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# HypixelO

*Release 1.4.0*

**Sunrit Jana**

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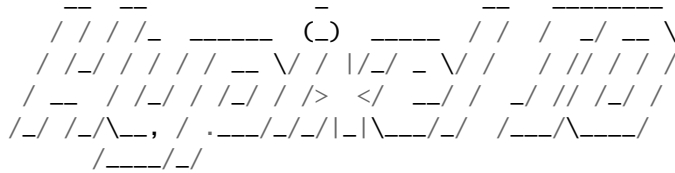
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HypixelIO is a modern, robust, and efficient wrapper for the Hypixel API. With support for both Async and blocking programming, This has everything for you to work with.





## 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 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`

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## CHAPTER THREE

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### 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*) →

`hypixelio.models.find_guild.FindGuild`

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

##### Parameters

- **guild\_name** (*t.Optional[str]*) – The name of the Guild. Defaults to None.
- **player\_uuid** (*t.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()** → hypixelio.models.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*) → hypixelio.models.friends.Friends

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

**Parameters**

- **name** (*t.Optional[str]*) – The Optional string value for the Username of a hypixel player. Defaults to None.
- **uuid** (*t.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()** → hypixelio.models.games.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*) → hypixelio.models.guild.Guild

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

**Parameters**

- **name** (*t.Optional[str]*) – The Name of the Guild. Defaults to None.
- **uuid** (*t.Optional[str]*) – The ID Of the guild. Defaults to None.
- **player\_uuid** (*t.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*) → hypixelio.models.key.Key

Get info about a specific Hypixel API key.

**Parameters** **api\_key** (*t.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()** → hypixelio.models.leaderboard.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*) → hypixelio.models.player.Player

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

**Parameters**

- **name** (*t.Optional[str]*) – The Optional string value for the Username. Defaults to None.
- **uuid** (*t.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*) →  
hypixelio.models.recent\_games.RecentGames

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

**Parameters**

- **name** (*t.Optional[str]*) – The Optional string value for the Username. Defaults to None.
- **uuid** (*t.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*) →  
hypixelio.models.player\_status.PlayerStatus

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

**Parameters**

- **name** (*t.Optional[str]*) – The Optional string value for the Username. Defaults to None.
- **uuid** (*t.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*) →  
hypixelio.models.skyblock.active\_auctions.active\_auctions.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**() → hypixelio.models.skyblock.bazaar.skyblock\_bazaar.SkyblockBazaar

Get the skyblock bazaar items

**Returns** The bazaar model object representing each product.

**Return type** SkyblockBazaar

**get\_skyblock\_collections**() → dict

**get\_skyblock\_news**() → hypixelio.models.skyblock.news.SkyblockNews

**get\_skyblock\_profile**(*name: Optional[str] = None, uuid: Optional[str] = None*) →  
hypixelio.models.skyblock.profile.profile.SkyblockProfile

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

**Parameters**

- **name** (*t.Optional[str]*) – The player's name in Hypixel
- **uuid** (*t.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*) →  
hypixelio.models.skyblock.user\_auction.user\_auction.SkyblockUserAuction

Get the skyblock auction info about a specific user.

**Parameters**

- **name** (*t.Optional[str]*) – The player's name in Hypixel
- **uuid** (*t.Optional[str]*) – The player's global UUID

**Returns** The skyblock auction model for the user.

**Return type** SkyblockUserAuction

**get\_watchdog\_info**() → hypixelio.models.watchdog.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

**class** hypixelio.\_async.**Portal**(*stop\_event: Any*)  
**call**(*fn: Callable, \*args, \*\*kwargs*) → Any  
Call the coroutine.  
**Parameters** *fn* (*t.Callable*) – The function to be called.  
**Returns** The values returned by the function.  
**Return type** *t.Any*  
**stop**() → None  
Call the stop event.  
**Return type** None  
hypixelio.\_async.**create\_portal**() → Any  
Create the portal object with function initialized.  
**Returns** The portal object.  
**Return type** *t.Any*

#### Examples

```
async def test(msg):  
    await asyncio.sleep(0.5)  
    print(msg)  
    return "HELLO " + msg  
  
# It'll run a new event loop in separate thread  
portal = create_portal()  
  
# It'll call `test` in the separate thread and return a Future  
print(portal.call(test, "WORLD").result())  
  
# Stop the portal.  
portal.stop().result()
```

## 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*) →  
hypixelio.models.find\_guild.FindGuild

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

### Parameters

- **guild\_name** (*t.Optional[str]*) – The name of the Guild. Defaults to None.
- **player\_uuid** (*t.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**() → hypixelio.models.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*) →  
hypixelio.models.friends.Friends

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

### Parameters

- **name** (*t.Optional[str]*) – The Optional string value for the Username of a hypixel player. Defaults to None.
- **uuid** (*t.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**() → hypixelio.models.games.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*) →  
hypixelio.models.guild.Guild

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

**Parameters**

- **name** (*t.Optional[str]*) – The Name of the Guild. Defaults to None.
- **uuid** (*t.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*) → hypixelio.models.key.Key

Get info about a specific Hypixel API key.

**Parameters** **api\_key** (*t.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**() → hypixelio.models.leaderboard.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*) → hypixelio.models.player.Player

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

**Parameters**

- **name** (*t.Optional[str]*) – The Optional string value for the Username. Defaults to None.
- **uuid** (*t.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*) → hypixelio.models.recent\_games.RecentGames

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

**Parameters**

- **name** (*t.Optional[str]*) – The Optional string value for the Username. Defaults to None.
- **uuid** (*t.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*) → hypixelio.models.player\_status.PlayerStatus

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

**Parameters**

- **name** (*t.Optional[str]*) – The Optional string value for the Username. Defaults to None.
- **uuid** (*t.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*)** →  
hypixelio.models.skyblock.active\_auctions.active\_auctions.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()** → hypixelio.models.skyblock.bazaar.skyblock\_bazaar.SkyblockBazaar

Get the skyblock bazaar items

**Returns** The bazaar model object representing each product.

**Return type** SkyblockBazaar

**async get\_skyblock\_collections()** → dict

**async get\_skyblock\_news()** → hypixelio.models.skyblock.news.SkyblockNews

**async get\_skyblock\_profile(*name: Optional[str] = None, uuid: Optional[str] = None*)** →  
hypixelio.models.skyblock.profile.profile.SkyblockProfile

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

**Parameters**

- **name** (*t.Optional[str]*) – The player's name in Hypixel
- **uuid** (*t.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*)** →  
hypixelio.models.skyblock.user\_auction.user\_auction.SkyblockUserAuction

Get the skyblock auction info about a specific user.

**Parameters**

- **name** (*t.Optional[str]*) – The player's name in Hypixel
- **uuid** (*t.Optional[str]*) – The player's global UUID

**Returns** The skyblock auction model for the user.

**Return type** SkyblockUserAuction

**async get\_watchdog\_info()** → hypixelio.models.watchdog.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 (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

    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 (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

    async 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

**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** (*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/{'}
```

## 7.3 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.datetime)`

Raised when the Rate-limit 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.



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