



API DOCUMENTATION

"ALL SYSTEMS CHARGED"
- EZREAL

GAME CONSTANTS

MATCH TIMELINE DATA POSITION VALUES

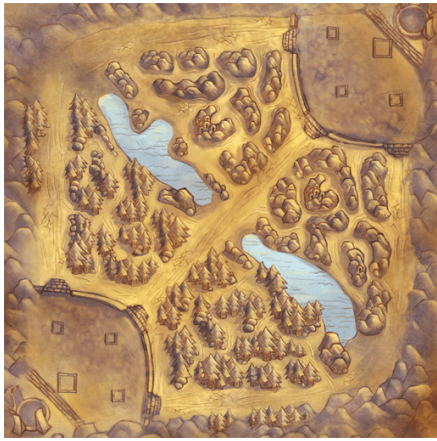
Match timeline data contains a **position** field that contains x and y values. Translating the position, in the timeline data, onto the mini-map can be tricky so keep in mind the following:

- Due to various factors (e.g., game map vs. mini-map are different shapes, there is more space outside of the game map, various features are misrepresented in scale or position on the mini-map, etc.), the bounds for the game map are not the same as the bounds for the mini-map.
- The mini-map from the match history website is also not the same as the in-game mini-map so we've provided examples to help translate timeline data onto both mini-maps. Although, due to the reasons given in the first bullet point, as well as the fact that the translation code doesn't use the same logic as the client UI to "draw" the mini-map, it wouldn't be 100% accurate for either.
- The bounds that are documented on this page represent the bounds of the actual game map. Because of the issues stated in the previous bullet points, the bounds in the sample code have been adjusted so that the timeline data "fits" better when translated onto the mini-map.

Summoner's Rift

Summoner's Rift was updated and replaced with a new version on Nov 20th, 2014. For this reason, there are two bounds used to translate timeline positions; one on the original Summoner's Rift and one on the newly updated Summoner's Rift. Any games played before Nov 12th, 2014 should all be on the original Summoner's Rift and any games after Nov 20th, 2014 should be all on the new Summoner's Rift. Games played between those dates could be played on either map and you should verify which map's bounds should be used. You can find the mapID of the corresponding maps below under the **Map Names** section that lists all maps along with their corresponding mapID.

Assets	Notes
<u>Original Summoner's Rift, Summer Variant</u> <u>Original Summoner's Rift, Winter Variant</u> <ul style="list-style-type: none">• min: { x: -269, y: -83}• max: { x: 14276, y: 14522}	before November 12, 2014
	Adjusted bounds for the Match History website's mini-map (as seen on the left) <ul style="list-style-type: none">• min: {x: -1000, y: -570}• max: {x: 14800, y: 14800} Sample Code (http://jsfiddle.net/3qy0afh2/)



Current Summoner's Rift

after November 20, 2014

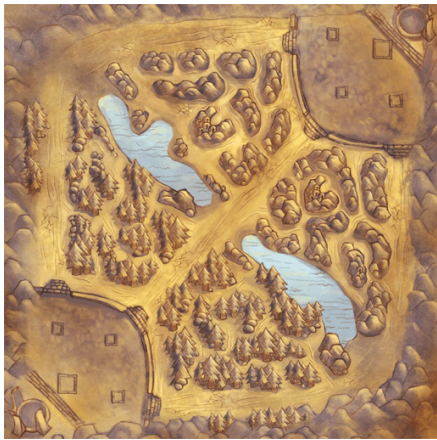
- min: { x: 0, y: 0}
- max: { x: 14820, y: 14881}



Adjusted bounds for the **in-game** mini-map (as seen on the left)

- min: {x: -120, y: -120}
- max: {x: 14870, y: 14980}

Sample Code (<http://jsfiddle.net/utwvqsrq/>)



Adjusted bounds for the **Match History** website's mini-map (as seen on the left)

- min: {x: -570, y: -420}
- max: {x: 15220, y: 14980}

Sample Code (<http://jsfiddle.net/yfxn8yuh/>)

Proving Grounds

- min: {x: -500, y: -500}
- max: {x: 15000, y: 15000}

Crystal Scar

- min: {x: 0, y: 0}
- max: {x: 13987, y: 13987}

Twisted Treeline

- min: {x: 0, y: 0}
- max: {x: 15398, y: 15398}

Howling Abyss

- min: {x: -28, y: -19}
- max: {x: 12849, y: 12858}

MATCHMAKING QUEUES

These constants populate the `queueType` and `gameQueueConfigId` fields.

queueType	gameQueueConfigId	Name
CUSTOM	0	Custom games
NORMAL_5x5_BLIND	2	Normal 5v5 Blind Pick games
BOT_5x5	7	Historical Summoner's Rift Coop vs AI games
BOT_5x5_INTRO	31	Summoner's Rift Coop vs AI Intro Bot games
BOT_5x5_BEGINNER	32	Summoner's Rift Coop vs AI Beginner Bot games
BOT_5x5_INTERMEDIATE	33	Historical Summoner's Rift Coop vs AI Intermediate Bot games
NORMAL_3x3	8	Normal 3v3 games
NORMAL_5x5_DRAFT	14	Normal 5v5 Draft Pick games
ODIN_5x5_BLIND	16	Dominion 5v5 Blind Pick games
ODIN_5x5_DRAFT	17	Dominion 5v5 Draft Pick games
BOT_ODIN_5x5	25	Dominion Coop vs AI games
RANKED_SOLO_5x5	4	Ranked Solo 5v5 games
RANKED_PREMADE_3x3	9	Ranked Premade 3v3 games
RANKED_PREMADE_5x5	6	Ranked Premade 5v5 games
RANKED_TEAM_3x3	41	Ranked Team 3v3 games
RANKED_TEAM_5x5	42	Ranked Team 5v5 games
BOT_TT_3x3	52	Twisted Treeline Coop vs AI games
GROUP_FINDER_5x5	61	Team Builder games
ARAM_5x5	65	ARAM games
ONEFORALL_5x5	70	One for All games
FIRSTBLOOD_1x1	72	Snowdown Showdown 1v1 games
FIRSTBLOOD_2x2	73	Snowdown Showdown 2v2 games
SR_6x6	75	Summoner's Rift 6x6 Hexakill games
URF_5x5	76	Ultra Rapid Fire games
BOT_URF_5x5	83	Ultra Rapid Fire games played against AI games
NIGHTMARE_BOT_5x5_RANK1	91	Doom Bots Rank 1 games
NIGHTMARE_BOT_5x5_RANK2	92	Doom Bots Rank 2 games
NIGHTMARE_BOT_5x5_RANK5	93	Doom Bots Rank 5 games
ASCENSION_5x5	96	Ascension games
HEXAKILL	98	Twisted Treeline 6x6 Hexakill games
KING_PORO_5x5	300	King Poro games
COUNTER_PICK	310	Nemesis games

MAP NAMES

These constants populate the **mapId** field.

mapId	Name	Notes
1	Summoner's Rift	Original Summer Variant

2	Summoner's Rift	Original Autumn Variant
3	The Proving Grounds	Tutorial Map
4	Twisted Treeline	Original Version
8	The Crystal Scar	Dominion Map
10	Twisted Treeline	Current Version
11	Summoner's Rift	Current Version
12	Howling Abyss	ARAM Map

GAME/MATCH MODES

These constants populate the **gameMode** and **matchMode** fields.

gameMode / matchMode	Description
CLASSIC	Classic Summoner's Rift and Twisted Treeline games
ODIN	Dominion/Crystal Scar games
ARAM	ARAM games
TUTORIAL	Tutorial games
ONEFORALL	One for All games
ASCENSION	Ascension games
FIRSTBLOOD	Snowdown Showdown games
KINGPORO	King Poro games

GAME/MATCH TYPES

These constants populate the **gameType** and **matchType** fields.

gameType / matchType	Description
CUSTOM_GAME	Custom games
TUTORIAL_GAME	Tutorial games
MATCHED_GAME	All other games

SUB TYPES

These constants populate the **subType** field.

subType	Description
NONE	Custom games
NORMAL	Summoner's Rift unranked games
NORMAL_3x3	Twisted Treeline unranked games
ODIN_UNRANKED	Dominion/Crystal Scar games
ARAM_UNRANKED_5x5	ARAM / Howling Abyss games
BOT	Summoner's Rift and Crystal Scar games played against Intro, Beginner, or Intermediate AI
BOT_3x3	Twisted Treeline games played against AI
RANKED_SOLO_5x5	Summoner's Rift ranked solo queue games
RANKED_TEAM_3x3	Twisted Treeline ranked team games

RANKED_TEAM_5x5	Summoner's Rift ranked team games
ONEFORALL_5x5	One for All games
FIRSTBLOOD_1x1	Snowdown Showdown 1x1 games
FIRSTBLOOD_2x2	Snowdown Showdown 2x2 games
SR_6x6	Summoner's Rift 6x6 Hexakill games
CAP_5x5	Team Builder games
URF	Ultra Rapid Fire games
URF_BOT	Ultra Rapid Fire games played against AI
NIGHTMARE_BOT	Summoner's Rift games played against Nightmare AI
ASCENSION	Ascension games
HEXAKILL	Twisted Treeline 6x6 Hexakill games
KING_PORO	King Poro games
COUNTER_PICK	Nemesis games

PLAYER STAT SUMMARY TYPES

These constants populate the **playerStatSummaryType** field.

playerStatSummaryType	Description
Unranked	Summoner's Rift unranked games
Unranked3x3	Twisted Treeline unranked games
OdinUnranked	Dominion/Crystal Scar games
AramUnranked5x5	ARAM / Howling Abyss games
CoopVsAI	Summoner's Rift and Crystal Scar games played against AI
CoopVsAI3x3	Twisted Treeline games played against AI
RankedSolo5x5	Summoner's Rift ranked solo queue games
RankedTeam3x3	Twisted Treeline ranked team games
RankedTeam5x5	Summoner's Rift ranked team games
OneForAll5x5	One for All games
FirstBlood1x1	Snowdown Showdown 1x1 games
FirstBlood2x2	Snowdown Showdown 2x2 games
SummonersRift6x6	Summoner's Rift 6x6 Hexakill games
CAP5x5	Team Builder games
URF	Ultra Rapid Fire games
URFBots	Ultra Rapid Fire games played against AI
NightmareBot	Summoner's Rift games played against Nightmare AI
Ascension	Ascension games
Hexakill	Twisted Treeline 6x6 Hexakill games
KingPoro	King Poro games
CounterPick	Nemesis games

RUNE SLOT IDS

These constants populate the `runeSlotId` field.



Blank Rune Background (<https://s3-us-west-1.amazonaws.com/riot-api/img/rune-bg.png>)



© 2014 Riot Games, Inc. All rights reserved. League of Legends and Riot Games are trademarks, service marks, and registered trademarks of Riot Games, Inc.