# TGP接口文档

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需要接口调用的可以联系QQ201309512

### 1.根据昵称查询对应角色

/UserArea?userName=AIJORDAN23

|  |  |
| --- | --- |
| 参数 | 说明 |
| Name | 角色昵称 |

返回值：

成功：

{

"data": [

{

"area\_id": 1,

"qquin": "U1094053483064420733",

"icon\_id": 953,

"name": "AIJORDAN23",

"level": 30,

"tier": 255,

"queue": 255,

"win\_point": 0

}

],

"retCode": 0,

"msg": ""

}

未创建角色：

{

"data": null,

"retCode": 1004,

"msg": "您在当前大区还未创建角色",

}

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 返回值名称 | 说明 | 类型 | 默认 | null |
| data | 返回数据详情 | Array |  | yes |
| retCode | 状态码 | Int | 0 | no |
| msg | 错误消息 | String | “” | no |
| 返回值名称 | 说明 | 类型 | 默认 | null |
| area\_id | 大区id | Int | 0 | no |
| Qquin | 用户识别码 | String | “” | no |
| Icon\_id | 用户头像 | Int | 0 | no |
| Name | 角色昵称 | String | “” | no |
| Level | 角色等级 | Int | 0 | no |
| Tier | 段位信息1，可通过段位查询接口查询 | Int | 0 | no |
| queue | 段位信息2，可通过段位查询接口查询 | int | 0 | no |
| Win\_point | 胜点 | Int | 0 | no |

### 用户基本信息查询

/UserExtInfo?qquin=U1094053483064420733&areaid=1

|  |  |
| --- | --- |
| 参数 | 说明 |
| qquin | 角色昵称 |
| Areaid | 大区id |

返回值

成功：

{

"data": {

"area\_id": 1,

"qquin": "U1094053483064420733",

"icon\_id": 0,

"name": "AIJORDAN23",

"level": 30,

"tier": 255,

"queue": 255,

"win\_point": 0

},

"retCode": 0,

"msg": ""

}

失败：

{

"data": {

"area\_id": 0,

"qquin": null,

"icon\_id": 0,

"name": null,

"level": 0,

"tier": 0,

"queue": 0,

"win\_point": 0

},

"retCode": 1001,

"msg": "系统繁忙，请稍后尝试。"

}

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 返回值名称 | 说明 | 类型 | 默认 | null |
| data | 返回数据详情 | Object |  | no |
| retCode | 状态码 | Int | 0 | no |
| msg | 错误消息 | String | “” | no |
| 返回值名称 | 说明 | 类型 | 默认 | null |
| area\_id | 大区id | Int | 0 | no |
| Qquin | 用户识别码 | String | “” | no |
| Icon\_id | 用户头像 | Int | 0 | no |
| Name | 角色昵称 | String | “” | no |
| Level | 角色等级 | Int | 0 | no |
| Tier | 段位信息1，可通过段位查询接口查询 | Int | 0 | no |
| queue | 段位信息2，可通过段位查询接口查询 | int | 0 | no |
| Win\_point | 胜点 | Int | 0 | no |

### 获取战绩列表

/BattleList?qquin=U1094053483064420733&areaid=1&page=0

|  |  |
| --- | --- |
| 参数 | 说明 |
| qquin | 角色昵称 |
| Areaid | 大区id |
| Page | 页数 |

返回值

成功：

{

"data": [

{

"battle\_list": [

{

"battle\_map": 11,

"battle\_time": "2017-05-23 17:47:33",

"champion\_id": 67,

"ext\_flag": 512,

"flag": 16,

"game\_id": 2793019296,

"game\_mode": 1,

"game\_type": 3,

"win": 2

}

],

"msg": "",

"retCode": 0

}

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 返回值名称 | 说明 | 类型 | 默认 | null |
| data | 返回数据详情 | Object |  | no |
| retCode | 状态码 | Int | 0 | no |
| msg | 错误消息 | String | “” | no |
| 返回值名称 | 说明 | 类型 | 默认 | null |
| Battle\_list | 战绩列表 | Array | 0 | no |
| 返回值名称 | 说明 | 类型 | 默认 | null |
| Battle\_map | 游戏地图，可通过地图查询接口查询 | Int | 0 | no |
| Battle\_time | 比赛开始时间 | String | “” | no |
| Champion\_id | 英雄id | Int | 0 | no |
| Ext\_flag | 额外状态 | Int | 0 | no |
| Flag | 获取此局的KPI，可通过KPI查询接口查询 | int | 0 | no |
| Game\_id | 游戏id | Int | 0 | no |
| Game\_mode | 游戏，可通过[该接口](#_11.获取比赛类型)查询 | Int | 0 | no |
| Game\_type | 游戏类型 | Int | 0 | no |
| Win | 胜负状态1:胜利，2:失败,3:重开 | Int | 0 | no |

### 获取单场战绩详情

/GameDetail?areaid=1&gameid=2793019296

|  |  |
| --- | --- |
| 参数 | 说明 |
| Areaid | 大区id |
| Gameid | 游戏id |

返回值

成功：

{

"ukey": "U1161158458010678193",

"retCode": 0,

"msg": "",

"data": {

"error\_info": "",

"result": 0,

"battle": {

"area\_id": 1,

"battle\_map": 11,

"duration": 3054,

"ext1\_num": 10,

"ext1\_list": [

{

"armor": 131,

"attack": 138,

"attack\_speed": 80,

"cd\_ratio": -39,

"champion\_used\_exp": 10476,

"crit": 0,

"magic": 772,

"magic\_resist": 92,

"move\_speed": 340,

"win\_point": 0,

"tier": 255,

"queue": 255,

"death\_category": [

{

"sum\_id": 106,

"death\_num": 4

},

{

"sum\_id": 107,

"death\_num": 1

},

{

"sum\_id": 108,

"death\_num": 4

},

{

"sum\_id": 109,

"death\_num": 3

},

{

"sum\_id": 105,

"death\_num": 1

}

]

},

{

"armor": 186,

"attack": 295,

"attack\_speed": 106,

"cd\_ratio": -39,

"champion\_used\_exp": 14785,

"crit": 0,

"magic": 16,

"magic\_resist": 114,

"move\_speed": 390,

"win\_point": 67,

"tier": 5,

"queue": 3,

"death\_category": [

{

"sum\_id": 107,

"death\_num": 5

},

{

"sum\_id": 105,

"death\_num": 2

},

{

"sum\_id": 109,

"death\_num": 4

},

{

"sum\_id": 106,

"death\_num": 3

},

{

"sum\_id": 108,

"death\_num": 1

}

]

},

{

"armor": 96,

"attack": 129,

"attack\_speed": 77,

"cd\_ratio": -29,

"champion\_used\_exp": 11103,

"crit": 0,

"magic": 665,

"magic\_resist": 51,

"move\_speed": 401,

"win\_point": 0,

"tier": 3,

"queue": 3,

"death\_category": [

{

"sum\_id": 109,

"death\_num": 1

},

{

"sum\_id": 108,

"death\_num": 5

},

{

"sum\_id": 106,

"death\_num": 3

},

{

"sum\_id": 105,

"death\_num": 1

},

{

"sum\_id": 107,

"death\_num": 1

}

]

},

{

"armor": 111,

"attack": 315,

"attack\_speed": 184,

"cd\_ratio": 0,

"champion\_used\_exp": 8153,

"crit": 30,

"magic": 0,

"magic\_resist": 83,

"move\_speed": 405,

"win\_point": 0,

"tier": 255,

"queue": 255,

"death\_category": [

{

"sum\_id": 106,

"death\_num": 2

},

{

"sum\_id": 108,

"death\_num": 5

},

{

"sum\_id": 107,

"death\_num": 3

},

{

"sum\_id": 109,

"death\_num": 2

}

]

},

{

"armor": 273,

"attack": 239,

"attack\_speed": 86,

"cd\_ratio": -29,

"champion\_used\_exp": 8143,

"crit": 0,

"magic": 0,

"magic\_resist": 140,

"move\_speed": 191,

"win\_point": 53,

"tier": 4,

"queue": 3,

"death\_category": [

{

"sum\_id": 107,

"death\_num": 1

},

{

"sum\_id": 108,

"death\_num": 2

},

{

"sum\_id": 106,

"death\_num": 2

},

{

"sum\_id": 105,

"death\_num": 2

},

{

"sum\_id": 109,

"death\_num": 1

}

]

},

{

"armor": 139,

"attack": 420,

"attack\_speed": 99,

"cd\_ratio": -29,

"champion\_used\_exp": 9090,

"crit": 0,

"magic": 15,

"magic\_resist": 126,

"move\_speed": 410,

"win\_point": 24,

"tier": 5,

"queue": 0,

"death\_category": [

{

"sum\_id": 103,

"death\_num": 3

},

{

"sum\_id": 100,

"death\_num": 3

},

{

"sum\_id": 102,

"death\_num": 1

}

]

},

{

"armor": 84,

"attack": 353,

"attack\_speed": 144,

"cd\_ratio": -29,

"champion\_used\_exp": 10599,

"crit": 30,

"magic": 0,

"magic\_resist": 51,

"move\_speed": 388,

"win\_point": 112,

"tier": 5,

"queue": 2,

"death\_category": [

{

"sum\_id": 103,

"death\_num": 3

},

{

"sum\_id": 100,

"death\_num": 2

},

{

"sum\_id": 101,

"death\_num": 1

},

{

"sum\_id": 102,

"death\_num": 1

},

{

"sum\_id": 104,

"death\_num": 1

}

]

},

{

"armor": 94,

"attack": 158,

"attack\_speed": 160,

"cd\_ratio": 0,

"champion\_used\_exp": 14633,

"crit": 30,

"magic": 540,

"magic\_resist": 39,

"move\_speed": 479,

"win\_point": 0,

"tier": 5,

"queue": 1,

"death\_category": [

{

"sum\_id": 104,

"death\_num": 5

},

{

"sum\_id": 102,

"death\_num": 3

},

{

"sum\_id": 103,

"death\_num": 1

},

{

"sum\_id": 100,

"death\_num": 2

}

]

},

{

"armor": 193,

"attack": 323,

"attack\_speed": 99,

"cd\_ratio": -39,

"champion\_used\_exp": 10832,

"crit": 0,

"magic": 0,

"magic\_resist": 53,

"move\_speed": 435,

"win\_point": 28,

"tier": 5,

"queue": 2,

"death\_category": [

{

"sum\_id": 101,

"death\_num": 2

},

{

"sum\_id": 102,

"death\_num": 2

},

{

"sum\_id": 103,

"death\_num": 3

},

{

"sum\_id": 100,

"death\_num": 5

},

{

"sum\_id": 104,

"death\_num": 2

}

]

},

{

"armor": 113,

"attack": 342,

"attack\_speed": 100,

"cd\_ratio": -44,

"champion\_used\_exp": 9263,

"crit": 0,

"magic": 15,

"magic\_resist": 165,

"move\_speed": 439,

"win\_point": 22,

"tier": 2,

"queue": 4,

"death\_category": [

{

"sum\_id": 100,

"death\_num": 3

},

{

"sum\_id": 103,

"death\_num": 3

},

{

"sum\_id": 104,

"death\_num": 3

}

]

}

],

"game\_id": 2793019296,

"game\_mode": 1,

"game\_type": 3,

"gamer\_num": 10,

"gamer\_records": [

{

"battle\_tag\_num": 1,

"battle\_tag\_list": [

{

"name": "",

"tag\_id": 12

}

],

"area\_id": 0,

"qquin": "U975458969129110628",

"name": "与智障队友的曰常",

"champions\_killed": 15,

"num\_deaths": 13,

"assists": 15,

"minions\_killed": 132,

"exp": 22684,

"game\_score": 1150,

"gold\_earned": 20475,

"gold\_spent": 19550,

"largest\_killing\_spree": 3,

"largest\_multi\_kill": 2,

"magic\_damage\_dealt\_to\_champions": 64381,

"physical\_damage\_dealt\_to\_champions": 1529,

"neutral\_minions\_killed": 45,

"penta\_kills": 0,

"quadra\_kills": 0,

"triple\_kills": 0,

"skin\_id": 63000,

"summon\_spell1\_id": 14,

"summon\_spell2\_id": 4,

"super\_monster\_killed": 0,

"team": 100,

"total\_damage\_dealt": 207875,

"total\_damage\_dealt\_to\_champions": 67748,

"total\_damage\_taken": 39679,

"total\_health": 3781,

"turrets\_killed": 1,

"ward\_killed": 5,

"ward\_placed": 17,

"level": 18,

"item0": 3157,

"item1": 3089,

"item2": 3092,

"item3": 3116,

"item4": 3151,

"item5": 3102,

"item6": 3363

},

{

"battle\_tag\_num": 0,

"battle\_tag\_list": [],

"area\_id": 0,

"qquin": "U11612934716232184363",

"name": "敏敏小可爱丶",

"champions\_killed": 3,

"num\_deaths": 15,

"assists": 15,

"minions\_killed": 203,

"exp": 20836,

"game\_score": 670,

"gold\_earned": 17082,

"gold\_spent": 16650,

"largest\_killing\_spree": 0,

"largest\_multi\_kill": 1,

"magic\_damage\_dealt\_to\_champions": 3124,

"physical\_damage\_dealt\_to\_champions": 16815,

"neutral\_minions\_killed": 117,

"penta\_kills": 0,

"quadra\_kills": 0,

"triple\_kills": 0,

"skin\_id": 64004,

"summon\_spell1\_id": 4,

"summon\_spell2\_id": 11,

"super\_monster\_killed": 0,

"team": 100,

"total\_damage\_dealt": 203325,

"total\_damage\_dealt\_to\_champions": 20034,

"total\_damage\_taken": 62670,

"total\_health": 8500,

"turrets\_killed": 0,

"ward\_killed": 6,

"ward\_placed": 27,

"level": 18,

"item0": 3065,

"item1": 1408,

"item2": 3748,

"item3": 3047,

"item4": 3071,

"item5": 3742,

"item6": 3364

}

],

"start\_time": "2017-05-23 17:47:33",

"stop\_time": "2017-05-23 18:38:27",

"team100\_killed\_baron\_num": 2,

"team100\_killed\_dragon\_num": 1,

"team200\_killed\_baron\_num": 2

}

}

}

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 返回值名称 | 说明 | 类型 | 默认 | null |
| data | 返回数据详情 | Object |  | no |
| retCode | 状态码 | Int | 0 | no |
| msg | 错误消息 | String | “” | no |
| 返回值名称 | 说明 | 类型 | 默认 | null |
| Error\_info | 错误信息 | String | “” | no |
| Result | 状态码 | Int | 0 | no |
| Battle | 战绩详情 | Object |  | no |
| 返回值名称 | 说明 | 类型 | 默认 | null |
| Area\_id | 大区id | Int | 0 | no |
| Battle\_map | 地图类型 | Int | 0 | no |
| Duration | 比赛时长（s） | Int | 0 | no |
| Ext1\_num | 英雄属性数量 | Int | 0 | no |
| Ext1\_list | 英雄属性列表 | Array |  | no |
| Game\_id | 游戏id | Int | 0 | no |
| Game\_mode | 游戏，可通过[该接口](#_11.获取比赛类型)查询 | Int | 0 | no |
| Game\_type | 游戏类型 | Int | 0 | no |
| Game\_num | 游戏总人数 | Int | 0 | no |
| Gamer\_records | 游戏战绩列表 | Array |  | no |
| Start\_time | 游戏开始时间 | String | “” | no |
| Stop\_time | 游戏结束时间 | String | “” | no |
| Team100\_killed\_baron\_num | 红色方击杀男爵数量 | Int | 0 | No |
| Team100\_killed\_dragon\_num | 红色方击杀小龙数量 | Int | 0 | no |
| Team200\_killed\_baron\_num | 蓝色方击杀男爵数量 | Int | 0 | no |
| Team200\_killed\_dragon\_num | 蓝色方击杀小龙数量 | Int | 0 | no |
| 返回值名称 | 说明 | 类型 | 默认 | null |
| Armor | 护甲值 | int | 0 | no |
| attack | 攻击力 | Int | 0 | no |
| attack\_speed | 攻击速度 | int | 0 | no |
| cd\_ratio | 冷却减缩 | Int | 0 | no |
| champion\_used\_exp | 英雄经验值 | Int | 0 | No |
| crit | 暴击率 | Int | 0 | No |
| magic | 法术强度 | Int | 0 | No |
| magic\_resist | 魔法抵抗 | Int | 0 | No |
| move\_speed | 移动速度 | Int | 0 | No |
| win\_point | 胜点 | Int | 0 | No |
| Tier | 段位信息1 | Int | 0 | No |
| Queue | 段位信息2 | Int | 0 | No |
| Death\_category | 未知 | Array |  | No |
| 返回值名称 | 说明 | 类型 | 默认 | null |
| battle\_tag\_num | 战斗标签数量 | Int | 0 | No |
| battle\_tag\_list | 战斗标签列表 | Int | 0 | no |
| area\_id | 大区id | Int | 0 | No |
| Qquin | 用户唯一标识 | String | 0 | No |
| Name | 角色昵称 | String | 0 | No |
| champions\_killed | 击杀数量 | Int | 0 | No |
| num\_deaths | 死亡数量 | Int | 0 | No |
| Assists | 助攻数量 | Int | 0 | No |
| minions\_killed | 补兵数量 | Int | 0 | No |
| Exp | 经验值 | Int | 0 | No |
| game\_score | 游戏评分 | Int | 0 | No |
| gold\_earned | 金钱数量 | Int | 0 | No |
| gold\_spent | 消费金钱 | Int | 0 | No |
| largest\_killing\_spree | 最大连杀 | Int | 0 | No |
| largest\_multi\_kill | 最大多杀 | Int | 0 | No |
| magic\_damage\_dealt\_to\_champions | 魔法输出伤害 | Int | 0 | No |
| physical\_damage\_dealt\_to\_champions | 物理输出伤害 | Int | 0 | No |
| neutral\_minions\_killed | 击杀野怪数量 | Int | 0 | No |
| penta\_kills | 5杀数 | Int | 0 | No |
| quadra\_kills | 4杀数 | Int | 0 | No |
| triple\_kills | 3杀数 | Int | 0 | No |
| skin\_id | 皮肤id，可通过[该接口](#_18.英雄皮肤接口)查询 | Int | 0 | No |
| summon\_spell1\_id | 召唤师技能id1可通过[该接口](#_10.召唤师技能图标接口)查询 | Int | 0 | No |
| summon\_spell2\_id | 召唤师技能id2可通过[该接口](#_10.召唤师技能图标接口)查询 | Int | 0 | No |
| super\_monster\_killed | 杀龙次数 | Int | 0 | No |
| Team | 队伍id | Int | 0 | No |
| total\_damage\_dealt | 输出总伤害 | Int | 0 | No |
| total\_damage\_dealt\_to\_champions | 给英雄造成总伤害 | Int | 0 | No |
| total\_damage\_taken | 承受伤害 | Int | 0 | No |
| total\_health | 总治疗 | Int | 0 | No |
| turrets\_killed | 推塔数 | Int | 0 | No |
| ward\_killed | 反眼数 | Int | 0 | No |
| ward\_placed | 插眼数 | Int | 0 | No |
| Level | 等级 | Int | 0 | No |
| item0 | 装备1 ID可通过[该接口](#_19.装备图标接口)查询 | int | 0 | No |
| Item1 | 装备2 ID可通过[该接口](#_19.装备图标接口)查询 | int | 0 | No |
| Item2 | 装备3 ID可通过[该接口](#_19.装备图标接口)查询 | int | 0 | No |
| Item3 | 装备4 ID可通过[该接口](#_19.装备图标接口)查询 | int | 0 | No |
| Item4 | 装备5 ID可通过[该接口](#_19.装备图标接口)查询 | int | 0 | No |
| Item5 | 装备6 ID可通过[该接口](#_19.装备图标接口)查询 | int | 0 | No |
| 返回值名称 | 说明 | 类型 | 默认 | null |
| Tag\_id | 战斗标签id可通过[该接口](#_17.获取战斗标签描述信息)查询 | Int | 0 | no |

### 5.获取用户3、4、5杀信息

/UserHonor?areaid=1&qquin=U1094053483064420733

|  |  |
| --- | --- |
| 参数 | 说明 |
| Areaid | 大区id |
| Qquin | 用户标识 |

返回值：

成功：

{

"data": [

{

"result": 0,

"triple\_kills": 21,

"quadra\_kills": 2,

"penta\_kills": 0,

"god\_like\_num": 52,

"kills\_total": 2934,

"assists\_total": 2978,

"ward\_placed\_total": 4563

}

],

"retCode": 0,

"msg": ""

}

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 返回值名称 | 说明 | 类型 | 默认 | null |
| data | 返回数据详情 | Array |  | yes |
| retCode | 状态码 | Int | 0 | no |
| msg | 错误消息 | String | “” | no |
| 返回值名称 | 说明 | 类型 | 默认 | null |
| Result | 状态码 | Int | 0 | no |
| Triple\_kills | 3杀数 | Int | 0 | no |
| quadra\_kills | 4杀数 | Int | 0 | no |
| penta\_kills | 5杀数 | Int | 0 | no |
| god\_like\_num | 超神数 | Int | 0 | no |
| kills\_total | 杀敌总数 | Int | 0 | no |
| assists\_total | 助攻总数 | int | 0 | no |
| ward\_placed\_total | 未知字段 | Int | 0 | no |

### 6.近30天KDP及其位置使用情况

/UserKDA?areaid=22&qquin=U9664576447373934529

|  |  |
| --- | --- |
| 参数 | 说明 |
| Areaid | 大区id |
| Qquin | 用户标识 |

返回值：

成功：

{

"data": [

{

"result": 0,

"item\_num": 1,

"items": [

{

"full\_id": {

"qquin": "U9664576447373934529",

"area\_id": 22

},

"recent\_position": {

"jungle\_use\_num": 26,

"jungle\_win\_num": 12,

"adc\_use\_num": 59,

"adc\_win\_num": 27,

"up\_use\_num": 5,

"up\_win\_num": 1,

"mid\_use\_num": 4,

"mid\_win\_num": 1,

"aux\_use\_num": 17,

"aux\_win\_num": 6

},

"recent\_kda": {

"k\_num": 743,

"d\_num": 864,

"a\_num": 1028,

"win\_num": 47,

"use\_num": 111,

"day": 0

}

}

]

}

],

"retCode": 0,

"msg": ""

}

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 返回值名称 | 说明 | 类型 | 默认 | null |
| data | 返回数据详情 | Array |  | yes |
| retCode | 状态码 | Int | 0 | no |
| msg | 错误消息 | String | “” | no |
| 返回值名称 | 说明 | 类型 | 默认 | null |
| Result | 状态码 | Int | 0 | no |
| item\_num | 数据数 | Int | 0 | no |
| Items | 数据列表 | Array |  | yes |
| 返回值名称 | 说明 | 类型 | 默认 | null |
| full\_id | 用户信息 | Object |  | no |
| Recent\_postion | 位置使用信息 | Object |  | no |
| Recent\_kda | KDA | Object |  | no |
| 返回值名称 | 说明 | 类型 | 默认 | null |
| Qquin | 用户标记 | String | “” | No |
| Area\_id | 大区id | Int | 0 | No |
| jungle\_use\_num | 打野使用次数 | Int | 0 | No |
| jungle\_win\_num | 打野胜利次数 | Int | 0 | No |
| adc\_use\_num | ADC使用次数 | Int | 0 | No |
| adc\_win\_num | ADC胜利次数 | Int | 0 | No |
| up\_use\_num | 上单使用次数 | Int | 0 | No |
| up\_win\_num | 上单胜利次数 | Int | 0 | No |
| mid\_use\_num | 中单使用次数 | Int | 0 | No |
| mid\_win\_num | 中单胜利次数 | Int | 0 | No |
| aux\_use\_num | 辅助使用次数 | Int | 0 | No |
| aux\_win\_num | 辅助胜利次数 | Int | 0 | no |

### 7.用户赛季信息汇总

/UserAllBattle?areaid=22&qquin=U9664576447373934529

|  |  |
| --- | --- |
| 参数 | 说明 |
| Areaid | 大区id |
| Qquin | 用户标识 |

返回值：

成功：

{

"data": [

{

"result": 0,

"list\_num": 6,

"batt\_sum\_info": [

{

"battle\_type": 4,

"last\_battle\_time": 1492741845,

"total\_num": 207,

"win\_num": 96,

"lose\_num": 111,

"leave\_num": 0,

"reserved2": 0,

"tier": 5,

"queue": 2,

"win\_point": 68

},

{

"battle\_type": 3,

"last\_battle\_time": 1492741845,

"total\_num": 96,

"win\_num": 51,

"lose\_num": 44,

"leave\_num": 1,

"reserved2": 0,

"tier": 4,

"queue": 4,

"win\_point": 0

},

{

"battle\_type": 6,

"last\_battle\_time": 0,

"total\_num": 4,

"win\_num": 2,

"lose\_num": 2,

"leave\_num": 0,

"reserved2": 0,

"tier": 255,

"queue": 255,

"win\_point": 0

},

{

"battle\_type": 2,

"last\_battle\_time": 0,

"total\_num": 1,

"win\_num": 1,

"lose\_num": 0,

"leave\_num": 0,

"reserved2": 0,

"tier": 255,

"queue": 255,

"win\_point": 0

},

{

"battle\_type": 1,

"last\_battle\_time": 0,

"total\_num": 295,

"win\_num": 138,

"lose\_num": 157,

"leave\_num": 0,

"reserved2": 0,

"tier": 255,

"queue": 255,

"win\_point": 0

},

{

"battle\_type": 7,

"last\_battle\_time": 0,

"total\_num": 113,

"win\_num": 55,

"lose\_num": 53,

"leave\_num": 5,

"reserved2": 0,

"tier": 255,

"queue": 255,

"win\_point": 0

}

]

}

],

"retCode": 0,

"msg": ""

}

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 返回值名称 | 说明 | 类型 | 默认 | null |
| data | 返回数据详情 | Array |  | yes |
| retCode | 状态码 | Int | 0 | no |
| msg | 错误消息 | String | “” | no |
| 返回值名称 | 说明 | 类型 | 默认 | null |
| Result | 状态码 | Int | 0 | no |
| item\_num | 数据数 | Int | 0 | no |
| batt\_sum\_info | 赛季数据列表 | Array |  | yes |
| 返回值名称 | 说明 | 类型 | 默认 | null |
| Battle\_type | 赛季id | Int | 0 | no |
| last\_battle\_time | 最后战斗时间 | Int | 0 | no |
| total\_num | 战斗总数 | Int | 0 | no |
| win\_num | 胜利场数 | Int | 0 | No |
| lose\_num | 失败场数 | Int | 0 | No |
| leave\_num | 逃跑数 | int | 0 | No |
| reserved2 | 预留数 | Int | 0 | No |
| Tier | 段位1 | Int | 0 | No |
| Queue | 段位2 | Int | 0 | No |
| win\_point | 胜点 | Int | 0 | No |

### 8.用户MVP数

/UserMVP?areaid=22&qquin=U9664576447373934529

|  |  |
| --- | --- |
| 参数 | 说明 |
| Areaid | 大区id |
| Qquin | 用户标识 |

返回值：

成功：

{

"data": [

{

"result": 0,

"total\_match\_mvps": 12,

"total\_rank\_mvps": 26,

"top\_num": 0,

"top\_champions": [],

"total\_match\_loss\_mvps": 19,

"total\_rank\_loss\_mvps": 14

}

],

"retCode": 0,

"msg": ""

}

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 返回值名称 | 说明 | 类型 | 默认 | null |
| data | 返回数据详情 | Array |  | yes |
| retCode | 状态码 | Int | 0 | no |
| msg | 错误消息 | String | “” | no |
| 返回值名称 | 说明 | 类型 | 默认 | null |
| Result | 状态码 | Int | 0 | no |
| total\_match\_mvps | 匹配MVP数 | Int | 0 | no |
| total\_rank\_mvps | 排位MVP数 | Int | 0 | yes |
| top\_num | 未知 | Int | 0 | no |
| top\_champions | 未知 | Int | 0 | no |
| total\_match\_loss\_mvps | 匹配失败的mvp数 | Int | 0 | no |
| total\_rank\_loss\_mvps | 排位失败的mvp数 | Int | 0 | No |

### 8.英雄头像接口

/ChampionIcon?id=90

|  |  |
| --- | --- |
| 参数 | 说明 |
| Id | 英雄id |

返回值：

成功：

返回图片数据

### 9.角色头像接口

/UserIcon?id=20

|  |  |
| --- | --- |
| 参数 | 说明 |
| Id | 角色id |

返回值：

成功：

返回图片数据

### 10.召唤师技能图标接口

/SkillIcon?id=21

|  |  |
| --- | --- |
| 参数 | 说明 |
| Id | 角色id |

返回值：

成功：

返回图片数据

### 11.获取比赛类型

/GameType?typeid=1

|  |  |
| --- | --- |
| 参数 | 说明 |
| Typeid | 角色id |

返回值：

成功：

{

"retCode": 0,

"msg": "",

"data": [

{

"name": "匹配赛"

}

]

}

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 返回值名称 | 说明 | 类型 | 默认 | null |
| data | 返回数据详情 | Array |  | yes |
| retCode | 状态码 | Int | 0 | no |
| msg | 错误消息 | String | “” | no |
| 返回值名称 | 说明 | 类型 | 默认 | null |
| Name | 比赛名称 | String | “未知比赛” | no |

### 12.获取大区名称

/GameArea?areaid=1

|  |  |
| --- | --- |
| 参数 | 说明 |
| areaid | 大区id |

返回值：

成功：

{

"retCode": 0,

"msg": "",

"data": [

{

"name": "艾欧尼亚"

}

]

}

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 返回值名称 | 说明 | 类型 | 默认 | null |
| data | 返回数据详情 | Array |  | yes |
| retCode | 状态码 | Int | 0 | no |
| msg | 错误消息 | String | “” | no |
| 返回值名称 | 说明 | 类型 | 默认 | null |
| Name | 大区名称 | String | “” | no |

### 13.获取段位信息

/TierQueue?tier=1&queue=0

|  |  |
| --- | --- |
| 参数 | 说明 |
| tier | 段位信息1 |
| queue | 段位信息2 |

返回值：

成功：

{

"retCode": 0,

"msg": "",

"data": [

{

"name": "钻石1"

}

]

}

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 返回值名称 | 说明 | 类型 | 默认 | null |
| data | 返回数据详情 | Array |  | yes |
| retCode | 状态码 | Int | 0 | no |
| msg | 错误消息 | String | “” | no |
| 返回值名称 | 说明 | 类型 | 默认 | null |
| Name | 段位名称 | String | “” | no |

### 14.获取所有大区信息

/AllGameArea

返回值：

成功：

{

"retCode": 0,

"msg": "",

"data": [

{

"data": {

"1": {

"id": "1",

"strid": "HN1",

"isp": "电信一",

"name": "艾欧尼亚",

"idc": "东莞东城",

"tcls": "257",

"ob": "1"

},

"2": {

"id": "2",

"strid": "WT1",

"isp": "网通一",

"name": "比尔吉沃特",

"idc": "济南担山屯",

"tcls": "258",

"ob": "1"

}

}

}

]

}

### 15.获取所有英雄

/AllHero

返回值：

成功：

{

"retCode": 0,

"msg": "",

"data": [

{

"data": {

"1": {

"champion\_id": "1",

"search\_string": "黑暗之女,安妮,Annie,火女,萝莉,小红帽,anni,heianzhinv,huonv,辅助,中单"

},

"2": {

"champion\_id": "2",

"search\_string": "狂战士,奥拉夫,Olaf,狂战,aolafu,kuangzhanshi,战士,上单"

}

}

}

]

}

### 16.获取周免英雄

/Free

返回值：

成功：

{

"retCode": 0,

"msg": "",

"data": [

{

"data": {

"keys": {

"53": "Blitzcrank",

"54": "Malphite",

"59": "JarvanIV",

"60": "Elise",

"75": "Nasus",

"90": "Malzahar",

"104": "Graves",

"105": "Fizz",

"114": "Fiora",

"202": "Jhin"

},

"data": {

"Blitzcrank": {

"id": "Blitzcrank",

"key": "53",

"name": "蒸汽机器人",

"title": "布里茨",

"tags": [

"Tank",

"Fighter"

],

"info": {

"attack": 4,

"defense": 8,

"magic": 5,

"difficulty": 4

},

"image": {

"full": "Blitzcrank.png",

"sprite": "champion0.png",

"group": "champion",

"x": 48,

"y": 48,

"w": 48,

"h": 48

}

},

"Elise": {

"id": "Elise",

"key": "60",

"name": "蜘蛛女皇",

"title": "伊莉丝",

"tags": [

"Mage",

"Fighter"

],

"info": {

"attack": 6,

"defense": 5,

"magic": 7,

"difficulty": 9

},

"image": {

"full": "Elise.png",

"sprite": "champion0.png",

"group": "champion",

"x": 192,

"y": 96,

"w": 48,

"h": 48

}

}

},

"date": [

"2017-05-19",

"2017-05-26"

],

"version": "7.10.1",

"updated": "2017-05-24"

}

}

]

}

### 17.获取战斗标签描述信息

/TagName?tagid=3

|  |  |
| --- | --- |
| 参数 | 说明 |
| tier | 段位信息1 |
| queue | 段位信息2 |

返回值：

成功：

{

"retCode": 0,

"msg": "",

"data": [

{

"name": "打钱最多堪比土豪"

}

]

}

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 返回值名称 | 说明 | 类型 | 默认 | null |
| data | 返回数据详情 | Array |  | yes |
| retCode | 状态码 | Int | 0 | no |
| msg | 错误消息 | String | “” | no |
| 返回值名称 | 说明 | 类型 | 默认 | null |
| Name | 描述信息 | String | “” | no |

### 18.英雄皮肤接口

/SkinIcon?id=31006

|  |  |
| --- | --- |
| 参数 | 说明 |
| Id | 皮肤id |

返回值：

成功：

返回图片数据

### 19.装备图标接口

/ItemIcon?id=3085

|  |  |
| --- | --- |
| 参数 | 说明 |
| Id | 皮肤id |

返回值：

成功：

返回图片数据