

Parameter API Currents

- city
 - city.id City ID
 - city.name City name
 - city.coord
 - city.coord.lon City geo location, longitude
 - city.coord.lat City geo location, latitude
 - city.country Country code (GB, JP etc.)
 - timezoneShift in seconds from UTC
 - city.sun
 - city.sun.rise Sunrise time
 - city.sun.set Sunset time
- temperature
 - temperature.value Temperature
 - temperature.min Minimum temperature at the moment of calculation. This is minimal currently observed temperature (within large megalopolises and urban areas), use this parameter optionally.
 - temperature.max Maximum temperature at the moment of calculation. This is maximal currently observed temperature (within large megalopolises and urban areas), use this parameter optionally.
 - temperature.unit Unit of measurements. Possilbe valure is Celsius, Kelvin, Fahrenheit.
- feels_like
 - feels_like.value Temperature. This temperature parameter accounts for the human perception of weather.
 - feels_like.unit Unit of measurements. Possilbe valure is Celsius, Kelvin, Fahrenheit. Unit Default: Kelvin
- humidity
 - humidity.value Humidity value
 - humidity.unit Humidity units, %
- pressure
 - pressure.value Pressure value
 - pressure.unit Pressure units, hPa
- wind
 - wind.speed
 - wind.speed.value Wind speed
 - wind.speed.unit Wind speed units, m/s
 - wind.speed.name Type of the wind
 - wind.direction
 - wind.direction.value Wind direction, degrees (meteorological)
 - wind.direction.code Code of the wind direction. Possilbe value is WSW, N, S etc.
 - wind.direction.name Full name of the wind direction.
- clouds
 - clouds.value Cloudiness
 - clouds.name Name of the cloudiness
- visibility
 - visibility.value Visibility, meter
- precipitation
 - precipitation.value Precipitation, mm
 - precipitation.mode Possible values are 'no', name of weather phenomena as 'rain', 'snow'
- weather
 - weather.number Weather condition id
 - weather.value Weather condition name
 - weather.icon Weather icon id
- lastupdate
 - lastupdate.value Last time when data was updated