
lol Documentation

Liam (ir3/link) H.

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Contents

1	Documentation Contents	3
1.1	API Reference	3
1.1.1	Client	3
1.1.2	Summoner	4
1.1.3	Media	5
1.2	Exceptions	5
1.2.1	HTTP Exceptions	5



LoL.py is an asynchronous wrapper for the RiotGames/LeagueOfLegends API based on aiohttp.

1.1 API Reference

This section is the bulk of the documentation and includes all objects that will interact with the API.

1.1.1 Client

class `lol.Client` (*token: str, default_request_region: lol.enums.Region = <Region.NA1: 'na1'>, session: aiohttp.client.ClientSession = None, loop=None*)

Adds most of the base functionality for the module. Allows you interact and get things to interact with the API.

Parameters

- **token** (`str`) – The token to use when requesting the API.
- **default_request_region** (`Optional[Region]`) – The region to request when no other region is supplied. Defaults to `Region.NA1`.
- **session** (`Optional[aiohttp.ClientSession]`) – Used to supply a session if you dont want the Client creating it's own.
- **loop** (`Optional[asyncio.AbstractEventLoop]`) – Used to supply a loop if you dont want the Client using `asyncio.get_event_loop()`

loop

The used event loop.

Type `asyncio.AbstractEventLoop`

default_request_region

The region to request when no other region is supplied.

Type `lol.Region`

coroutine close (*close_loop=False*)

This is used to close the session, which will disable all functionality.

Parameters `close_loop` (`bool`) – This is used to decide whether or not to close the event loop. Defaults to `False`.

coroutine `fetch_summoner` (`id=None`, `puuid=None`, `account_id=None`, `name=None`, `region: lol.enums.Region = None`)

This is used to get a `Summoner`. It requires only one of the parameters (not including region) to get a summoner.

Parameters

- `id` (`str`) – The id to search by.
- `puuid` (`str`) – The puuid to search by.
- `account_id` (`str`) – The id to search by.
- `id` – The id to search by.

Returns

Will return the summoner or will return `None` and raise an error if the summoner couldn't be found.

Return type (`Optional[Summoner]`)

Raises `DataNotFound` – No summoner with that information was found.

1.1.2 Summoner

class `lol.Summoner` (`client`, `region: lol.enums.Region`, `**data`)

Represents a League of Legends summoner.

`name`

The name of the summoner.

Type `str`

`puuid`

The PUUID associated with the summoner.

Type `str`

`level`

The current level for the summoner.

Type `int`

`id`

The ID associated with the summoner.

Type `str`

`account_id`

The account ID associated with the summoner.

Type `str`

`revision_date`

The last time the summoner's data was updated. This is *server-side*, keep in mind.

Type `datetime.datetime`

`profile_icon_id`

The ID for the summoner's profile icon.

Type `int`

profile_icon

An Image which gives functionality for saving, reading, and accessing the url of the image.

Type `Image`

region

The region the summoner is located in.

Type `Region`

1.1.3 Media

class `lol.Image` (*client, url*)

Adds functionality for images in the module.

client

The client responsible for the image's creation and future requests.

Type `Client`

url

The URL/location of the image which is used when reading and saving. It is also for use when you only needed the URL of the image.

Type `str`

Parameters

- **client** (`Client`) – The client responsible for the image's creation and future requests.
- **url** (`str`) – The URL/location of the image which is used when reading and saving.

coroutine read ()

Read this image as bytes.

Returns The bytes of the image.

Return type `bytes`

coroutine save (*b*)

Save this image.

Parameters *b* (`Union[BinaryIO, os.PathLike]`) – The `BinaryIO` or `os.PathLike` to save to.

1.2 Exceptions

This section outlines the exceptions you may encounter.

1.2.1 HTTP Exceptions

class `lol.BadRequest`

Raised when a bad request was sent.

code

The HTTP code of the error.

Type int

message

The message associated with the error.

Type str

class lol.**Unauthorized**

Raised when you are unauthorized to perform an action.

code

The HTTP code of the error.

Type int

message

The message associated with the error.

Type str

class lol.**Forbidden**

Raised when you are forbidden to perform an action. This may also be raised when your token is invalid.

code

The HTTP code of the error.

Type int

message

The message associated with the error.

Type str

class lol.**DataNotFound**

Raised when the requested data could not be found/does not exist.

code

The HTTP code of the error.

Type int

message

The message associated with the error.

Type str

class lol.**MethodNotAllowed**

Raised when the request's method isn't allowed for that endpoint.

code

The HTTP code of the error.

Type int

message

The message associated with the error.

Type str

class lol.**UnsupportedMediaType**

Raised when that media type is unsupported for that endpoint.

code

The HTTP code of the error.

Type int

message

The message associated with the error.

Type str

class lol.**RateLimitExceeded**

Raised when you have exceeded the rate limit.

code

The HTTP code of the error.

Type int

message

The message associated with the error.

Type str

class lol.**InternalServerError**

Raised when the remote server incurred an error processing your request.

code

The HTTP code of the error.

Type int

message

The message associated with the error.

Type str

class lol.**BadGateway**

Raised when there is a problem with the gateway.

code

The HTTP code of the error.

Type int

message

The message associated with the error.

Type str

class lol.**ServiceUnavailable**

Raised when the service is currently unavailable.

code

The HTTP code of the error.

Type int

message

The message associated with the error.

Type str

class lol.**GatewayTimeout**

Raised when the gateway times out.

code

The HTTP code of the error.

Type int

message

The message associated with the error.

Type `str`

A

account_id (*lol.Summoner attribute*), 4

B

BadGateway (*class in lol*), 7

BadRequest (*class in lol*), 5

C

Client (*class in lol*), 3

client (*lol.Image attribute*), 5

close () (*lol.Client method*), 3

code (*lol.BadGateway attribute*), 7

code (*lol.BadRequest attribute*), 5

code (*lol.DataNotFound attribute*), 6

code (*lol.Forbidden attribute*), 6

code (*lol.GatewayTimeout attribute*), 7

code (*lol.InternalServerError attribute*), 7

code (*lol.MethodNotAllowed attribute*), 6

code (*lol.RateLimitExceeded attribute*), 7

code (*lol.ServiceUnavailable attribute*), 7

code (*lol.Unauthorized attribute*), 6

code (*lol.UnsupportedMediaType attribute*), 6

D

DataNotFound (*class in lol*), 6

default_request_region (*lol.Client attribute*), 3

F

fetch_summoner () (*lol.Client method*), 4

Forbidden (*class in lol*), 6

G

GatewayTimeout (*class in lol*), 7

I

id (*lol.Summoner attribute*), 4

Image (*class in lol*), 5

InternalServerError (*class in lol*), 7

L

level (*lol.Summoner attribute*), 4

loop (*lol.Client attribute*), 3

M

message (*lol.BadGateway attribute*), 7

message (*lol.BadRequest attribute*), 6

message (*lol.DataNotFound attribute*), 6

message (*lol.Forbidden attribute*), 6

message (*lol.GatewayTimeout attribute*), 7

message (*lol.InternalServerError attribute*), 7

message (*lol.MethodNotAllowed attribute*), 6

message (*lol.RateLimitExceeded attribute*), 7

message (*lol.ServiceUnavailable attribute*), 7

message (*lol.Unauthorized attribute*), 6

message (*lol.UnsupportedMediaType attribute*), 6

MethodNotAllowed (*class in lol*), 6

N

name (*lol.Summoner attribute*), 4

P

profile_icon (*lol.Summoner attribute*), 5

profile_icon_id (*lol.Summoner attribute*), 4

puid (*lol.Summoner attribute*), 4

R

RateLimitExceeded (*class in lol*), 7

read () (*lol.Image method*), 5

region (*lol.Summoner attribute*), 5

revision_date (*lol.Summoner attribute*), 4

S

save () (*lol.Image method*), 5

ServiceUnavailable (*class in lol*), 7

Summoner (*class in lol*), 4

U

Unauthorized (*class in lol*), 6

UnsupportedMediaType (*class in lol*), 6
url (*lol.Image attribute*), 5