# 635.https://stackoverflow.com/questions/69005840/how-to-get-over-the-limit-of-opensea-api

**T:**How to get over the limit of OpenSea Api?

**Q:**I am trying to use OpenSea API and I noticed that I need to set a limit before retrieving assetshttps://docs.opensea.io/reference/getting-assets  
  
I figured I can use the offset to navigate through all the items, even though that's tedious. But the problem is offset itself has a limit, so are assets beyond the max offset inaccessible ?  
  
I read that you that the API is "rate-limited" without an API key, so I assume that related to the number of requests you can make in a certain time period, am I correct about that? Or does it lift the limit of returned assets ? The documentation isn't clear about that https://docs.opensea.io/reference/api-overview  
  
What can I do to navigate through all the assets ?

1 **Answer**

**A1:**May be late answering this one, but I had a similar problem. You can only access a limited number (50) assets if using the API.  
  
Using the API referenced on the page you linked to, you could do a for loop to grab assets of a collection in a range. For example, using Python:  
  
import requestsdef get\_asset(collection\_address:str, asset\_id:str) ->str: url = "https://api.opensea.io/api/v1/assets?token\_ids="+asset\_id+"&asset\_contract\_address="+collection\_address+"&order\_direction=desc&offset=0&limit=20" response = requests.request("GET", url) asset\_details = response.text return asset\_details #using the Dogepound collection with address 0x73883743dd9894bd2d43e975465b50df8d3af3b2 collection\_address = '0x73883743dd9894bd2d43e975465b50df8d3af3b2' asset\_ids = [i for i in range(10)] assets = [get\_asset(collection\_address, str(i)) for i in asset\_ids] print(assets)  
  
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For me, I actually used Typescript because that's what opensea use for their SDK (https://github.com/ProjectOpenSea/opensea-js). It's a bit more versatile and allows you to automate making offers, purchases and sales on assets. Anyway here's how you can get all of those assets in Typescript (you may need a few more dependencies than those referenced below):  
  
 import \* as Web3 from 'web3' import { OpenSeaPort, Network } from 'opensea-js' // This example provider won't let you make transactions, only read-only calls: const provider = new Web3.providers.HttpProvider('https://mainnet.infura.io') const seaport = new OpenSeaPort(provider, { networkName: Network.Main }) async function getAssets(seaport: OpenSeaPort, collectionAddress: string, tokenIDRange:number) { let assets:Array<any> = [] for (let i=0; i<tokenIDRange; i++) { try { let results = await client.api.getAsset({'collectionAddress':collectionAddress, 'tokenId': i,}) assets = [...assets, results ] } catch (err) { console.log(err) } } return Promise.all(assets)}(async () => { const seaport = connectToOpenSea(); const assets = await getAssets(seaport, collectionAddress, 10); //Do something with assets })();  
  
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The final thing to be aware of is that their API is rate limited, like you said. So you can only make a certain number of calls to their API within a time frame before you get a pesky 429 error. So either find a way of bypassing rate limits or put a timer on your requests.

**C1:**Have you got an idea of the number of request/mn allowed by the API ?

**C2:**@JeremLachkar From my experience, it changes regularly and isn't especially clear from their SDK. I have an API key and I can do one request every three seconds, sometimes every two before I get a 429 error message to say my request has been throttled. That said, I've seen people who are making one a second. If you want to keep up to speed with what's going on with OpenSea, from a developer's perspective, their discord channel (the dev section) is active with fellow devs and bot builders. These kind of topics are regularly spoken about, so I found it useful.

**C3:**hey @goodaytar do you mind posting a link to your github with the bot ?