
RiotWatcher Documentation

Release 3.2.3

pseudonym117

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RiotWatcher is a thin wrapper on top of the [Riot Games API for League of Legends](#). All public methods as of 6/28/2022 are supported in full.

RiotWatcher by default supports a naive rate limiter. This rate limiter will try to stop you from making too many requests, and in a single threaded test environment does this rather well. In a multithreaded environment, you may still get some 429 errors. 429 errors are currently NOT retried for you.

CHAPTER 1

To Start...

To install RiotWatcher:

```
pip install riotwatcher
```

OR:

```
python setup.py install
```

You also need to have an API key from Riot. Get that from [here](#).

CHAPTER 2

Using it...

All methods return dictionaries representing the json objects described by the official Riot API. Any HTTP errors that are returned by the API are raised as `HTTPError` exceptions from the Requests library.

```
from riotwatcher import LolWatcher, ApiError

lol_watcher = LolWatcher('<your-api-key>')

my_region = 'na1'

me = lol_watcher.summoner.by_name(my_region, 'pseudonym117')
print(me)

# all objects are returned (by default) as a dict
# lets see if i got diamond yet (i probably didnt)
my_ranked_stats = lol_watcher.league.by_summoner(my_region, me['id'])
print(my_ranked_stats)

# First we get the latest version of the game from data dragon
versions = lol_watcher.data_dragon.versions_for_region(my_region)
champions_version = versions['n']['champion']

# Lets get some champions
current_champ_list = lol_watcher.data_dragon.champions(champions_version)
print(current_champ_list)

# For Riot's API, the 404 status code indicates that the requested data wasn't found,
↪ and
# should be expected to occur in normal operation, as in the case of a an
# invalid summoner name, match ID, etc.
#
# The 429 status code indicates that the user has sent too many requests
# in a given amount of time ("rate limiting").

try:
```

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```
response = lol_watcher.summoner.by_name(my_region, 'this_is_probably_not_anyones_
↪summoner_name')
except ApiError as err:
    if err.response.status_code == 429:
        print('We should retry in {} seconds.'.format(err.headers['Retry-After']))
        print('this retry-after is handled by default by the RiotWatcher library')
        print('future requests wait until the retry-after time passes')
    elif err.response.status_code == 404:
        print('Summoner with that ridiculous name not found.')
    else:
        raise
```

CHAPTER 3

DataDragon

Keep in mind when using data dragon APIs with LolWatcher that regions are NOT the same as the other API regions. Specifically, the following regions are renamed (as of writing):

API	ddragon
eun1	eune
oc1	oce

CHAPTER 4

Use with kernel

RiotWatcher can integrate with the API proxy/caching server [kernel](#). This can be done by providing the `kernel_url` parameter to the `LolWatcher` constructor.

```
from riotwatcher import LolWatcher, ApiError

lol_watcher = LolWatcher(kernel_url="https://your-kernel-instance") # should not_
↪contain trailing slash
# use watcher as normal
```


5.1 League of Legends Watcher

```
class riotwatcher.LolWatcher(api_key: str = None, timeout: int = None, kernel_url: str =
                             None, rate_limiter: riotwatcher.RateLimiter.RateLimiter = <ri-
                             otwatcher.Handlers.RateLimit.BasicRateLimiter.BasicRateLimiter
                             object>, deserializer: riotwatcher.Deserializer.Deserializer = <ri-
                             otwatcher.Handlers.DictionaryDeserializer.DictionaryDeserializer
                             object>, default_status_v4: bool = False, **kwargs)
```

LolWatcher class is intended to be the main interaction point with the APIs for League of Legends.

Initialize a new instance of the RiotWatcher class.

Parameters

- **api_key** (*string*) – the API key to use for this instance
- **timeout** (*int*) – Time to wait for a response before timing out a connection to the Riot API
- **kernel_url** (*string*) – URL for the kernel instance to connect to, instead of the API. See <https://github.com/meraki-analytics/kernel> for details.
- **rate_limiter** (*RateLimiter*) – Instance to be used for rate limiting. This defaults to `Handlers.RateLimit.BasicRateLimiter`. This parameter is not used when connecting to a kernel instance.
- **deserializer** (*Deserializer*) – Instance to be used to deserialize responses from the Riot Api. Default is `Handlers.DictionaryDeserializer`.

challenges

Interface to the Challenges Endpoint

Return type `league_of_legends.ChallengesApiV1`

champion

Interface to the Champion Endpoint

Return type *league_of_legends.ChampionApiV3*

champion_mastery

Interface to the ChampionMastery Endpoint

Return type *league_of_legends.ChampionMasteryApiV4*

clash

Interface to the Clash Endpoint

Return type *league_of_legends.ClashApiV1*

data_dragon

Interface to the DataDragon Endpoint

Return type *league_of_legends.DataDragonApi*

league

Interface to the League Endpoint

Return type *league_of_legends.LeagueApiV4*

lol_status

Interface to the LoLStatus Endpoint

Return type *league_of_legends.LolStatusApiV3*

lol_status_v3

Interface to the LoLStatus Endpoint

Return type *league_of_legends.LolStatusApiV3*

lol_status_v4

Interface to the LoLStatus Endpoint

Return type *league_of_legends.LolStatusApiV4*

match

Interface to the Match Endpoint

Return type *league_of_legends.MatchApiV5*

match_v4

This property has been deprecated. Use ‘match’ property instead. Note that v4 is now permanently removed by Riot

match_v5

this property has been deprecated. Use ‘match’ property instead.

spectator

Interface to the Spectator Endpoint

Return type *league_of_legends.SpectatorApiV4*

summoner

Interface to the Summoner Endpoint

Return type *league_of_legends.SummonerApiV4*

third_party_code

DEPRECATED: API has been removed by Riot

5.1.1 All APIs

ChampionApiV3

class riotwatcher._apis.league_of_legends.**ChampionApiV3** (*base_api: riotwatcher._apis.BaseApi.BaseApi*)

This class wraps the Champion-v3 Api calls provided by the Riot API.

See <https://developer.riotgames.com/api-methods/#champion-v3> for more detailed information

Initialize a new ChampionApiV3 which uses the provided base_api

Parameters **base_api** (*BaseApi*) – the root API object to use for making all requests.

rotations (*region: str*)

Returns champion rotations, including free-to-play and low-level free-to-play rotations.

Returns ChampionInfo

ChampionMasteryApiV4

class riotwatcher._apis.league_of_legends.**ChampionMasteryApiV4** (*base_api: riotwatcher._apis.BaseApi.BaseApi*)

This class wraps the Champion-Mastery-v4 Api calls provided by the Riot API.

See <https://developer.riotgames.com/api-methods/#champion-mastery-v4/> for more detailed information

Initialize a new ChampionMasteryApiV4 which uses the provided base_api

Parameters **base_api** (*BaseApi*) – the root API object to use for making all requests.

by_summoner (*region: str, encrypted_summoner_id: str*)

Get all champion mastery entries.

Parameters

- **region** (*string*) – the region to execute this request on
- **encrypted_summoner_id** (*string*) – Summoner ID associated with the player

Returns List[ChampionMasteryDTO]: This object contains a list of Champion Mastery information for player and champion combination.

by_summoner_by_champion (*region: str, encrypted_summoner_id: str, champion_id: int*)

Get a champion mastery by player ID and champion ID.

Parameters

- **region** (*string*) – the region to execute this request on
- **encrypted_summoner_id** (*string*) – Summoner ID associated with the player
- **champion_id** (*long*) – Champion ID to retrieve Champion Mastery for

Returns ChampionMasteryDTO: This object contains single Champion Mastery information for player and champion combination.

scores_by_summoner (*region: str, encrypted_summoner_id: str*)

Get a player's total champion mastery score, which is the sum of individual champion mastery levels

Parameters

- **region** (*string*) – the region to execute this request on
- **encrypted_summoner_id** (*string*) – Summoner ID associated with the player

Returns int

ClashApiV1

class riotwatcher._apis.league_of_legends.ClashApiV1 (*base_api: riotwatcher._apis.BaseApi.BaseApi*)

This class wraps the Clash-v1 endpoint calls provided by the Riot API.

See <https://developer.riotgames.com/apis#clash-v1> for more detailed information

Initialize a new ClashApiV1 which uses the provided base_api

Parameters **base_api** (*BaseApi*) – the root API object to use for making all requests.

by_summoner (*region: str, summoner_id: str*)

This endpoint returns a list of active Clash players for a given summoner ID. If a summoner registers for multiple tournaments at the same time (e.g., Saturday and Sunday) then both registrations would appear in this list.

Parameters

- **region** (*string*) – The region to execute this request on.
- **summoner_id** (*string*) – The summoner ID.

Returns List[PlayerDTO]: represents the summoner's info for the current clash.

by_team (*region: str, team_id: str*)

Get team by ID.

Parameters

- **region** (*string*) – The region to execute this request on
- **team_id** (*string*) – Team ID

Returns TeamDTO: represents a clash team

by_tournament (*region: str, tournament_id: str*)

Get tournament by ID.

Parameters

- **region** (*string*) – The region to execute this request on
- **tournament_id** (*string*) – Tournament ID

Returns TournamentDTO: represents a clash tournament

tournament_by_team (*region: str, team_id: str*)

Get tournament by team ID.

Parameters

- **region** (*string*) – The region to execute this request on
- **team_id** (*string*) – Team ID

Returns TournamentDTO: represents a clash tournament

tournaments (*region: str*)

Returns a list of active and upcoming tournaments.

Parameters **region** (*string*) – The region to execute this request on

Returns List[TournamentDTO]: represents all of the current tournaments active

DataDragonApi

```
class riotwatcher._apis.league_of_legends.DataDragonApi (base_api: riot-
watcher._apis.BaseApi.BaseApi)

    champions (version: str, full: bool = False, locale=None)
    items (version: str, locale: str = None)
    languages (version: str, locale: str = None)
    maps (version: str, locale: str = None)
    masteries (version: str, locale: str = None)
    profile_icons (version: str, locale: str = None)
    runes (version: str, locale: str = None)
    runes_reforged (version: str, locale: str = None)
    summoner_spells (version: str, locale: str = None)
    versions_all ()
    versions_for_region (region: str)
```

LeagueApiV4

```
class riotwatcher._apis.league_of_legends.LeagueApiV4 (base_api: riot-
watcher._apis.BaseApi.BaseApi)
```

This class wraps the League-v4 Api calls provided by the Riot API.

See <https://developer.riotgames.com/api-methods/#league-v4/> for more detailed information

Initialize a new LeagueApiV4 which uses the provided base_api

Parameters **base_api** (*BaseApi*) – the root API object to use for making all requests.

by_id (*region: str, league_id: str*)

Get league with given ID, including inactive entries

Parameters

- **region** (*string*) – the region to execute this request on
- **league_id** (*string*) – the league ID to query

Returns *LeagueListDTO*

by_summoner (*region: str, encrypted_summoner_id: str*)

Get league entries in all queues for a given summoner ID

Parameters

- **region** (*string*) – the region to execute this request on
- **encrypted_summoner_id** (*string*) – the summoner ID to query

Returns *Set[LeagueEntryDTO]*

challenger_by_queue (*region: str, queue: str*)

Get the challenger league for a given queue.

Parameters

- **region** (*string*) – the region to execute this request on

- **queue** (*string*) – the queue to get the challenger players for

Returns LeagueListDTO

entries (*region: str, queue: str, tier: str, division: str, page: int = 1*)

Get all the league entries

Parameters

- **region** (*string*) – the region to execute this request on
- **queue** (*string*) – the queue to query, i.e. RANKED_SOLO_5x5
- **tier** (*string*) – the tier to query, i.e. DIAMOND
- **division** (*string*) – the division to query, i.e. III
- **page** (*int*) – the page for the query to paginate to. Starts at 1.

Returns Set[LeagueEntryDTO]

grandmaster_by_queue (*region: str, queue: str*)

Get the grandmaster league for a given queue.

Parameters

- **region** (*string*) – the region to execute this request on
- **queue** (*string*) – the queue to get the grandmaster players for

Returns LeagueListDTO

masters_by_queue (*region: str, queue: str*)

Get the master league for a given queue.

Parameters

- **region** (*string*) – the region to execute this request on
- **queue** (*string*) – the queue to get the master players for

Returns LeagueListDTO

LolStatusApiV3

class riotwatcher._apis.league_of_legends.LolStatusApiV3 (*base_api: riotwatcher._apis.BaseApi.BaseApi*)

This class wraps the LoL-Status-v3 Api calls provided by the Riot API.

See <https://developer.riotgames.com/api-methods/#lol-status-v3> for more detailed information

Initialize a new LolStatusApiV3 which uses the provided base_api

Parameters **base_api** (*BaseApi*) – the root API object to use for making all requests.

shard_data (*region: str*)

Get League of Legends status for the given shard.

Requests to this API are not counted against the application Rate Limits.

Parameters **region** (*string*) – the region to execute this request on

Returns ShardStatus

LolStatusApiV4

class riotwatcher._apis.league_of_legends.**LolStatusApiV4** (*base_api: riotwatcher._apis.BaseApi.BaseApi*)

This class wraps the LoL-Status-v4 Api calls provided by the Riot API.

See <https://developer.riotgames.com/api-methods/#lol-status-v3> for more detailed information

Initialize a new LolStatusApiV4 which uses the provided base_api

Parameters **base_api** (*BaseApi*) – the root API object to use for making all requests.

platform_data (*region: str*)

Get League of Legends status for the given platform.

Requests to this API are not counted against the application Rate Limits.

Parameters **region** (*string*) – the region to execute this request on

Returns PlatformStatus

MatchApiV5

class riotwatcher._apis.league_of_legends.**MatchApiV5** (*base_api: riotwatcher._apis.BaseApi.BaseApi*)

This class wraps the Match-v5 endpoint calls provided by the Riot API.

See <https://developer.riotgames.com/api-methods/#match-v5> for more detailed information

Initialize a new MatchApiV5 which uses the provided base_api

Parameters **base_api** (*BaseApi*) – the root API object to use for making all requests.

by_id (*region: str, match_id: str*)

Get match by match ID

Parameters

- **region** (*string*) – The region to execute this request on
- **match_id** (*string*) – The match ID.

Returns MatchDto

matchlist_by_puuid (*region: str, puuid: str, start: int = None, count: int = None, queue: int = None, type: str = None, start_time: int = None, end_time: int = None*)

Get matchlist for ranked games played on given account ID and platform ID and filtered using given filter parameters, if any

Parameters

- **region** (*string*) – The region to execute this request on
- **puuid** (*string*) – The puuid.
- **start** (*int*) – Defaults to 0. Start index.
- **count** (*int*) – Defaults to 20. Valid values: 0 to 100. Number of match ids to return.
- **queue** (*int*) – Filter the list of match ids by a specific queue id. This filter is mutually inclusive of the type filter meaning any match ids returned must match both the queue and type filters.

- **type** (*string*) – Filter the list of match ids by the type of match. This filter is mutually inclusive of the queue filter meaning any match ids returned must match both the queue and type filters.
- **start_time** (*long*) – Epoch timestamp in seconds. The matchlist started storing timestamps on June 16th, 2021. Any matches played before June 16th, 2021 won't be included in the results if the startTime filter is set.
- **end_time** (*long*) – Epoch timestamp in seconds.

Returns List[string]

timeline_by_match (*region: str, match_id: int*)

Get match timeline by match ID.

Not all matches have timeline data.

Parameters

- **region** (*string*) – The region to execute this request on
- **match_id** (*long*) – The match ID.

Returns MatchTimelineDto

ChallengesApiV1

class riotwatcher._apis.league_of_legends.**ChallengesApiV1** (*base_api: riotwatcher._apis.BaseApi.BaseApi*)

This class wraps the Challenges-v1 endpoint calls provided by the Riot API.

See <https://developer.riotgames.com/api-methods/#lol-challenges-v1> for more detailed information

Initialize a new ChallengesApiV1 which uses the provided base_api.

Parameters **base_api** (*BaseApi*) – the root API object to use for making all requests.

by_puuid (*region: str, puuid: str*)

Returns player information with list of all progressed challenges.

Parameters

- **region** (*string*) – The region to execute this request on
- **puuid** (*string*) – The puuid.

Returns PlayerInfoDto

challenge_config (*region: str, challenge_id: int*)

Get challenge configuration.

Parameters

- **region** (*string*) – The region to execute this request on
- **challenge_id** (*long*) – The ID of the challenge.

Returns ChallengeConfigInfoDto

config (*region: str*)

List of all basic challenge configuration information.

Parameters **region** (*string*) – The region to execute this request on

Returns ChallengeConfigInfoDto

leaderboards (*region: str, challenge_id: int, level: str*)

Return top players for each level. Level must be MASTER, GRANDMASTER or CHALLENGER.

Parameters

- **region** (*string*) – The region to execute this request on
- **challenge_id** (*long*) – The ID of the challenge.
- **level** (*string*) – The level to get the leaderboard for.

Returns List[ApexPlayerInfoDto]

percentiles (*region: str*)

Map of level to percentile of players who have achieved it.

Parameters **region** (*string*) – The region to execute this request on

Returns Map[Long, Map[Integer, Map[Level, Double]]]

percentiles_by_challenge_id (*region: str, challenge_id: int*)

Map of level to percentile of players who have achieved it.

Parameters

- **region** (*string*) – The region to execute this request on
- **challenge_id** (*long*) – The ID of the challenge.

Returns Map[Level, double]

SpectatorApiV4

class riotwatcher._apis.league_of_legends.**SpectatorApiV4** (*base_api: riotwatcher._apis.BaseApi.BaseApi*)

This class wraps the Spectator-v4 endpoint calls provided by the Riot API.

See <https://developer.riotgames.com/api-methods/#spectator-v4> for more detailed information

Initialize a new SpectatorApiV3 which uses the provided base_api

Parameters **base_api** (*BaseApi*) – the root API object to use for making all requests.

by_summoner (*region: str, encrypted_summoner_id: str*)

Get current game information for the given summoner ID

Parameters

- **region** (*string*) – The region to execute this request on
- **encrypted_summoner_id** (*string*) – The ID of the summoner.

Returns CurrentGameInfo

featured_games (*region: str*)

Get list of featured games.

Parameters **region** (*string*) – The region to execute this request on

Returns FeaturedGames

SummonerApiV4

class riotwatcher._apis.league_of_legends.**SummonerApiV4** (*base_api: riotwatcher._apis.BaseApi.BaseApi*)

This class wraps the Summoner-v4 endpoint calls provided by the Riot API.

See <https://developer.riotgames.com/api-methods/#summoner-v4> for more detailed information

Initialize a new SummonerApiV4 which uses the provided base_api

Parameters **base_api** (*BaseApi*) – the root API object to use for making all requests.

by_account (*region: str, encrypted_account_id: str*)

Get a summoner by account ID.

Parameters

- **region** (*string*) – The region to execute this request on
- **encrypted_account_id** (*string*) – The account ID.

Returns SummonerDTO: represents a summoner

by_id (*region: str, encrypted_summoner_id: str*)

Get a summoner by summoner ID.

Parameters

- **region** (*string*) – The region to execute this request on
- **encrypted_summoner_id** (*string*) – Summoner ID

Returns SummonerDTO: represents a summoner

by_name (*region: str, summoner_name: str*)

Get a summoner by summoner name

Parameters

- **region** (*string*) – The region to execute this request on
- **summoner_name** (*string*) – Summoner Name

Returns SummonerDTO: represents a summoner

by_puuid (*region: str, encrypted_puuid: str*)

Get a summoner by PUUID.

Parameters

- **region** (*string*) – The region to execute this request on
- **encrypted_puuid** (*string*) – PUUID

Returns SummonerDTO: represents a summoner

5.2 Legends Of Runeterra Watcher

```
class riotwatcher.LorWatcher(api_key: str = None, timeout: int = None,
                             rate_limiter: riotwatcher.RateLimiter.RateLimiter = <riot-
                             watcher.Handlers.RateLimit.BasicRateLimiter.BasicRateLimiter
                             object>, deserializer: riotwatcher.Deserializer.Deserializer = <ri-
                             otwatcher.Handlers.DictionaryDeserializer.DictionaryDeserializer
                             object>)
```

LorWatcher class is intended to be the main interaction point with the API for Legends of Runterra.

Initialize a new instance of the LorWatcher class.

Parameters

- **api_key** (*string*) – the API key to use for this instance
- **timeout** (*int*) – Time to wait for a response before timing out a connection to the Riot API
- **rate_limiter** (*RateLimiter*) – Instance to be used for rate limiting. This defaults to `Handlers.RateLimit.BasicRateLimiter`.
- **deserializer** (*Deserializer*) – Instance to be used to deserialize responses from the Riot Api. Default is `Handlers.DictionaryDeserializer`.

match

Interface to the Match Endpoint

Return type *legends_of_runeterra.MatchApi*

ranked

Interface to the Ranked Endpoint

Return type *legends_of_runeterra.RankedApi*

5.2.1 All APIs

MatchApi

```
class riotwatcher._apis.legends_of_runeterra.MatchApi(base_api: riot-
                                                       watcher._apis.BaseApi.BaseApi)
```

This class wraps the LoR-Match-V1 Api calls provided by the Riot API.

See <https://developer.riotgames.com/apis#lor-match-v1> for more detailed information

Initialize a new MatchApi which uses the provided base_api

Parameters **base_api** (*BaseApi*) – the root API object to use for making all requests.

by_id (*region: str, match_id: str*)
Get match by id.

Returns MatchDto

by_puuid (*region: str, puuid: str*)
Get a list of match ids by PUUID.

Returns List[string]

RankedApi

```
class riotwatcher._apis.legends_of_runeterra.RankedApi (base_api: riot-  
watcher._apis.BaseApi.BaseApi)
```

This class wraps the LoR-Ranked-V1 Api calls provided by the Riot API.

See <https://developer.riotgames.com/apis#lor-ranked-v1> for more detailed information

Initialize a new RankedApi which uses the provided base_api

Parameters **base_api** (*BaseApi*) – the root API object to use for making all requests.

leaderboards (*region: str*)

Get the players in Master tier.

Returns LeaderboardDto

5.3 Riot Watcher

```
class riotwatcher.RiotWatcher (api_key: str, timeout: int = None, rate_limiter:  
riotwatcher.RateLimiter.RateLimiter = <riot-  
watcher.Handlers.RateLimit.BasicRateLimiter.BasicRateLimiter  
object>, deserializer: riotwatcher.Deserializer.Deserializer = <ri-  
otwatcher.Handlers.DictionaryDeserializer.DictionaryDeserializer  
object>)
```

RiotWatcher class is intended to be the main interaction point with the generic Riot APIs.

Initialize a new instance of the RiotWatcher class.

Parameters

- **api_key** (*string*) – the API key to use for this instance
- **timeout** (*int*) – Time to wait for a response before timing out a connection to the Riot API
- **rate_limiter** (*RateLimiter*) – Instance to be used for rate limiting. This defaults to `Handlers.RateLimit.BasicRateLimiter`.
- **deserializer** (*Deserializer*) – Instance to be used to deserialize responses from the Riot Api. Default is `Handlers.DictionaryDeserializer`.

account

Interface to the Account Endpoint

Return type *riot.AccountApi*

5.3.1 All APIs

AccountApi

```
class riotwatcher._apis.riot.AccountApi (base_api: riotwatcher._apis.BaseApi.BaseApi)
```

This class wraps the Account-v1 Api calls provided by the Riot API.

See <https://developer.riotgames.com/apis#account-v1> for more detailed information

Initialize a new AccountApi which uses the provided base_api

Parameters **base_api** (*BaseApi*) – the root API object to use for making all requests.

active_shard (*region: str, game: str, puuid: str*)

Get active shard for a player

Returns ActiveShardDto

by_puuid (*region: str, puuid: str*)

Get account by puuid

Returns AccountDto

by_riot_id (*region: str, game_name: str, tag_line: str*)

Get account by riot id

Returns AccountDto

5.4 Team Fight Tactics Watcher

```
class riotwatcher.TftWatcher (api_key: str = None, timeout: int = None,
                              rate_limiter: riotwatcher.RateLimiter.RateLimiter = <riot-
                              watcher.Handlers.RateLimit.BasicRateLimiter.BasicRateLimiter
                              object>, deserializer: riotwatcher.Deserializer.Deserializer = <ri-
                              otwatcher.Handlers.DictionaryDeserializer.DictionaryDeserializer
                              object>)
```

TftWatcher class is intended to be the main interaction point with the APIs for Team Fight Tactics.

Initialize a new instance of the TftWatcher class.

Parameters

- **api_key** (*string*) – the API key to use for this instance
- **timeout** (*int*) – Time to wait for a response before timing out a connection to the Riot API
- **rate_limiter** (*RateLimiter*) – Instance to be used for rate limiting. This defaults to `Handlers.RateLimit.BasicRateLimiter`.
- **deserializer** (*Deserializer*) – Instance to be used to deserialize responses from the Riot Api. Default is `Handlers.DictionaryDeserializer`.

league

Interface to the League Endpoint

Return type *team_fight_tactics.LeagueApi*

match

Interface to the Match Endpoint

Return type *team_fight_tactics.MatchApi*

summoner

Interface to the Summoner Endpoint

Return type *team_fight_tactics.SummonerApi*

5.4.1 All APIs

LeagueApi

class riotwatcher._apis.team_fight_tactics.**LeagueApi** (*base_api: riotwatcher._apis.BaseApi.BaseApi*)

This class wraps the Tft-League-v1 Api calls provided by the Riot API.

See <https://developer.riotgames.com/apis#tft-league-v1> for more detailed information

Initialize a new LeagueApi which uses the provided base_api

Parameters **base_api** (*BaseApi*) – the root API object to use for making all requests.

by_id (*region: str, league_id: str*)

Get league with given ID, including inactive entries

Returns LeagueListDTO

by_summoner (*region: str, encrypted_summoner_id: str*)

Get league entries for a given summoner ID

Returns Set[LeagueEntryDTO]

challenger (*region: str*)

Get the challenger league

Returns LeagueListDTO

entries (*region: str, tier: str, division: str, page: int = 1*)

Get all the league entries

Returns Set[LeagueEntryDTO]

grandmaster (*region: str*)

Get the grandmaster league.

Returns LeagueListDTO

master (*region: str*)

Get the master league

Returns LeagueListDTO

rated_ladders (*region: str, queue: str*)

Get the top rated ladders

Returns TopRatedLadderEntryDto

MatchApi

class riotwatcher._apis.team_fight_tactics.**MatchApi** (*base_api: riotwatcher._apis.BaseApi.BaseApi*)

This class wraps the TFT-Match-v1 Api calls provided by the Riot API.

See <https://developer.riotgames.com/apis#tft-match-v1> for more detailed information

Initializes a new MatchApi which uses the provided base_api

Parameters **base_api** (*BaseApi*) – the root API object to use for making all requests.

by_id (*region: str, match_id: str*)

Get a match by match id.

Returns MatchDto

by_puuid (*region: str, puuid: str, count: int = 20*)
Get a list of match ids by PUUID.

Returns List[string]

SummonerApi

class riotwatcher._apis.team_fight_tactics.**SummonerApi** (*base_api: riotwatcher._apis.BaseApi.BaseApi*)

This class wraps the TFT-Summoner-v1 Api calls provided by the Riot API.

See <https://developer.riotgames.com/apis#tft-summoner-v1> for more detailed information.

Initializes a new SummonerApi which uses the provided base_api

Parameters **base_api** (*BaseApi*) – the root API object to use for making all requests.

by_account (*region: str, encrypted_account_id: str*)
Get a summoner by account ID

Returns SummonerDTO

by_id (*region: str, encrypted_summoner_id: str*)
Get a summoner by summoner ID

Returns SummonerDTO

by_name (*region: str, summoner_name: str*)
Get a summoner by summoner name.

Returns SummonerDTO

by_puuid (*region: str, puuid: str*)
Get a summoner by PUUID.

Returns SummonerDTO

5.5 Valorant Watcher

class riotwatcher.**ValWatcher** (*api_key: str, timeout: int = None, rate_limiter: riotwatcher.RateLimiter.RateLimiter = <riotwatcher.Handlers.RateLimit.BasicRateLimiter.BasicRateLimiter object>, deserializer: riotwatcher.Deserializer.Deserializer = <riotwatcher.Handlers.DictionaryDeserializer.DictionaryDeserializer object>*)

ValWatcher class is intended to be the main interaction point with the API for Valorant.

Initialize a new instance of the ValWatcher class.

Parameters

- **api_key** (*string*) – the API key to use for this instance
- **timeout** (*int*) – Time to wait for a response before timing out a connection to the Riot API
- **rate_limiter** (*RateLimiter*) – Instance to be used for rate limiting. This defaults to `Handlers.RateLimit.BasicRateLimiter`.
- **deserializer** (*Deserializer*) – Instance to be used to deserialize responses from the Riot Api. Default is `Handlers.DictionaryDeserializer`.

content

Interface to the Content Endpoint

Return type *valorant.ContentApi*

match

Interface to the Match Endpoint

Return type *valorant.MatchApi*

5.5.1 All APIs

ContentApi

```
class riotwatcher._apis.valorant.ContentApi (base_api: riot-  
watcher._apis.BaseApi.BaseApi)
```

This class wraps the Val-Content-v1 Api calls provided by the Riot API.

See <https://developer.riotgames.com/apis#val-content-v1> for more detailed information

Initialize a new ContentApi which uses the provided base_api

Parameters **base_api** (*BaseApi*) – the root API object to use for making all requests.

contents (*region: str, locale: str = None*)
Get content optionally filtered by locale

Returns ContentDto

ValMatchApi

```
class riotwatcher._apis.valorant.MatchApi (base_api: riotwatcher._apis.BaseApi.BaseApi)
```

This class wraps the Val-Match-v1 Api calls provided by the Riot API.

See <https://developer.riotgames.com/apis#val-match-v1> for more detailed information

Initialize a new MatchApi which uses the provided base_api

Parameters **base_api** (*BaseApi*) – the root API object to use for making all requests.

by_id (*region: str, match_id: str*)
Get match by id

Returns MatchDto

matchlist_by_puuid (*region: str, puuid: str*)
Get matchlist for games played by puuid

Returns MatchlistDto

recent_matches (*region: str, queue: str*)
Get recent matches.

Note: Returns a list of match ids that have completed in the last 10 minutes. NA/LATAM/BR share a match history deployment. As such, recent matches will return a combined list of matches from those three regions. Requests are load balanced so you may see some inconsistencies as matches are added/removed from the list.

Returns RecentMatchesDto

5.6 Handlers

5.6.1 Submodules

5.6.2 Rate Limit Modules

See rate-limiter for more info

```
class riotwatcher.Handlers.RateLimiterAdapter.RateLimiterAdapter (limiter: riot-  
watcher.RateLimiter.RateLimiter)
```

Bases: *riotwatcher.Handlers.RequestHandler.RequestHandler*

after_request (*region: str, endpoint_name: str, method_name: str, url: str, response: re-*
quests.models.Response) → *requests.models.Response*
Called after a response is received and before it is returned to the user.

Parameters

- **region** (*string*) – the region of this request
- **endpoint_name** (*string*) – the name of the endpoint that was requested
- **method_name** (*string*) – the name of the method that was requested
- **url** – The url that was requested
- **response** – the response received. This is a response from the “requests” library

preview_request (*region: str, endpoint_name: str, method_name: str, url: str, query_params: dict*)
called before a request is processed.

Parameters

- **region** (*string*) – the region of this request
- **endpoint_name** (*string*) – the name of the endpoint being requested
- **method_name** (*string*) – the name of the method being requested
- **url** – the URL that is being requested.
- **query_params** – dict: the parameters to the url that is being queried, e.g.
?key1=val&key2=val2

5.6.3 Serialization Modules

```
class riotwatcher.Handlers.DictionaryDeserializer.DictionaryDeserializer  
Bases: riotwatcher.Deserializer.Deserializer
```

deserialize (*endpoint_name: str, method_name: str, data: str*) → dict

```
class riotwatcher.Handlers.DeserializerAdapter.DeserializerAdapter (deserializer:  
riot-  
watcher.Deserializer.Deserializer)
```

Bases: *riotwatcher.Handlers.RequestHandler.RequestHandler*

after_request (*region: str, endpoint_name: str, method_name: str, url: str, response: re-*
quests.models.Response) → Any
Called after a response is received and before it is returned to the user.

Parameters

- **region** (*string*) – the region of this request

- **endpoint_name** (*string*) – the name of the endpoint that was requested
- **method_name** (*string*) – the name of the method that was requested
- **url** – The url that was requested
- **response** – the response received. This is a response from the “requests” library

after_static_request (*url: str, response: requests.models.Response*) → Any
Called after a response is received and before it is returned to the user.

Parameters

- **url** – The url that was requested
- **response** – the response received. This is a response from the “requests” library

5.6.4 Error Handler Modules

class riotwatcher.Handlers.DeprecationHandler.**DeprecationHandler**

Bases: *riotwatcher.Handlers.RequestHandler.RequestHandler*

after_request (*region: str, endpoint_name: str, method_name: str, url: str, response: requests.models.Response*) → *requests.models.Response*
Called after a response is received and before it is returned to the user.

Parameters

- **region** (*string*) – the region of this request
- **endpoint_name** (*string*) – the name of the endpoint that was requested
- **method_name** (*string*) – the name of the method that was requested
- **url** – The url that was requested
- **response** – the response received. This is a response from the “requests” library

class riotwatcher.Handlers.ThrowOnErrorHandler.**ThrowOnErrorHandler**

Bases: *riotwatcher.Handlers.RequestHandler.RequestHandler*

after_request (*region: str, endpoint_name: str, method_name: str, url: str, response: requests.models.Response*) → None
Called after a response is received and before it is returned to the user.

Parameters

- **region** (*string*) – the region of this request
- **endpoint_name** (*string*) – the name of the endpoint that was requested
- **method_name** (*string*) – the name of the method that was requested
- **url** – The url that was requested
- **response** – the response received. This is a response from the “requests” library

class riotwatcher.Handlers.TypeCorrectorHandler.**TypeCorrectorHandler**

Bases: *riotwatcher.Handlers.RequestHandler.RequestHandler*

The TypeCorrector class is meant to correct any inconsistencies in the types of objects provided as query parameters.

Currently this only involves changing boolean values into strings, as the API only accepts lower case booleans for some reason.

preview_request (*region: str, endpoint_name: str, method_name: str, url: str, query_params: dict*)
called before a request is processed.

Parameters

- **endpoint_name** (*string*) – the name of the endpoint being requested
- **method_name** (*string*) – the name of the method being requested
- **url** – the URL that is being requested.
- **query_params** – dict: the parameters to the url that is being queried, e.g. `?key1=val&key2=val2`

5.6.5 Request Handler Modules

class riotwatcher.Handlers.RequestHandler.**RequestHandler**

Bases: object

after_request (*region: str, endpoint_name: str, method_name: str, url: str, response*)
Called after a response is received and before it is returned to the user.

Parameters

- **region** (*string*) – the region of this request
- **endpoint_name** (*string*) – the name of the endpoint that was requested
- **method_name** (*string*) – the name of the method that was requested
- **url** – The url that was requested
- **response** – the response received. This is a response from the “requests” library

after_static_request (*url: str, response*)
Called after a response is received and before it is returned to the user.

Parameters

- **url** – The url that was requested
- **response** – the response received. This is a response from the “requests” library

preview_request (*region: str, endpoint_name: str, method_name: str, url: str, query_params: dict*)
called before a request is processed.

Parameters

- **region** (*string*) – the region of this request
- **endpoint_name** (*string*) – the name of the endpoint being requested
- **method_name** (*string*) – the name of the method being requested
- **url** – the URL that is being requested.
- **query_params** – dict: the parameters to the url that is being queried, e.g. `?key1=val&key2=val2`

preview_static_request (*url: str, query_params: dict*)
Called before a request to DataDragon is processed

Parameters **url** – The url that was requested

5.7 Testing

Unit and integration tests can be run with the following command from the RiotWatcher folder:

```
tox
```

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