
r6statsapi

flare

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This is the documentation for a wrapper for the R6Stats API website.

INTRODUCTION

This is the documentation for the R6Stats API wrapper in python.

1.1 Prerequisites

r6stats works with Python 3.7 or higher.

1.2 Installing

```
# Linux/Mac
python3.7 -m pip install -U r6statsapi

# Windows
py -3.7 -m pip install -U r6statsapi
```

1.3 Usage example

You can easily create a client using the class `r6statsapi.Client`. Here's simple example showing how you can get player stats with this library:

```
import asyncio
import r6statsapi

loop = asyncio.get_event_loop()

client = r6statsapi.Client("TOKEN")
players = loop.run_until_complete(
    client.get_generic_stats('flareee', r6statsAPI.Platform.uplay)
)
```


API REFERENCE

2.1 Client

class `r6statsapi.Client` (*token*, *, *loop* = *None*)

await `get_generic_stats` (*player*, *platform*) → `r6statsapi.player.Player`

Get generic player statistics.

player: `str` Name of the player to search.

platform: `Platform` Platform to search.

Returns Requested player stats

Return type *Player*

await `get_seasonal_stats` (*player*, *platform*) → `r6statsapi.player.Seasonal`

Get seasonal player statistics.

player: `str` Name of the player to search.

platform: `Platform` Platform to search.

Returns Requested players seasonal stats

Return type `Season`

await `get_operators_stats` (*player*, *platform*) → `r6statsapi.player.Operators`

Get a players operator statistics.

player: `str` Name of the player to search.

platform: `Platform` Platform to search.

Returns Requested players operator statistics

Return type *Operators*

await `get_weapon_stats` (*player*, *platform*) → `r6statsapi.player.Weapons`

Get weapon player statistics.

player: `str` Name of the player to search.

platform: `Platform` Platform to search.

Returns Requested players weapon stats

Return type *Weapons*

await get_weaponcategory_stats (*player, platform*) → r6statsapi.player.WeaponCategories
Get a players weapon category statistics.

player: str Name of the player to search.

platform: Platform Platform to search.

Returns Requested a players weapon category stats

Return type *WeaponCategories*

await get_queue_stats (*player, platform*) → r6statsapi.player.Queue
Get a players queue statistics.

player: str Name of the player to search.

platform: Platform Platform to search.

Returns Requested player stats

Return type *Queue*

await get_gamemode_stats (*player, platform*) → r6statsapi.player.Gamemodes
Get gamemode player statistics.

player: str Name of the player to search.

platform: Platform Platform to search.

Returns Requested player stats

Return type *Gamemodes*

await get_leaderboard (*platform, region = <Regions.all: 'All Regions'>, page = 1*) → r6statsapi.player.Leaderboard
Get gamemode player statistics.

platform: Platform Platform to search.

region: Regions Region to search.

page: int Page to search, max = 50.

Returns Requested player stats

Return type *Leaderboard*

2.2 Enumerations

The API provides some enumerations for certain types of string to avoid the API from being stringly typed in case the strings change in the future.

All enumerations are subclasses of `enum.Enum`.

Each class has a `str()` method which will return a friendly version of the enum.

class r6statsapi.**Platform**
Platform names.

```

uplay = 'UPLAY'
    Uplay/PC Network

psn = 'PSN'
    The Playstation Network

xbox = 'XBL'
    Xbox Live

xb1 = 'XBL'
    Alias of xbox

ps4 = 'PSN'
    Alias of psn

pc = 'UPLAY'
    Alias of uplay

class r6statsapi.Regions
    R6Stats Regions.

    all = 'All Regions'
        All Regions

    nca = 'North America'
        North America

    emea = 'Europe'
        Europe

    apac = 'Asia'
        Asia

    eu = 'Europe'
        Alias of emea

    na = 'North America'
        Alias of nca

    asia = 'Asia'
        Alias of asia

```

2.3 R6Stats API Models

Models are classes that are received from R6Stats API.

```

class r6statsapi.player.Player(*, platform, data)
    "Player() Represents R6 Player

    platform
        Player's platform.

        Type Platform

    username
        Player's username (display name)

        Type str

    avatar_url_256
        Player's 256x256 Avatar

```

Type *str*

avatar_url_146
Player's 146x146 Avatar

Type *str*

aliases
List of previous user aliases.

Type *list*

level
Player's level.

Type *int*

lootbox_probability
Player's probability of getting a lootbox.

Type *int*

total_xp
Players total XP.

Type *int*

class `r6statsapi.player.Operators` (*, *platform*, *data*)
"Operators() Represents R6 Player

platform
Player's platform.

Type *Platform*

username
Player's username (display name)

Type *str*

avatar_url_256
Player's 256x256 Avatar

Type *str*

avatar_url_146
Player's 146x146 Avatar

Type *str*

operators
Player's operator stats mapped to a dictionary.

Type *dict*

class `r6statsapi.player.Weapons` (*, *platform*, *data*)
"Weapons() Represents R6 Player

platform
Player's platform.

Type *Platform*

username
Player's username (display name)

Type *str*

```

    avatar_url_256
        Player's 256x256 Avatar
        Type str

    avatar_url_146
        Player's 146x146 Avatar
        Type str

    weapons
        Player's weapons stats mapped to a dictionary.
        Type dict

class r6statsapi.player.Seasonal(*,platform, data)
    "Seasonal() Represents R6 Player

    platform
        Player's platform.
        Type Platform

    username
        Player's username (display name)
        Type str

    avatar_url_256
        Player's 256x256 Avatar
        Type str

    avatar_url_146
        Player's 146x146 Avatar
        Type str

    seasons
        Player's seasonal stats mapped to a dictionary.
        Type dict

class r6statsapi.player.WeaponCategories(*,platform, data)
    "WeaponCategories() Represents R6 Player

    platform
        Player's platform.
        Type Platform

    username
        Player's username (display name)
        Type str

    avatar_url_256
        Player's 256x256 Avatar
        Type str

    avatar_url_146
        Player's 146x146 Avatar
        Type str

```

weapon_categories

Player's weapon category stats mapped to a dictionary.

Type `dict`

class `r6statsapi.player.Gamemodes` (*, *platform*, *data*)

“Gamemodes() Represents R6 Player

platform

Player's platform.

Type `Platform`

username

Player's username (display name)

Type `str`

avatar_url_256

Player's 256x256 Avatar

Type `str`

avatar_url_146

Player's 146x146 Avatar

Type `str`

bomb

Player's bomb stats mapped to a dictionary.

Type `dict`

secure_area

Player's secure area stats mapped to a dictionary.

Type `dict`

hostage

Player's hostage stats mapped to a dictionary.

Type `dict`

class `r6statsapi.player.Queue` (*, *platform*, *data*)

“Queue() Represents R6 Player

platform

Player's platform.

Type `Platform`

username

Player's username (display name)

Type `str`

avatar_url_256

Player's 256x256 Avatar

Type `str`

avatar_url_146

Player's 146x146 Avatar

Type `str`

casual

Player's casual stats mapped to a dictionary.

Type `dict`

ranked

Player's ranked stats mapped to a dictionary.

Type `dict`

other

Player's other stats mapped to a dictionary.

Type `dict`

class `r6statsapi.player.Leaderboard(*, platform, region, data)`

“Leaderboard”() Represents R6 Leaderboard

platform

Leaderboard platform.

Type `Platform`

region

Leaderboard region

Type `Regions`

leaderboard

Leaderboard mapped to a list of dictionarys.

Type `list`

2.4 Exceptions

The following exceptions are thrown by the library.

exception `r6statsapi.errors.R6StatsApiException`

Bases: `Exception`

Base exception class for R6Stats API.

exception `r6statsapi.errors.Unauthorized`

Bases: `r6statsapi.errors.R6StatsApiException`

Exception that's thrown when status code 401 occurs.

Invalid token.

exception `r6statsapi.errors.InternalError`

Bases: `r6statsapi.errors.R6StatsApiException`

Exception that's thrown when the service has an Internal Error caused by HTTP Codes 501 or 503.

exception `r6statsapi.errors.PlayerNotFound`

Bases: `r6statsapi.errors.R6StatsApiException`

Exception that's thrown when a player is not found or there is no records availabe. Status Code 404.

exception `r6statsapi.errors.HTTPException(response, data)`

Bases: `r6statsapi.errors.R6StatsApiException`

Exception that's thrown when an HTTP request fails. ... attribute:: response

The response of the failed HTTP request.

type `aiohttp.ClientResponse`

status

The status code of the HTTP request.

Type `int`

message

Details about error.

Type `str`

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