
pubg*clientDocumentation*

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A python client for the pubg API

Features:

- Versioned API Endpoint and response payloads
- Pagination Support

Danger: This library is in alpha. I will try my utmost to not make backwards incompatible changes but it is possible that they will be necessary.

CHAPTER 1

Installing

```
$ pip install pubg-client
```


CHAPTER 2

Development

```
$ git clone https://github.com/huntcsg/pubg-client.git
$ cd pubg-client
$ ./utils/manage clean
$ ./utils/manage test
$ ./utils/manage docs
```

1. All pull requests must pass the travis-ci builds
2. All pull requests should include inline (docstring) documentation, updates to built documentation if applicable, and test coverage. This project aspires to be a 100% test coverage library.

3.1 Get Status

```
from pubg_client import Client

client = Client(autocall=True)

status = client.api.status()

print(status)
print(status.version)
print(status.released_at)
```

3.2 Get Matches

Get some matches:

```
from pubg_client import Client
import os

client = Client(token=os.environ['PUBG_API_KEY'], autocall=True)
matches = client.api.matches()
```

Get the next matches:

```
from pubg_client import Client
import os

client = Client(token=os.environ['PUBG_API_KEY'], autocall=True)
matches = client.api.matches()

next_matches = matches.next(client)
```

3.3 Add Search Options

Do some sorting

```
from pubg_client import Client
import os

client = Client(token=os.environ['PUBG_API_KEY'], autocall=False)
prepared_request = client.api.matches().sort('createdAt')
matches = prepared_request()
```

Filter the matches (and sort)

```
from pubg_client import Client
import os

client = Client(token=os.environ['PUBG_API_KEY'], autocall=False)
prepared_request = client.api.matches().sort('createdAt').filter('createdAt',
↪ '2018-04-01T00:01:01Z')
matches = prepared_request()
```

4.1 Adding a New Model

1. Find or create a new python module under *src/pubg_client/models/*

```
from ._base import Mapping, Model

class NewModel(Model):

    key_map = {
        'key': Mapping('key_in_api', type)
    }
```

2. If needed, define a *load*, *next*, and *previous* method.
3. If appropriate, register it as the deserializer for an endpoint (or in another models key map)

5.1 pubg_client

Pubg Client package docstring

5.2 client

Client Module

```
class pubg_client._client.Client (base_url='https://api.playbattlegrounds.com', token=None,  
                                shard='pc-na', raw=False, autocall=False)
```

The client class

api

Returns

current_page (*response*)

Parameters response –

Returns

get_shard (*shard=None*)

Parameters shard –

Returns

get_token (*token=None*)

Parameters token –

Returns

make_request (*request*)

Parameters request –

Returns

next_page (*response*)

Parameters *response* –

Returns

prepare_request (*method, url, gzip=False, **kwargs*)

Parameters

- *method* –
- *url* –
- *gzip* –
- *kwargs* –

Returns

previous_page (*response*)

Parameters *response* –

Returns

request (*method, url, **kwargs*)

Parameters

- *method* –
- *url* –
- *kwargs* –

Returns

validate_shard (*shard*)

Parameters *shard* –

Returns

class `pubg_client._client.PUBGRequest` (*prepared_request, client_or_endpoint*)

A lazy request object

filter (*filter_name, filter_value*)

Parameters

- *filter_name* –
- *filter_value* –

Returns

limit (*limit*)

Parameters *limit* –

Returns

offset (*offset*)

Parameters *offset* –

Returns

sort (*sort_key*)

Parameters **sort_key** –

Returns

5.3 api

class `pubg_client._api.API` (*client*, *raw=False*, *autocall=False*)

The api namespace

match

matches

Matches Endpoint

classmethod **register** (*name*, *deserializer*)

Parameters

- **name** –
- **deserializer** –

Returns

classmethod **register_endpoint** (*name*, *deserializer*, *endpoint*)

Parameters

- **name** –
- **deserializer** –
- **endpoint** –

Returns

status

The status endpoint

5.4 endpoints

class `pubg_client.endpoints.Match` (*deserializer=None*, *client=None*)

method = 'GET'

path = 'matches/{id}'

requires_shard = True

url (*id*)

Parameters **id** –

Returns

class `pubg_client.endpoints.Matches` (*deserializer=None*, *client=None*)

Matches Endpoint

method = 'GET'

```
    path = 'matches'
    requires_shard = True

class pubg_client.endpoints.Status (deserializer=None, client=None)
    The status endpoint

    method = 'GET'

    path = 'status'
```

5.5 models

```
class pubg_client.models.Match (**kwargs)
    A match object

    key_map = {'assets': Mapping(pubg_key='assets', cls=<pubg_client.models._base.List ob

class pubg_client.models.MatchCollection (**kwargs)
    A collection of matches with navigation convenience methods

    classmethod load (payload)
        Parameters payload –
        Returns

    next ()

class pubg_client.models.Status (**kwargs)
    A status

    key_map = {'attributes': Mapping(pubg_key='attributes', cls=StatusAttributes('version

    released_at
        Convenience Method

    version
        Convenience Method

class pubg_client.models.StatusAttributes (**kwargs)
    A status attributes object. This is so that we can parse the released at string into a Datetime

    key_map = {'released_at': Mapping(pubg_key='releasedAt', cls=<function parse at 0x7ff

class pubg_client.models.Participant (**kwargs)
    A participant object

    key_map = {'actor': Mapping(pubg_key='actor', cls=<class 'str'>), 'id': Mapping(pubg

class pubg_client.models.Asset (**kwargs)
    Asset objects contain a URL string that links to a telemetry.json file, which will contain an array of event objects
    that provide further insight into a match.

    key_map = {'content_type': Mapping(pubg_key='contentType', cls=<class 'str'>), 'creat

class pubg_client.models.AssetCollection (**kwargs)
    A collection of assets

    classmethod load (payload)
        Parameters payload –
        Returns
```

```
class pubg_client.models.Roster(**kwargs)
    A roster object

    key_map = {'id': Mapping(pubg_key='id', cls=<class 'str'>), 'participants': Mapping()
```


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