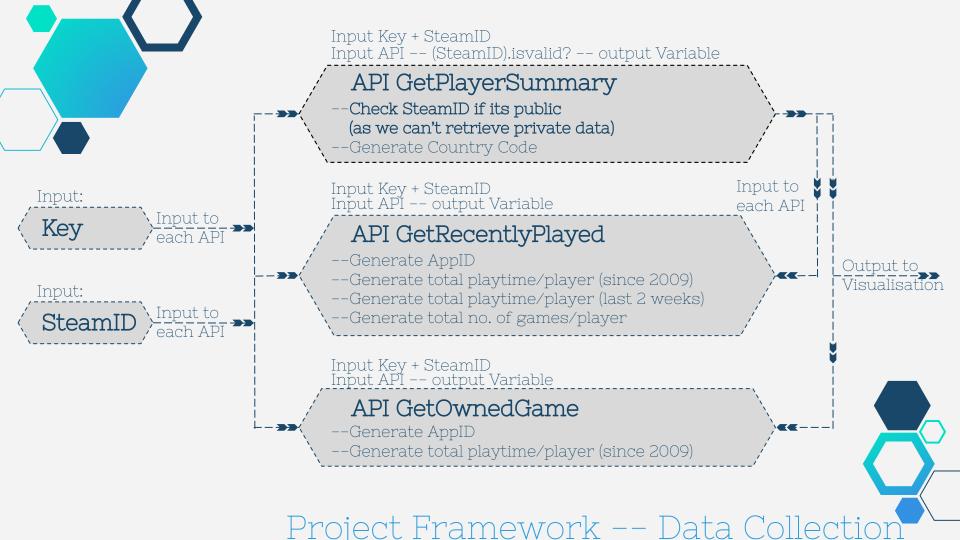
## Content

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Key

- Key is a passcode to access API and Steam Games e.g. 72797CA67785C46C4DDB70C6F4C295D3
- How to get API key:

#### https://support.steampowered.com/kb\_article.php?ref=3330-IAGK

"Steam prevents some accounts from accessing a certain community and social features that are commonly used for spamming, phishing, and other abuse."

- (i) spend at least \$5.00 USD in Steam
- (ii) intall Steam to show that you are an active user
- Challenge: Only allow 100,000 Requests per day



- A SteamID is a unique identifier used to identify a Steam account.

- There is a few ways to present the SteamID, including Input to \_\_\_ simple format (e.g. STEAM \_ X:Y:Z), 64-bit format and Steam Community ID in 17-bit format (e.g. 76561197960265728)

 $\rightarrow$  See P.7 for detail





## Get Steam Community ID (i.e. the 17-digit steam ID)

- 1. Approach 1 --- generate random account numbers
  - $\rightarrow$  by observation, valid steam IDs usually have a pattern (e.g. 76561198XXXXXXXXX)
  - → "76561198" + randomly generate 9-digit numbers
  - Challenge --- low efficiency (below numbers tbc)
  - (i) Only 1% of SteamID generated is valid (ii) Time required to select valid id (~1 valid ID/ second?)
- 2. Approach 2 --- generate the ID from its simple format (i.e.
- STEAM \_ 1:1:66138017**)**(See next page for details)

# Transforming SteamID to 17-digit number

Steam Community ID

64-bit data structure

Simple format

Description	Format	Example
Simple format	SteamID	STEAM_1:1:66138017
64-bit data structure for computer programs	Binary signed 2's complement	0000001000100000000000000000000010000
Steam Community ID for use on the Steam Community website	Decimal number	76561198092541763

# Meaning of the simple SteamID

# STEAM\_1:1:66138017

Universes Available for Steam Accounts

- --- "1" means it is a public account
- $\rightarrow$  If the account type is "public", we can read user's information.
- → So we default this value to be '1'

Account Number (usually 8 digits and consecutively given to users))

→ we can generate this number consecutively and get the Steam Community ID (see the next page)

Account Types --- "1" means individual account

- given URL Path
- SteamID64 Identifier for individual account
- → So we default this value to be '1'

#### (Should I explain it in detail?)

function - convert simple Dteam ID into Steam Community ID

Select 8-dig simple steam ids consecutively

White into csv file

```
# find steamIDs
def steamid to 64bit(steamid):
    steam64id = 76561197960265728
    id split = steamid.split(":")
    steam64id += int(id split[2]) * 2
    if id split[1] == "1":
        steam64id += 1
    return steam64id
Id list = []
multi Id = []
for num in range(90000000, 90050000):
    steam Id = "STEAM 1:1:" + str(num)
    Id list.append(steam Id)
# generate 64-bit steamID list and csv file
steamId 64bit = []
with open("steamid.csv", "w") as f:
    for i in Id list:
        steamId 64bit.append(str(steamid_to_64bit(i)))
        steamId = str(steamid to 64bit(i)) + ",\n"
        f.write(steamId)
```

\*Source:

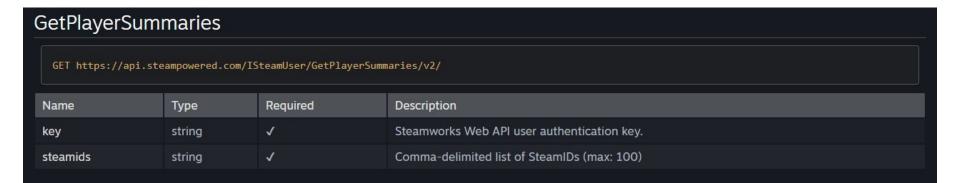
https://stackoverflow.com/questions/36463687/how-can-i-get-a-steamid-64-from-a-steamid-in-python

### Code:

```
##Create a function to get coutrycode given steamId
def GetPlayerSummaries(steamId):
   #steamids string
   try:
        steamId = str(steamId)
                                          steamID
       params = {
            "steamids" : steamId,
            "key" : "72797CA67785C46C4DDB70C6F4C295D3"
                                                          -key
       url = requests.get("https://api.steampowered.com/ISteamUser/GetPlayerSummaries/v2/
                                                                                            ,params=params)
        # print(url)
        data = json.loads(url.text)
       return data["response"]["players"][0]["loccountrycode"]
                                                                   Return data
    except:
       return np.nan
```

## Use Steam ID and API key to get user's information

- GetPlayerSummeries: 100 IDs per request



```
id pub = []
def GetPlayerSummaries(multi_id):
    with open("id location.csv", "w") as f:
        steamId = "\
       for i in multi id:
           if steamId != "":
                steamId = steamId + "," + i
           else:
                steamId = i
       params = {
            "steamids" : steamId
       url = requests.get("https://api.steampowered.com/ISteamUser/GetPlayerSummaries/v2/?key=81C
       d = json.loads(url.text)
       for i in range(len(multi id) - 1):
           try:
               if d['response']['players'][i]['loccountrycode']:
                   x = m lti id[i] + "," + d['response']['players'][i]['loccountrycode'] + "\n"
                   id pub.append(x)
            except:
               d['response']['players'][i]['loccountrycode'] = np.nan
       for i in range(len(id_pub)):
           f.write(id pub[i])
for i in range(0, 500):
                                                          add for loop to input 100 steam ids every time
    GetPlayerSummaries(multi id[(0+100*i):(100+100*i)])
```

import numpy as np

with open("steamid.txt", "r") as f:
 multi id = f.read().split(",")