World of Tanks Console API assistant Documentation

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CHAPTER 1

Introduction

WOTConsole is a Python module for interacting with the Wargaming's developer API, specifically for the World of Tanks - Console game. It is a tool designed for convenience and ease-of-use.

CHAPTER 2

Why create another API wrapper?

While Wargaming offers their own API wrapper, and another was built by a third-party, they respectively do not have the WOTX (World of Tanks Console) endpoints or do not have sufficient documentation to understand how to fully utilize their libraries. As such, I took it upon myself to create one that was thorough and easy to use.

2.1 Why not stick with *requests <https://pypi.org/project/requests/>*?

While the `requests` library may suffice for general use, it can be a bit of a pain having to remember what parameters should be sent and what the URL endpoint is. It's also inconvenient when trying to code offline. This module has all of this documented and will track the URLs for you.

2.2 Eww, Python!

Grow up ;)

CHAPTER 3

What can it do?

WOTConsole is designed for convenience to the developer. Let's say that you're needing to search for a tank.

This module intends to address some of these issues and even those that most developers may not care for. We can rewrite the code as follows:

```
>>> from __future__ import print_function
>>> from copy import copy
>>> from wotconsole import tank_info

>>> apikey = 'demo'

# You can specify the platform and language you want.
>>> psinfo = vehicle_info(apikey, tank_id='1', fields=['short_name',
... 'tier', 'type', 'nation'], api_realm='ps4', language='ru')

# Some parameters accept lists of multiple types
>>> xinfo = tank_info(apikey, tank_id=[1, '257'])
>>> print type(psinfo)
<class 'wotconsole.WOTXResponse'>

# The data returned was a dictionary; the WOTXResponse will behave as one
>>> for tank_id, data in psinfo.iteritems():
...     print(tank_id, data)
1 {u'tier': 5, u'type': u'mediumTank', u'short_name': u'T-34',
   u'nation': u'ussr'}

# You can directly access the data using indices
>>> print(xinfo['1']['short_name'])
T-34
>>> print(xinfo['257']['short_name'])
SU-85

# Should you need to `copy` the data, access it as an attribute
>>> copied = copy(xinfo.data)
>>> print(type(copied))
```

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```
<type 'dict'>

>>> try:
...     vehicle_info(apikey, tank_id='A')

>>> except WOTXResponseError as wat:
# If an error occurs from bad parameters being sent to the API, the
# `Exception` will instead use the error message sent back in the JSON.
...     print(wat)
INVALID_TANK_ID

# The JSON becomes part of the `Exception`, allowing for debugging even
# outside of a method's scope.
...     print(wat.error['code'])
407
...     print(wat.error['field'])
tank_id

# Both `WOTXResponse` and `WOTXResponseError` save the original
# `requests` instance, just in case the developer wishes to review the
# parameters, URL, etc.
...     print(type(wat.raw))
<class 'requests.models.Response'>
```

CHAPTER 4

What improvements will we see?

An up-to-date list of planned features will always be in the TODO.rst file.

Contents:

4.1 Function categories

4.1.1 Accounts

Wrapper for WarGaming's Console API

`wotconsole.`**`player_search`**(*search*, *application_id*, *fields=None*, *limit=None*, *stype=None*, *language='en'*, *api_realm='xbox'*, *timeout=10*)

Search for a player by name

Parameters

- **`search`** (*`str`*) – Player name to search for. Maximum length is 24 symbols
- **`application_id`** (*`str`*) – Your application key (generated by WG)
- **`fields`** (*`list (str)`*) – Reponse fields to exclude or _only_ include. To exclude a field, use "-" in front of its name
- **`limit`** (*`int or str`*) – Number of returned entries. Default is 100; values less than 1 or greater than 100 are ignored
- **`stype`** (*`str`*) – Search type. Defines minimum length and type of search. Default value is "startswith". Valid values:
  - "startswith" - search by initial characters of player name. Minimum length: 3 characters. Case-insensitive.
  - "exact" - Search by exact match of player name. Minimum length: 1 character. Case-insensitive
- **`timeout`** (*`int`*) – Maximum allowed time to wait for response from servers

Returns API response

Return type *WOTXResponse*

Raises **WOTXResponseError** – If the API returns with an "error" field

`wotconsole.`**`player_data`**(*account_id*, *application_id*, *access_token=None*, *fields=None*, *language='en'*, *api_realm='xbox'*, *timeout=10*)

Retrieve information on one or more players, including statistics. Private data requires an access token from a valid, active login.

Parameters

- **account_id** (*int str or iterable*) – Player ID(s)
- **application_id** (*str*) – Your application key (generated by WG)
- **access_token** (*str*) – Authentication token from active session
- **fields** (*str*) – Fields to filter or explicitly include. To exclude, prepend the field with a "-"
- **language** (*str*) – Response language
- **api_realm** (*str*) – Platform API. "xbox" or "ps4"
- **timeout** (*int*) – Maximum allowed time to wait for response from servers

Returns API response

Return type *WOTXResponse*

Raises **WOTXResponseError** – If the API returns with an "error" field

`wotconsole.`**`player_achievements`**(*account_id*, *application_id*, *fields=None*, *language='en'*, *api_realm='xbox'*, *timeout=10*)

View player's achievements, such as mastery badges and battle commendations

Parameters

- **account_id** (*int or str or iterable*) – Player account ID(s). Max limit is 100
- **application_id** (*str*) – Your application key (generated by WG)
- **fields** (*str*) – Fields to filter or explicitly include. To exclude, prepend the field with a "-"
- **language** (*str*) – Response language
- **api_realm** (*str*) – Platform API. "xbox" or "ps4"
- **timeout** (*int*) – Maximum allowed time to wait for response from servers

Returns API response

Return type *WOTXResponse*

Raises **WOTXResponseError** – If the API returns with an "error" field

`wotconsole.`**`player_data_uid`**(*uid*, *application_id*, *api_realm='xbox'*, *timeout=10*)

Retrieve player info using Microsoft XUID or PlayStation PSNID.

Note: Only *one* realm may be called at a time using this method!

Parameters

- **uid** (*int or str or iterable*) – Player UID(s). Max limit is 100
- **application_id** (*str*) – Your application key (generated by WG)
- **api_realm** (*str*) – Platform API. "xbox" or "ps4"
- **timeout** (*int*) – Maximum allowed time to wait for response from servers

Returns API response

Return type *WOTXResponse*

Raises ***WOTXResponseError*** – If the API returns with an "error" field

4.1.2 Authentication

`wotconsole.`**`player_sign_in`**(*application_id, display=None, expires_at=None, nofollow=None, redirect_uri=None, language='en', api_realm='xbox', timeout=10*)

Log in a player, receiving an access token once completed successfully.

Parameters

- **application_id** (*str*) – Your application key (generated by WG)
- **display** (*str*) – Layout for mobile applications. Valid values:
  - "page" - Page
  - "popup" - Popup window
  - "touch" - Touch
- **expires_at** (*int*) – UNIX POSIX timestamp or delta in seconds. Maximum expiration time is 2 weeks
- **nofollow** (*int*) – If set to 1, the user is not redirected. A URL is returned in response. Default is 0. Max is 1, Min is 0
- **redirect_uri** (*HTTP*) – URL where user is redirected to
- **language** (*str*) – Response language
- **api_realm** (*str*) – Platform API. "xbox" or "ps4"
- **timeout** (*int*) – Maximum allowed time to wait for response from servers

Returns API response

Return type *WOTXResponse*

Raises ***WOTXResponseError*** – If the API returns with an "error" field

`wotconsole.`**`extend_player_sign_in`**(*access_token, application_id, expires_at=None, api_realm='xbox', timeout=10*)

Extend the active session of a user when the current session is about to expire

Parameters

- **access_token** (*str*) – Current user active session token
- **application_id** (*str*) – Your application key (generated by WG)
- **expires_at** (*int*) – UNIX POSIX timestamp or delta in seconds. Maximum expiration time is 2 weeks
- **api_realm** (*str*) – Platform API. "xbox" or "ps4"

- **timeout** (*int*) – Maximum allowed time to wait for response from servers

Returns API response

Return type *WOTXResponse*

Raises **WOTXResponseError** – If the API returns with an "error" field

`wotconsole.player_sign_out`(*access_token*, *application_id*, *api_realm='xbox'*, *timeout=10*)

Terminate the user's active session. Once successful, the access token will no longer be valid

Parameters

- **access_token** (*str*) – Session token for the user
- **application_id** (*str*) – Your application key (generated by WG)
- **api_realm** (*str*) – Platform API. "xbox" or "ps4"
- **timeout** (*int*) – Maximum allowed time to wait for response from servers

Returns API response

Return type *WOTXResponse*

Raises **WOTXResponseError** – If the API returns with an "error" field

4.1.3 Clans

`wotconsole.clan_search`(*application_id*, *fields=None*, *limit=None*, *page_no=None*, *search=None*, *language='en'*, *api_realm='xbox'*, *timeout=10*)

Search for clan(s)

Specifying a clan is _optional._ If you do not specify one, the API will simply return a listing of clans in order of highest member count

Parameters

- **application_id** (*str*) – Your application key (generated by WG)
- **fields** (*list (str)*) – Fields to filter or explicitly include. To exclude, prepend the field with a "-"
- **limit** (*int*) – Maximum number of clans to return. Max is 100
- **page_no** (*int*) – Page number to start listing on. Default is 1
- **search** (*str*) – Clan name to search for
- **language** (*str*) – Localized language
- **api_realm** (*str*) – Platform API. "xbox" or "ps4"
- **timeout** (*int*) – Maximum allowed time to wait for response from servers

Returns API response

Return type *WOTXResponse*

Raises **WOTXResponseError** – If the API returns with an "error" field

`wotconsole.clan_details`(*clan_id*, *application_id*, *extra=None*, *fields=None*, *language='en'*, *api_realm='xbox'*, *timeout=10*)

Retrieve detailed information on one or more clans.

May also be used for retrieving a list of players in a clan.

Parameters

- **clan_id** (*int or iter(int)*) – Clan ID(s). Max limit 100. Min value is 1
- **application_id** (*str*) – Your application key (generated by WG)
- **extra** (*list(str)*) – Extra fields to be included in the response
- **fields** (*list(str)*) – Fields to filter or explicitly include. To exclude, prepend the field with a "-"
- **language** (*str*) – Localized language
- **api_realm** (*str*) – Platform API. "xbox" or "ps4"
- **timeout** (*int*) – Maximum allowed time to wait for response from servers

Returns API response

Return type *WOTXResponse*

Raises **WOTXResponseError** – If the API returns with an "error" field

wotconsole.**player_clan_data**(*account_id*, *application_id*, *extra=None*, *fields=None*, *language='en'*, *api_realm='xbox'*, *timeout=10*)

Retrieve clan relationship for one or more players

Parameters

- **account_id** (*str*) – Player ID number(s)
- **application_id** (*str*) – Your application key (generated by WG)
- **extra** (*list(str)*) – Additional fields to retrieve
- **fields** (*list(str)*) – Fields to filter or explicitly include. To exclude, prepend the field with a "-"
- **language** (*str*) – Localized language
- **api_realm** (*str*) – Platform API. "xbox" or "ps4"
- **timeout** (*int*) – Maximum allowed time to wait for response from servers

Returns API response

Return type *WOTXResponse*

Raises **WOTXResponseError** – If the API returns with an "error" field

wotconsole.**clan_glossary**(*application_id*, *fields=None*, *language='en'*, *api_realm='xbox'*, *timeout=10*)

Retrieve general information regarding clans (_not_ clan-specific info)

Parameters

- **application_id** (*str*) – Your application key (generated by WG)
- **fields** (*list(str)*) – Fields to filter or explicitly include. To exclude, prepend the field with a "-"
- **language** (*str*) – Response language
- **api_realm** (*str*) – Platform API. "xbox" or "ps4"
- **timeout** (*int*) – Maximum allowed time to wait for response from servers

Returns API response

Return type *WOTXResponse*

Raises ***WOTXResponseError*** – If the API returns with an "error" field

4.1.4 Tankopedia

`wotconsole.`**`crew_info`**(*application_id*, *fields=None*, *language='en'*, *api_realm='xbox'*, *timeout=10*)

Retrieve information about crews

Parameters

- **`application_id`** (*`str`*) – Your application key (generated by WG)
- **`fields`** (*`list (str)`*) – Fields to filter or explicitly include. To exclude, prepend the field with a "-"
- **`language`** (*`str`*) – Response language
- **`api_realm`** (*`str`*) – Platform API. "xbox" or "ps4"
- **`timeout`** (*`int`*) – Maximum allowed time to wait for response from servers

Returns API response

Return type *WOTXResponse*

Raises ***WOTXResponseError*** – If the API returns with an "error" field

`wotconsole.`**`vehicle_info`**(*application_id*, *fields=None*, *language='en'*, *nation=None*, *tank_id=None*, *tier=None*, *api_realm='xbox'*, *timeout=10*)

Retrieve information on one or more tanks

Parameters

- **`application_id`** (*`str`*) – Your application key (generated by WG)
- **`fields`** (*`list (str)`*) – Fields to filter or explicitly include. To exclude, prepend the field with a "-"
- **`language`** (*`str`*) – Response language
- **`nation`** (*`list (str)`*) – Nation(s) to filter tanks to
- **`tank_id`** (*`list (int or str)`*) – All desired tanks (limit 100)
- **`tier`** (*`list (int)`*) – Tiers to filter to
- **`api_realm`** (*`str`*) – Platform API. "xbox" or "ps4"
- **`timeout`** (*`int`*) – Maximum allowed time to wait for response from servers

Returns Tank information

Return type *WOTXResponse*

Raises ***WOTXResponseError*** – If the API returns with an "error" field

`wotconsole.`**`packages_info`**(*tank_id*, *application_id*, *fields=None*, *language='en'*, *api_realm='xbox'*, *timeout=10*)

Retrieve package characteristics and their interdependence

Parameters

- **`tank_id`** (*`list (int)`*) – Vehicle(s) to retireve information for. Max limit is 100
- **`application_id`** (*`str`*) – Your application key (generated by WG)
- **`fields`** (*`list (str)`*) – Fields to filter or explicitly include. To exclude, prepend the field with a "-"

- **language** (*str*) – Response language
- **api_realm** (*str*) – Platform API. "xbox" or "ps4"
- **timeout** (*int*) – Maximum allowed time to wait for response from servers

Returns API response

Return type *WOTXResponse*

Raises **WOTXResponseError** – If the API returns with an "error" field

`wotconsole.`**equipment_consumable_info**(*tank_id*, *application_id*, *fields=None*, *language='en'*, *api_realm='xbox'*, *timeout=10*)

Retrieve vehicle equipment and consumables

Parameters

- **tank_id** (*list (int)*) – Vehicle(s) to retireve information for. Max limit is 100
- **application_id** (*str*) – Your application key (generated by WG)
- **fields** (*list (str)*) – Fields to filter or explicitly include. To exclude, prepend the field with a "-"
- **language** (*str*) – Response language
- **api_realm** (*str*) – Platform API. "xbox" or "ps4"
- **timeout** (*int*) – Maximum allowed time to wait for response from servers

Returns API response

Return type *WOTXResponse*

Raises **WOTXResponseError** – If the API returns with an "error" field

`wotconsole.`**achievement_info**(*application_id*, *category=None*, *fields=None*, *language='en'*, *api_realm='xbox'*, *timeout=10*)

Retrieve list of awards, medals, and ribbons

Parameters

- **application_id** (*str*) – Your application key (generated by WG)
- **category** (*list (str)*) – Filter by award category. Valid values:
  - "achievements" - Achievements
  - "ribbons" - Ribbons

  Max limit is 100
- **fields** (*list (str)*) – Fields to filter or explicitly include. To exclude, prepend the field with a "-"
- **language** (*str*) – Response language
- **api_realm** (*str*) – Platform API. "xbox" or "ps4"
- **timeout** (*int*) – Maximum allowed time to wait for response from servers

Returns API response

Return type *WOTXResponse*

Raises **WOTXResponseError** – If the API returns with an "error" field

`wotconsole.tankopedia_info`(*application_id*, *fields=None*, *language='en'*, *api_realm='xbox'*, *timeout=10*)

Retrieve information regarding the Tankopeida itself

Parameters

- **application_id** (*str*) – Your application key (generated by WG)
- **fields** (*list (str)*) – Fields to filter or explicitly include. To exclude, prepend the field with a "-"
- **language** (*str*) – Response language
- **api_realm** (*str*) – Platform API. "xbox" or "ps4"
- **timeout** (*int*) – Maximum allowed time to wait for response from servers

Returns API response

Return type *WOTXResponse*

Raises ***WOTXResponseError*** – If the API returns with an "error" field

4.1.5 Player ratings

`wotconsole.types_of_ratings`(*application_id*, *fields=None*, *language='en'*, *platform=None*, *api_realm='xbox'*, *timeout=10*)

Retrieve dictionary of rating periods and ratings details

Parameters

- **application_id** (*str*) – Your application key (generated by WG)
- **fields** (*list (str)*) – Fields to filter or explicitly include. To exclude, prepend the field with a "-"
- **language** (*str*) – Response language
- **platform** (*str*) – Console platform. Default is "default" (all consoles). Valid responses:
  - "default" - All platforms (default)
  - "xbox" - XBOX
  - "ps4" - PlayStation 4
- **api_realm** (*str*) – Platform API. "xbox" or "ps4"
- **timeout** (*int*) – Maximum allowed time to wait for response from servers

Returns API response

Return type *WOTXResponse*

Raises ***WOTXResponseError*** – If the API returns with an "error" field

`wotconsole.dates_with_ratings`(*rating*, *application_id*, *account_id=None*, *fields=None*, *language='en'*, *platform=None*, *api_realm='xbox'*, *timeout=10*)

Retrieve dates with available rating data

Parameters

- **rating** (*str*) – Rating period
- **application_id** (*str*) – Your application key (generated by WG)
- **account_id** (*list (int)*) – Player account ID. Max limit is 100

- **language** (*str*) – Response language
- **platform** (*str*) – Console platform. Default is "default" (all consoles). Valid responses:
  - "default" - All platforms (default)
  - "xbox" - XBOX
  - "ps4" - PlayStation 4
- **api_realm** (*str*) – Platform API. "xbox" or "ps4"
- **timeout** (*int*) – Maximum allowed time to wait for response from servers

Returns API response

Return type *WOTXResponse*

Raises ***WOTXResponseError*** – If the API returns with an "error" field

`wotconsole.`**`player_ratings`**(*rating*, *account_id*, *application_id*, *date=None*, *fields=None*, *language='en'*, *platform=None*, *api_realm='xbox'*, *timeout=10*)

Retrieve player ratings by specified IDs

Parameters

- **rating** (*str*) – Rating period
- **account_id** (*list (int)*) – Player account ID. Max limit is 100
- **application_id** (*str*) – Your application key (generated by WG)
- **date** (*str or int or datetime.datetime*) – Ratings calculation date. Up to 7 days before the current date. Default value: yesterday. Date in UNIX timestamp or ISO 8601 format. E.g. 1376542800 or 2013-08-15T00:00:00
- **language** (*str*) – Response language
- **platform** (*str*) – Console platform. Default is "default" (all consoles). Valid responses:
  - "default" - All platforms (default)
  - "xbox" - XBOX
  - "ps4" - PlayStation 4
- **api_realm** (*str*) – Platform API. "xbox" or "ps4"
- **timeout** (*int*) – Maximum allowed time to wait for response from servers

Returns API response

Return type *WOTXResponse*

Raises ***WOTXResponseError*** – If the API returns with an "error" field

`wotconsole.`**`adjacent_positions_in_ratings`**(*account_id*, *rank_field*, *rating*, *application_id*, *date=None*, *fields=None*, *language='en'*, *limit=None*, *platform=None*, *api_realm='xbox'*, *timeout=10*)

Retrieve list of adjacent positions in specified rating

Parameters

- **account_id** (*list (int)*) – Player account ID. Max limit is 100
- **rank_field** (*str*) – Rating category
- **rating** (*str*) – Rating period

- **application_id** (*str*) – Your application key (generated by WG)
- **date** (*str or int or datetime.datetime*) – Ratings calculation date. Up to 7 days before the current date. Default value: yesterday. Date in UNIX timestamp or ISO 8601 format. E.g. 1376542800 or 2013-08-15T00:00:00
- **language** (*str*) – Response language
- **limit** (*int*) – Number of returned entries. Default is 5. Max limit is 50
- **platform** (*str*) – Console platform. Default is "default" (all consoles). Valid responses:
  - "default" - All platforms (default)
  - "xbox" - XBOX
  - "ps4" - PlayStation 4
- **api_realm** (*str*) – Platform API. "xbox" or "ps4"
- **timeout** (*int*) – Maximum allowed time to wait for response from servers

Returns API response

Return type *WOTXResponse*

Raises ***WOTXResponseError*** – If the API returns with an "error" field

`wotconsole.`**`top_players`**(*rank_field*, *rating*, *application_id*, *date=None*, *fields=None*, *language='en'*, *limit=None*, *page_no=None*, *platform=None*, *api_realm='xbox'*, *timeout=10*)

Retrieve the list of top players by specified parameter

Parameters

- **rank_field** (*str*) – Rating category
- **rating** (*str*) – Rating period
- **application_id** (*str*) – Your application key (generated by WG)
- **date** (*str or int or datetime.datetime*) – Ratings calculation date. Up to 7 days before the current date. Default value: yesterday. Date in UNIX timestamp or ISO 8601 format. E.g. 1376542800 or 2013-08-15T00:00:00
- **fields** (*list (str)*) – Fields to filter or explicitly include. To exclude, prepend the field with a "-"
- **language** (*str*) – Response language
- **limit** (*int*) – Number of returned entries. Default is 10. Max limit is 1000
- **page_no** (*int*) – Result page number. Default is 1. Min is 1
- **platform** (*str*) – Console platform. Default is "default" (all consoles). Valid responses:
  - "default" - All platforms (default)
  - "xbox" - XBOX
  - "ps4" - PlayStation 4
- **api_realm** (*str*) – Platform API. "xbox" or "ps4"
- **timeout** (*int*) – Maximum allowed time to wait for response from servers

Returns API response

Return type *WOTXResponse*

Raises ***WOTXResponseError*** – If the API returns with an "error" field

4.1.6 Player's vehicles

`wotconsole.`**`player_tank_statistics`**(*account_id*, *application_id*, *access_token=None*, *in_garage=None*, *fields=None*, *api_realm='xbox'*, *language='en'*, *tank_id=None*, *timeout=10*)

Retrieve information on all tanks that a player has owned and/or used

Parameters

- **account_id** (*int*) – target player ID
- **application_id** (*str*) – Your application key (generated by WG)
- **access_token** (*str*) – Authentication token from player login (if accessing private data)
- **in_garage** (*str*) – Filter ('0') for tanks absent from garage, or ('1') available
- **fields** (*list (str)*) – Fields to filter or explicitly include. To exclude, prepend the field with a "-"
- **api_realm** (*str*) – Platform API. "xbox" or "ps4"
- **language** (*str*) – Response language
- **tank_id** (*list (int)*) – Limit statistics to vehicle(s). Max limit is 100
- **timeout** (*int*) – Maximum allowed time to wait for response from servers

Returns API response

Return type *WOTXResponse*

Raises ***WOTXResponseError*** – If the API returns with an "error" field

`wotconsole.`**`player_tank_achievements`**(*account_id*, *application_id*, *access_token=None*, *fields=None*, *in_garage=None*, *tank_id=None*, *api_realm='xbox'*, *language='en'*, *timeout=10*)

Retrieve players' achievement details

Parameters

- **account_id** (*int*) – target player ID
- **application_id** (*str*) – Your application key (generated by WG)
- **access_token** (*str*) – Authentication token from player login (if accessing private data)
- **fields** (*list (str)*) – Fields to filter or explicitly include. To exclude, prepend the field with a "-"
- **in_garage** (*str*) – Filter ('0') for tanks absent from garage, or ('1') available
- **tank_id** (*list (int)*) – Limit statistics to vehicle(s). Max limit is 100
- **api_realm** (*str*) – Platform API. "xbox" or "ps4"
- **language** (*str*) – Response language
- **timeout** (*int*) – Maximum allowed time to wait for response from servers

Returns API response

Return type *WOTXResponse*

Raises ***WOTXResponseError*** – If the API returns with an "error" field

4.2 Classes and Exceptions

4.2.1 WOTXSession Class

class wotconsole.**WOTXSession**(*application_id='demo'*, *language='en'*, *api_realm='xbox'*)

API session wrapper that can be setup once in order to handle certain explicit parameters without needing to pass them in for every method call.

Note: You may override settings by passing in the appropriate parameter at each function call

Parameters

- **application_id** (*str*) – Your application key (generated by WG)
- **language** (*str*) – Localized language
- **realm** (*str*) – Platform API. "xbox" or "ps4"

4.2.2 WOTXResponse Class

class wotconsole.**WOTXResponse**(*response*)

Response wrapper for WG's API

Variables

- **data** – Values returned by the API servers
- **meta** – Additional metadata, typically just a count of returned values
- **raw** – Response object returned from the `requests` library
- **status** – Usually just the message *'ok'*

4.2.3 WOTXResponseError Exception

exception wotconsole.**WOTXResponseError**(*rjson*, *response=None*)

Error(s) in interaction with WG's API

Variables

- **error** – Metadata on the error
- **message** – HTTP response message
- **raw** – Response object returned from the `requests` library
- **status** – Ususally just the message *'error'*

4.3 Coding Samples

There are many ways to use this library. Please be responsible and not be "that guy" who uses it as a jackhammer to pound the crap out of the API.

4.3.1 A primer on the API behavior

Let's start with the basics. Search all players for me (Kamakazi Rusher)

```
>>> from wotconsole import WOTXSession as Session
>>> sess = Session() # We'll use the 'demo' API key for now
>>> kr = sess.player_search('Kamakazi Rusher')
>>> kr.data
[{u'nickname': u'Kamakazi Rusher', u'account_id': 2631240}]
```

Easy enough! You'll notice that the JSON returned by the API is saved as the attribute `WOTXResponse.data`. For this method, it returns it as a nested dictionary within a list. This is because the API can return multiple items. If we instead search for all player names starting with "Kamakazi R", we will get at least two players back.

```
>>> ks = sess.player_search('Kamakazi R')
>>> ks.data
[{u'nickname': u'Kamakazi Rebel', u'account_id': 4900488},
 {u'nickname': u'Kamakazi Rusher', u'account_id': 2631240}]
```

Not all methods will return lists. Some will return just nested dictionaries.

```
>>> t = sess.vehicle_info(tank_id=1, fields=['short_name', 'type'])
>>> t.data
{u'1': {u'type': u'mediumTank', u'short_name': u'T-34'}}
```

Be careful with methods that return dictionaries. You'll notice that while we asked for a tank using an int, it returns it in the dictionary as a str instead

```
>>> t.data[1]  # KeyError will be thrown
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
KeyError: 1
>>> t.data['1'] # No errors!
{u'1': {u'type': u'mediumTank', u'short_name': u'T-34'}}
```

This is the default behavior of the API. I will *not* support automatic conversion of keys in the dictionaries!

If information for a player/tank/etc. is requested but does not exist in the database, it will be returned as a None value.

```
>>> p = sess.player_data(1)
>>> p.data
{u'1': None}
```

4.3.2 Exceeding parameter limits

Some methods have limitations on how many items you can request information for in one go. To accomodate for this, these methods will automagically split up the parameter into multiple requests and return them as one object.

For example, `wotconsole.player_data` has a max limit of 100 player IDs per request as per the API documentation. If you attempt to send more than 100 directly to the API, it will return an error code.

```
>>> import requests
>>> res = requests.get('https://api-xbox-console.worldoftanks.com/wotx/account/info/',
↪ params={
...    'application_id': 'demo',
...    'account_id': ','.join(map(str, range(5000,5101)))  # 101 IDs
```

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```
... },
... timeout=10).json()
>>> res
{u'status': u'error', u'error': {u'field': u'account_id', u'message': u'ACCOUNT_ID_
↪LIST_LIMIT_EXCEEDED', u'code': 407, . . . }
```

As of release v0.4, the library will auto-split parameters that have these limitations. For example,

```
>>> players = sess.player_data(range(5000, 5101), fields=['nickname'])
>>> players.meta
{u'count': 101}
>>> players.meta['count'] == len(players.data)
True
```

4.4 TODO

- v0.5
  - `WOTXResponse` removes outer "shells" surrounding the actual data
  - `WOTXSession` tracks page numbers for scoreboards and searches
- v0.6
  - Unit tests

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