Discord API Documentation

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Discord Community

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Unofficial Discord API Documentation

Authentication

Using Discord's Authentication API

1.1 Signing In

1.1.1 Login

Request

```
POST https://discordapp.com/api/auth/login
```

```
{
    "email": "client email",
    "password": "client password"
}
```

Parameters

- **email** (Required): The email to login with.

- **password** (Required): The password to login with.

Response

```
{
    "token": "token here"
}
```

It's important you keep track of this token, as most HTTP API requests will require an *Authorization* header containing this token.

1.1.2 Logout

Request

```
POST https://discordapp.com/api/auth/logout
```

```
{
    "token": "token from login"
}
```

Parameters

- **token** (Required): The token you logged in with.

Response

```
{
}
```

Channels

Using Discord's Channels API

2.1 General

2.1.1 Create Channel

Request

```
POST https://discordapp.com/api/guilds/:guild_id/channels
```

```
{
    "name":"channel name",
    "type":"text"
}
```

Parameters

- **name** (Required): The name of the channel to create. Name must be 2-100 characters long
- **type** (Required): Should be "text" for text channels, or "voice" for voice channels

Response

See *Channel Format*.

2.1.2 Edit Channel

Request

```
PATCH https://discordapp.com/api/channels/:id
```

```
{
    "name": "channel name",
    "position": 0,
```

```
    "topic": "a topic"
}
```

Parameters

- **name** (Required): The new name of the channel. Name must be 2-100 characters long.
- **position** (Required): The position of the channel to edit.
- **topic** (Required): The new topic of the channel.

Response

See *Channel Format*.

2.1.3 Delete Channel

Request

```
DELETE https://discordapp.com/api/channels/:id
```

Response

See *Channel Format*.

2.1.4 Broadcast Typing

Broadcasts to all members of a channel that you are currently typing. Each request will maintain the typing state for the next 5 seconds.

Request

```
POST https://discordapp.com/api/channels/:id/typing
```

2.1.5 Events

CHANNEL_CREATE (Public)

A channel has been created in one of guilds. Note: d is in *Channel Format*.

```
{
    "t": "MESSAGE_CREATE",
    "s": 1,
    "op": 0,
    "d": {...}
}
```

CHANNEL_CREATE (Private)

You have got a first private message from person.

```json
{
    "t": "MESSAGE_CREATE",
    "s": 1,
    "op": 0,
    "d": {
        "recipient": {
            "username": "test user",
            "id": "11112222333344445555666",
            "discriminator": "1234",
            "avatar": "..."
        },
        "last_message_id": null,
        "is_private": true,
        "id": "11112222333344445555666"
    }
}
```

CHANNEL_UPDATE

Channel details has been updated. Note: d is in *Channel Format*.

```json
{
    "t": "CHANNEL_UPDATE",
    "s": 1,
    "op": 0,
    "d": {...}
}
```

CHANNEL_DELETE (Public)

Channel has been deleted. Note: d is in *Channel Format*.

```json
{
    "t": "CHANNEL_DELETE",
    "s": 1,
    "op": 0,
    "d": {...}
}
```

CHANNEL_DELETE (Private)

Private channel has been deleted.

```json
{
    "t": "CHANNEL_DELETE",
    "s": 1,
    "op": 0,
    "d": {
        "recipient": {
            "username": "test user",
            "id": "11112222333344445555666",
```

```
            "discriminator": "1234",
            "avatar": "..."
        },
        "last_message_id": null,
        "is_private": true,
        "id": "11112222333344445555666"
    }
}
```

2.1.6 Channel Format

```
{
    "guild_id": "111222333444555666",
    "name": "some name",
    "permission_overwrites": [],
    "topic": null,
    "position": 2,
    "last_message_id": null,
    "type": "text",
    "id": "111222333444555666",
    "is_private": false
}
```

2.2 Messages

2.2.1 Get Messages

Gets a block of messages from the provided channel.

Request

```
GET https://discordapp.com/api/channels/:channel_id/messages?before=111222333444555666&after=1112223
```

Parameters

- **before** (Optional): Gets messages before a given message ID.
- **after** (Optional): Gets messages after a given message ID.
- **limit** (Optional): Max number of messages to return. Default: 50

Response

See *Message Format*.

2.2.2 Send Message

Sends a message to the provided channel.

Request

```
POST https://discordapp.com/api/channels/:channel_id/messages
```

```json
{
    "content": "I'm a test message~",
    "mentions": ["111222333444555666"],
    "nonce": "1453949470692605952",
    "tts": false
}
```

Parameters

- **content**: The text of the message. Supports basic markdown formatting.

- **mentions** (Optional): An array of the ids of all users this message is mentioning.

- **nonce** (Optional): A unique ID assigned to this message. Has no purpose other than being sent back to you in the MESSAGE_CREATE event.

- **tts** (Optional): Should this message be broadcast using Text-To-Speech? (default: false)

Response

See *Message Format*.

2.2.3 Edit Message

Request

```
PATCH https://discordapp.com/api/channels/:channel_id/messages/:id
```

```json
{
    "content": "I'm a test message~",
    "mentions": ["111222333444555666"]
}
```

Parameters

- **content**: The text of the message. Supports basic markdown formatting.

- **mentions** (Optional): An array of the ids of all users this message is mentioning.

Response

See *Message Format*.

2.2.4 Delete Message

Deletes the provided message.

Request

```
DELETE https://discordapp.com/api/channels/:channel_id/messages/:id
```

2.2.5 Acknowledge Message

Marks the provided message ID as read.

Request

```
POST https://discordapp.com/api/channels/:channel_id/messages/:id/ack
```

2.2.6 Events

MESSAGE_CREATE

A message was sent in one of the channels you have read access to. Note: d is in *Message Format*.

```
{
    "t": "MESSAGE_CREATE",
    "s": 1,
    "op": 0,
    "d": {...}
}
```

MESSAGE_UPDATE

A message was updated in one of the channels you have read access to. Note: d is in *Message Format*.

```
{
    "t": "MESSAGE_UPDATE",
    "s": 1,
    "op": 0,
    "d": {...}
}
```

MESSAGE_DELETE

A message was deleted in one of the channels you have read access to.

```
{
    "t": "MESSAGE_DELETE",
    "s": 1,
    "op": 0,
    "d": {
        "id": "111222333444555666",
        "channel_id": "111222333444555666"
    }
}
```

MESSAGE_ACK

You acknowledged a message on another machine.

```
{
    "t": "MESSAGE_ACK",
    "s": 1,
    "op": 0,
    "d": {
        "message_id": "101739512769544192",
        "channel_id": "81385020756865024"
    }
}
```

2.2.7 Message Format

```
{
    "nonce": "1453949470692605952",
    "attachments": [],
    "tts": false,
    "embeds": [],
    "timestamp": "2015-10-07T20:12:45.743000+00:00",
    "mention_everyone": false,
    "id": "111222333444555666",
    "edited_timestamp": null,
    "author": {
        "username": "Test Account",
        "discriminator": "1234",
        "id": "111222333444555666",
        "avatar": "31171c07640015bbc5aed21b28ea2408"
    },
    "content": "I'm a test message~",
    "channel_id": "81384788765712384",
    "mentions": []
}
```

2.3 Permissions

2.3.1 Create/Edit Permission

Request

```
PUT https://discordapp.com/api/channels/:channel_id/permissions/:target_id
```

```
{
    "allow": 251905,
    "deny": 8216,
    "id": "111222333444555666",
    "type": "role"
}
```

- **allow** (Required): The allow permissions number of the role (overwrites existing). See *Permissions Number*.

- **deny** (Required): The deny permissions number of the role (overwrites existing). See *Permissions Number*.

- **id** (Required): The ID of the permission target (same as :target_id in URL)

- **type** (Required): The type of the permission target (either member or role)

2.3.2 Delete Permission

Request

```
DELETE https://discordapp.com/api/channels/:channel_id/permissions/:target_id
```

2.3.3 Events

2.3.4 Permissions Number

Overall permission numbers are stored as decimal, but interpreted as bits. Each bit stores one permission's state. The bit indexes of each permission are below.

Note: Instead of having 3 states (none/allow/deny), channel permissions are stored as allow and deny.

General:

Permission	Bit Offset
Create Instant Invite	0
Kick Members	1
Ban Members	2
Manage Roles	3
Manage Permissions	3
Manage Channels	4
Manage Channel	4
Manage Server	5

Chat:

Permission	Bit Offset
Read Messages	10
Send Messages	11
Send TTS Messages	12
Manage Messages	13
Embed Links	14
Attach Files	15
Read Message History	16
Mention Everyone	17

Voice:

Permission	Bit Offset
Voice Connect	20
Voice Speak	21
Voice Mute Members	22
Voice Deafen Members	23
Voice Move Members	24
Voice Use VAD	25

Guilds

Using Discord's Guilds API

3.1 General

3.1.1 Create Guild

Request

```
POST https://discordapp.com/api/guilds
```

```
{
    "name": "guild name",
    "region": "region name",
    "icon": "icon"
}
```

Parameters

- **name** (Required): The name of the guild to create. Name must be 2-100 characters long

- **region** (Required): Region name received by voice/regions (Example: us-west)

- **icon** (Optional): Icon image 128x128px in format like: data:image/jpg;base64,dGVzdDEy ... (Set null if don't needed)

Response

See *Guild Format*.

3.1.2 Edit Guild

Request

```
PATCH https://discordapp.com/api/guilds/:id
```

```
{
    "name": "guild name",
    "region": "region name",
    "icon": "icon",
    "afk_channel_id": "channel id",
    "afk_timeout": "timeout"
}
```

Parameters

- **name** (Required): The new name of the guild. Name must be 2-100 characters long.
- **region** (Optional): Region name received by voice/regions
- **icon** (Optional): Icon image 128x128px in format like: data:image/jpg;base64,dGVzdDEy ... (Set null if don't needed)
- **afk_channel_id** (Optional): Channel id for AFK channel (Set null if don't needed)
- **afk_timeout** (Optional): AFK timeout for the guild (valid values are: 60,300,900,1800,3600)

Response

See *Guild Format*.

3.1.3 Leave Guild

Request

```
DELETE https://discordapp.com/api/users/@me/guilds/:id
```

3.1.4 Delete Guild

Request

```
DELETE https://discordapp.com/api/guilds/:id
```

Response

See *Guild Format*.

3.1.5 Get Guilds

Request

```
GET https://discordapp.com/api/users/@me/guilds
```

Response

An array of guild objects. See *Guild Format*.

3.1.6 Get Guild Channels

Request

```
GET https://discordapp.com/api/guilds/:id/channels
```

Response

An array of channel objects. See Channel format.

3.1.7 Events

GUILD_CREATE

A guild has been created. Note: d is in *Guild Format*.

```
{
    "t": "GUILD_CREATE",
    "s": 1,
    "op": 0,
    "d": {...}
}
```

GUILD_UPDATE

A guild has been edited by owner. Note: d is in *Guild Format*.

```
{
    "t": "GUILD_UPDATE",
    "s": 1,
    "op": 0,
    "d": {...}
}
```

GUILD_DELETE

Guild has been deleted by owner or you have left the guild. Note: d is in *Guild Format*.

```
{
    "t": "GUILD_DELETE",
    "s": 1,
    "op": 0,
    "d": {...}
}
```

GUILD_INTEGRATIONS_UPDATE

The third party integrations for the guild have updated.

```
{
        "t": "GUILD_INTEGRATIONS_UPDATE",
        "s": 1,
        "op": 0,
        "d": {
                "guild_id": "111222333444555666"
        }
}
```

GUILD_EMOJIS_UPDATE

The emojis for the guild have updated.

```
{
        "t": "GUILD_EMOJIS_UPDATE"i
        "s": 1,
        "op": 0,
        "d": {
                "guild_id": "111222333444555666",
                "emojis": [
                        {
                                "roles": [ "111222333444555666" ],
                                "require_colons": false,
                                "name": "OpieOP",
                                "managed": true,
                                "id": "111222333444555666"
                        }
                ]
        }
}
```

3.1.8 Guild Format

```
{
    "features": ["INVITE_SPLASH"],
    "afk_timeout": 300,
    "joined_at": "2012-12-21T12:34:56.789012+00:00",
    "afk_channel_id": null,
    "id": "111222333444555666",
    "icon": null,
    "name": "Name",
    "roles": [
        {
            "managed": false,
            "name": "@everyone",
            "color": 0,
            "hoist": false,
            "position": -1,
            "id": "111222333444555666",
            "permissions": 12345678
        }
    ],
```

```
    "region": "us-west",
    "embed_channel_id": null,
    "embed_enabled": false,
    "splash": null,
    "emojis": [],
    "owner_id": "111222333444555666",
    "member_count": 3
}
```

3.2 Members

3.2.1 Edit Member

Request

```
PATCH https://discordapp.com/api/guilds/:guild_id/members/:user_id
```

```
{
    roles: ["111222333444555666"]
}
```

Parameters

- **roles** (Required): A list of roles the user should be in (overwrites)

3.2.2 Kick Member

Request

```
DELETE https://discordapp.com/api/guilds/:guild_id/members/:user_id
```

3.2.3 Events

GUILD_MEMBER_ADD

Member has joined to the guild. Note: d is in *Member Format*.

```
{
    "t": "GUILD_MEMBER_ADD",
    "s": 1,
    "op": 0,
    "d": {...}
}
```

GUILD_MEMBER_UPDATE

Member get a new role, etc. Note: d is in *Member Format*.

```
{
    "t": "GUILD_MEMBER_UPDATE",
    "s": 1,
    "op": 0,
    "d": {...}
}
```

GUILD_MEMBER_REMOVE

Member has been kicked form the guild. Note: d is in *Member Format* but don't have "roles" key.

```
{
    "t": "GUILD_MEMBER_REMOVE",
    "s": 1,
    "op": 0,
    "d": {...}
}
```

3.2.4 Member Format

```
{
    "user":{
        "username":"test user",
        "id":"111222333444555666",
        "discriminator":"1234",
        "avatar":null
    },
    "roles":[],
    "joined_at":"2016-01-02T16:14:21.451424+00:00",
    "guild_id":"111222333444555666"
}
```

3.3 Bans

3.3.1 Get Bans

Request

```
GET https://discordapp.com/api/guilds/:guild_id/bans
```

Response

An array of objects, each with a "user" property. Below is an example of a response with one banned user.

```
[
    {
        "user": {
            "username": "Some Username",
            "discriminator": "1234",
            "id": "111222333444555666",
            "avatar": "111222333444555666777888999aaabb"
```

```
        }
    }
]
```

3.3.2 Add Ban

Request

```
PUT https://discordapp.com/api/guilds/:guild_id/bans/:user_id?delete-message-days=0
```

Parameters

- **delete-message-days** (Optional): Discord should delete messages by the banned user that are younger than # days

3.3.3 Remove Ban

Request

```
DELETE https://discordapp.com/api/guilds/:guild_id/bans/:user_id
```

3.3.4 Events

GUILD_BAN_ADD

Ban has been added.

```
{
    "t": "GUILD_BAN_ADD",
    "s": 1,
    "op": 0,
    "d": {
        "user": {
            "username":"test user",
            "id":"111222333444555666",
            "discriminator":"1234",
            "avatar":null
        },
        "guild_id": "111222333444555666"
    }
}
```

GUILD_BAN_REMOVE

Ban has been removed.

```
{
    "t": "GUILD_BAN_REMOVE",
    "s": 1,
    "op": 0,
```

```
    "d": {
        "user": {
            "username":"test user",
            "id":"111222333444555666",
            "discriminator":"1234",
            "avatar":null
        },
        "guild_id": "111222333444555666"
    }
}
```

3.4 Roles

3.4.1 Create Role

Request

```
POST https://discordapp.com/api/guilds/:id/roles
```

Response

See *Role Format*.

3.4.2 Edit Role

Request

```
PATCH https://discordapp.com/api/guilds/:guild_id/roles/:role_id
```

```
{
    "color": 0,
    "hoist": true,
    "name": "New Name",
    "permissions": 33333333
}
```

Parameters

- **color** (Required): The color the role should have (as a decimal, **not hex**)

- **hoist** (Required): Whether to display the role's users separately

- **name** (Required): The role's name (overwrites existing)

- **permissions** (Required): The overall permissions number of the role (overwrites existing). See Permissions Number.

Response

See *Role Format*.

3.4.3 Reorder Roles

Request

```
PATCH https://discordapp.com/api/guilds/:guild_id/roles
```

```
[
    {
        "id": "111222333444555666",
        "position": 1
    },
    {
        "id": "111222333444555667",
        "position": 2
    }
]
```

Parameters

Reorder Roles requires an array of objects. Above is an example on a server with two roles. After this request is executed, the order of the roles will be #111222333444555666, #111222333444555667, then @everyone (always last).

The following are required for each object in the array:

- **id** (Required): The id of the role the object represents

- **position** (Required): The desired position of this role (# >= 1)

Response

An array of objects. Each object is a *Role Format*.

Note: the response includes the @everyone role, which has position -1.

3.4.4 Delete Role

Request

```
DELETE https://discordapp.com/api/guilds/:guild_id/roles/:role_id
```

3.4.5 Events

GUILD_ROLE_CREATE

Role has been created. Note: role is in *Role Format*.

```
{
    "t": "GUILD_ROLE_CREATE",
    "s": 1,
    "op": 0,
    "d": {
        "role": {...},
```

```
        "guild_id": "111222333444555666"
    }
}
```

GUILD_ROLE_UPDATE

Role has been updated (permissions has been updated, etc). Note: role is in *Role Format*.

```
{
    "t": "GUILD_ROLE_UPDATE",
    "s": 1,
    "op": 0,
    "d": {
        "role": {...},
        "guild_id": "111222333444555666"
    }
}
```

GUILD_ROLE_DELETE

Role has been deleted.

```
{
    "t": "GUILD_ROLE_DELETE",
    "s": 1,
    "op": 0,
    "d": {
        "role_id": "111222333444555666",
        "guild_id": "111222333444555666"
    }
}
```

3.4.6 Role Format

```
{
    "color": 0,
    "hoist": false,
    "id": "111222333444555666",
    "managed": false,
    "name": "new role",
    "permissions": 36953089,
    "position": 2
}
```

Invites

Using Discord's Invite API

4.1 Invites

4.1.1 Get Invite

Request

```
GET https://discordapp.com/api/invite/:id_or_xkcd
```

Response

See *Basic Invite Format*.

4.1.2 Accept Invite

Request

```
POST https://discordapp.com/api/invite/:id_or_xkcd
```

Response

See *Basic Invite Format*.

4.1.3 Create Invite

Request

```
POST https://discordapp.com/api/channels/:id/invites
```

```json
{
    "validate": "invite id"
}
```

Parameters

- **validate** (Optional): Validate a cached invite ID

Response

See *Rich Invite Format*.

4.1.4 Delete Invite

Request

```
DELETE https://discordapp.com/api/invite/:id
```

Response

See *Basic Invite Format*.

4.1.5 Get Guild Invites

Request

```
GET https://discordapp.com/api/guilds/:guild_id/invites
```

Response

An array of invite objects. See *Rich Invite Format*.

4.1.6 Get Channel Invites

Request

```
GET https://discordapp.com/api/channels/:channel_id/invites
```

Response

An array of invite objects. See *Rich Invite Format*.

4.1.7 Basic Invite Format

```
{
    "code": "0cFbBdvaQwODZPcF",
    "guild": {
        "id": "110451980584914944",
        "name": "Guild Name"
    },
```

```json
    "xkcdpass": null,
    "channel": {
        "type": "text",
        "id": "110453227215937536",
        "name": "Channel Name"
    }
}
```

4.1.8 Rich Invite Format

```json
{
    "max_age": 86400,
    "code": "0cFbBdvaQwLBiyyI",
    "guild": {
        "id": "110451980584914944",
        "name": "Guild Name"
    },
    "revoked": false,
    "created_at": "2015-11-01T19:23:29.137000+00:00",
    "temporary": false,
    "uses": 0,
    "max_uses": 0,
    "inviter": {
        "username": "Person",
        "discriminator": "1849",
        "id": "112462135683509820",
        "avatar": null
    },
    "xkcdpass": "optional-xkcd-pass",
    "channel": {
        "type": "text",
        "id": "110453227215937536",
        "name": "Channel Name"
    }
}
```

Users

Using Discord's Users API

5.1 General

5.1.1 Create Private Channel

Request

```
POST https://discordapp.com/api/users/:id/channels
```

```json
{
    "recipient_id": "111222333444555666"
}
```

Parameters

- **recipient_id** (Required): User ID of the person to open a direct message with

Response

```json
{
    "id": "111222333444555666",
    "is_private": true,
    "last_message_id": null,
    "recipient": {
        "username": "Someone",
        "id": "111222333444555666",
        "discriminator": "1234",
        "avatar": "a1a1a1a1a1a1a1a1a1a1a1a1a1a1a1a1"
    }
}
```

Note: The first "id" is the DM channel ID

5.1.2 Get Avatar

Request

```
GET https://discordapp.com/api/users/:user_id/avatars/:avatar_id.jpg
```

Response

A JPG of the user's avatar

5.2 Profile

5.2.1 Edit Profile

Request

```
PATCH https://discordapp.com/api/users/@me
```

```json
{
    "avatar": "a1a1a1a1a1a1a1a1a1a1a1a1a1a1a1a1",
    "email": "email@example.com",
    "new_password": "newpassword",
    "password": "password",
    "username": "Something"
}
```

Parameters

- **avatar** (Required): The user's avatar ID to keep the current image, a base64 encoded image to set a new image, or null to remove

- **email** (Required): The user's email (overwrites existing)

- **password** (Required): The user's current password

- **new_password** (Optional): The user's desired password

- **username** (Required): The user's username (overwrites existing)

Response

```json
{
    "avatar": "a1a1a1a1a1a1a1a1a1a1a1a1a1a1a1a1",
    "discriminator": "1234",
    "email": "email@example.com",
    "id": "111222333444555666",
    "token": "your new login token",
    "username": "Something",
    "verified": true
}
```

Example: changing the avatar image

```
{
    "avatar": "data:image/jpeg;base64,/9j/4AAQSkZJRgABAQAAAQABAAD/2wBDAAMCAgICAgMCAgIDAwMDBAYEBAQ...'
    "email": "email@example.com",
    "new_password": "newpassword",
    "password": "password",
    "username": "Something"
}
```

5.2.2 Events

USER_UPDATE

User profile has been updated on another machine.

```
{
    "t": "USER_UPDATE",
    "s": 1,
    "op": 0,
    "d": {
        "verified": true,
        "username": "Something",
        "id": "11122233344455566",
        "email": "email@example.com",
        "discriminator": "1234",
        "avatar": "a1a1a1a1a1a1a1a1a1a1a1a1a1a1a1a1"
    }
}
```

Status

Using Discord's Status API

6.1 Maintenances

6.1.1 Active Maintenances?

Request

```
GET https://status.discordapp.com/api/v2/scheduled-maintenances/active.json
```

Response

```
{
    "page": {
        "id": "srhpyqt94yxb",
        "name": "Discord",
        "url": "http://status.discordapp.com",
        "updated_at": "2015-10-10T10:10:10.100-08:00"
    },
    "scheduled_maintenances": []
}
```

6.1.2 Upcoming Maintenances?

Request

```
GET https://status.discordapp.com/api/v2/scheduled-maintenances/upcoming.json
```

Response

```
{
    "page": {
        "id": "srhpyqt94yxb",
        "name": "Discord",
```

```
        "url": "http://status.discordapp.com",
        "updated_at": "2015-10-10T10:10:10.100-08:00"
    },
    "scheduled_maintenances": []
}
```

6.1.3 Maintenance Format

```
{
    "name": "Call the Moving Van!",
    "status": "scheduled",
    "created_at": "2016-01-09T13:24:35.249-08:00",
    "updated_at": "2016-01-09T13:25:05.482-08:00",
    "monitoring_at": null,
    "resolved_at": null,
    "shortlink": "http://stspg.io/1q1G",
    "scheduled_for": "2016-01-12T02:00:00.000-08:00",
    "scheduled_until": "2016-01-12T03:00:00.000-08:00",
    "id": "bclbdmdnhmdn",
    "page_id": "srhpyqt94yxb",
    "incident_updates": [
        {
            "status": "scheduled",
            "body": "Beginning over the holidays our Data Center provider has been targeted by repeat
            "created_at": "2016-01-09T13:24:35.508-08:00",
            "updated_at": "2016-01-09T13:24:35.508-08:00",
            "display_at": "2016-01-09T13:24:35.508-08:00",
            "id": "ccdjfjmkpjhl",
            "incident_id": "bclbdmdnhmdn"
        }
    ],
    "impact": "none"
}
```

Voice

Using Discord's Voice API

7.1 General

7.1.1 Get Server Regions

Request

```
GET https://discordapp.com/api/voice/regions
```

Parameters

Response

An array of objects. Below is an example of a response with one location. There should be six objects, one for each server location: Amsterdam, London, Singapore, Sydney, US East, US West.

```
[
    {
        "sample_hostname": "us-west3.discord.gg",
        "sample_port": 80,
        "id": "us-west",
        "name": "US West"
    }
]
```

7.1.2 Move Member

Request

```
PATCH https://discordapp.com/api/guilds/:guild_id/members/:member_id
```

```
{
        "channel_id": "111222333444555666"
}
```

Parameters

- **channel_id** (Required): ID of the channel to move the member to.

Response

```
{
}
```

7.1.3 ???

Request

```
PATCH https://discordapp.com/api/voice/ice
```

Parameters

Response

```
{
}
```

WebSockets

Using Discord WebSockets

8.1 General

8.1.1 Get Endpoint

Returns the endpoint for your current user's websocket connection. The gateway returned should not be cached as the returned endpoint is based on your user id and the amount of current gateways. Connecting to the wrong gateway will result in a redirect event.

Request

```
GET https://discordapp.com/api/gateway
```

Response

```
{
    "url":"wss://gateway-1.discord.gg/4"
}
```

The URL shown here is a common example of one. It's best to always use the URL you receive from your GET request instead of statically connecting to the URL here.

8.1.2 Connect

After a connection to the websocket has been made, this message must be sent. If it's accepted, the server will respond with the READY event.

Message (via WebSocket)

```
{
        "op": 2,
        "d": {
                "token": "aaaaaaaabbbbbbbbbcccccccddddddddeeeeeeeeffffffffgggggggghh",
```

```
        "v": 3,
        "properties": {
                "$os": "Windows",
                "$browser": "Chrome",
                "$device": "",
                "$referrer":" https://discordapp.com/@me",
                "$referring_domain":"discordapp.com"
        },
        "large_threshold":100,
        "compress":true
    }
}
```

Note: Only d.token, d.v, d.large_threshold and d.properties.* are required

8.1.3 Keepalive

Keepalives must be sent every "heartbeat_interval" milliseconds, as specified by the READY and RESUMED events, or the connection will be closed. The "d" parameter is the current number of milliseconds since 1 January 1970 00:00:00 UTC.

Message (via WebSocket)

```
{
    "op": 1,
    "d": "1450996513618"
}
```

8.1.4 Update Status

Message (via WebSocket)

```
{
    "op" : 3,
        "d" : {
        "game" : {
                "name" : "Game name"
        },
        "idle_since": null
    }
}
```

- changing idle_since to something other than null will show you as idle

- changing game to null will remove the playing indicator

8.2 The Ready Event

8.2.1 READY Event

```
{
    "t": "READY",
    "s": 1,
    "op": 0,
    "d": {
        "v": 3,
        "user_settings": {
            "theme": "light",
            "show_current_game": true,
            "render_embeds": true,
            "muted_channels": [],
            "message_display_compact": false,
            "locale": "en-US",
            "inline_embed_media": true,
            "inline_attachment_media": true,
            "enable_tts_command": true,
            "convert_emoticons": true
        },
        "user_guild_settings": [
            {
                "suppress_everyone": false,
                "muted": false,
                "mobile_push": true,
                "message_notifications": 1,
                "guild_id": "11122233344455566",
                "channel_overrides": []
            }
        ],
        "user": {
            "verified": true,
            "username": "Test Account",
            "id": "11122233344455566",
            "email": "discordbot@ironboots.net",
            "discriminator": "1234",
            "avatar": "a1a1a1a1a1a1a1a1a1a1a1a1a1a1a1a1"
        },
        "session_id": "aaaabbbbccccddddeeeeffffggghhhh",
        "read_state": [
            {
                "mention_count": 0,
                "last_message_id": "11122233344455566",
                "id": "11122233344455566"
            }
        ],
        "private_channels": [
            {
                "recipient": {
                    "username": "Other Test Account",
                    "id": "11122233344455566",
                    "discriminator": "1234",
                    "avatar": "a1a1a1a1a1a1a1a1a1a1a1a1a1a1a1a1"
                },
                "last_message_id": "11122233344455566",
```

```
                "is_private": true,
                "id": "11122233344455566"
            }
        ],
        "heartbeat_interval": 41250,
        "guilds": [
            {
                "voice_states": [
                    {
                        "user_id": "11122233344455566",
                        "suppress": true,
                        "session_id": "aaaabbbbccccddddeeeeffffggggbhhhh",
                        "self_mute": false,
                        "self_deaf": false,
                        "mute": false,
                        "deaf": false,
                        "channel_id": "11122233344455566"
                    }
                ],
                "splash": null,
                "roles": [
                    {
                        "position": 1,
                        "permissions": 36953089,
                        "name": "@everyone",
                        "managed": false,
                        "id": "11122233344455566",
                        "hoist": false,
                        "color": 0
                    }
                ],
                "region": "us-east",
                "presences": [
                    {
                        "user": {
                            "id": "11122233344455566"
                        },
                        "status": "online",
                        "game": null
                    }
                ],
                "owner_id": "11122233344455566",
                "name": "Example Server",
                "member_count": 1,
                "members": [
                    {
                        "user": {
                            "username": "Test Account",
                            "id": "11122233344455566",
                            "discriminator": "1234",
                            "avatar": "a1a1a1a1a1a1a1a1a1a1a1a1a1a1a1a1"
                        },
                        "roles": ["11122233344455566"],
                        "mute": false,
                        "joined_at": "2015-12-25T19: 30: 47.982000+00: 00",
                        "deaf": false
                    }
                ],
```

```
            "large": false,
            "joined_at": "2015-12-25T19: 30: 47.982000+00: 00",
            "id": "11122233344455566",
            "icon": null,
            "features": [],
            "emojis": [],
            "channels": [
                {
                    "type": "text",
                    "topic": "Test Text Channel",
                    "position": 0,
                    "permission_overwrites": [
                        {
                            "type": "role",
                            "id": "11122233344455566",
                            "deny": 36864,
                            "allow": 0
                        }
                    ],
                    "name": "general",
                    "last_message_id": "111222333444555666",
                    "id": "11122233344455566"
                },
                {
                    "type": "voice",
                    "topic": "",
                    "position": 0,
                    "permission_overwrites": [],
                    "name": "Test Voice Channel",
                    "last_message_id": null,
                    "id": "111222333444555667"
                },
                {
                    "type": "voice",
                    "topic": "",
                    "position": 0,
                    "permission_overwrites": [
                        {
                            "type": "role",
                            "id": "111222333444555666",
                            "deny": 65011737,
                            "allow": 0
                        }
                    ],
                    "name": "Test AFK channel",
                    "last_message_id": null,
                    "id": "111222333444555670"
                },
            ],
            "afk_timeout": 300,
            "afk_channel_id": "111222333444555670"
        }
    ]
}
```

Keys

- **user_settings**: Values of some Discord Settings.

- **user_guild_settings**: Array of guilds Notification Settings.

- **user**: Information about the current user.

- **session_id**: Current session id.

- **read_state: Array of channels read states in format:**

    - **mention_count**: Count of mentions for the current user.

    - **last_message_id**: ID of the last message.

    - **id**: Channel ID.

- **private_channels**: Array of private channels.

- **heartbeat_interval**: Interval for keepalive.

- **guilds: Array of current guilds in Guild Format with additional keys:**

    - **voice_states**: Array of members voice states.

    - **presences**: Array of memebers statuses.

    - **members**: Array of guild members.

    - **channels**: Array of guild channels in Channel Format.

Hornwitser has a pretty good analysis of the different websocket messages on his website.