PUBGy

Release 1.1.6

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PUBGy is a beginner-friendly, fully implemented, asynchronous API wrapper for PLAYERUNKNOWN'S BATTLEGROUNDS (PUBG).

Before starting, ensure that you've first created an account and have acquired an API token via https://developer.pubg.com/

CHAPTER 1

Installation

To install using PyPI:

```
python -m pip install -U pubgy
```

Building from source (warning: this may be an unstable version of PUBGy, ensure you know what you are doing):

```
git clone https://github.com/Discord-ian/pubgy.git
cd pubgy
python setup.py install
```

CHAPTER 2

Documentation

2.1 Reference

2.1.1 Client

class `pubgy.client.`**`Pubgy`**(*auth_token*, *defaultshard=None*)

Represents the core of PUBGy. Start by initializing an instance of it, using

```
import pubgy
client = pubgy.Pubgy("your auth token")
```

Parameters

- **`auth_token`** (`str`) – The API Authentication token
- **`defaultshard`** – A Shard from the list of shards in `constants.SHARD_LIST`

Returns A Pubgy object to do requests from.

get_leaderboard(*platform*, *season*, *gamemode*)

Gets the leaderboard corresponding to the arguments

Parameters

- **platform** –
- **season** –
- **gamemode** –

Returns

get_player(*plyname*, *shard=None*)

This function is a coroutine.

Gets a player's stats by using either their player name or account id.

If given a list of player names/ids, they all must be the same type.

Parameters **plyname** (*str or list*) – A Players name/ID

Returns objects.Player

get_samples(*shard=None*, *amount=1*)

This function is a coroutine.

Gets sample matches from the /samples endpoint

You can comfortably ignore this if you do not know what it does

Parameters

- **shard** (*str or None*) – Defaults to shard passed on client initialization
- **amount** (*int*) – Defaults to 1, only returns the amount of match objects equal to length

Returns A list of objects.Match

matches(*id*, *shard=None*, *sorts=None*, *filter=None*)

This function is a coroutine.

Gets specific match info depending on the parameters supplied.

Parameters

- **id** (*str*) – Required.
- **shard** (*str or None*) – Defaults to Query.shard
- **amount** (*int*) – Defaults to 5, only returns the amount of match objects equal to length
- **offset** (*int*) – Defaults to 0, where to start parsing the stats from.

Returns objects.Match

shard

Returns the shard the client was initiated with. This is used as the default shard for all commands, unless another one is passed

Returns str

solve(*telemetry*)

This function is a coroutine.

Puts a Telemetry object into a useful set of data.

Parameters **telemetry** (*A Telemetry object with only telemetry.url filled.*) – A telemetry object that has just been received from a match.

stats (*player*, *id=None*)

This function is a coroutine. :param player: A player name :type player: `objects.Player` :param id: A player id (with account) :type id: str :return: A `objects.Player` with a filled `objects.Stats` property.

2.1.2 Objects

These are all the objects that PUBGy uses, which are both used internally and returned to the end user. Not recommended to build these yourself, unless you know what you are doing

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