
HypixelO

Release 1.4.1

Sunrit Jana

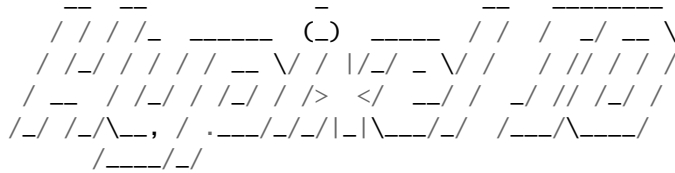
Feb 08, 2023

CONTENTS

1		3
1.1	Why choose HypixelIO?	3
1.2	Installing	3
1.3	Usage	4
1.4	Changelog	5
1.5	Contributing	5
1.6	Get in touch	5
1.7	Show your support	5
1.8	Links	5
2	Changelog	7
2.1	1.4.0 - 02-03-2021	7
2.2	1.3.0 - 23-07-2021	7
2.3	Added	7
2.4	Fixes	7
2.5	Removed	8
2.6	1.2.10 - 27-05-2021	8
2.7	Fixes	8
2.8	1.2.9 - 27-05-2021	8
2.9	Fixes	8
2.10	1.2.8 - 12-04-2021	8
2.11	Fixes	8
2.12	1.2.7 - 25-03-2021	9
2.13	Added	9
2.14	1.2.6 - 24-03-2021	9
2.15	Fixed	9
2.16	1.2.5 - 23-03-2021	9
2.17	Added	9
2.18	Fixed	9
2.19	1.2.4 - 16-03-2021	9
2.20	Added	9
2.21	Fixed	10
2.22	1.2.3 - 11-03-2021	10
2.23	Added	10
2.24	1.2.2 - 11-03-2021	10
2.25	Added	10
2.26	Fixed	10
2.27	1.2.1 - 09-03-2021	10
2.28	Fixed	10
2.29	1.2.0 - 09-03-2021	11

2.30	Added	11
2.31	Fixed	11
2.32	1.1.1 - 29-12-2020	11
2.33	Added	11
2.34	Fixed	11
2.35	1.1.0 - 24-11-2020	12
2.36	0.0.7 - 13-11-2020	12
2.37	Changes	12
2.38	0.0.6 - 13-11-2020	12
2.39	0.0.5 - 04-11-2020	13
2.40	0.0.4 - 31-10-2020	13
2.41	0.0.3 - 23-10-2020	13
2.42	0.0.2 - 22-10-2020	14
2.43	Changed	14
2.44	Removed	14
2.45	0.0.1 - 21-10-2020	14
3	FAQs	15
4	Features	17
5	Getting started	19
6	Getting help	21
7	Modules and manuals	23
7.1	API Reference	23
7.2	API Reference	29
7.3	API Reference	34
	Index	37

HypixelIO is a modern, robust, and efficient wrapper for the Hypixel API. With support for both Async and blocking programming, This has everything for you to work with.



1.1 Why choose HypixelIO?

- Modern way of handling requests
- Modern OOP based structure
- Both Async and blocking support
- Simple ratelimit handling and caching
- Elegant design with complete optimization
- Easy to use with a modern and simple design
- Complete API coverage

1.2 Installing

Python 3.7 or above is required!

```
# Windows
py -3 -m pip install -U HypixelIO

# Linux or MacOS
python3 -m pip install -U HypixelIO

# Install the nightly build
python3 -m pip install -U git+https://github.com/janaSunrise/HypixelIO
```

You can also get extra features with this library. Here's how:

```
# Use [speedups] to speed up only for async API
python3 -m pip install -U "HypixelIO[speedups]"
```

1.3 Usage

```
from hypixelio import Client, Converters

client = Client(api_key="your-api-key")

boosters = client.get_boosters() # Get the boosters object

friends = client.get_friends(uuid="user's-uuid") # Returns the Friends object
# Or, if you don't know the UUID
friends = client.get_friends(name="user's-username")

print(boosters[0].id)
print(friends.friends[0].receiver_id)
```

1.3.1 Async API usage

```
import asyncio

from hypixelio import AsyncClient, AsyncConverters

client = AsyncClient(api_key="your-api-key")

# Async function to fetch info
async def fetch_from_hypixel():
    boosters = await client.get_boosters() # Get the boosters object

    friends = await client.get_friends(uuid="user's-uuid") # Returns the Friends object
    # Or, if you don't know the UUID
    friends = await client.get_friends(name="user's-username")

    # Safely close the connection
    await client.close()

    return boosters, friends

# Run the coroutine using `asyncio`
boosters, friends = asyncio.run(fetch_from_hypixel())

print(boosters[0].id)
print(friends.friends[0].receiver_id)
```

Find more examples [here!](#)

1.4 Changelog

If you're interested in seeing the **Changelog**, Go [here](#)!

1.5 Contributing

Contributions, issues and feature requests are welcome. After cloning & setting up project locally, you can just submit a PR to this repo and it will be deployed once it's accepted.

It's good to have descriptive commit messages, or PR titles so that other contributors can understand about your commit or the PR Created. Read [conventional commits](#) before making the commit message. You can find our contributing guidelines [here](#)

We have a branch called dev containing development code. If you're contributing, Remember to contribute to dev branch, instead of main.

1.6 Get in touch

If you have various suggestions, questions or want to discuss things with our community, Have a look at [Github discussions](#) or join our Discord server!



1.7 Show your support

Be sure to drop a [star](#) if you like the project!

1.8 Links

- [Official Documentation](#)
- [Raise an Issue](#)
- [Discussions](#)
- [Hypixel API Documentation](#)

CHANGELOG

All notable changes to this project will be documented in this file.

The format is based on [Keep a Changelog](#), and this project adheres to [Semantic Versioning](#).

2.1 1.4.0 - 02-03-2021

- Rewrite the Exceptions API in a cleaner way.
- Convert all the variable names to lowercase in the models.
- Remove caching from the library, useless complexity.
- Fix examples and tests.
- Import modules directly instead of namespacing them (Saves lookup time.)
- Add news, skyblock skills and skyblock collection endpoints.

2.2 1.3.0 - 23-07-2021

2.3 Added

- Base class client to inherit in `Client` and `AsyncClient` to keep code dry and easy to refer and read.

2.4 Fixes

- Fixed vulnerable dependency versions
- Switched to relative imports

2.5 Removed

- Removed the redundant `ext` package and replaced `asyncio` package with simple `_async` since, There would probably be no external packages anymore, As far I know.

2.6 1.2.10 - 27-05-2021

2.7 Fixes

- Fix import errors when not using Caching, By installing caching modules without backend to prevent bloat.
- Fix the caching issues in the library internally and fix them.

2.8 1.2.9 - 27-05-2021

2.9 Fixes

- Fixed several tiny bugs
- Organized codebase
- Fixed the warning and function return types.
- Fixed a lot of vulnerable dependency versions.

2.10 1.2.8 - 12-04-2021

2.11 Fixes

- Made the caching API compatible with higher API for libraries, and change the dependency versions to the latest for security patches.
- Improve the caching experience
- Fix the dependencies.
- Remove outdated things.
- Add a note on invoking the cache model functions.

2.12 1.2.7 - 25-03-2021

2.13 Added

- Stable caching for async
- More examples!
- Automated caching based session fetch in the client.

2.14 1.2.6 - 24-03-2021

2.15 Fixed

- Async caching removed due to bugs.
- Variables exposed and bugs not allowing fetching in async.
- Cleaned async client.

2.16 1.2.5 - 23-03-2021

2.17 Added

- Caching for async code
- Conversion of unix time into datetime
- Ability to manipulate async cache
- Ability to manipulate keys in the class

2.18 Fixed

- Hide the sensitive variables to fix security issues and apply security patches.

2.19 1.2.4 - 16-03-2021

2.20 Added

- Support for * imports, you can now do this: `from hypixelio import *`
- Made the documentation better, and changed the theme.
- Tweaked and fixed things here and there.

2.21 Fixed

- Async caching removed due to bugginess
- Variables exposed and bugs not allowing fetching in async.
- Cleaned async client.

2.22 1.2.3 - 11-03-2021

2.23 Added

- Write more docs
- Add more model fields
- Add modular models
- Add ratelimiting features.
- Add more utility methods.
- Add resources endpoints

2.24 1.2.2 - 11-03-2021

2.25 Added

- A portal for async to sync with threading.

2.26 Fixed

- Fixed documentation.
- Added asyncio locking to preserve the async coroutines running at same time.

2.27 1.2.1 - 09-03-2021

2.28 Fixed

- The Changelog
- The README
- The documentation looks and content.

2.29 1.2.0 - 09-03-2021

2.30 Added

- Skyblock models
- Skyblock endpoints
- Added HTML documentation
- More utility functions and support to make it easier and reliable.
- Asynchronous support for discord bot devs and other people to keep it non-blocking.

2.31 Fixed

- Rewrote most of the code base.
- Rewrite of the inline documentation.
- Pass API Key as API-Key header so it's secure and follows the standards.
- Refactored the methods to get better support and converted into multiple methods so its cleaner.
- Fixed the tests and the errors / exceptions raised when issues arrive.
- Make the rest of the codebase usable by the endpoint user, if needed. Not compulsory.

2.32 1.1.1 - 29-12-2020

2.33 Added

- Various skin fetch features.
- More utility functions for public usage

2.34 Fixed

- Invalid data accepted error.
- Data not being cached a lot in memory.
- Better performance and integration.

2.35 1.1.0 - 24-11-2020

2.35.1 Added

- Various Examples in the source repo
- Added options for inheriting the the base classes, and add or override features.

2.35.2 Changes:

- Changes various types
- Improved the internal docstrings
- Removed `constants.py` as a source for the global version
- Added Various caching options, and Changed the `CacheBackend` to a dataclass
- Rewrote each function and directives
- High bug fixes, and fixed security issues

2.35.3 Removed

- Removed the useless code which took over more space

2.36 0.0.7 - 13-11-2020

2.37 Changes

- Change `tuple` instances to `typing.Union`
- Link `requirements.txt` dependencies to `setup.py`
- Remove all the build files of the dependencies, and documentations.

2.38 0.0.6 - 13-11-2020

2.38.1 Added

- Added attributes like `__author__` and `__version__`
- Added Manifest
- Added support for Comparisons like
 - `obj1 == obj2`
 - `obj1 > obj2`
 - `obj1 >= obj2`

2.39 0.0.5 - 04-11-2020

2.39.1 Added

- Modular caching of requests,
- Added timeout for the cache and fetch
- Allow users to specify the caching according to needs, and various functions to make experience better
- Functions allowed:
 - Clearing Cache
 - Uninstall cache, If enabled
 - removing expired cache
 - Get the existsing cache, and check it.

2.40 0.0.4 - 31-10-2020

2.40.1 Added

- The `__repr__` and `__str__` for some methods
- Added `find_guild` to the client functions
- New model: `FindGuild` containing the ID during finding.
- Added Converter of `uuid_to_username`

2.40.2 Changed

- Fix The `__repr__` and `__str__` for some classes
- Converted all the main usage files into a different library package again
- Split and cleaned the things.

2.41 0.0.3 - 23-10-2020

2.41.1 Added

- The `__repr__` and `__str__` for some methods
- Added Leaderboard and GameCount Stats
- Added Caching to the requests
- Added Converter of `username_to_uuid`
- Added New exception: `MojangAPIError`

2.41.2 Changed

- The class variables to global constants
- Stored all the constants in a single unique file
- Converted all the main usage files into a different library package

2.42 0.0.2 - 22-10-2020

2.42.1 Added

- Fix the API Key error
- Fix the API_Error raised on when the `get_key_info()` is utilized.
- Fix the Boosters bug error due to small typos
- Fix the Self argument error, when the function was moved out of the class, to be a utility function.

2.43 Changed

- Change Async and Coroutines and make them Synchronous

2.44 Removed

- Async features

2.45 0.0.1 - 21-10-2020

2.45.1 Added

- Use the Code with multithreading, for Many process tasks.
- Have several Search features.
- Supports valid authentication
- Basic, Important documentations added, Well explained, and better than other libraries.

2.45.2 Changed

- Change the Code style
- Refactor things
- Remove useless whitespaces
- Change a Typo of `friends.Friend` to `friends.Friends`

CHAPTER THREE

FAQS

No frequently asked questions are present here! But, we are open to the public. Feel free to suggest a new question, open an issue or submit one via pull requests.

FEATURES

- Modern way of handling requests
- Both async and sync support.
- Simple rate handling, and caching.
- Speed optimized
- Easy to use with a modern and simple design

GETTING STARTED

Is this your first time using the library? This is the place to get started!

You can get quickly started with the library over here .

You can find more examples in the [repository](#). You can also add your own! Just create a Pull request, and get it added.

GETTING HELP

Stuck with library, and need help? These resources might help.

- Try the [FAQs](#) first, it's got answers to all common questions.
- If you're looking for something specific, try the index or searching.
- Report bugs in the [issue tracker](#).
- Ask in our [GitHub discussions](#) page.

MODULES AND MANUALS

Here are the modules which constitute the API. All the API documentation, right here to help you understand and use this library.

7.1 API Reference

7.1.1 Version Related Info

There is a single way to check the version for this library.

`hypixelio.__version__`

A string representation of the version. e.g. `'0.1.0b1'`. This is based off of [PEP 440](#).

7.1.2 Clients

class `hypixelio.Client`(*api_key: Union[str, list]*)

Client for handling requests, authentication, and usage of the Hypixel API for the end user.

Examples

If you have a single API key, Here's how to authenticate

```
>>> import hypixelio
>>> client = hypixelio.Client(api_key="123-456-789")
```

You can use multiple API keys to authenticate too. (Better option for load balancing)

```
>>> client = hypixelio.Client(api_key=["123-456", "789-000", "568-908"])
```

find_guild(*guild_name: Optional[str] = None, player_uuid: Optional[str] = None*) → FindGuild

Find a guild using the Guild's name or a Player's UUID.

Parameters

- **guild_name** (*Optional[str]*) – The name of the Guild. Defaults to None.
- **player_uuid** (*Optional[str]*) – The UUID of the Player to find his guild. Defaults to None.

Returns

The ID of the guild being find.

Return type

FindGuild

get_boosters() → Boosters

Get the Hypixel coin boosters, and all the info about them.

Returns

The boosters object, with all the info from the API.

Return type

Boosters

get_friends(*name: Optional[str] = None, uuid: Optional[str] = None*) → Friends

Get the friends, and all their info of specified Hypixel player.

Parameters

- **name** (*Optional[str]*) – The Optional string value for the Username of a hypixel player. Defaults to None.
- **uuid** (*Optional[str]*) – The UUID of a Certain Hypixel Player. Defaults to None.

Returns

The Friend object with all info from the API.

Return type

Friends

get_games_info() → Games

Get the list of all Hypixel games, and their info.

Returns

The Games object with all the info.

Return type

Games

get_guild(*name: Optional[str] = None, uuid: Optional[str] = None, player_uuid: Optional[str] = None*) → Guild

Get info about a specific Hypixel guild using the Name, or the Guild's UUID.

Parameters

- **name** (*Optional[str]*) – The Name of the Guild. Defaults to None.
- **uuid** (*Optional[str]*) – The ID Of the guild. Defaults to None.
- **player_uuid** (*Optional[str]*) – The UUID of the player to get guild using. Defaults to None.

Returns

The Guild object with the info fetched from the API.

Return type

Guild

get_key_info(*api_key: Optional[str] = None*) → Key

Get info about a specific Hypixel API key.

Parameters

api_key (*Optional[str]*) – The API key generated in Hypixel server using the `/api new` command. Defaults to pre-specified keys.

Returns

The Key object created for the API key specified.

Return type

Key

get_leaderboards() → Leaderboard

Get the leaderboard for the Hypixel games with their info.

Returns

The Leaderboard object with all info.

Return type

Leaderboard

get_player(*name: Optional[str] = None, uuid: Optional[str] = None*) → Player

Get all info about a Hypixel player using his username or his player UUID.

Parameters

- **name** (*Optional[str]*) – The Optional string value for the Username. Defaults to None.
- **uuid** (*Optional[str]*) – The Optional string value to the UUID. Defaults to None.

Returns

The player object with all the info obtained from the API.

Return type

Player

get_player_recent_games(*name: Optional[str] = None, uuid: Optional[str] = None*) → RecentGames

Get the recent games played by a Hypixel player using his Username or UUID.

Parameters

- **name** (*Optional[str]*) – The Optional string value for the Username. Defaults to None.
- **uuid** (*Optional[str]*) – The Optional string Value to the UUID. Defaults to None.

Returns

The recent games for the respective player specified.

Return type

RecentGames

get_player_status(*name: Optional[str] = None, uuid: Optional[str] = None*) → PlayerStatus

Get the status about a Player using his username or UUID.

Parameters

- **name** (*Optional[str]*) – The Optional string value for the Username. Defaults to None.
- **uuid** (*Optional[str]*) – The Optional string Value to the UUID. Defaults to None.

Returns

The Player status object consisting of all info from the API.

Return type

PlayerStatus

get_resources_achievements() → dict

get_resources_challenges() → dict

get_resources_guild_achievements() → dict

get_resources_quests() → dict

get_skyblock_active_auctions(*page: int = 0*) → SkyblockActiveAuction

Get the list of active auctions in skyblock and use the data.

Parameters

page (*int*) – The skyblock auction page to lookup.

Returns

The active auction model.

Return type

SkyblockActiveAuction

get_skyblock_bazaar() → SkyblockBazaar

Get the skyblock bazaar items

Returns

The bazaar model object representing each produc

Return type

SkyblockBazaar

get_skyblock_collections() → dict

get_skyblock_news() → SkyblockNews

get_skyblock_profile(*name: Optional[str] = None, uuid: Optional[str] = None*) → SkyblockProfile

Get the skyblock information and profile about a specific user as passed in the requirements.

Parameters

- **name** (*Optional[str]*) – The player’s name in Hypixel
- **uuid** (*Optional[str]*) – The player’s global UUID

Returns

The skyblock profile model for the specified user.

Return type

SkyblockProfile

get_skyblock_skills() → dict

get_skyblock_user_auctions(*name: Optional[str] = None, uuid: Optional[str] = None*) → SkyblockUserAuction

Get the skyblock auction info about a specific user.

Parameters

- **name** (*Optional[str]*) – The player’s name in Hypixel
- **uuid** (*Optional[str]*) – The player’s global UUID

Returns

The skyblock auction model for the user.

Return type

SkyblockUserAuction

get_watchdog_info() → Watchdog

Get all the stats about the Watchdog (Punishment stats) for the last few days/

Returns

The Watchdog object with all the info.

Return type

Watchdog

7.1.3 Converters

class hypixelio.Converters

```
url = {'name_history': '/user/profiles/{}/names', 'username_to_uuid':
'/users/profiles/minecraft/{', 'uuid_to_username': '/user/profiles/{}/names'}
```

classmethod **username_to_uuid**(username: str) → str

This is a method, to convert username in minecraft, for its respective UUID.

Parameters

username (str) – This is the minecraft user, which is passed to this function for the UUID Conversion.

Returns

returns the converted UUID for the respective username.

Return type

str

classmethod **uuid_to_username**(uuid: str) → str

Method to convert the UUID for your profile to the username for your Minecraft account

Parameters

uuid (str) – This is the minecraft UUID, which is passed to this function for the UUID to username Conversion.

Returns

The username for the respective minecraft UUID is returned.

Return type

str

7.1.4 Utility

class hypixelio.Utils

classmethod **get_avatar**(name: Optional[str] = None, uuid: Optional[str] = None) → str

Get the avatar of the specified player.

Parameters

- **name** (t.Optional[str]) – The username of the player. Defaults to None.
- **uuid** (t.Optional[str]) – The UUID of the player. Defaults to None.

Returns

The URL containing the image of the avatar.

Return type

str

classmethod **get_body**(*name: Optional[str] = None, uuid: Optional[str] = None*) → str

Get the whole body's skin of the specified player

Parameters

- **name** (*t.Optional[str]*) – The username of the player. Defaults to None.
- **uuid** (*t.Optional[str]*) – The UUID of the player. Defaults to None.

Returns

The URL containing the image of the whole body.

Return type

str

classmethod **get_head**(*name: Optional[str] = None, uuid: Optional[str] = None*) → str

Get the head skin of the specified player.

Parameters

- **name** (*t.Optional[str]*) – The username of the player. Defaults to None.
- **uuid** (*t.Optional[str]*) – The UUID of the player. Defaults to None.

Returns

The URL containing the image of the head.

Return type

str

classmethod **get_name_history**(*name: Optional[str] = None, uuid: Optional[str] = None, changed_at: bool = False*) → Union[list, dict]

Get the name history with records of a player.

Parameters

- **name** (*t.Optional[str]*) – The username of the player. Defaults to None.
- **uuid** (*t.Optional[str]*) – The UUID of the player. Defaults to None.
- **changed_at** (*bool*) – Toggle to true, if you need when the player changed name. Defaults to False.

Returns

The list or dictionary with the name history and records.

Return type

t.Union[list, dict]

```
mojang_url = {'name_history': '/user/profiles/{}/names', 'username_to_uuid':  
              '/users/profiles/minecraft/{}/', 'uuid_to_username': '/user/profiles/{}/names'}
```

```
url = {'avatar': '/avatars/{', 'body': '/renders/body/{', 'head':  
       '/renders/head/{', 'skins': '/skins/{'}
```


7.1.5 Async to sync portal

7.2 API Reference

7.2.1 Client

class `hypixelio._async.AsyncClient`(*api_key: Union[str, list]*)

The client for this wrapper that handles the requests, authentication, loading and usages of the end user.

Examples

Import the async client first.

```
>>> from hypixelio._async import AsyncClient
```

If you have a single API key, Here's how to authenticate

```
>>> client = AsyncClient(api_key="123-456-789")
```

You can use multiple API keys to authenticate too. (Better option for load balancing)

```
>>> client = AsyncClient(api_key=["123-456", "789-000", "568-908"])
```

async `close()` → None

Close the AIOHTTP sessions to prevent memory leaks.

async `find_guild(guild_name: Optional[str] = None, player_uuid: Optional[str] = None)` → FindGuild

Find a guild using the Guild's name or a Player's UUID.

Parameters

- **guild_name** (*Optional[str]*) – The name of the Guild. Defaults to None.
- **player_uuid** (*Optional[str]*) – The UUID of the Player to find his guild. Defaults to None.

Returns

The ID of the guild being find.

Return type

FindGuild

async `get_boosters()` → Boosters

Get the Hypixel coin boosters, and all the info about them.

Returns

The boosters object, with all the info from the API.

Return type

Boosters

async `get_friends(name: Optional[str] = None, uuid: Optional[str] = None)` → Friends

Get the friends, and all their info of specified Hypixel player.

Parameters

- **name** (*Optional[str]*) – The Optional string value for the Username of a hypixel player. Defaults to None.
- **uuid** (*Optional[str]*) – The UUID of a Certain Hypixel Player. Defaults to None.

Returns

The Friend object with all info from the API.

Return type

Friends

async get_games_info() → Games

Get the list of all Hypixel games, and their info.

Returns

The Games object with all the info.

Return type

Games

async get_guild(*name: Optional[str] = None, uuid: Optional[str] = None*) → Guild

Get info about a specific Hypixel guild using the Name, or the Guild's UUID.

Parameters

- **name** (*Optional[str]*) – The Name of the Guild. Defaults to None.
- **uuid** (*Optional[str]*) – The ID Of the guild. Defaults to None.

Returns

The Guild object with the info fetched from the API.

Return type

Guild

async get_key_info(*api_key: Optional[str] = None*) → Key

Get info about a specific Hypixel API key.

Parameters

api_key (*Optional[str]*) – The API key generated in Hypixel server using the `/api new` command. Defaults to pre-specified keys.

Returns

The Key object created for the API key specified.

Return type

Key

async get_leaderboards() → Leaderboard

Get the leaderboard for the Hypixel games with their info.

Returns

The Leaderboard object with all info.

Return type

Leaderboard

async get_player(*name: Optional[str] = None, uuid: Optional[str] = None*) → Player

Get all info about a Hypixel player using his username or his player UUID.

Parameters

- **name** (*Optional[str]*) – The Optional string value for the Username. Defaults to None.

- **uuid** (*Optional[str]*) – The Optional string Value to the UUID. Defaults to None.

Returns

The player object with all the info obtained from the API.

Return type

Player

async get_player_recent_games(*name: Optional[str] = None, uuid: Optional[str] = None*) → RecentGames

Get the recent games played by a Hypixel player using his Username or UUID.

Parameters

- **name** (*Optional[str]*) – The Optional string value for the Username. Defaults to None.
- **uuid** (*Optional[str]*) – The Optional string Value to the UUID. Defaults to None.

Returns

The recent games for the respective player specified.

Return type

RecentGames

async get_player_status(*name: Optional[str] = None, uuid: Optional[str] = None*) → PlayerStatus

Get the status about a Player using his username or UUID.

Parameters

- **name** (*Optional[str]*) – The Optional string value for the Username. Defaults to None.
- **uuid** (*Optional[str]*) – The Optional string Value to the UUID. Defaults to None.

Returns

The Player status object consisting of all info from the API.

Return type

PlayerStatus

async get_resources_achievements() → dict

async get_resources_challenges() → dict

async get_resources_guild_achievements() → dict

async get_resources_quests() → dict

async get_skyblock_active_auctions(*page: int = 0*) → SkyblockActiveAuction

Get the list of active auctions in skyblock and use the data.

Parameters

page (*int*) – The skyblock auction page to lookup.

Returns

The active auction model.

Return type

SkyblockActiveAuction

async get_skyblock_bazaar() → SkyblockBazaar

Get the skyblock bazaar items

Returns

The bazaar model object representing each produc

Return type

SkyblockBazaar

async `get_skyblock_collections()` → dict**async** `get_skyblock_news()` → SkyblockNews**async** `get_skyblock_profile(name: Optional[str] = None, uuid: Optional[str] = None)` → SkyblockProfile

Get the skyblock information and profile about a specific user as passed in the requirements.

Parameters

- **name** (*Optional[str]*) – The player's name in Hypixel
- **uuid** (*Optional[str]*) – The player's global UUID

Returns

The skyblock profile model for the specified user.

Return type

SkyblockProfile

async `get_skyblock_skills()` → dict**async** `get_skyblock_user_auctions(name: Optional[str] = None, uuid: Optional[str] = None)` → SkyblockUserAuction

Get the skyblock auction info about a specific user.

Parameters

- **name** (*Optional[str]*) – The player's name in Hypixel
- **uuid** (*Optional[str]*) – The player's global UUID

Returns

The skyblock auction model for the user.

Return type

SkyblockUserAuction

async `get_watchdog_info()` → Watchdog

Get all the stats about the Watchdog (Punishment stats) for the last few days/

Returns

The Watchdog object with all the info.

Return type

Watchdog

7.2.2 Converter

class `hypixelio._async.AsyncConverters`

```
url = {'name_history': '/user/profiles/{}/names', 'username_to_uuid':  
      '/users/profiles/minecraft/{}/', 'uuid_to_username': '/user/profiles/{}/names'}
```

async classmethod username_to_uuid(username: str) → str

This is a method, to convert username in minecraft, for its respective UUID.

Parameters

username (str) – This is the minecraft user, which is passed to this function for the UUID Conversion.

Returns

returns the converted UUID for the respective username.

Return type

str

async classmethod uuid_to_username(uuid: str) → str

Method to convert the UUID for your profile to the username for your Minecraft account.

Parameters

uuid (str) – This is the minecraft UUID, which is passed to this function for the UUID to username Conversion.

Returns

The username for the respective minecraft UUID is returned.

Return type

str

7.2.3 Utils

class hypixelio._async.Utils

async classmethod get_avatar(name: Optional[str] = None, uuid: Optional[str] = None) → str

Get the avatar of the specified player.

Parameters

- **name** (Optional[str]) – The username of the player. Defaults to None.
- **uuid** (Optional[str]) – The UUID of the player. Defaults to None.

Returns

The URL containing the image of the avatar.

Return type

str

async classmethod get_body(name: Optional[str] = None, uuid: Optional[str] = None) → str

Get the whole body's skin of the specified player

Parameters

- **name** (Optional[str]) – The username of the player. Defaults to None.
- **uuid** (Optional[str]) – The UUID of the player. Defaults to None.

Returns

The URL containing the image of the whole body.

Return type

str

async classmethod `get_head(name: Optional[str] = None, uuid: Optional[str] = None) → str`

Get the head skin of the specified player.

Parameters

- **name** (*Optional[str]*) – The username of the player. Defaults to None.
- **uuid** (*Optional[str]*) – The UUID of the player. Defaults to None.

Returns

The URL containing the image of the head.

Return type

str

async classmethod `get_name_history(name: Optional[str] = None, uuid: Optional[str] = None, changed_at: bool = False) → Union[list, dict]`

Get the name history with records for a player.

Parameters

- **name** (*Optional[str]*) – The username of the player. Defaults to None.
- **uuid** (*Optional[str]*) – The UUID of the player. Defaults to None.
- **changed_at** (*bool*) – Toggle to true, if you need when the player changed name. Defaults to False.

Returns

The list or dictionary with the name history and records.

Return type

Union[list, dict]

```
mojang_url = {'name_history': '/user/profiles/{}/names', 'username_to_uuid':  
'/users/profiles/minecraft/{}/', 'uuid_to_username': '/user/profiles/{}/names'}
```

```
url = {'avatar': '/avatars/{', 'body': '/renders/body/{', 'head':  
'/renders/head/{', 'skins': '/skins/{'}
```

7.3 API Reference

7.3.1 Errors

exception `hypixelio.exceptions.InvalidArgumentError`

Raised when invalid argument is present, or no argument is specified.

exception `hypixelio.exceptions.RateLimitError(retry_after: datetime)`

Raised when the ratelimit for the hypixel API is hit.

exception `hypixelio.exceptions.PlayerNotFoundError(reason: Optional[str] = None, user: Optional[str] = None)`

Raised when the specified player is not found.

exception `hypixelio.exceptions.GuildNotFoundError(reason: Optional[str] = None)`

Raised when the specified guild is not found.

exception hypixelio.exceptions.**HypixelAPIError**(*reason: Optional[str] = None*)

Raised when there is an issue with the Hypixel API or during fetch.

exception hypixelio.exceptions.**MojangAPIError**(*reason: Optional[str] = None*)

Raised when the Mojang API is facing some problems.

exception hypixelio.exceptions.**CrafatarAPIError**(*reason: Optional[str] = None*)

Raised during issues faced by Crafatar API.

Symbols

`__version__` (in module `hypixelio`), 23

A

`AsyncClient` (class in `hypixelio._async`), 29

`AsyncConverters` (class in `hypixelio._async`), 32

C

`Client` (class in `hypixelio`), 23

`close()` (`hypixelio._async.AsyncClient` method), 29

`Converters` (class in `hypixelio`), 27

`CrafatarAPIError`, 35

F

`find_guild()` (`hypixelio._async.AsyncClient` method), 29

`find_guild()` (`hypixelio.Client` method), 23

G

`get_avatar()` (`hypixelio._async.Utils` class method), 33

`get_avatar()` (`hypixelio.Utils` class method), 27

`get_body()` (`hypixelio._async.Utils` class method), 33

`get_body()` (`hypixelio.Utils` class method), 28

`get_boosters()` (`hypixelio._async.AsyncClient` method), 29

`get_boosters()` (`hypixelio.Client` method), 24

`get_friends()` (`hypixelio._async.AsyncClient` method), 29

`get_friends()` (`hypixelio.Client` method), 24

`get_games_info()` (`hypixelio._async.AsyncClient` method), 30

`get_games_info()` (`hypixelio.Client` method), 24

`get_guild()` (`hypixelio._async.AsyncClient` method), 30

`get_guild()` (`hypixelio.Client` method), 24

`get_head()` (`hypixelio._async.Utils` class method), 33

`get_head()` (`hypixelio.Utils` class method), 28

`get_key_info()` (`hypixelio._async.AsyncClient` method), 30

`get_key_info()` (`hypixelio.Client` method), 24

`get_leaderboards()` (`hypixelio._async.AsyncClient` method), 30

`get_leaderboards()` (`hypixelio.Client` method), 25

`get_name_history()` (`hypixelio._async.Utils` class method), 34

`get_name_history()` (`hypixelio.Utils` class method), 28

`get_player()` (`hypixelio._async.AsyncClient` method), 30

`get_player()` (`hypixelio.Client` method), 25

`get_player_recent_games()` (`hypixelio._async.AsyncClient` method), 31

`get_player_recent_games()` (`hypixelio.Client` method), 25

`get_player_status()` (`hypixelio._async.AsyncClient` method), 31

`get_player_status()` (`hypixelio.Client` method), 25

`get_resources_achievements()` (`hypixelio._async.AsyncClient` method), 31

`get_resources_achievements()` (`hypixelio.Client` method), 25

`get_resources_challenges()` (`hypixelio._async.AsyncClient` method), 31

`get_resources_challenges()` (`hypixelio.Client` method), 25

`get_resources_guild_achievements()` (`hypixelio._async.AsyncClient` method), 31

`get_resources_guild_achievements()` (`hypixelio.Client` method), 25

`get_resources_quests()` (`hypixelio._async.AsyncClient` method), 31

`get_resources_quests()` (`hypixelio.Client` method), 26

`get_skyblock_active_auctions()` (`hypixelio._async.AsyncClient` method), 31

`get_skyblock_active_auctions()` (`hypixelio.Client` method), 26

`get_skyblock_bazaar()` (`hypixelio._async.AsyncClient` method), 31

`get_skyblock_bazaar()` (`hypixelio.Client` method), 26

`get_skyblock_collections()` (`hypixelio._async.AsyncClient` method), 32

`get_skyblock_collections()` (`hypixelio.Client` method), 26

`get_skyblock_news()` (`hypixelio._async.AsyncClient` method), 32

method), 32
get_skyblock_news() (*hypixelio.Client method*), 26
get_skyblock_profile() (*hypixelio._async.AsyncClient method*), 32
get_skyblock_profile() (*hypixelio.Client method*), 26
get_skyblock_skills() (*hypixelio._async.AsyncClient method*), 32
get_skyblock_skills() (*hypixelio.Client method*), 26
get_skyblock_user_auctions() (*hypixelio._async.AsyncClient method*), 32
get_skyblock_user_auctions() (*hypixelio.Client method*), 26
get_watchdog_info() (*hypixelio._async.AsyncClient method*), 32
get_watchdog_info() (*hypixelio.Client method*), 26
GuildNotFoundError, 34

H

HypixelAPIError, 34

I

InvalidArgumentError, 34

M

mojang_url (*hypixelio._async.Utills attribute*), 34
mojang_url (*hypixelio.Utills attribute*), 28
MojangAPIError, 35

P

PlayerNotFoundError, 34
Python Enhancement Proposals
PEP 440, 23

R

RateLimitError, 34

U

url (*hypixelio._async.AsyncConverters attribute*), 32
url (*hypixelio._async.Utills attribute*), 34
url (*hypixelio.Converters attribute*), 27
url (*hypixelio.Utills attribute*), 28
username_to_uuid() (*hypixelio._async.AsyncConverters class method*), 32
username_to_uuid() (*hypixelio.Converters class method*), 27
Utills (*class in hypixelio*), 27
Utills (*class in hypixelio._async*), 33
uuid_to_username() (*hypixelio._async.AsyncConverters class method*), 33
uuid_to_username() (*hypixelio.Converters class method*), 27