, \*\*kwargs)

**exception** `pyrez.exceptions.PlayerNotFound` (\*args, \*\*kwargs)  
Raises an error when a player does not exist via the API

**exception** `pyrez.exceptions.PrivatePlayer` (\*args, \*\*kwargs)

**exception** `pyrez.exceptions.RealmRoyaleOnly` (\*args, \*\*kwargs)

**exception** `pyrez.exceptions.RequestError` (\*args, \*\*kwargs)

**exception** `pyrez.exceptions.SessionLimit` (\*args, \*\*kwargs)

**exception** `pyrez.exceptions.SmiteOnly` (\*args, \*\*kwargs)

**exception** pyrez.exceptions.**UnexpectedException** (\*args, \*\*kwargs)

**exception** pyrez.exceptions.**WrongCredentials** (\*args, \*\*kwargs)

    Raised when an invalid or blocked Credentials is passed.

## CHAPTER 5

---

### 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.

```
class pyrez.models.Ability (**kwargs)
```

```
class pyrez.models.APIResponse (**kwargs)  
    Represents a generic Pyrez object. This is a sub-class of APIResponseBase.
```

```
    errorMsg [str] The message returned from the API request.
```

```
    hasError
```

```
class pyrez.models.APIResponseBase (**kwargs)  
    Superclass for all Pyrez models.
```

```
        Keyword Arguments json (dict or list) – The request as JSON, if you prefer.
```

```
class pyrez.models.BaseMatchDetail (**kwargs)
```

```
class pyrez.models.DataUsed (**kwargs)
```

```
    concurrentSessionsLeft
```

```
    requestsLeft
```

```
    sessionsLeft
```

```
class pyrez.models.DemoDetails (**kwargs)
```

```
class pyrez.models.EsportProLeague (**kwargs)
```

```
    An important return value is “matchStatus” which represents a match being: - scheduled (1), - in-progress (2), -  
    complete (3)
```

```
class pyrez.models.Friend (**kwargs)
```

```
class pyrez.models.God (**kwargs)
```

```
class pyrez.models.InGameItem(itemID, itemName, itemLevel)
class pyrez.models.Item(**kwargs)
class pyrez.models.ItemDescription(**kwargs)
class pyrez.models.LeagueLeaderboard(**kwargs)
class pyrez.models.LeagueSeason(**kwargs)
class pyrez.models.LiveMatch(**kwargs)

    getMapName(_clear=False)
    region
class pyrez.models.Match(**kwargs)
class pyrez.models.MatchBase(**kwargs)
class pyrez.models.MatchHistory(**kwargs)
class pyrez.models.MatchId(**kwargs)
class pyrez.models.Menuitem(**kwargs)
class pyrez.models.MergedPlayer(**kwargs)
class pyrez.models.MOTD(**kwargs)
class pyrez.models.PatchInfo(**kwargs)
class pyrez.models.Ping(kwargs)
class pyrez.models.Player(**kwargs)
class pyrez.models.PlayerAchievements(**kwargs)
class pyrez.models.PlayerBase(**kwargs)

    last_login
class pyrez.models.PlayerId(**kwargs)
class pyrez.models.PlayerPS(**kwargs)

    playtime
class pyrez.models.PlayerStatus(**kwargs)
class pyrez.models.QueueStats(**kwargs)
class pyrez.models.Ranked(**kwargs)

    hasPlayed
    matches_played
class pyrez.models.ServerStatus(**kwargs)
class pyrez.models.Session(**kwargs)

    isApproved()
class pyrez.models.Skin(**kwargs)
```

---

```

class pyrez.models.TestSession(kwargs)
class pyrez.models.StatusPage(**kwargs)
class pyrez.models.HiRez.AccountInfo(**kwargs)
class pyrez.models.HiRez.ContactInfo(**kwargs)
class pyrez.models.HiRez.Game(**kwargs)
class pyrez.models.HiRez.LinkedAccount(**kwargs)
class pyrez.models.HiRez.PortalAccount(**kwargs)
class pyrez.models.HiRez.Transaction(**kwargs)
class pyrez.models.HiRez.UserInfo(**kwargs)
class pyrez.models.Paladins.Champion(**kwargs)
class pyrez.models.Paladins.ChampionAbility(**kwargs)
class pyrez.models.Paladins.ChampionCard(**kwargs)

    getCardURL()
    getIconURL()
class pyrez.models.Paladins.ChampionSkin(**kwargs)
class pyrez.models.Paladins.Item(**kwargs)
class pyrez.models.Paladins.Loadout(**kwargs)
class pyrez.models.Paladins.LoadoutItem(**kwargs)

    card
    frame
class pyrez.models.Paladins.Player(**kwargs)
class pyrez.models.Paladins.Post(**kwargs)
class pyrez.models.RealmRoyale.Leaderboard(**kwargs)
class pyrez.models.RealmRoyale.LeaderboardDetails(**kwargs)
class pyrez.models.RealmRoyale.Match(**kwargs)
class pyrez.models.RealmRoyale.MatchHistory(**kwargs)
class pyrez.models.RealmRoyale.Player(**kwargs)
class pyrez.models.RealmRoyale.Talent(**kwargs)
class pyrez.models.Smite.God(**kwargs)
class pyrez.models.Smite.GodLeaderboard(**kwargs)
class pyrez.models.Smite.GodRank(**kwargs)
class pyrez.models.Smite.GodRecommendedItem(**kwargs)
class pyrez.models.Smite.GodSkin(**kwargs)
class pyrez.models.Smite.Item(**kwargs)
class pyrez.models.Smite.Player(**kwargs)

```

---

```
class pyrez.models.Smite.TopMatch (**kwargs)
class pyrez.models.StatusPage.AffectedComponents (**kwargs)
class pyrez.models.StatusPage.Base (**kwargs)
class pyrez.models.StatusPage.Component (**kwargs)
class pyrez.models.StatusPage.ComponentMixin (**kwargs)
class pyrez.models.StatusPage.IncidentInfo (**kwargs)
class pyrez.models.StatusPage.Page (**kwargs)
class pyrez.models.StatusPage.Status (**kwargs)
class pyrez.models.StatusPage.StatusPage (**kwargs)
class pyrez.models.StatusPage.Incidents (**kwargs)
class pyrez.models.StatusPage.IncidentUpdates (**kwargs)
class pyrez.models.StatusPage.ScheduledMaintenances (**kwargs)
```

## CHAPTER 6

---

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---

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