

Bungie.Net API

Object Model

Generated from Bungie's Swagger openapi-2.json v2.1.3 file

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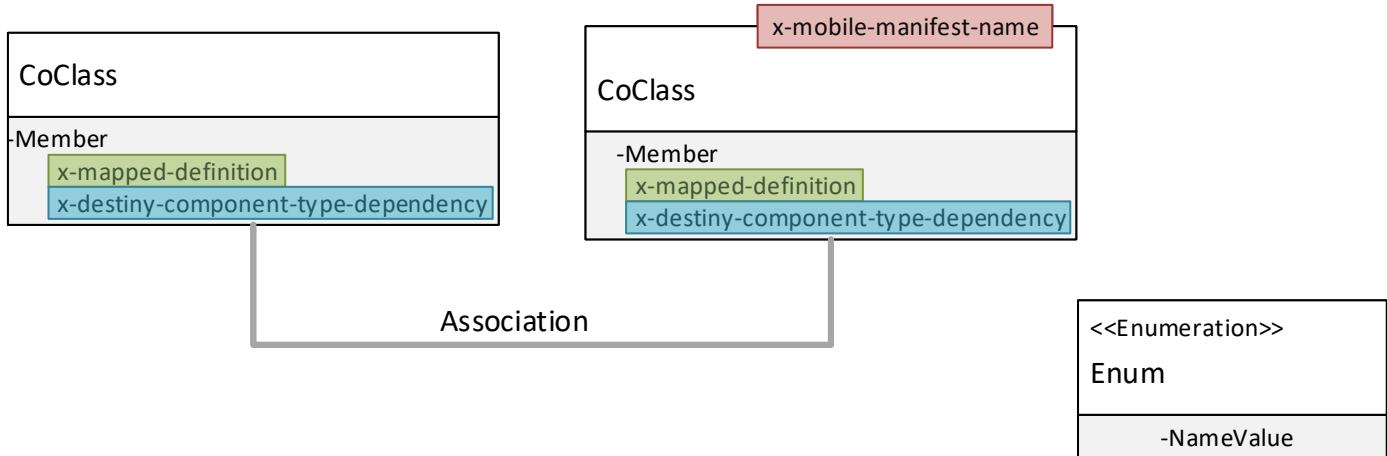
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Legend

Tags

User Forum GroupV2 Destiny2 CommunityContent Trending Preview

Tags – Informs you of which category an endpoint belongs to. The preview tag will be displayed when the Operation in question is not yet ready and you will have to read the documentation to find out just how not ready it is.



CoClass - A CoClass can directly create objects by declaring a new object.

Member - A class level variable that can holds a value.

Association - Associations represent relationships between classes. They have defined multiplicities at both ends.

x-mapped-definition – A property that has hash identifiers that map to a Manifest Database definition. This property will reveal which type of Manifest Database definition it points to. If it's a uint32, it points to a single definition. If it's a List, each value points to a different definition. If it's a Dictionary<uint32, X>, its' keys point to different definitions.

x-destiny-component-type-dependency - A new concept in the Destiny 2 API is "Components". You will see that Destiny Profile/Character calls have been mostly simplified down to just GetProfile/GetCharacter/GetItem. This simplification is made possible by Components, which are identifiers you pass into the requests to specify how much data you want back. An entity with this property will only be returned if you've passed the named Component Identifier into the GetProfile/GetCharacter/GetItem methods.

x-mobile-manifest-name - If populated, this is the name of the Mobile Manifest table that holds this data as a first-class entity. The existence of this field implies that this entity is a first-order Destiny Definition aggregate.

Enum – Makes use of the **x-enum-values** so have a way to tell you both the identifier and the numeric value of an enum

Hyperlinks – Hyperlinks have been created on the objects to link back to Bungie's official documentation for ease of use when more information is needed. Hyperlinks work in the following manner:

CoClass – When clicked links to the appropriate <https://bungie-net.github.io/multi/index.html> page.

Member – If a composite datatype navigates in page to that object.

x-mapped-definition – Navigates in document to the mapped definition page.

User.GetBungieNetUserById

User

Endpoint: /User/GetBungieNetUserById/{id}/

Operation: GET

Loads a bungienet user by membership id.

Response 200

- Response: User.GeneralUser
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

User.GeneralUser

- membershipId: int64
- uniqueName: string
- normalizedName: string
- displayName: string
- profilePicture: int32
- profileTheme: int32
- userTitle: int32
- successMessageFlags: int64
- isDeleted: boolean
- about: string
- firstAccess: date-time
- lastUpdate: date-time
- legacyPortalUID: int64
- context: User.UserToUserContext
- psnDisplayName: string
- xboxDisplayName: string
- fbDisplayName: string
- showActivity: boolean
- locale: string
- localeInheritDefault: boolean
- lastBanReportId: int64
- showGroupMessaging: boolean
- profilePicturePath: string
- profilePictureWidePath: string
- profileThemeName: string
- userTitleDisplay: string
- statusText: string
- statusDate: date-time
- profileBanExpire: date-time
- blizzardDisplayName: string

User.UserToUserContext

- isFollowing: boolean
- ignoreStatus: Ignores.IgnoreResponse
- globalIgnoreEndDate: date-time

Ignores.IgnoreResponse

- isIgnored: boolean
- ignoreFlags: Ignores.IgnoreStatus

Enumerations

<<Enumeration>> Ignores.IgnoreStatus

- 0 - NotIgnored
- 1 - IgnoredUser
- 2 - IgnoredGroup
- 4 - IgnoredByGroup
- 8 - IgnoredPost
- 16 - IgnoredTag
- 32 - IgnoredGlobal

User.SearchUsers

User

Endpoint: /User/SearchUsers/

Operation: GET

Returns a list of possible users based on the search string

Response 200

- Response: User.GeneralUser
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

User.GeneralUser

- membershipId: int64
- uniqueName: string
- normalizedName: string
- displayName: string
- profilePicture: int32
- profileTheme: int32
- userTitle: int32
- successMessageFlags: int64
- isDeleted: boolean
- about: string
- firstAccess: date-time
- lastUpdate: date-time
- legacyPortalUID: int64
- context: User.UserToUserContext
- psnDisplayName: string
- xboxDisplayName: string
- fbDisplayName: string
- showActivity: boolean
- locale: string
- localeInheritDefault: boolean
- lastBanReportId: int64
- showGroupMessaging: boolean
- profilePicturePath: string
- profilePictureWidePath: string
- profileThemeName: string
- userTitleDisplay: string
- statusText: string
- statusDate: date-time
- profileBanExpire: date-time
- blizzardDisplayName: string

User.UserToUserContext

- isFollowing: boolean
- ignoreStatus: Ignores.IgnoreResponse
- globalIgnoreEndDate: date-time

Ignores.IgnoreResponse

- isIgnored: boolean
- ignoreFlags: Ignores.IgnoreStatus

Enumerations

<<Enumeration>> Ignores.IgnoreStatus

- 0 - NotIgnored
- 1 - IgnoredUser
- 2 - IgnoredGroup
- 4 - IgnoredByGroup
- 8 - IgnoredPost
- 16 - IgnoredTag
- 32 - IgnoredGlobal

User.GetAvailableThemes

User

Endpoint: /User/GetAvailableThemes/

Operation: GET

Returns a list of all available user themes.

Response 200

- Response: Config.UserTheme
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

Config.UserTheme

- userThemeld: int32
- userThemeName: string
- userThemeDescription: string

User.GetMembershipDataById

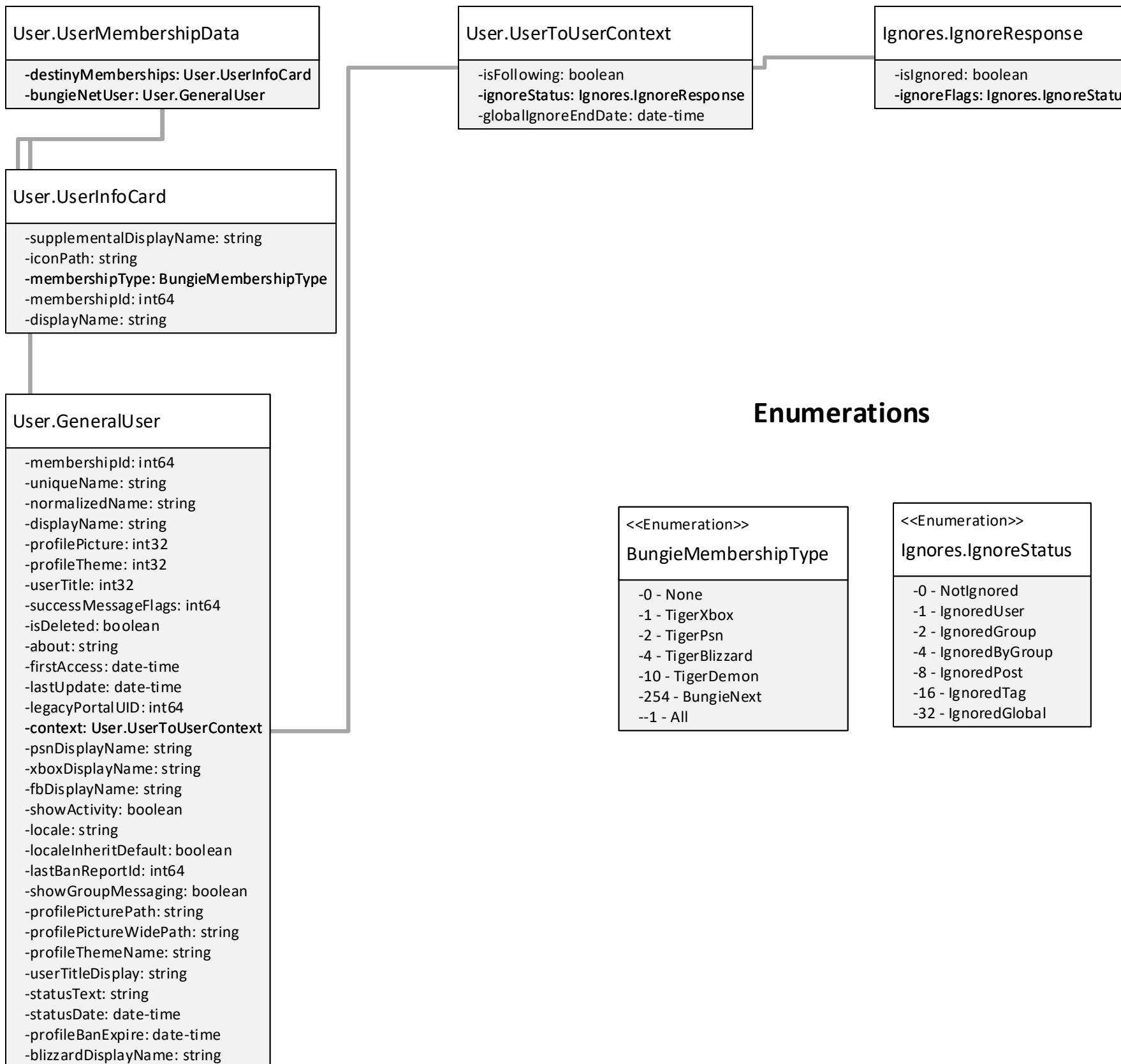
User

Endpoint: /User/GetMembershipsById/{membershipId}/{membershipType}/

Operation: GET

Returns a list of accounts associated with the supplied membership ID and membership type. This will include all linked accounts (even when hidden) if supplied credentials permit it.

Response 200
<pre>-Response: User.UserMembershipData -ErrorCode: Exceptions.PlatformErrorCodes -ThrottleSeconds: int32 -ErrorStatus: string -Message: string -MessageData: Dictionary<string, string></pre>



Enumerations

Enumeration
<code><<Enumeration>></code> BungieMembershipType
<code>-0 - None</code> <code>-1 - TigerXbox</code> <code>-2 - TigerPsn</code> <code>-4 - TigerBlizzard</code> <code>-10 - TigerDemon</code> <code>-254 - BungieNext</code> <code>-1 - All</code>
<code><<Enumeration>></code> Ignores.IgnoreStatus
<code>-0 - NotIgnored</code> <code>-1 - IgnoredUser</code> <code>-2 - IgnoredGroup</code> <code>-4 - IgnoredByGroup</code> <code>-8 - IgnoredPost</code> <code>-16 - IgnoredTag</code> <code>-32 - IgnoredGlobal</code>

User.GetMembershipDataForCurrentUser

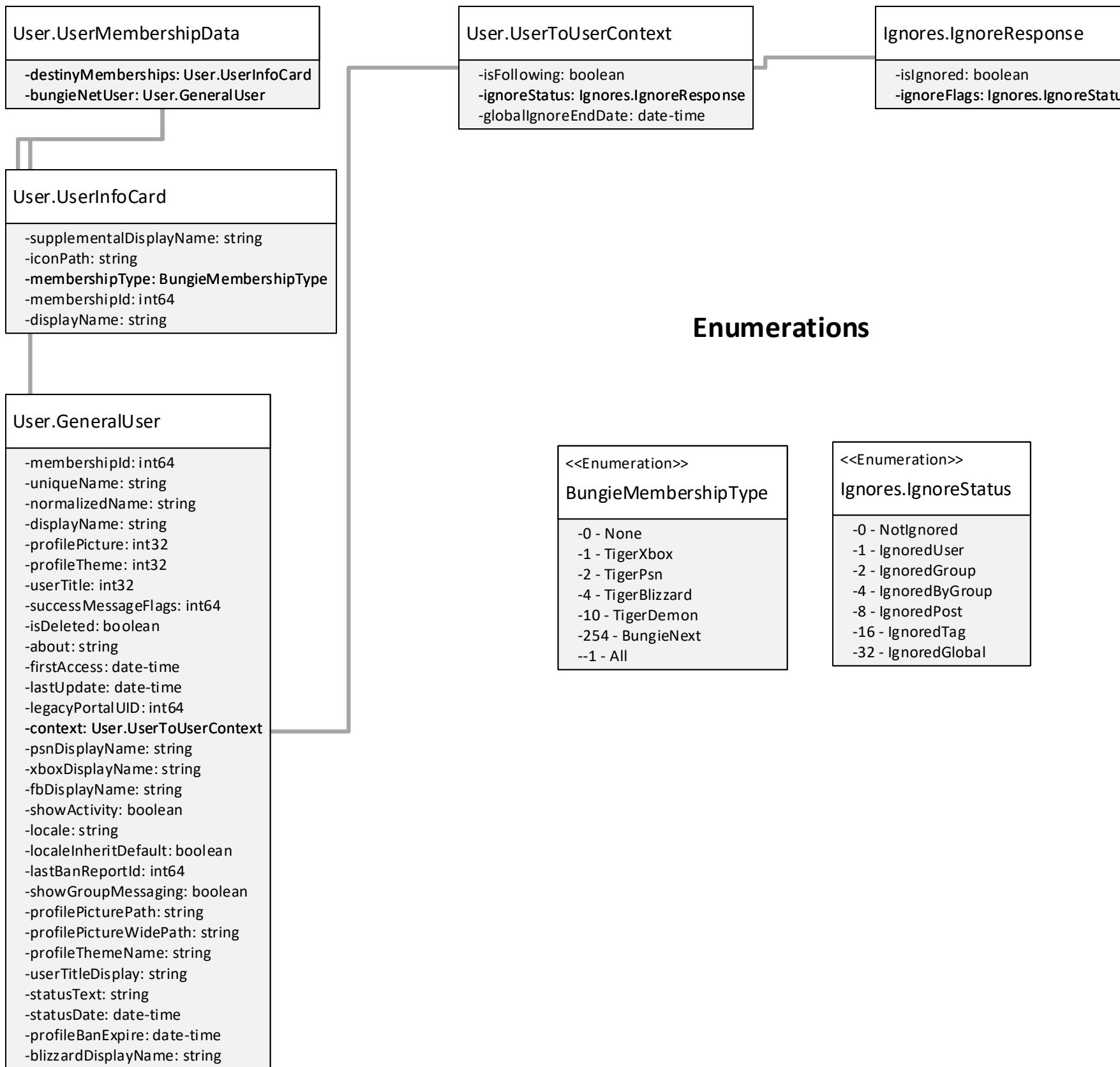
User

Endpoint: /User/GetMembershipsForCurrentUser/

Operation: GET

Returns a list of accounts associated with signed in user. This is useful for OAuth implementations that do not give you access to the token response.

Response 200
<pre>-Response: User.UserMembershipData -ErrorCode: Exceptions.PlatformErrorCodes -ThrottleSeconds: int32 -ErrorStatus: string -Message: string -MessageData: Dictionary<string, string></pre>



User.GetPartnerships

User

Endpoint: /User/{membershipId}/Partnerships/

Operation: GET

Returns a user's linked Partnerships.

Response 200

- Response: Partnerships.PublicPartnershipDetail
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

Partnerships.PublicPartnershipDetail

- partnerType: Partnerships.PartnershipType
- identifier: string
- name: string
- icon: string

Enumerations

<<Enumeration>>

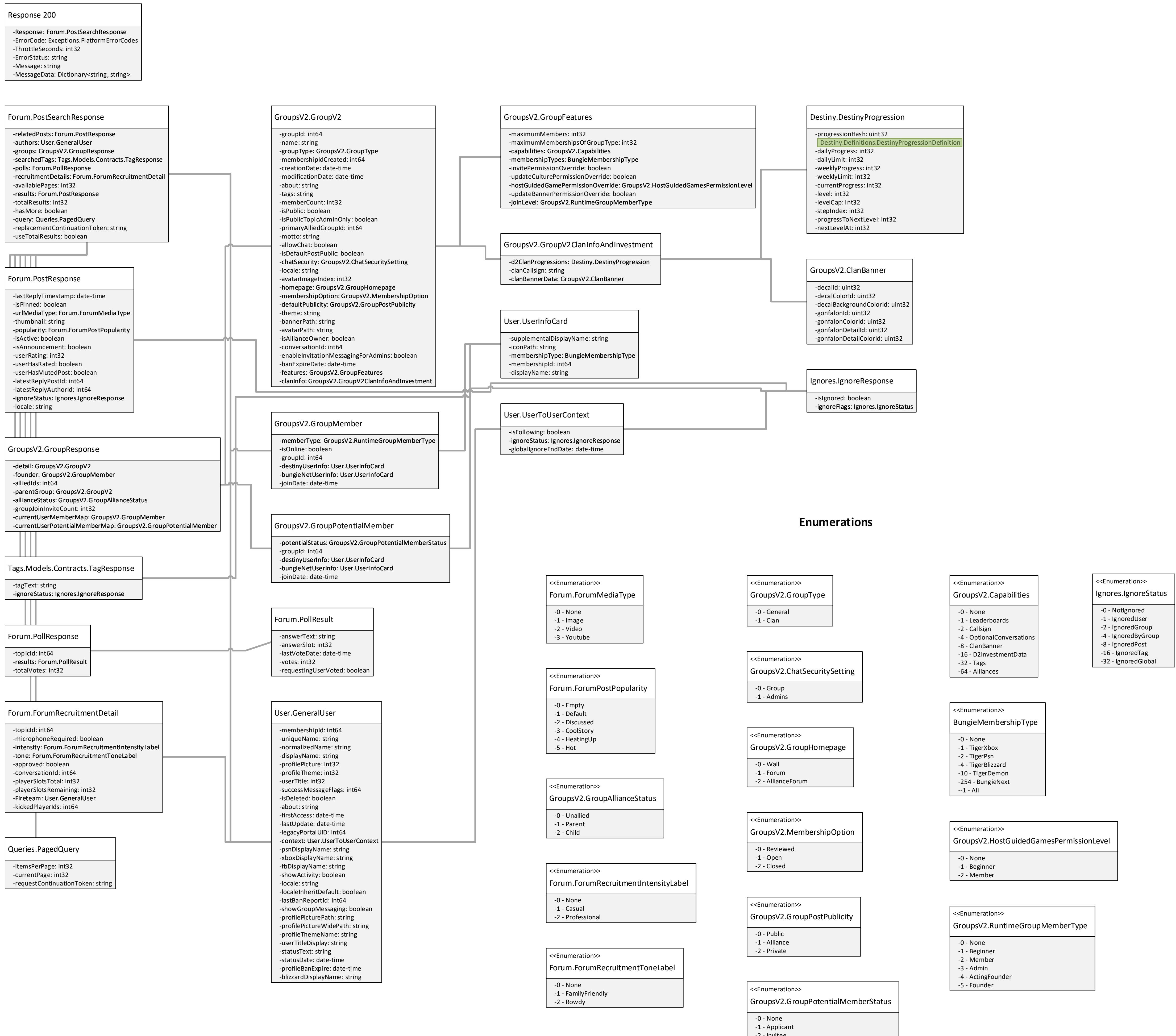
Partnerships.PartnershipType

- 0 - None
- 1 - Twitch

Forum.GetTopicsPaged

Forum
 Endpoint: /Forum/GetTopicsPaged/{page}/{pageSize}/{group}/{sort}/{quickDate}/{categoryFilter}/
 Operation: GET

Get topics from any forum.



Forum.GetCoreTopicsPaged

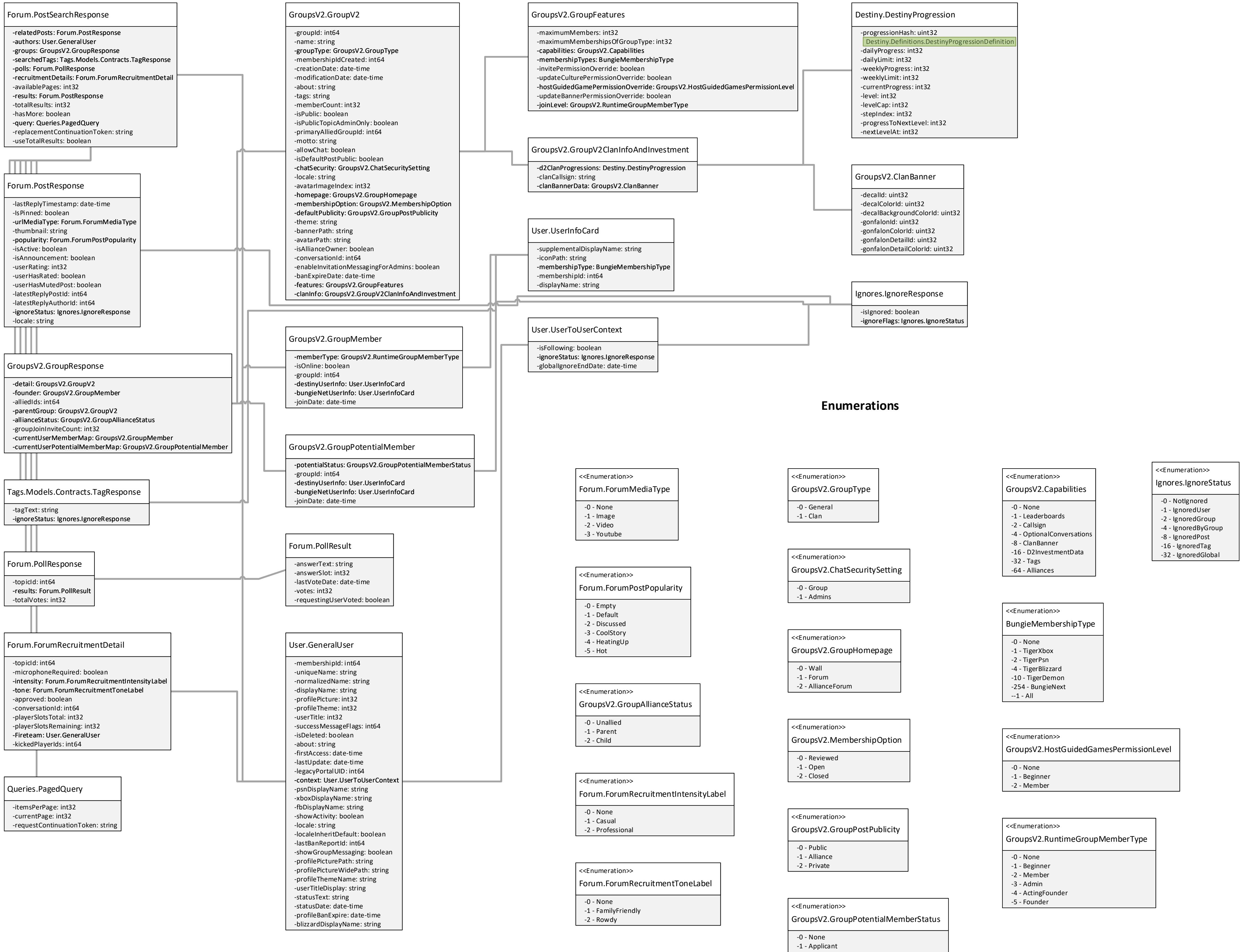
Forum

Endpoint: /Forum/GetCoreTopicsPaged/{page}/{sort}/{quickDate}/{categoryFilter}/

Operation: GET

Gets a listing of all topics marked as part of the core group.

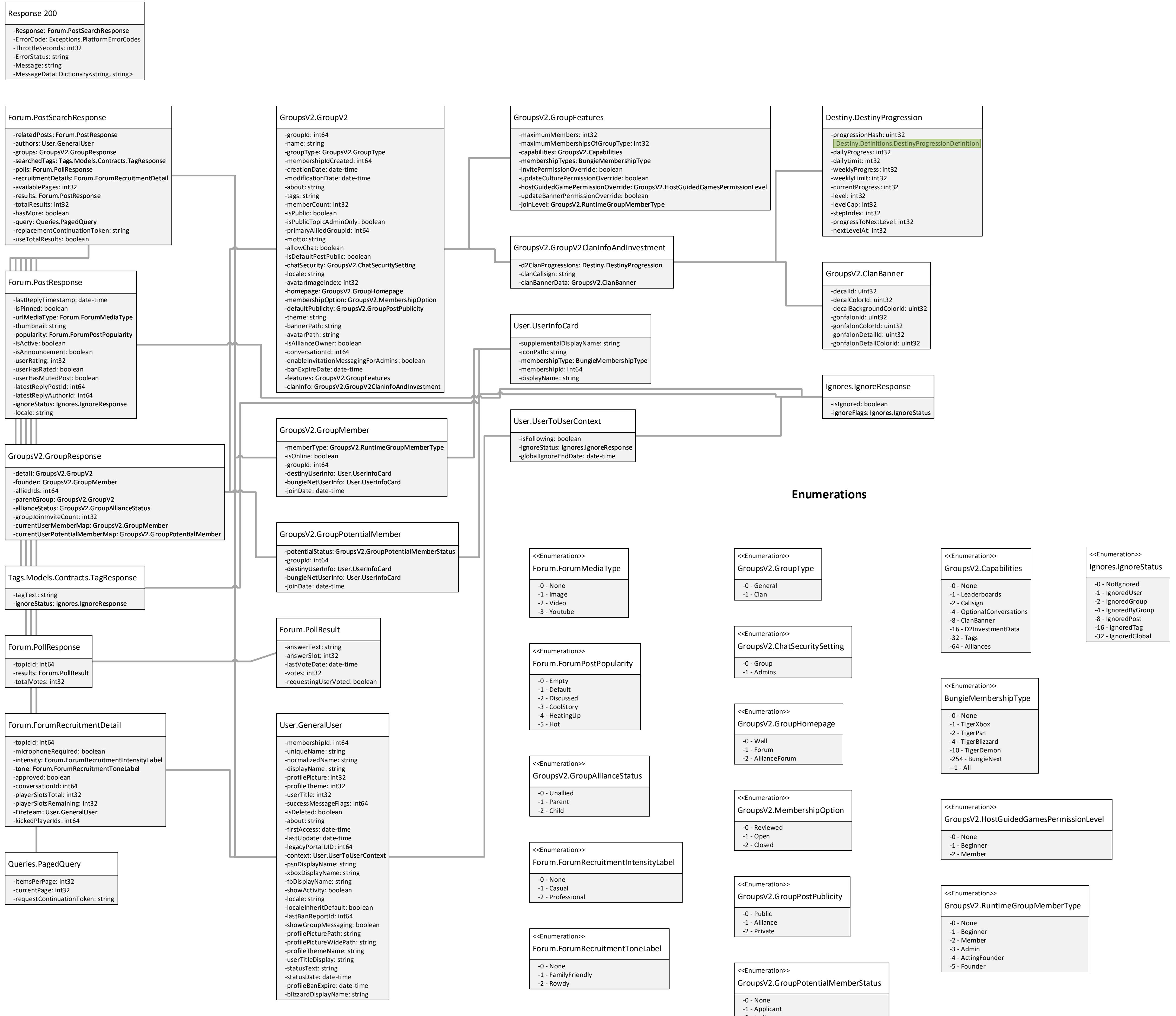
Response 200
-Response: Forum.PostSearchResponse -ErrorCode: Exceptions.PlatformErrorCodes -ThrottleSeconds: int32 -ErrorStatus: string -Message: string -MessageData: Dictionary<string, string>



Forum.GetPostsThreadedPaged

Forum
Endpoint: /Forum/GetPostsThreadedPaged/{parentPostId}/{page}/{pageSize}/{replySize}/{getParentPost}/{rootThreadMode}/{sortMode}
Operation: GET

Returns a thread of posts at the given parent, optionally returning replies to those posts as well as the original parent



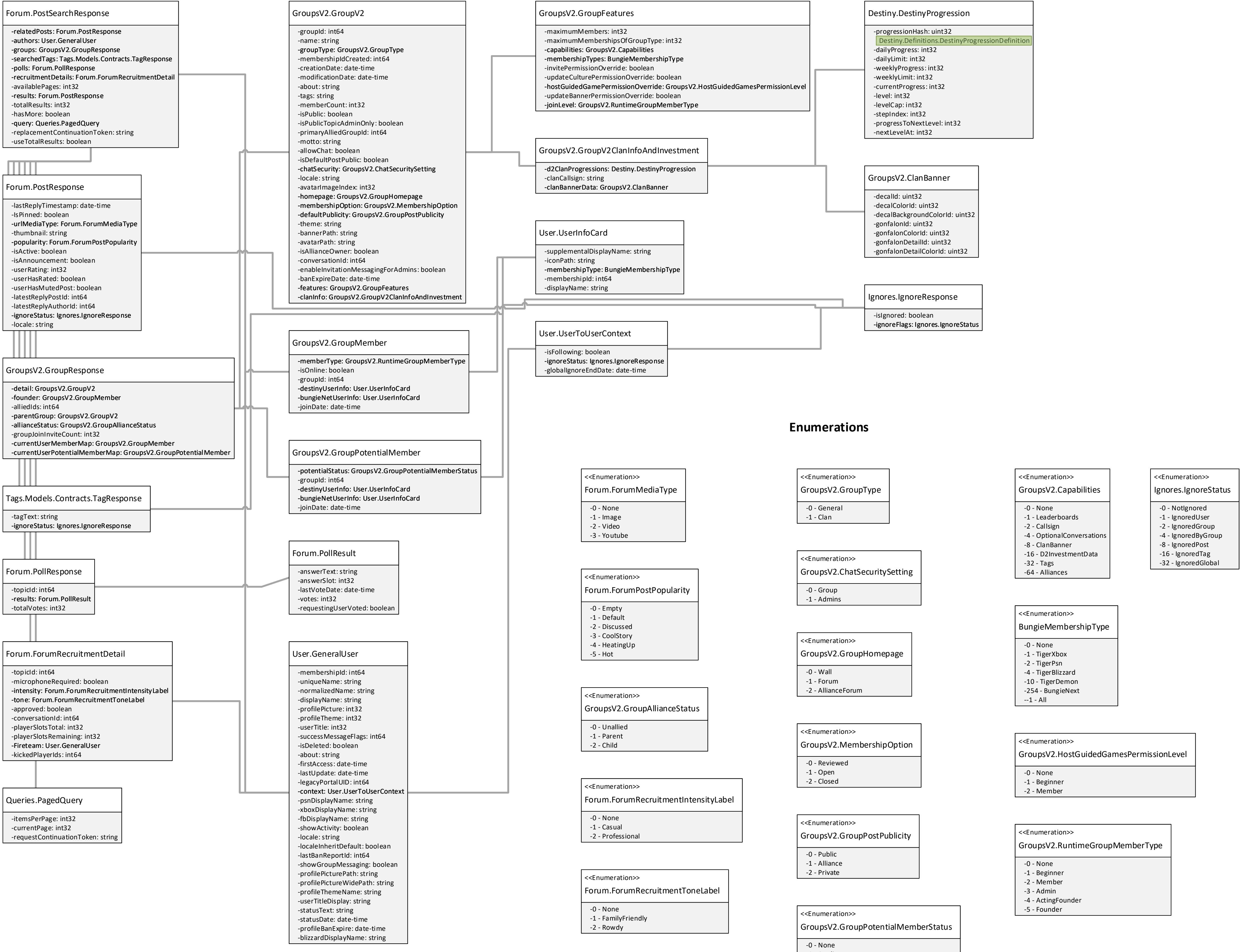
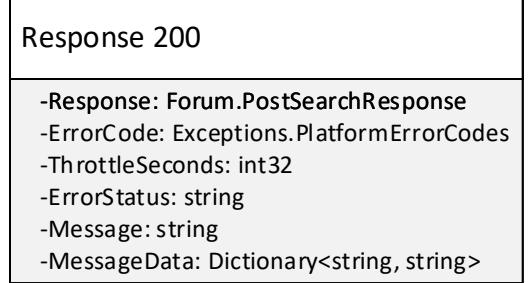
Forum.GetPostsThreadedPagedFromChild

Forum

Endpoint: /Forum/GetPostsThreadedPagedFromChild/{childPostId}/{page}/{pageSize}/{replySize}/{rootThreadMode}/{sortMode}/

Operation: GET

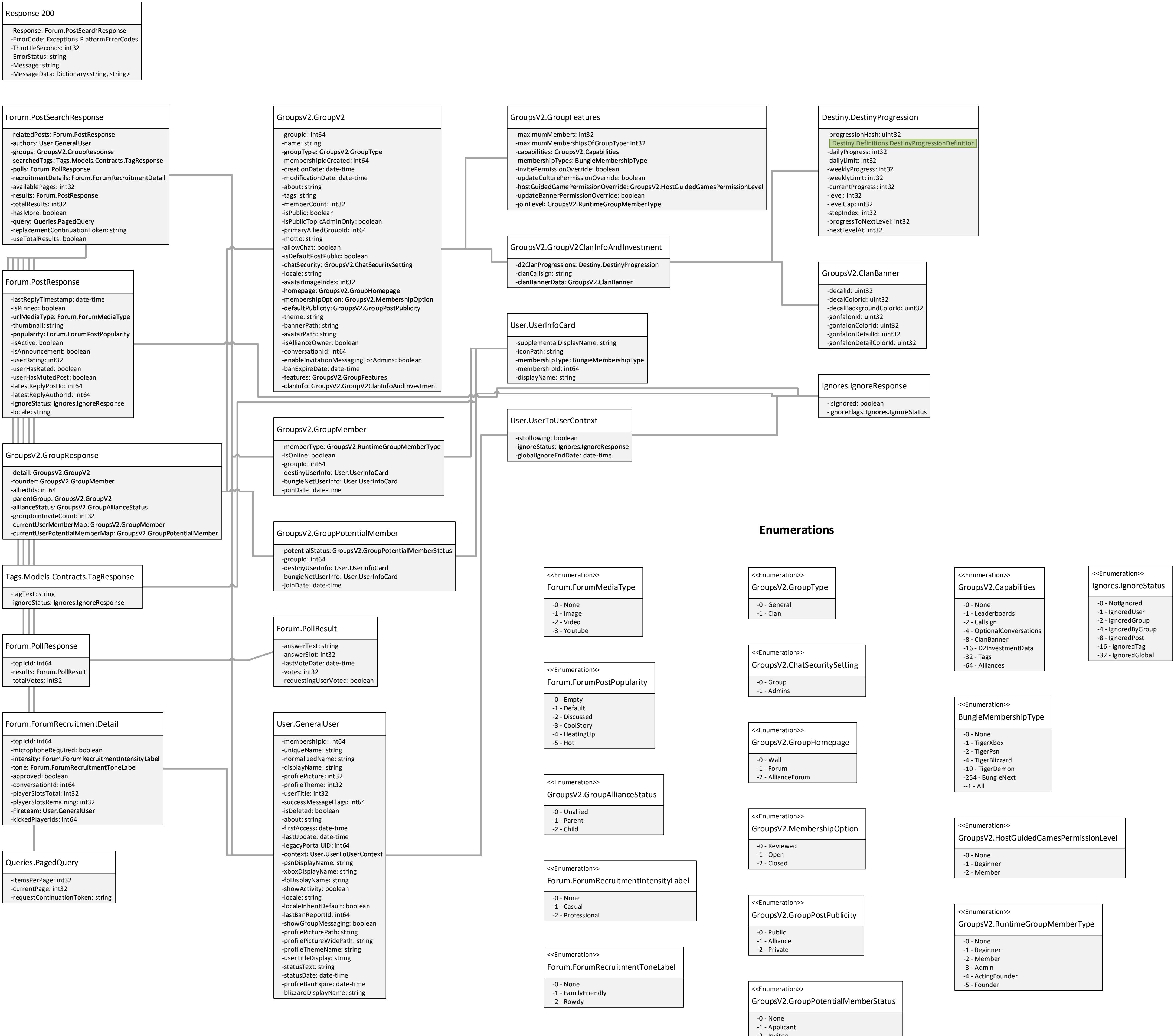
Returns a thread of posts starting at the topicId of the input childPostId, optionally returning replies to those posts as well as the original parent.



Forum.GetPostAndParent

Forum
 Endpoint: /Forum/GetPostAndParent/{childPostId}/
 Operation: GET

Returns the post specified and its immediate parent.



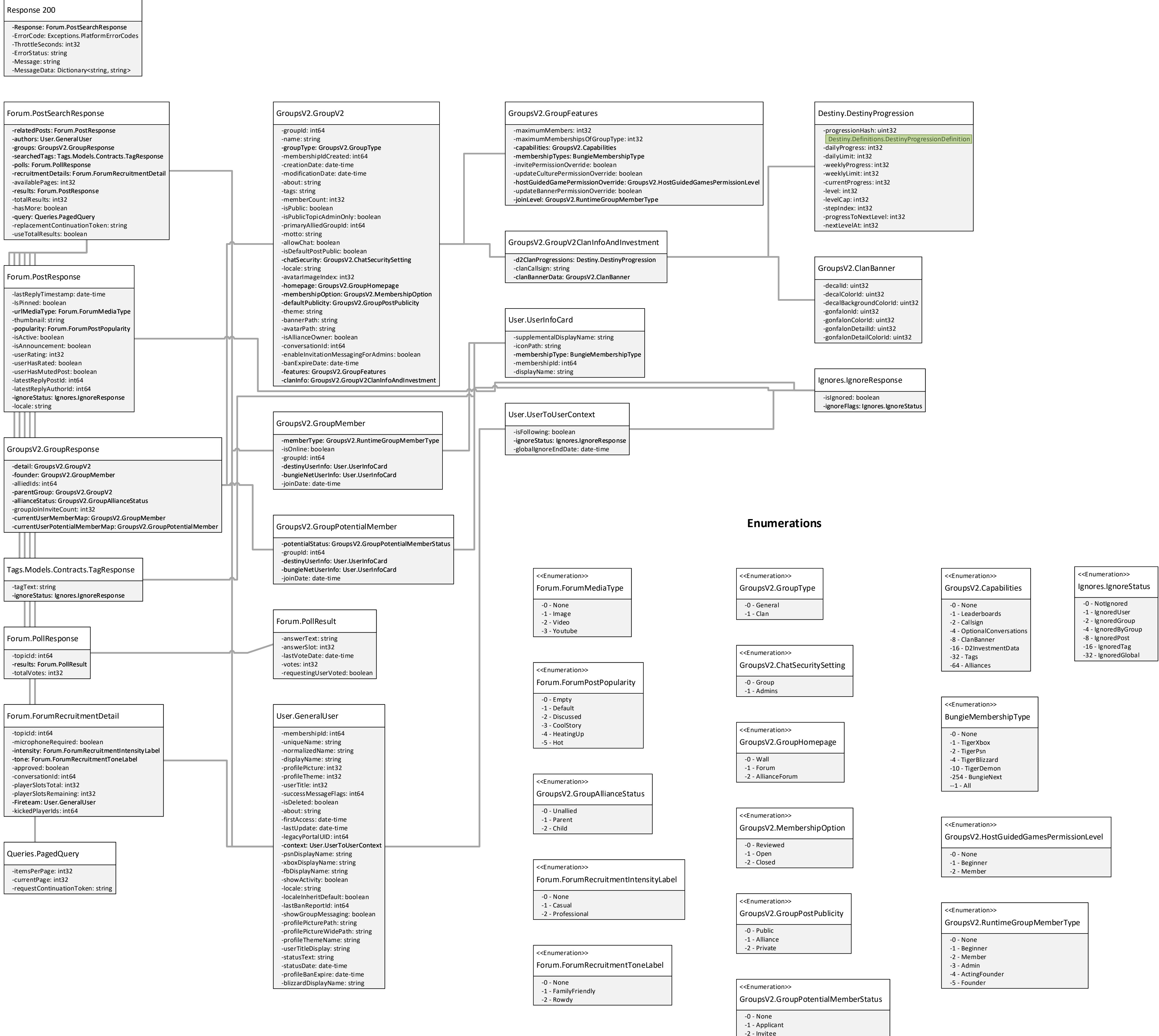
Forum.GetPostAndParentAwaitingApproval

Forum

Endpoint: /Forum/GetPostAndParentAwaitingApproval/{childPostId}/

Operation: GET

Returns the post specified and its immediate parent of posts that are awaiting approval.



Forum.GetTopicForContent

Forum

Endpoint: /Forum/GetTopicForContent/{contentId}/

Operation: GET

Gets the post Id for the given content item's comments, if it exists.

Response 200

```
-Response: int64  
-ErrorCode: Exceptions.PlatformErrorCodes  
-ThrottleSeconds: int32  
-ErrorStatus: string  
-Message: string  
-MessageData: Dictionary<string, string>
```

Forum.GetForumTagSuggestions

Forum

Endpoint: /Forum/GetForumTagSuggestions/

Operation: GET

Gets tag suggestions based on partial text entry, matching them with other tags previously used in the forums.

Response 200

- Response: Tags.Models.Contracts.TagResponse
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

Enumerations

Tags.Models.Contracts.TagResponse

- tagText: string
- ignoreStatus: Ignores.IgnoreResponse

Ignores.IgnoreResponse

- isIgnored: boolean
- ignoreFlags: Ignores.IgnoreStatus

<<Enumeration>>

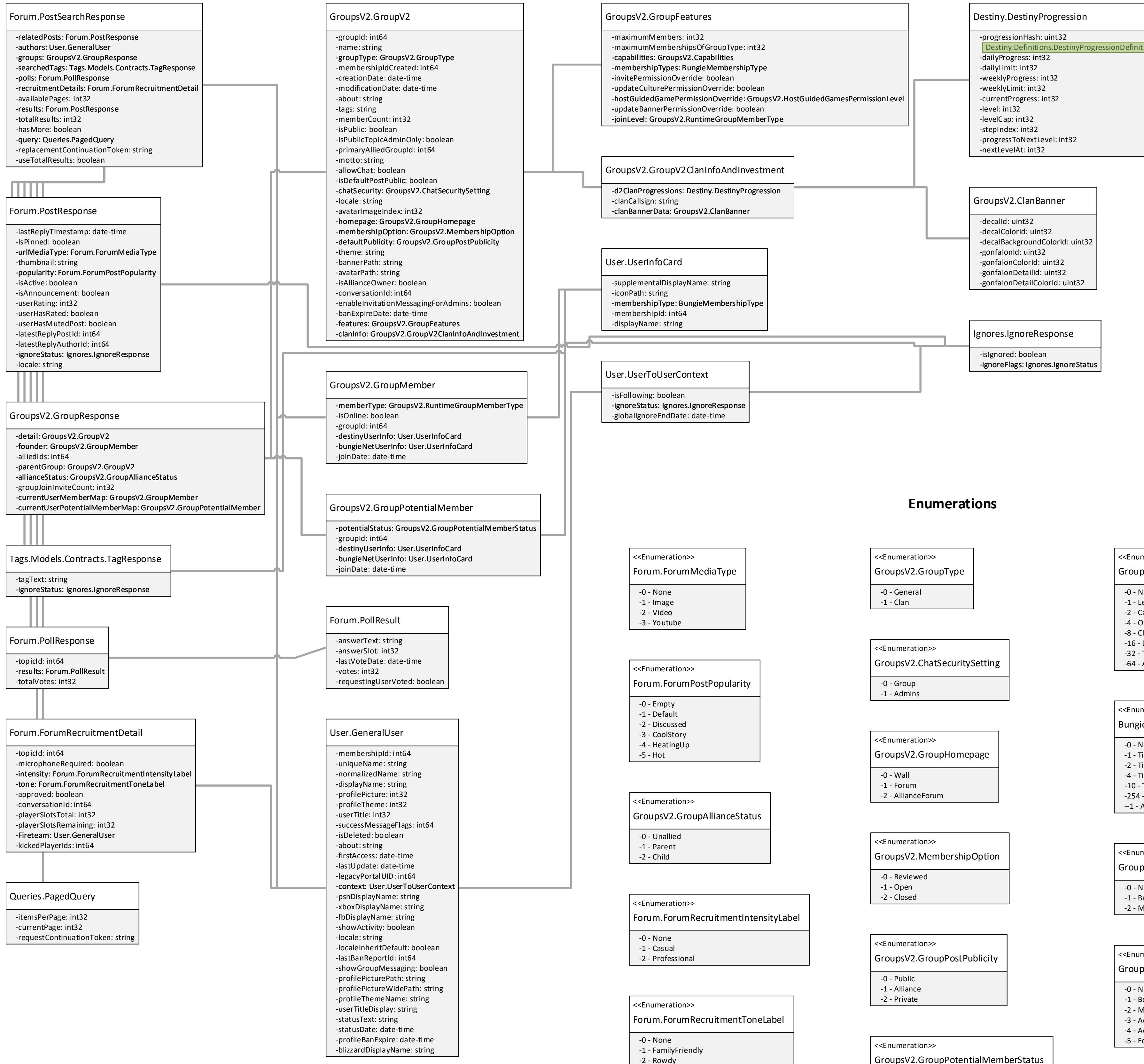
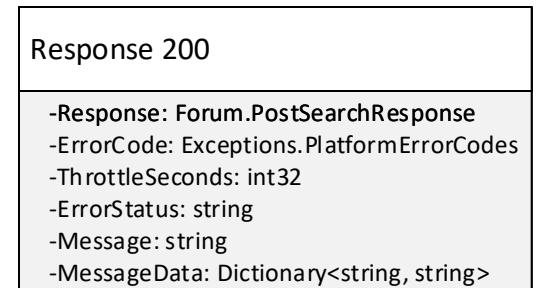
Ignores.IgnoreStatus

- 0 - NotIgnored
- 1 - IgnoredUser
- 2 - IgnoredGroup
- 4 - IgnoredByGroup
- 8 - IgnoredPost
- 16 - IgnoredTag
- 32 - IgnoredGlobal

Forum.GetPoll

Forum
Endpoint: /Forum/Poll/{topicId}/
Operation: GET

Gets the specified forum poll.



Forum.JoinFireteamThread

Forum

Endpoint: /Forum/Recruit/Join/{topicId}/

Operation: POST

Allows a user to slot themselves into a recruitment thread fireteam slot. Returns the new state of the fireteam.

Response 200
-Response: Forum.ForumRecruitmentDetail -ErrorCode: Exceptions.PlatformErrorCodes -ThrottleSeconds: int32 -ErrorStatus: string -Message: string -MessageData: Dictionary<string, string>

Forum.ForumRecruitmentDetail
-topicId: int64 -microphoneRequired: boolean -intensity: Forum.ForumRecruitmentIntensityLabel -tone: Forum.ForumRecruitmentToneLabel -approved: boolean -conversationId: int64 -playerSlotsTotal: int32 -playerSlotsRemaining: int32 -Fireteam: User.GeneralUser -kickedPlayerIds: int64

User.UserToUserContext
-isFollowing: boolean -ignoreStatus: Ignores.IgnoreResponse -globalIgnoreEndDate: date-time

Ignores.IgnoreResponse
-isIgnored: boolean -ignoreFlags: Ignores.IgnoreStatus

User.GeneralUser
-membershipId: int64 -uniqueName: string -normalizedName: string -displayName: string -profilePicture: int32 -profileTheme: int32 -userTitle: int32 -successMessageFlags: int64 -isDeleted: boolean -about: string -firstAccess: date-time -lastUpdate: date-time -legacyPortalUID: int64 -context: User.UserToUserContext -psnDisplayName: string -xboxDisplayName: string -fbDisplayName: string -showActivity: boolean -locale: string -localeInheritDefault: boolean -lastBanReportId: int64 -showGroupMessaging: boolean -profilePicturePath: string -profilePictureWidePath: string -profileThemeName: string -userTitleDisplay: string -statusText: string -statusDate: date-time -profileBanExpire: date-time -blizzardDisplayName: string

Enumerations

<<Enumeration>>
Forum.ForumRecruitmentIntensityLabel

- 0 - None
- 1 - Casual
- 2 - Professional

<<Enumeration>>
Forum.ForumRecruitmentToneLabel

- 0 - None
- 1 - FamilyFriendly
- 2 - Rowdy

<<Enumeration>>
Ignores.IgnoreStatus

- 0 - NotIgnored
- 1 - IgnoredUser
- 2 - IgnoredGroup
- 4 - IgnoredByGroup
- 8 - IgnoredPost
- 16 - IgnoredTag
- 32 - IgnoredGlobal

Forum.LeaveFireteamThread

Forum

Endpoint: /Forum/Recruit/Leave/{topicId}/

Operation: POST

Allows a user to remove themselves from a recruitment thread fireteam slot. Returns the new state of the fireteam.

Response 200
<ul style="list-style-type: none">-Response: Forum.ForumRecruitmentDetail-ErrorCode: Exceptions.PlatformErrorCodes-ThrottleSeconds: int32-ErrorStatus: string-Message: string-MessageData: Dictionary<string, string>

Forum.ForumRecruitmentDetail
<ul style="list-style-type: none">-topicId: int64-microphoneRequired: boolean-intensity: Forum.ForumRecruitmentIntensityLabel-tone: Forum.ForumRecruitmentToneLabel-approved: boolean-conversationId: int64-playerSlotsTotal: int32-playerSlotsRemaining: int32-Fireteam: User.GeneralUser-kickedPlayerIds: int64

User.UserToUserContext
<ul style="list-style-type: none">-isFollowing: boolean-ignoreStatus: Ignores.IgnoreResponse-globalIgnoreEndDate: date-time

Ignores.IgnoreResponse
<ul style="list-style-type: none">-isIgnored: boolean-ignoreFlags: Ignores.IgnoreStatus

User.GeneralUser
<ul style="list-style-type: none">-membershipId: int64-uniqueName: string-normalizedName: string-displayName: string-profilePicture: int32-profileTheme: int32-userTitle: int32-successMessageFlags: int64-isDeleted: boolean-about: string-firstAccess: date-time-lastUpdate: date-time-legacyPortalUID: int64-context: User.UserToUserContext-psnDisplayName: string-xboxDisplayName: string-fbDisplayName: string-showActivity: boolean-locale: string-localeInheritDefault: boolean-lastBanReportId: int64-showGroupMessaging: boolean-profilePicturePath: string-profilePictureWidePath: string-profileThemeName: string-userTitleDisplay: string-statusText: string-statusDate: date-time-profileBanExpire: date-time-blizzardDisplayName: string

Enumerations

<<Enumeration>>
Forum.ForumRecruitmentIntensityLabel

- 0 - None
- 1 - Casual
- 2 - Professional

<<Enumeration>>
Ignores.IgnoreStatus

- 0 - NotIgnored
- 1 - IgnoredUser
- 2 - IgnoredGroup
- 4 - IgnoredByGroup
- 8 - IgnoredPost
- 16 - IgnoredTag
- 32 - IgnoredGlobal

<<Enumeration>>
Forum.ForumRecruitmentToneLabel

- 0 - None
- 1 - FamilyFriendly
- 2 - Rowdy

Forum.KickBanFireteamApplicant

Forum

Endpoint: /Forum/Recruit/KickBan/{topicId}/{targetMembershipId}/

Operation: POST

Allows a recruitment thread owner to kick a join user from the fireteam. Returns the new state of the fireteam.

Response 200
<ul style="list-style-type: none">-Response: Forum.ForumRecruitmentDetail-ErrorCode: Exceptions.PlatformErrorCodes-ThrottleSeconds: int32-ErrorStatus: string-Message: string-MessageData: Dictionary<string, string>

Forum.ForumRecruitmentDetail
<ul style="list-style-type: none">-topicId: int64-microphoneRequired: boolean-intensity: Forum.ForumRecruitmentIntensityLabel-tone: Forum.ForumRecruitmentToneLabel-approved: boolean-conversationId: int64-playerSlotsTotal: int32-playerSlotsRemaining: int32-Fireteam: User.GeneralUser-kickedPlayerIds: int64

User.UserToUserContext
<ul style="list-style-type: none">-isFollowing: boolean-ignoreStatus: Ignores.IgnoreResponse-globalIgnoreEndDate: date-time

Ignores.IgnoreResponse
<ul style="list-style-type: none">-isIgnored: boolean-ignoreFlags: Ignores.IgnoreStatus

User.GeneralUser
<ul style="list-style-type: none">-membershipId: int64-uniqueName: string-normalizedName: string-displayName: string-profilePicture: int32-profileTheme: int32-userTitle: int32-successMessageFlags: int64-isDeleted: boolean-about: string-firstAccess: date-time-lastUpdate: date-time-legacyPortalUID: int64-context: User.UserToUserContext-psnDisplayName: string-xboxDisplayName: string-fbDisplayName: string-showActivity: boolean-locale: string-localeInheritDefault: boolean-lastBanReportId: int64-showGroupMessaging: boolean-profilePicturePath: string-profilePictureWidePath: string-profileThemeName: string-userTitleDisplay: string-statusText: string-statusDate: date-time-profileBanExpire: date-time-blizzardDisplayName: string

Enumerations

<<Enumeration>>
Forum.ForumRecruitmentIntensityLabel
<ul style="list-style-type: none">-0 - None-1 - Casual-2 - Professional

<<Enumeration>>
Ignores.IgnoreStatus
<ul style="list-style-type: none">-0 - NotIgnored-1 - IgnoredUser-2 - IgnoredGroup-4 - IgnoredByGroup-8 - IgnoredPost-16 - IgnoredTag-32 - IgnoredGlobal

<<Enumeration>>
Forum.ForumRecruitmentToneLabel
<ul style="list-style-type: none">-0 - None-1 - FamilyFriendly-2 - Rowdy

Forum.ApproveFireteamThread

Forum

Endpoint: /Forum/Recruit/Approve/{topicId}/

Operation: POST

Allows the owner of a fireteam thread to approve all joined members and start a private message conversation with them.

Response 200

- Response: Messages.Responses.SaveMessageResult
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

Messages.Responses.SaveMessageResult

- conversationId: int64
- messageId: int64

Forum.GetRecruitmentThreadSummaries

Forum

Endpoint: /Forum/Recruit/Summaries/

Operation: POST

Allows the caller to get a list of up to 25 recruitment thread summary information objects.

Response 200
<ul style="list-style-type: none">-Response: Forum.ForumRecruitmentDetail-ErrorCode: Exceptions.PlatformErrorCodes-ThrottleSeconds: int32-ErrorStatus: string-Message: string-MessageData: Dictionary<string, string>

Forum.ForumRecruitmentDetail
<ul style="list-style-type: none">-topicId: int64-microphoneRequired: boolean-intensity: Forum.ForumRecruitmentIntensityLabel-tone: Forum.ForumRecruitmentToneLabel-approved: boolean-conversationId: int64-playerSlotsTotal: int32-playerSlotsRemaining: int32-Fireteam: User.GeneralUser-kickedPlayerIds: int64

User.GeneralUser
<ul style="list-style-type: none">-membershipId: int64-uniqueName: string-normalizedName: string-displayName: string-profilePicture: int32-profileTheme: int32-userTitle: int32-successMessageFlags: int64-isDeleted: boolean-about: string-firstAccess: date-time-lastUpdate: date-time-legacyPortalUID: int64-context: User.UserToUserContext-psnDisplayName: string-xboxDisplayName: string-fbDisplayName: string-showActivity: boolean-locale: string-localeInheritDefault: boolean-lastBanReportId: int64-showGroupMessaging: boolean-profilePicturePath: string-profilePictureWidePath: string-profileThemeName: string-userTitleDisplay: string-statusText: string-statusDate: date-time-profileBanExpire: date-time-blizzardDisplayName: string

User.UserToUserContext
<ul style="list-style-type: none">-isFollowing: boolean-ignoreStatus: Ignores.IgnoreResponse-globalIgnoreEndDate: date-time

Ignores.IgnoreResponse
<ul style="list-style-type: none">-isIgnored: boolean-ignoreFlags: Ignores.IgnoreStatus

Enumerations

<<Enumeration>>
Forum.ForumRecruitmentIntensityLabel

- 0 - None
- 1 - Casual
- 2 - Professional

<<Enumeration>>
Ignores.IgnoreStatus

- 0 - NotIgnored
- 1 - IgnoredUser
- 2 - IgnoredGroup
- 4 - IgnoredByGroup
- 8 - IgnoredPost
- 16 - IgnoredTag
- 32 - IgnoredGlobal

<<Enumeration>>
Forum.ForumRecruitmentToneLabel

- 0 - None
- 1 - FamilyFriendly
- 2 - Rowdy

GroupV2.GetAvailableAvatars

GroupV2

Endpoint: /GroupV2/GetAvailableAvatars/

Operation: GET

Returns a list of all available group avatars for the signed-in user.

Response 200

- Response: Dictionary<string, string>
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

GroupV2.GetAvailableThemes

GroupV2

Endpoint: /GroupV2/GetAvailableThemes/

Operation: GET

Returns a list of all available group themes.

Response 200

- Response: Config.GroupTheme
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

Config.GroupTheme

- name: string
- folder: string
- description: string

GroupV2.GetUserClanInviteSetting

GroupV2

Endpoint: /GroupV2/ GetUserClanInviteSetting/{mType}/

Operation: GET

Gets the state of the user's clan invite preferences for a particular membership type - true if they wish to be invited to clans, false otherwise.

Response 200

- Response: boolean
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

GroupV2.SetUserClanInviteSetting

GroupV2

Endpoint: /GroupV2/SetUserClanInviteSetting/{mType}/{allowInvites}/

Operation: POST

Sets the state of the user's clan invite preferences - true if they wish to be invited to clans, false otherwise.

Response 200

- Response: int32
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

GroupV2.GetRecommendedGroups

GroupV2

Endpoint: /GroupV2/Recommended/{groupType}/{createDateRange}/

Operation: POST

Gets groups recommended for you based on the groups to whom those you follow belong.

Response 200

- Response: GroupsV2.GroupV2Card
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

GroupsV2.GroupV2Card

- groupId: int64
- name: string
- groupType: GroupsV2.GroupType
- creationDate: date-time
- about: string
- motto: string
- memberCount: int32
- locale: string
- membershipOption: GroupsV2.MembershipOption
- capabilities: GroupsV2.Capabilities
- clanInfo: GroupsV2.GroupV2ClanInfo
- avatarPath: string
- theme: string

GroupsV2.ClanBanner

- decalId: uint32
- decalColorId: uint32
- decalBackgroundColorId: uint32
- gonfalonId: uint32
- gonfalonColorId: uint32
- gonfalonDetailId: uint32
- gonfalonDetailColorId: uint32

GroupsV2.GroupV2ClanInfo

- clanCallsign: string
- clanBannerData: GroupsV2.ClanBanner

Enumerations

<<Enumeration>> GroupsV2.GroupType

- 0 - General
- 1 - Clan

<<Enumeration>> GroupsV2.Capabilities

- 0 - None
- 1 - Leaderboards
- 2 - Callsign
- 4 - OptionalConversations
- 8 - ClanBanner
- 16 - D2InvestmentData
- 32 - Tags
- 64 - Alliances

<<Enumeration>> GroupsV2.MembershipOption

- 0 - Reviewed
- 1 - Open
- 2 - Closed

GroupV2.GroupSearch

GroupV2

Endpoint: /GroupV2/Search/

Operation: POST

Search for Groups.

Response 200
<ul style="list-style-type: none">-Response: GroupsV2.GroupSearchResponse-ErrorCode: Exceptions.PlatformErrorCodes-ThrottleSeconds: int32-ErrorStatus: string-Message: string-MessageData: Dictionary<string, string>

GroupsV2.GroupSearchResponse
<ul style="list-style-type: none">-results: GroupsV2.GroupV2Card-totalResults: int32-hasMore: boolean-query: Queries.PagedQuery-replacementContinuationToken: string-useTotalResults: boolean

GroupsV2.GroupV2ClanInfo
<ul style="list-style-type: none">-clanCallsign: string-clanBannerData: GroupsV2.ClanBanner

GroupsV2.ClanBanner
<ul style="list-style-type: none">-decalId: uint32-decalColorId: uint32-decalBackgroundColorId: uint32-gonfalonId: uint32-gonfalonColorId: uint32-gonfalonDetailId: uint32-gonfalonDetailColorId: uint32

GroupsV2.GroupV2Card
<ul style="list-style-type: none">-groupId: int64-name: string-groupType: GroupsV2.GroupType-creationDate: date-time-about: string-motto: string-memberCount: int32-locale: string-membershipOption: GroupsV2.MembershipOption-capabilities: GroupsV2.Capabilities-clanInfo: GroupsV2.GroupV2ClanInfo-avatarPath: string-theme: string

Queries.PagedQuery
<ul style="list-style-type: none">-itemsPerPage: int32-currentPage: int32-requestContinuationToken: string

<<Enumeration>>
GroupsV2.Capabilities
<ul style="list-style-type: none">-0 - None-1 - Leaderboards-2 - Callsign-4 - OptionalConversations-8 - ClanBanner-16 - D2InvestmentData-32 - Tags-64 - Alliances

<<Enumeration>>
GroupsV2.MembershipOption
<ul style="list-style-type: none">-0 - Reviewed-1 - Open-2 - Closed

<<Enumeration>>
GroupsV2.GroupType
<ul style="list-style-type: none">-0 - General-1 - Clan

Enumerations

GroupV2.GetGroup

GroupV2

Endpoint: /GroupV2/{groupId}/

Operation: GET

Get information about a specific group of the given ID.

Response 200

```
-Response: GroupsV2.GroupResponse  
-ErrorCode: Exceptions.PlatformErrorCodes  
-ThrottleSeconds: int32  
-ErrorStatus: string  
-Message: string  
-MessageData: Dictionary<string, string>
```

GroupsV2.GroupResponse

```
-detail: GroupsV2.GroupV2  
-founder: GroupsV2.GroupMember  
-alliedIds: int64  
-parentGroup: GroupsV2.GroupV2  
-allianceStatus: GroupsV2.GroupAllianceStatus  
groupJoinInviteCount: int32  
-currentUserMemberMap: GroupsV2.GroupMember  
-currentUserPotentialMemberMap: GroupsV2.GroupPotentialMember
```

GroupsV2.GroupV2

```
-groupId: int64  
-name: string  
-groupType: GroupsV2.GroupType  
-membershipIdCreated: int64  
-creationDate: date-time  
-modificationDate: date-time  
-about: string  
-tags: string  
-memberCount: int32  
-isPublic: boolean  
-isPublicTopicAdminOnly: boolean  
-primaryAlliedGroupId: int64  
-motto: string  
-allowChat: boolean  
-isDefaultPostPublic: boolean  
-chatSecurity: GroupsV2.ChatSecuritySetting  
-locale: string  
-avatarImageIndex: int32  
-homepage: GroupsV2.GroupHomepage  
-membershipOption: GroupsV2.MembershipOption  
-defaultPublicity: GroupsV2.GroupPostPublicity  
-theme: string  
-bannerPath: string  
-avatarPath: string  
-isAllianceOwner: boolean  
-conversationId: int64  
-enableInvitationMessagingForAdmins: boolean  
-banExpireDate: date-time  
-features: GroupsV2.GroupFeatures  
-clanInfo: GroupsV2.GroupV2ClanInfoAndInvestment
```

GroupsV2.GroupMember

```
-memberType: GroupsV2.RuntimeGroupMemberType  
-isOnline: boolean  
-groupId: int64  
-destinyUserInfo: User.UserInfoCard  
-bungieNetUserInfo: User.UserInfoCard  
-joinDate: date-time
```

GroupsV2.GroupPotentialMember

```
-potentialStatus: GroupsV2.GroupPotentialMemberStatus  
-groupId: int64  
-destinyUserInfo: User.UserInfoCard  
-bungieNetUserInfo: User.UserInfoCard  
-joinDate: date-time
```

GroupsV2.GroupFeatures

```
-maximumMembers: int32  
-maximumMembershipsOfGroupType: int32  
-capabilities: GroupsV2.Capabilities  
-membershipTypes: BungieMembershipType  
-invitePermissionOverride: boolean  
-updateCulturePermissionOverride: boolean  
-hostGuidedGamePermissionOverride: GroupsV2.HostGuidedGamesPermissionLevel  
-updateBannerPermissionOverride: boolean  
-joinLevel: GroupsV2.RuntimeGroupMemberType
```

GroupsV2.GroupV2ClanInfoAndInvestment

```
-d2ClanProgressions: Destiny.DestinyProgression  
-clanCallsign: string  
-clanBannerData: GroupsV2.ClanBanner
```

User.UserInfoCard

```
-supplementalDisplayName: string  
-iconPath: string  
-membershipType: BungieMembershipType  
-membershipId: int64  
-displayName: string
```

Destiny.DestinyProgression

```
-progressionHash: uint32  
Destiny.Definitions.DestinyProgressionDefinition  
-dailyProgress: int32  
-dailyLimit: int32  
-weeklyProgress: int32  
-weeklyLimit: int32  
-currentProgress: int32  
-level: int32  
-levelCap: int32  
-stepIndex: int32  
-progressToNextLevel: int32  
-nextLevelAt: int32
```

GroupsV2.ClanBanner

```
-decalId: uint32  
-decalColorId: uint32  
-decalBackgroundColorId: uint32  
-gonfalonId: uint32  
-gonfalonColorId: uint32  
-gonfalonDetailId: uint32  
-gonfalonDetailColorId: uint32
```

Enumerations

<<Enumeration>> GroupsV2.GroupType

```
-0 - General  
-1 - Clan
```

<<Enumeration>> GroupsV2.ChatSecuritySetting

```
-0 - Group  
-1 - Admins
```

<<Enumeration>> GroupsV2.GroupHomepage

```
-0 - Wall  
-1 - Forum  
-2 - AllianceForum
```

<<Enumeration>> GroupsV2.Capabilities

```
-0 - None  
-1 - Leaderboards  
-2 - Callsign  
-4 - OptionalConversations  
-8 - ClanBanner  
-16 - D2InvestmentData  
-32 - Tags  
-64 - Alliances
```

<<Enumeration>> BungieMembershipType

```
-0 - None  
-1 - TigerXbox  
-2 - TigerPsn  
-4 - TigerBlizzard  
-10 - TigerDemon  
-254 - BungieNext  
--1 - All
```

<<Enumeration>> GroupsV2.HostGuidedGamesPermissionLevel

```
-0 - None  
-1 - Beginner  
-2 - Member
```

<<Enumeration>> GroupsV2.MembershipOption

```
-0 - Reviewed  
-1 - Open  
-2 - Closed
```

<<Enumeration>> GroupsV2.GroupPostPublicity

```
-0 - Public  
-1 - Alliance  
-2 - Private
```

<<Enumeration>>

GroupsV2.RuntimeGroupMemberType

```
-0 - None  
-1 - Beginner  
-2 - Member  
-3 - Admin  
-4 - ActingFounder  
-5 - Founder
```

<<Enumeration>> GroupsV2.GroupPotentialMemberStatus

```
-0 - None  
-1 - Applicant  
-2 - Invitee
```

GroupV2.GetGroupByName

GroupV2

Endpoint: /GroupV2/Name/{groupName}/{groupType}/

Operation: GET

Get information about a specific group with the given name and type.

Response 200
<pre>-Response: GroupsV2.GroupResponse -ErrorCode: Exceptions.PlatformErrorCodes -ThrottleSeconds: int32 -ErrorStatus: string -Message: string -MessageData: Dictionary<string, string></pre>

GroupsV2.GroupResponse
<pre>-detail: GroupsV2.GroupV2 -founder: GroupsV2.GroupMember -alliedIds: int64 -parentGroup: GroupsV2.GroupV2 -allianceStatus: GroupsV2.GroupAllianceStatus -groupJoinInviteCount: int32 -currentUserMemberMap: GroupsV2.GroupMember -currentUserPotentialMemberMap: GroupsV2.GroupPotentialMember</pre>

GroupsV2.GroupFeatures
<pre>-maximumMembers: int32 -maximumMembershipsOfGroupType: int32 -capabilities: GroupsV2.Capabilities -membershipTypes: BungieMembershipType -invitePermissionOverride: boolean -updateCulturePermissionOverride: boolean -hostGuidedGamePermissionOverride: GroupsV2.HostGuidedGamesPermissionLevel -updateBannerPermissionOverride: boolean -joinLevel: GroupsV2.RuntimeGroupMemberType</pre>

Destiny.DestinyProgression
<pre>-progressionHash: uint32 -Destiny.Definitions.DestinyProgressionDefinition -dailyProgress: int32 -dailyLimit: int32 -weeklyProgress: int32 -weeklyLimit: int32 -currentProgress: int32 -level: int32 -levelCap: int32 -stepIndex: int32 -progressToNextLevel: int32 -nextLevelAt: int32</pre>

GroupsV2.GroupV2
<pre>-groupId: int64 -name: string -groupType: GroupsV2.GroupType -membershipIdCreated: int64 -creationDate: date-time -modificationDate: date-time -about: string -tags: string -memberCount: int32 -isPublic: boolean -isPublicTopicAdminOnly: boolean -primaryAlliedGroupId: int64 -motto: string -allowChat: boolean -isDefaultPostPublic: boolean -chatSecurity: GroupsV2.ChatSecuritySetting -locale: string -avatarImageIndex: int32 -homepage: GroupsV2.GroupHomepage -membershipOption: GroupsV2.MembershipOption -defaultPublicity: GroupsV2.GroupPostPublicity -theme: string -bannerPath: string -avatarPath: string -isAllianceOwner: boolean -conversationId: int64 -enableInvitationMessagingForAdmins: boolean -banExpireDate: date-time -features: GroupsV2.GroupFeatures -clanInfo: GroupsV2.GroupV2ClanInfoAndInvestment</pre>

GroupsV2.GroupV2ClanInfoAndInvestment
<pre>-d2ClanProgressions: Destiny.DestinyProgression -clanCallsign: string -clanBannerData: GroupsV2.ClanBanner</pre>

GroupsV2.ClanBanner
<pre>-decalId: uint32 -decalColorId: uint32 -decalBackgroundColorId: uint32 -gonfalonId: uint32 -gonfalonColorId: uint32 -gonfalonDetailId: uint32 -gonfalonDetailColorId: uint32</pre>

GroupsV2.GroupMember
<pre>-memberType: GroupsV2.RuntimeGroupMemberType -isOnline: boolean -groupId: int64 -destinyUserInfo: User.UserInfoCard -bungieNetUserInfo: User.UserInfoCard -joinDate: date-time</pre>

<<Enumeration>>
GroupsV2.GroupType

Enumerations

<<Enumeration>>
GroupsV2.Capabilities

<<Enumeration>>
BungieMembershipType

GroupsV2.GroupPotentialMember
<pre>-potentialStatus: GroupsV2.GroupPotentialMemberStatus -groupId: int64 -destinyUserInfo: User.UserInfoCard -bungieNetUserInfo: User.UserInfoCard -joinDate: date-time</pre>

<<Enumeration>>
GroupsV2.ChatSecuritySetting

<<Enumeration>>
GroupsV2.HostGuidedGamesPermissionLevel

<<Enumeration>>
GroupsV2.RuntimeGroupMemberType

<<Enumeration>>
GroupsV2.MembershipOption

<<Enumeration>>
GroupsV2.GroupPostPublicity

<<Enumeration>>
GroupsV2.GroupPotentialMemberStatus

GroupV2.GetGroupOptionalConversations

GroupV2

Endpoint: /GroupV2/{groupId}/OptionalConversations/

Operation: GET

Gets a list of available optional conversation channels and their settings.

Response 200

- Response: GroupsV2.GroupOptionalConversation
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

GroupsV2.GroupOptionalConversation

- groupId: int64
- conversationId: int64
- chatEnabled: boolean
- chatName: string
- chatSecurity: GroupsV2.ChatSecuritySetting

Enumerations

<<Enumeration>>

GroupsV2.ChatSecuritySetting

- 0 - Group
- 1 - Admins

GroupV2.CreateGroup

GroupV2

Endpoint: /GroupV2/Create/

Operation: POST

Create a new group.

Response 200

- Response: GroupsV2.GroupCreationResponse
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

GroupsV2.GroupCreationResponse

- groupId: int64

GroupV2.EditGroup

GroupV2

Endpoint: /GroupV2/{groupId}/Edit/

Operation: POST

Edit an existing group. You must have suitable permissions in the group to perform this operation. This latest revision will only edit the fields you pass in - pass null for properties you want to leave unaltered.

Response 200

- Response: int32
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

GroupV2.EditClanBanner

GroupV2

Endpoint: /GroupV2/{groupId}/EditClanBanner/

Operation: POST

Edit an existing group's clan banner. You must have suitable permissions in the group to perform this operation. All fields are required.

Response 200

- Response: int32
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

GroupV2.EditFounderOptions

GroupV2

Endpoint: /GroupV2/{groupId}/EditFounderOptions/

Operation: POST

Edit group options only available to a founder. You must have suitable permissions in the group to perform this operation.

Response 200

- Response: int32
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

GroupV2.AddOptionalConversation

GroupV2

Endpoint: /GroupV2/{groupId}/OptionalConversations/Add/

Operation: POST

Add a new optional conversation/chat channel. Requires admin permissions to the group.

Response 200

- Response: int64
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

GroupV2.EditOptionalConversation

GroupV2

Endpoint: /GroupV2/{groupId}/OptionalConversations/Edit/{conversationId}/

Operation: POST

Edit the settings of an optional conversation/chat channel. Requires admin permissions to the group.

Response 200

- Response: int64
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

GroupV2.GetMembersOfGroup

GroupV2

Endpoint: /GroupV2/{groupId}/Members/

Operation: GET

Get the list of members in a given group.

Response 200

- Response: SearchResultOfGroupMember
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

SearchResultOfGroupMember

- results: GroupsV2.GroupMember
- totalResults: int32
- hasMore: boolean
- query: Queries.PagedQuery
- replacementContinuationToken: string
- useTotalResults: boolean

GroupsV2.GroupMember

- memberType: GroupsV2.RuntimeGroupMemberType
- isOnline: boolean
- groupId: int64
- destinyUserInfo: User.UserInfoCard
- bungieNetUserInfo: User.UserInfoCard
- joinDate: date-time

Queries.PagedQuery

- itemsPerPage: int32
- currentPage: int32
- requestContinuationToken: string

User.UserInfoCard

- supplementalDisplayName: string
- iconPath: string
- membershipType: BungieMembershipType
- membershipId: int64
- displayName: string

Enumerations

<<Enumeration>>

GroupsV2.RuntimeGroupMemberType

- 0 - None
- 1 - Beginner
- 2 - Member
- 3 - Admin
- 4 - ActingFounder
- 5 - Founder

<<Enumeration>>

BungieMembershipType

- 0 - None
- 1 - TigerXbox
- 2 - TigerPsn
- 4 - TigerBlizzard
- 10 - TigerDemon
- 254 - BungieNext
- 1 - All

GroupV2.GetAdminsAndFounderOfGroup

GroupV2

Endpoint: /GroupV2/{groupId}/AdminsAndFounder/

Operation: GET

Get the list of members in a given group who are of admin level or higher.

Response 200

- Response: SearchResultOfGroupMember
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

SearchResultOfGroupMember

- results: GroupsV2.GroupMember
- totalResults: int32
- hasMore: boolean
- query: Queries.PagedQuery
- replacementContinuationToken: string
- useTotalResults: boolean

GroupsV2.GroupMember

- memberType: GroupsV2.RuntimeGroupMemberType
- isOnline: boolean
- groupId: int64
- destinyUserInfo: User.UserInfoCard
- bungieNetUserInfo: User.UserInfoCard
- joinDate: date-time

Queries.PagedQuery

- itemsPerPage: int32
- currentPage: int32
- requestContinuationToken: string

User.UserInfoCard

- supplementalDisplayName: string
- iconPath: string
- membershipType: BungieMembershipType
- membershipId: int64
- displayName: string

Enumerations

<<Enumeration>>

GroupsV2.RuntimeGroupMemberType

- 0 - None
- 1 - Beginner
- 2 - Member
- 3 - Admin
- 4 - ActingFounder
- 5 - Founder

<<Enumeration>>

BungieMembershipType

- 0 - None
- 1 - TigerXbox
- 2 - TigerPsn
- 4 - TigerBlizzard
- 10 - TigerDemon
- 254 - BungieNext
- 1 - All

GroupV2.EditGroupMembership

GroupV2

Endpoint: /GroupV2/{groupId}/Members/{membershipType}/{membershipId}/SetMembershipType/{memberType}/

Operation: POST

Edit the membership type of a given member. You must have suitable permissions in the group to perform this operation.

Response 200

- Response: int32
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

GroupV2.KickMember

GroupV2

Endpoint: /GroupV2/{groupId}/Members/{membershipType}/{membershipId}/Kick/

Operation: POST

Kick a member from the given group, forcing them to reapply if they wish to re-join the group. You must have suitable permissions in the group to perform this operation.

Response 200
<pre>-Response: GroupsV2.GroupMemberLeaveResult -ErrorCode: Exceptions.PlatformErrorCodes -ThrottleSeconds: int32 -ErrorStatus: string -Message: string -MessageData: Dictionary<string, string></pre>

GroupsV2.GroupMemberLeaveResult
<pre>-group: GroupsV2.GroupV2 -groupDeleted: boolean</pre>

GroupsV2.GroupV2
<pre>-groupId: int64 -name: string -groupType: GroupsV2.GroupType -membershipIdCreated: int64 -creationDate: date-time -modificationDate: date-time -about: string -tags: string -memberCount: int32 -isPublic: boolean -isPublicTopicAdminOnly: boolean -primaryAlliedGroupId: int64 -motto: string -allowChat: boolean -isDefaultPostPublic: boolean -chatSecurity: GroupsV2.ChatSecuritySetting -locale: string -avatarImageIndex: int32 -homepage: GroupsV2.GroupHomepage -membershipOption: GroupsV2.MembershipOption -defaultPublicity: GroupsV2.GroupPostPublicity -theme: string -bannerPath: string -avatarPath: string -clanInfo: GroupsV2.GroupV2ClanInfoAndInvestment</pre>

GroupsV2.GroupFeatures
<pre>-maximumMembers: int32 -maximumMembershipsOfGroupType: int32 -capabilities: GroupsV2.Capabilities -membershipTypes: BungieMembershipType -invitePermissionOverride: boolean -updateCulturePermissionOverride: boolean -hostGuidedGamePermissionOverride: GroupsV2.HostGuidedGamesPermissionLevel -updateBannerPermissionOverride: boolean -joinLevel: GroupsV2.RuntimeGroupMemberType</pre>

GroupsV2.GroupV2ClanInfoAndInvestment
<pre>-d2ClanProgressions: Destiny.DestinyProgression -clanCallsign: string -clanBannerData: GroupsV2.ClanBanner</pre>

Destiny.DestinyProgression
<pre>-progressionHash: uint32 -Destiny.Definitions.DestinyProgressionDefinition -dailyProgress: int32 -dailyLimit: int32 -weeklyProgress: int32 -weeklyLimit: int32 -currentProgress: int32 -level: int32 -levelCap: int32 -stepIndex: int32 -progressToNextLevel: int32 -nextLevelAt: int32</pre>

GroupsV2.ClanBanner
<pre>-decalId: uint32 -decalColorId: uint32 -decalBackgroundColorId: uint32 -gonfalonId: uint32 -gonfalonColorId: uint32 -gonfalonDetailId: uint32 -gonfalonDetailColorId: uint32</pre>

Enumerations

<<Enumeration>>
GroupsV2.GroupType

- 0 - General
- 1 - Clan

<<Enumeration>>
GroupsV2.Capabilities

- 0 - None
- 1 - Leaderboards
- 2 - Callsign
- 4 - OptionalConversations
- 8 - ClanBanner
- 16 - D2InvestmentData
- 32 - Tags
- 64 - Alliances

<<Enumeration>>
GroupsV2.ChatSecuritySetting

- 0 - Group
- 1 - Admins

<<Enumeration>>
GroupsV2.GroupHomepage

- 0 - Wall
- 1 - Forum
- 2 - AllianceForum

<<Enumeration>>
BungieMembershipType

- 0 - None
- 1 - TigerXbox
- 2 - TigerPsn
- 4 - TigerBlizzard
- 10 - TigerDemon
- 254 - BungieNext
- 1 - All

<<Enumeration>>
GroupsV2.MembershipOption

- 0 - Reviewed
- 1 - Open
- 2 - Closed

<<Enumeration>>
GroupsV2.HostGuidedGamesPermissionLevel

- 0 - None
- 1 - Beginner
- 2 - Member

<<Enumeration>>
GroupsV2.RuntimeGroupMemberType

- 0 - None
- 1 - Beginner
- 2 - Member
- 3 - Admin
- 4 - ActingFounder
- 5 - Founder

GroupV2.BanMember

GroupV2

Endpoint: /GroupV2/{groupId}/Members/{membershipType}/{membershipId}/Ban/

Operation: POST

Bans the requested member from the requested group for the specified period of time.

Response 200

- Response: int32
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

GroupV2.UnbanMember

GroupV2

Endpoint: /GroupV2/{groupId}/Members/{membershipType}/{membershipId}/Unban/

Operation: POST

Unbans the requested member, allowing them to re-apply for membership.

Response 200

- Response: int32
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

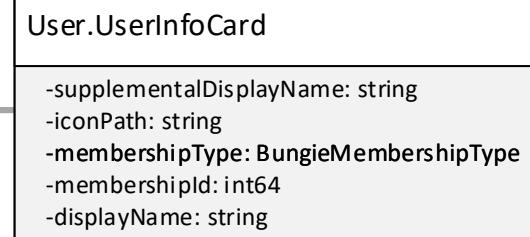
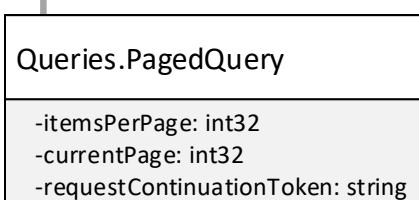
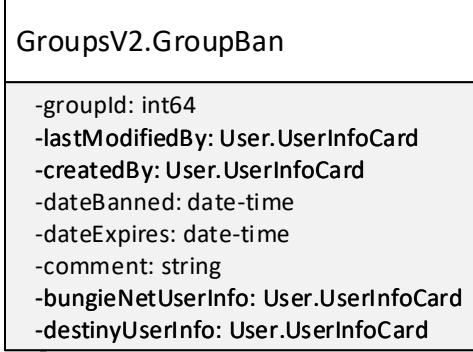
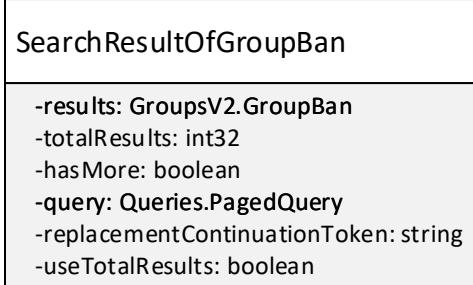
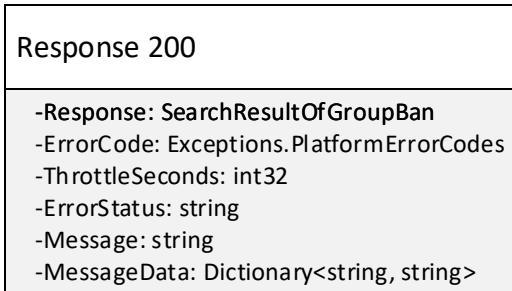
GroupV2.GetBannedMembersOfGroup

GroupV2

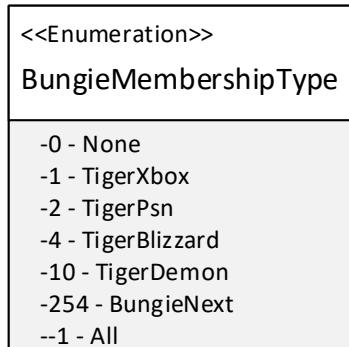
Endpoint: /GroupV2/{groupId}/Banned/

Operation: GET

Get the list of banned members in a given group. Only accessible to group Admins and above.
Not applicable to all groups. Check group features.



Enumerations



GroupV2.AbdicateFoundership

GroupV2

Endpoint: /GroupV2/{groupId}/Admin/AbdicateFoundership/{membershipType}/{founderIdNew}/

Operation: POST

An administrative method to allow the founder of a group or clan to give up their position to another admin permanently.

Response 200

- Response: boolean
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

GroupV2.RequestGroupMembership

GroupV2

Endpoint: /GroupV2/{groupId}/Members/Apply/{membershipType}/

Operation: POST

Request permission to join the given group.

Response 200

- Response: GroupsV2.GroupApplicationResponse
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

GroupsV2.GroupApplicationResponse

- resolution: GroupsV2.GroupApplicationResolveState

Enumerations

<<Enumeration>>

GroupsV2.GroupApplicationResolveState

- 0 - Unresolved
- 1 - Accepted
- 2 - Denied
- 3 - Rescinded

GroupV2.GetPendingMemberships

GroupV2

Endpoint: /GroupV2/{groupId}/Members/Pending/

Operation: GET

Get the list of users who are awaiting a decision on their application to join a given group.
Modified to include application info.

Response 200

- Response: SearchResultOfGroupMemberApplication
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

SearchResultOfGroupMemberApplication

- results: GroupsV2.GroupMemberApplication
- totalResults: int32
- hasMore: boolean
- query: Queries.PagedQuery
- replacementContinuationToken: string
- useTotalResults: boolean

GroupsV2.GroupMemberApplication

- groupId: int64
- creationDate: date-time
- resolveState: GroupsV2.GroupApplicationResolveState
- resolveDate: date-time
- resolvedByMembershipId: int64
- requestMessage: string
- resolveMessage: string
- destinyUserInfo: User.UserInfoCard
- bungieNetUserInfo: User.UserInfoCard

Queries.PagedQuery

- itemsPerPage: int32
- currentPage: int32
- requestContinuationToken: string

User.UserInfoCard

- supplementalDisplayName: string
- iconPath: string
- membershipType: BungieMembershipType
- membershipId: int64
- displayName: string

Enumerations

<<Enumeration>>

GroupsV2.GroupApplicationResolveState

- 0 - Unresolved
- 1 - Accepted
- 2 - Denied
- 3 - Rescinded

<<Enumeration>>

BungieMembershipType

- 0 - None
- 1 - TigerXbox
- 2 - TigerPsn
- 4 - TigerBlizzard
- 10 - TigerDemon
- 254 - BungieNext
- 1 - All

GroupV2.GetInvitedIndividuals

GroupV2

Endpoint: /GroupV2/{groupId}/Members/InvitedIndividuals/

Operation: GET

Get the list of users who have been invited into the group.

Response 200

- Response: SearchResultOfGroupMemberApplication
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

SearchResultOfGroupMemberApplication

- results: GroupsV2.GroupMemberApplication
- totalResults: int32
- hasMore: boolean
- query: Queries.PagedQuery
- replacementContinuationToken: string
- useTotalResults: boolean

GroupsV2.GroupMemberApplication

- groupId: int64
- creationDate: date-time
- resolveState: GroupsV2.GroupApplicationResolveState
- resolveDate: date-time
- resolvedByMembershipId: int64
- requestMessage: string
- resolveMessage: string
- destinyUserInfo: User.UserInfoCard
- bungieNetUserInfo: User.UserInfoCard

Queries.PagedQuery

- itemsPerPage: int32
- currentPage: int32
- requestContinuationToken: string

User.UserInfoCard

- supplementalDisplayName: string
- iconPath: string
- membershipType: BungieMembershipType
- membershipId: int64
- displayName: string

Enumerations

<<Enumeration>>

GroupsV2.GroupApplicationResolveState

- 0 - Unresolved
- 1 - Accepted
- 2 - Denied
- 3 - Rescinded

<<Enumeration>>

BungieMembershipType

- 0 - None
- 1 - TigerXbox
- 2 - TigerPsn
- 4 - TigerBlizzard
- 10 - TigerDemon
- 254 - BungieNext
- 1 - All

GroupV2.RescindGroupMembership

GroupV2

Endpoint: /GroupV2/{groupId}/Members/Rescind/{membershipType}/

Operation: POST

Rescind your application to join the given group or leave the group if you are already a member..

Response 200
-Response: GroupsV2.GroupMemberLeaveResult -ErrorCode: Exceptions.PlatformErrorCodes -ThrottleSeconds: int32 -ErrorStatus: string -Message: string -MessageData: Dictionary<string, string>

GroupsV2.GroupMemberLeaveResult
-group: GroupsV2.GroupV2 -groupDeleted: boolean

GroupsV2.GroupV2
-groupId: int64 -name: string -groupType: GroupsV2.GroupType -membershipIdCreated: int64 -creationDate: date-time -modificationDate: date-time -about: string -tags: string -memberCount: int32 -isPublic: boolean -isPublicTopicAdminOnly: boolean -primaryAlliedGroupId: int64 -motto: string -allowChat: boolean -isDefaultPostPublic: boolean -chatSecurity: GroupsV2.ChatSecuritySetting -locale: string -avatarImageIndex: int32 -homepage: GroupsV2.GroupHomepage -membershipOption: GroupsV2.MembershipOption -defaultPublicity: GroupsV2.GroupPostPublicity -theme: string -bannerPath: string -avatarPath: string -isAllianceOwner: boolean -conversationId: int64 -enableInvitationMessagingForAdmins: boolean -banExpireDate: date-time -features: GroupsV2.GroupFeatures -clanInfo: GroupsV2.GroupV2ClanInfoAndInvestment

GroupsV2.GroupFeatures
-maximumMembers: int32 -maximumMembershipsOfGroupType: int32 -capabilities: GroupsV2.Capabilities -membershipTypes: BungieMembershipType -invitePermissionOverride: boolean -updateCulturePermissionOverride: boolean -hostGuidedGamePermissionOverride: GroupsV2.HostGuidedGamesPermissionLevel -updateBannerPermissionOverride: boolean -joinLevel: GroupsV2.RuntimeGroupMemberType

GroupsV2.GroupV2ClanInfoAndInvestment
-d2ClanProgressions: Destiny.DestinyProgression -clanCallsign: string -clanBannerData: GroupsV2.ClanBanner

Destiny.DestinyProgression
-progressionHash: uint32 Destiny.Definitions.DestinyProgressionDefinition -dailyProgress: int32 -dailyLimit: int32 -weeklyProgress: int32 -weeklyLimit: int32 -currentProgress: int32 -level: int32 -levelCap: int32 -stepIndex: int32 -progressToNextLevel: int32 -nextLevelAt: int32

GroupsV2.ClanBanner
-decalId: uint32 -decalColorId: uint32 -decalBackgroundColorId: uint32 -gonfalonId: uint32 -gonfalonColorId: uint32 -gonfalonDetailId: uint32 -gonfalonDetailColorId: uint32

Enumerations

<<Enumeration>>
GroupsV2.GroupType

- 0 - General
- 1 - Clan

<<Enumeration>>
GroupsV2.Capabilities

- 0 - None
- 1 - Leaderboards
- 2 - Callsign
- 4 - OptionalConversations
- 8 - ClanBanner
- 16 - D2InvestmentData
- 32 - Tags
- 64 - Alliances

<<Enumeration>>
GroupsV2.ChatSecuritySetting

- 0 - Group
- 1 - Admins

<<Enumeration>>
GroupsV2.GroupHomepage

- 0 - Wall
- 1 - Forum
- 2 - AllianceForum

<<Enumeration>>
BungieMembershipType

- 0 - None
- 1 - TigerXbox
- 2 - TigerPsn
- 4 - TigerBlizzard
- 10 - TigerDemon
- 254 - BungieNext
- 1 - All

<<Enumeration>>
GroupsV2.MembershipOption

- 0 - Reviewed
- 1 - Open
- 2 - Closed

<<Enumeration>>
GroupsV2.HostGuidedGamesPermissionLevel

- 0 - None
- 1 - Beginner
- 2 - Member

<<Enumeration>>
GroupsV2.GroupPostPublicity

- 0 - Public
- 1 - Alliance
- 2 - Private

<<Enumeration>>
GroupsV2.RuntimeGroupMemberType

- 0 - None
- 1 - Beginner
- 2 - Member
- 3 - Admin
- 4 - ActingFounder
- 5 - Founder

GroupV2.ApproveAllPending

GroupV2

Endpoint: /GroupV2/{groupId}/Members/ApproveAll/

Operation: POST

Approve all of the pending users for the given group.

Response 200

- Response: Entities.EntityActionResult
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

Entities.EntityActionResult

- entityId: int64
- result: Exceptions.PlatformErrorCodes

GroupV2.DenyAllPending

GroupV2

Endpoint: /GroupV2/{groupId}/Members/DenyAll/

Operation: POST

Deny all of the pending users for the given group.

Response 200

- Response: Entities.EntityActionResult
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

Entities.EntityActionResult

- entityId: int64
- result: Exceptions.PlatformErrorCodes

GroupV2.ApprovePendingForList

GroupV2

Endpoint: /GroupV2/{groupId}/Members/ApproveList/

Operation: POST

Approve all of the pending users for the given group.

Response 200

- Response: Entities.EntityActionResult
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

Entities.EntityActionResult

- entityId: int64
- result: Exceptions.PlatformErrorCodes

GroupV2.ApprovePending

GroupV2

Endpoint: /GroupV2/{groupId}/Members/Approve/{membershipType}/{membershipId}/

Operation: POST

Approve the given membershipId to join the group/clan as long as they have applied.

Response 200

- Response: boolean
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

GroupV2.DenyPendingForList

GroupV2

Endpoint: /GroupV2/{groupId}/Members/DenyList/

Operation: POST

Deny all of the pending users for the given group that match the passed-in .

Response 200

- Response: Entities.EntityActionResult
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

Entities.EntityActionResult

- entityId: int64
- result: Exceptions.PlatformErrorCodes

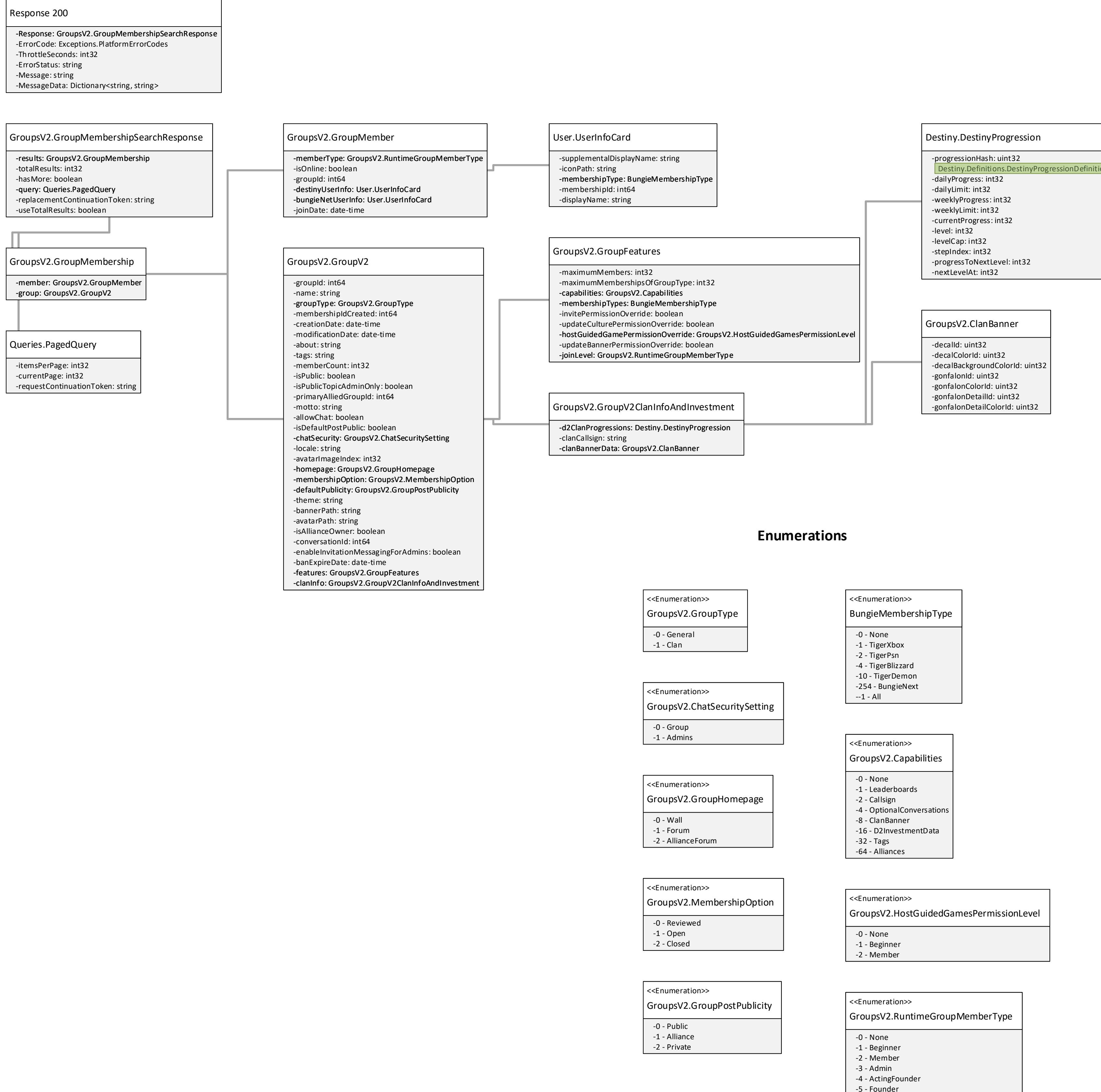
GroupV2.GetGroupsForMember

GroupV2

Endpoint: /GroupV2/User/{membershipType}/{membershipId}/{filter}/{groupType}/

Operation: GET

Get information about the groups that a given member has joined.

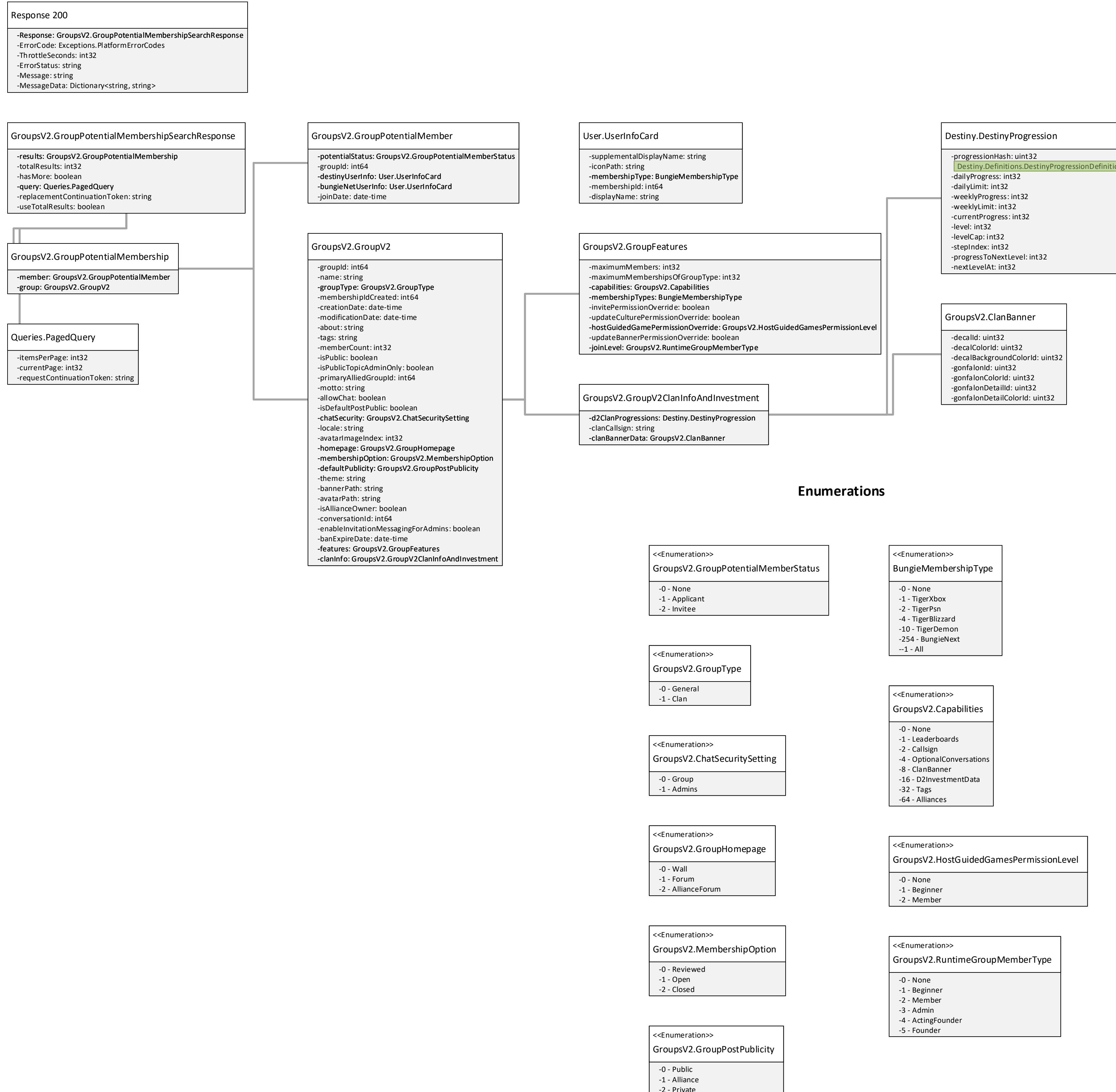


GroupV2.GetPotentialGroupsForMember

Group

Endpoint: /GroupV2/User/Potential/{membershipType}/{membershipId}/{filter}/{groupType}/
Operation: GET

Get information about the groups that a given member has applied to or been invited to



GroupV2.IndividualGroupInvite

GroupV2

Endpoint: /GroupV2/{groupId}/Members/IndividualInvite/{membershipType}/{membershipId}/

Operation: POST

Invite a user to join this group.

Response 200

- Response: GroupsV2.GroupApplicationResponse
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

GroupsV2.GroupApplicationResponse

- resolution: GroupsV2.GroupApplicationResolveState

<<Enumeration>>

GroupsV2.GroupApplicationResolveState

- 0 - Unresolved
- 1 - Accepted
- 2 - Denied
- 3 - Rescinded

GroupV2.IndividualGroupInviteCancel

GroupV2

Endpoint: /GroupV2/{groupId}/Members/IndividualInviteCancel/{membershipType}/{membershipId}/

Operation: POST

Cancels a pending invitation to join a group.

Response 200

- Response: GroupsV2.GroupApplicationResponse
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

GroupsV2.GroupApplicationResponse

- resolution: GroupsV2.GroupApplicationResolveState

<<Enumeration>>

GroupsV2.GroupApplicationResolveState

- 0 - Unresolved
- 1 - Accepted
- 2 - Denied
- 3 - Rescinded

Destiny2.GetDestinyManifest

Destiny2

Endpoint: /Destiny2/Manifest/

Operation: GET

Returns the current version of the manifest as a json object.

Response 200

- Response: Destiny.Config.DestinyManifest
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

Destiny.Config.DestinyManifest

- version: string
- mobileAssetContentPath: string
- mobileGearAssetDataBases: Destiny.Config.GearAssetDataBaseDefinition
- mobileWorldContentPaths: object
- mobileClanBannerDatabasePath: string
- mobileGearCDN: object

Destiny.Config.GearAssetDataBaseDefinition

- version: int32
- path: string

Destiny2.GetDestinyEntityDefinition

Destiny2

Endpoint: /Destiny2/Manifest/{entityType}/{hashIdentifier}/

Operation: GET

Returns the static definition of an entity of the given Type and hash identifier. Examine the API Documentation for the Type Names of entities that have their own definitions. Note that the return type will always *inherit from* DestinyDefinition, but the specific type returned will be the requested entity type if it can be found. Please don't use this as a chatty alternative to the Manifest database if you require large sets of data, but for simple and one-off accesses this should be handy.

Response 200

- Response: Destiny.Definitions.DestinyDefinition
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

Destiny.Definitions.DestinyDefinition

- hash: uint32
- index: int32
- redacted: boolean

Destiny2.SearchDestinyPlayer

Destiny2

Endpoint: /Destiny2/SearchDestinyPlayer/{membershipType}/{displayName}/

Operation: GET

Returns a list of Destiny memberships given a full Gamertag or PSN ID.

Response 200

- Response: User.UserInfoCard
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

User.UserInfoCard

- supplementalDisplayName: string
- iconPath: string
- membershipType: BungieMembershipType
- membershipId: int64
- displayName: string

Enumerations

<<Enumeration>>


BungieMembershipType


- 0 - None
- 1 - TigerXbox
- 2 - TigerPsn
- 4 - TigerBlizzard
- 10 - TigerDemon
- 254 - BungieNext
- 1 - All

Destiny2 GetProfile

Destiny2
Endpoint: /Destiny2/{membershipType}/Profile/{destinyMembershipId}/
Operation: GET

Returns Destiny Profile information for the supplied membership





Destiny2.GetClanWeeklyRewardState

Destiny2

Endpoint: /Destiny2/Clan/{groupId}/WeeklyRewardState/

Operation: GET

Returns information on the weekly clan rewards and if the clan has earned them or not. Note that this will always report rewards as not redeemed.

Response 200

- Response: Destiny.Milestones.DestinyMilestone
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

Destiny.Milestones.DestinyMilestone

- milestoneHash: uint32
 Destiny.Definitions.Milestones.DestinyMilestoneDefinition
- availableQuests: Destiny.Milestones.DestinyMilestoneQuest
- values: object
- vendorHashes: uint32
 Destiny.Definitions.DestinyVendorDefinition
- vendors: Destiny.Milestones.DestinyMilestoneVendor
- rewards: Destiny.Milestones.DestinyMilestoneRewardCategory
- startDate: date-time
- endDate: date-time

Destiny.Milestones.DestinyMilestoneQuest

- questItemHash: uint32
 Destiny.Definitions.DestinyInventoryItemDefinition
- status: Destiny.Quests.DestinyQuestStatus
- activity: Destiny.Milestones.DestinyMilestoneActivity
- challenges: Destiny.Challenges.DestinyChallengeStatus

Destiny.Milestones.DestinyMilestoneVendor

- vendorHash: uint32
 Destiny.Definitions.DestinyVendorDefinition
- previewItemHash: uint32
 Destiny.Definitions.DestinyInventoryItemDefinition

Destiny.Milestones.DestinyMilestoneRewardCategory

- rewardCategoryHash: uint32
- entries: Destiny.Milestones.DestinyMilestoneRewardEntry

Destiny.Quests.DestinyQuestStatus

- questHash: uint32
 Destiny.Definitions.DestinyInventoryItemDefinition
- stepHash: uint32
 Destiny.Definitions.DestinyInventoryItemDefinition
- stepObjectives: Destiny.Quests.DestinyObjectiveProgress
- tracked: boolean
- itemInstanceId: int64
- completed: boolean
- redeemed: boolean
- started: boolean
- vendorHash: uint32

Destiny.Milestones.DestinyMilestoneActivity

- activityHash: uint32
 Destiny.Definitions.DestinyActivityDefinition
- activityModeHash: uint32
 Destiny.Definitions.DestinyActivityModeDefinition
- activityModeType: int32
- modifierHashes: uint32
 Destiny.Definitions.ActivityModifiers.DestinyActivityModifierDefinition
- variants: Destiny.Milestones.DestinyMilestoneActivityVariant

Destiny.Challenges.DestinyChallengeStatus

- objective: Destiny.Quests.DestinyObjectiveProgress

Destiny.Milestones.DestinyMilestoneRewardEntry

- rewardEntryHash: uint32
- earned: boolean
- redeemed: boolean

Destiny.Quests.DestinyObjectiveProgress

- objectiveHash: uint32
 Destiny.Definitions.DestinyObjectiveDefinition
- destinationHash: uint32
 Destiny.Definitions.DestinyDestinationDefinition
- activityHash: uint32
 Destiny.Definitions.DestinyActivityDefinition
- progress: int32
- complete: boolean

Destiny.Milestones.DestinyMilestoneActivityVariant

- activityHash: uint32
 Destiny.Definitions.DestinyActivityDefinition
- completionStatus: Destiny.Milestones.DestinyMilestoneActivityCompletionStatus
- activityModeHash: uint32
 Destiny.Definitions.DestinyActivityModeDefinition
- activityModeType: int32

Destiny.Milestones.DestinyMilestoneActivityCompletionStatus

- completed: boolean
- phases: Destiny.Milestones.DestinyMilestoneActivityPhase

Destiny.Milestones.DestinyMilestoneActivityPhase

- complete: boolean

Destiny2.GetItem

Destiny2
Endpoint: /Destiny2/{membershipType}/Profile/{destinyMembershipId}/Item/{itemInstanceId}/

Operation: GET

Retrieve the details of an instanced Destiny Item. An instanced Destiny item is one with an ItemInstanceId. Non-instanced items, such as materials, have no useful instance-specific details and thus are not queryable here.

Response 200
-Response: Destiny.Responses.DestinyItemResponse -ErrorCode: Exceptions.PlatformErrorCodes -ThrottleSeconds: int32 -ErrorStatus: string -Message: string -MessageData: Dictionary<string, string>



Enumerations

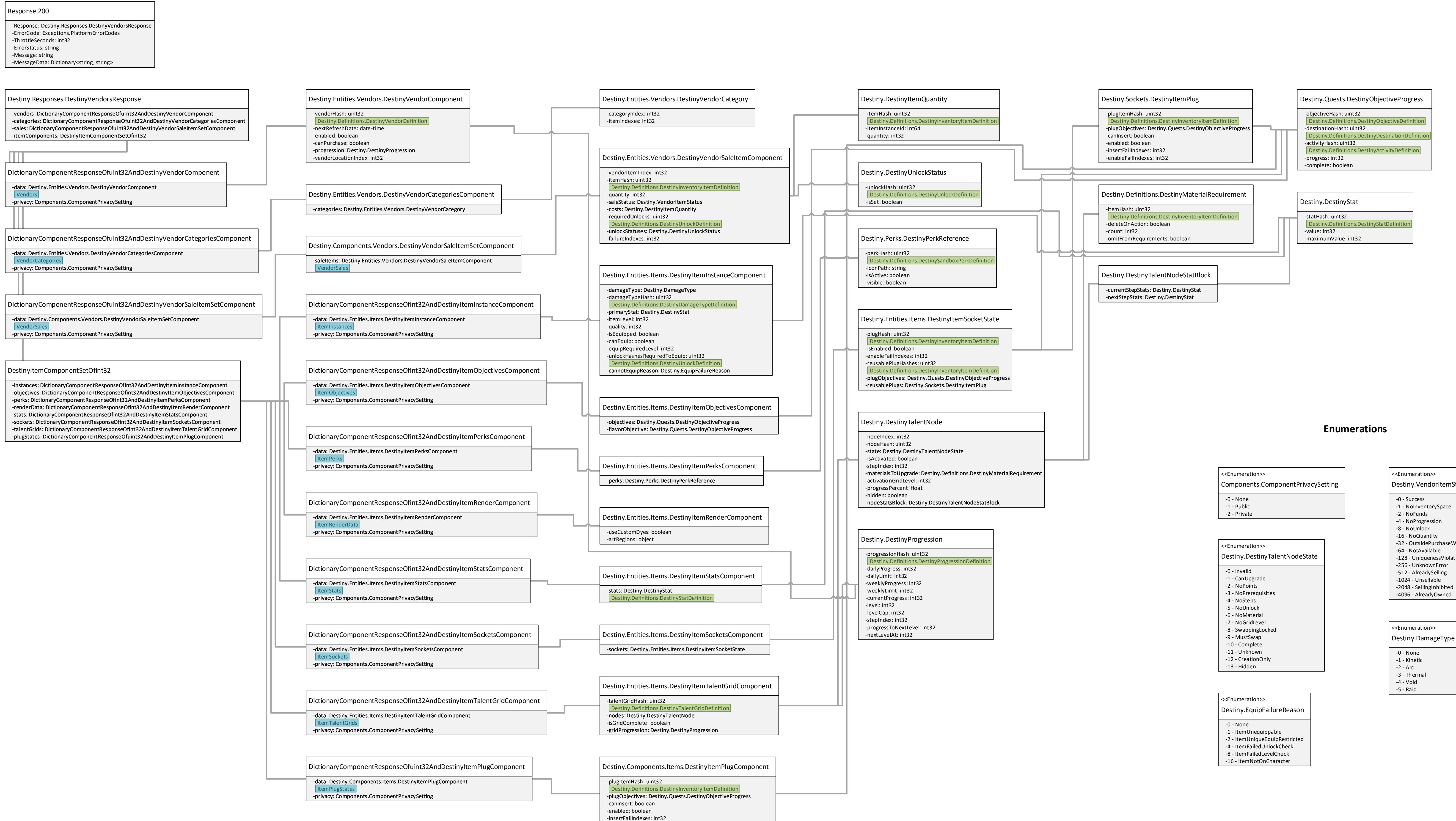
<<Enumeration>> Components.ComponentPrivacySetting	<<Enumeration>> Destiny.ItemBindStatus
-0 - None -1 - Public -2 - Private	-0 - Not Bound -1 - Bound To Character -2 - Bound To Account -3 - Bound To Guild
<<Enumeration>> Destiny.DestinyTalentNodeState	<<Enumeration>> Destiny.ItemLocation
-0 - Invalid -1 - Can Upgrade -2 - No Points -3 - No Prerequisites -4 - No Steps -5 - No Unlock -6 - No Material -7 - No Grid Level -8 - Swapping Locked -9 - Must Swap -10 - Complete -11 - Unknown -12 - Creation Only -13 - Hidden	-0 - Unknown -1 - Inventory -2 - Vault -3 - Vendor -4 - Postmaster
<<Enumeration>> Destiny.TransferStatuses	<<Enumeration>> Destiny.Quests.DestinyObjectiveDefinition
-0 - Can Transfer -1 - Item Is Equipped -2 - Not Transferrable -4 - No Room In Destination	-0 - None -1 - Kinetic -2 - Arc -3 - Thermal -4 - Void -5 - Raid
<<Enumeration>> Destiny.EquipFailureReason	<<Enumeration>> Destiny.ItemState
-0 - None -1 - Item UnEquipable -2 - Item Unique Equip Restricted -4 - Item Failed Unlock Check -8 - Item Failed Level Check -16 - Item Not On Character	-0 - None -1 - Locked -2 - Tracked -4 - Masterwork
<<Enumeration>> Destiny.DestinyStatDefinition	<<Enumeration>> Destiny.DamageType
-0 - None -1 - Locked -2 - Tracked -4 - Masterwork	-0 - None -1 - Kinetic -2 - Arc -3 - Thermal -4 - Void -5 - Raid

Destiny2.GetVendors

Endpoint: /Destiny2/[membershipType]/Profile/[destinyMembershipId]/Character/[characterId]/Vendors

Endpoint: /Dest
Operation: GET

Get currently available vendors from the list of vendors that can possibly have rotating inventory. Note that this does not include things like preview vendors and vendors-as-kiosks, neither of whom have rotating/dynamic inventories. Use their definitions as-is for those. PREVIEW: This service is not yet active, but we are returning the planned schema of the endpoint for review, comment, and preparation for its eventual implementation.



Destiny2.GetVendor

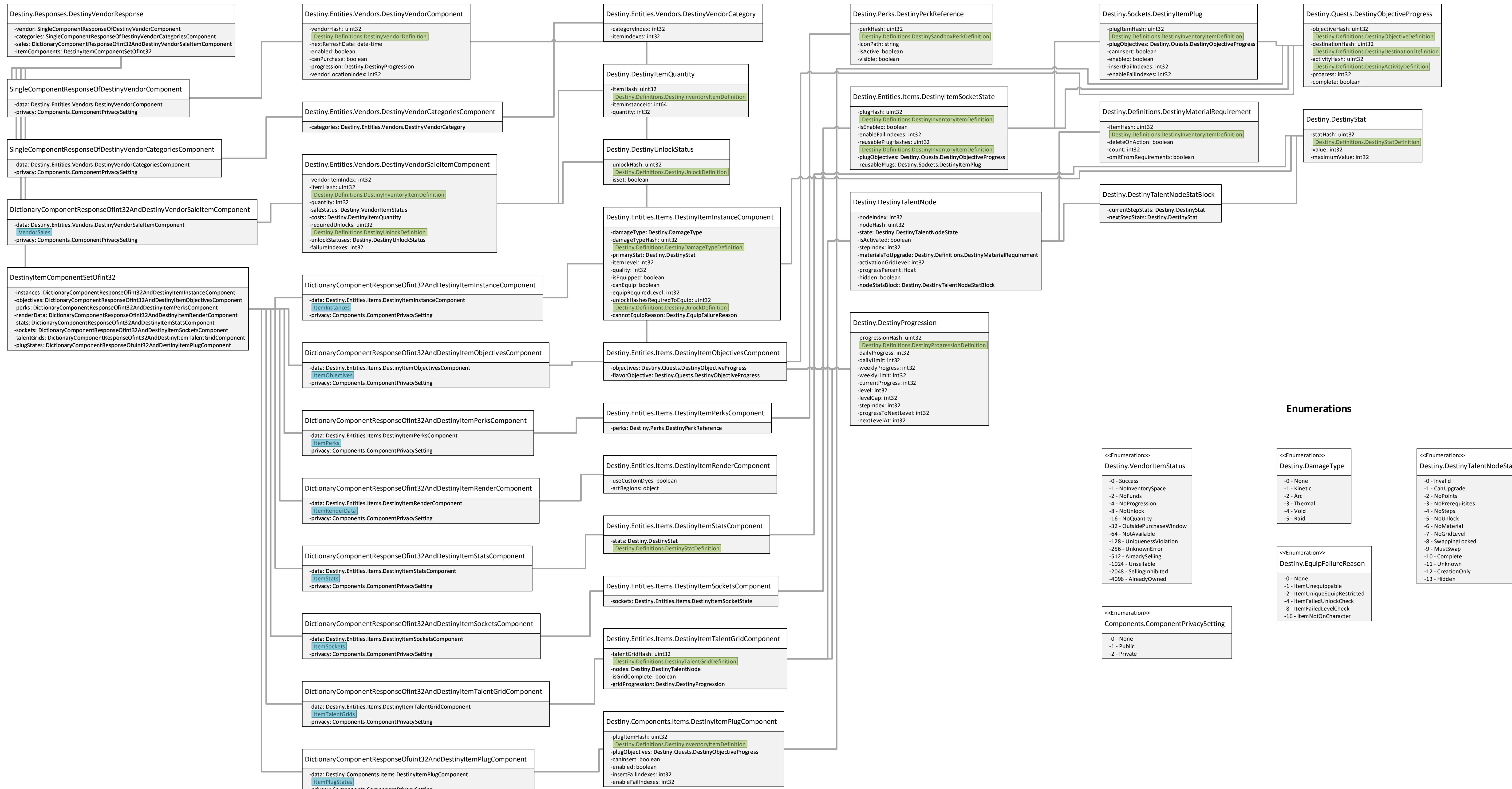
Endpoint: /Destiny2/{membershipType}/Profile/{destinyMembershipId}/Character/{characterId}/Vendors/{vendorHash}/

Operation: GET

Get the details of a specific Vendor. PREVIEW: This service is not yet active, but we are returning the planned schema of the endpoint for review, comment, and preparation for its eventual implementation.

Response 200

- Response: Destiny.Responses.DestinyVendorResponse
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>



Enumerations

<<Enumeration>>	Destiny.VendorItemStatus
0:	Success
1:	Invalid
2:	NotFunds
4:	NoProgress
8:	NoUnlock
16:	NoQuantity
32:	OutsidePurchaseWindow
64:	Unlocked
128:	UniquenessViolation
256:	UnknownError
512:	AlreadySelling
1024:	Unsellable
2048:	SellingInhibited
4096:	AlreadyOwned

<<Enumeration>>	Destiny.DamageType
0:	None
1:	Kinetic
2:	Arc
3:	Thermal
4:	Void
5:	Raid

<<Enumeration>>	Destiny.TalentNodeState
0:	None
1:	CanUpgrade
2:	NoPoints
3:	NoPrerequisites
4:	NoSteps
5:	NoUnlock
6:	NoMaterial
7:	NoSkill
8:	SwappingLocked
9:	MustSwap
10:	Complete
11:	Unknown
12:	CreationOnly
13:	Hidden

<<Enumeration>>	Destiny.EquipFailureReason
0:	None
1:	ItemUnequipable
2:	ItemUniqueEquipRestricted
4:	ItemFailedUnlockCheck
8:	ItemFailedLevelCheck
16:	ItemNotOnCharacter

<<Enumeration>>	Components.ComponentPrivacySetting
0:	None
1:	Public
2:	Private

Destiny2.TransferItem

Destiny2

Endpoint: /Destiny2/Actions/Items/TransferItem/

Operation: POST

Transfer an item to/from your vault. You must have a valid Destiny account. You must also pass BOTH a reference AND an instance ID if it's an instanced item. its happening.gif

Response 200

- Response: int32
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

Destiny2.PullFromPostmaster

Destiny2

Endpoint: /Destiny2/Actions/Items/PullFromPostmaster/

Operation: POST

Extract an item from the Postmaster, with whatever implications that may entail. You must have a valid Destiny account. You must also pass BOTH a reference AND an instance ID if it's an instanced item.

Response 200

- Response: int32
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

Destiny2.EquipItem

Destiny2

Endpoint: /Destiny2/Actions/Items/EquipItem/

Operation: POST

Equip an item. You must have a valid Destiny Account, and either be in a social space, in orbit, or offline.

Response 200

```
-Response: int32  
-ErrorCode: Exceptions.PlatformErrorCodes  
-ThrottleSeconds: int32  
-ErrorStatus: string  
-Message: string  
-MessageData: Dictionary<string, string>
```

Destiny2.EquipItems

Destiny2

Endpoint: /Destiny2/Actions/Items/EquipItems/

Operation: POST

Equip a list of items by itemInstanceIds. You must have a valid Destiny Account, and either be in a social space, in orbit, or offline. Any items not found on your character will be ignored.

Response 200

- Response: Destiny.DestinyEquipItemResults
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

Destiny.DestinyEquipItemResults

- equipResults: Destiny.DestinyEquipItemResult

Destiny.DestinyEquipItemResult

- itemInstanceId: int64
- equipStatus: Exceptions.PlatformErrorCodes

Destiny2.SetItemLockState

Destiny2

Endpoint: /Destiny2/Actions/Items/SetLockState/

Operation: POST

Set the Lock State for an instanced item. You must have a valid Destiny Account.

Response 200

- Response: int32
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

Destiny2.InsertSocketPlug

Destiny2 Preview

Endpoint: /Destiny2/Actions/Items/InsertSocketPlug/

Operation: POST

Insert a plug into a socketed item. I know how it sounds, but I assure you it's much more G-rated than you might be guessing. We haven't decided yet whether this will be able to insert plugs that have side effects, but if we do it will require special scope permission for an application attempting to do so. You must have a valid Destiny Account, and either be in a social space, in orbit, or offline. Request must include proof of permission for 'InsertPlugs' from the account owner.

Response 200

- Response: Destiny.Responses.InventoryChangedResponse
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

Destiny.Responses.InventoryChangedResponse

- addedInventoryItems: Destiny.Entities.Items.DestinyItemComponent
- removedInventoryItems: Destiny.Entities.Items.DestinyItemComponent

Destiny.Entities.Items.DestinyItemComponent

- itemHash: uint32
 Destiny.Definitions.DestinyInventoryItemDefinition
- itemInstanceId: int64
- quantity: int32
- bindStatus: Destiny.ItemBindStatus
- location: Destiny.ItemLocation
- bucketHash: uint32
 Destiny.Definitions.DestinyInventoryBucketDefinition
- transferStatus: Destiny.TransferStatuses
- lockable: boolean
- state: Destiny.ItemState

Enumerations

<<Enumeration>> Destiny.ItemBindStatus

- 0 - NotBound
- 1 - BoundToCharacter
- 2 - BoundToAccount
- 3 - BoundToGuild

<<Enumeration>> Destiny.ItemLocation

- 0 - Unknown
- 1 - Inventory
- 2 - Vault
- 3 - Vendor
- 4 - Postmaster

<<Enumeration>> Destiny.TransferStatuses

- 0 - CanTransfer
- 1 - ItemIsEquipped
- 2 - NotTransferrable
- 4 - NoRoomInDestination

<<Enumeration>> Destiny.ItemState

- 0 - None
- 1 - Locked
- 2 - Tracked
- 4 - Masterwork

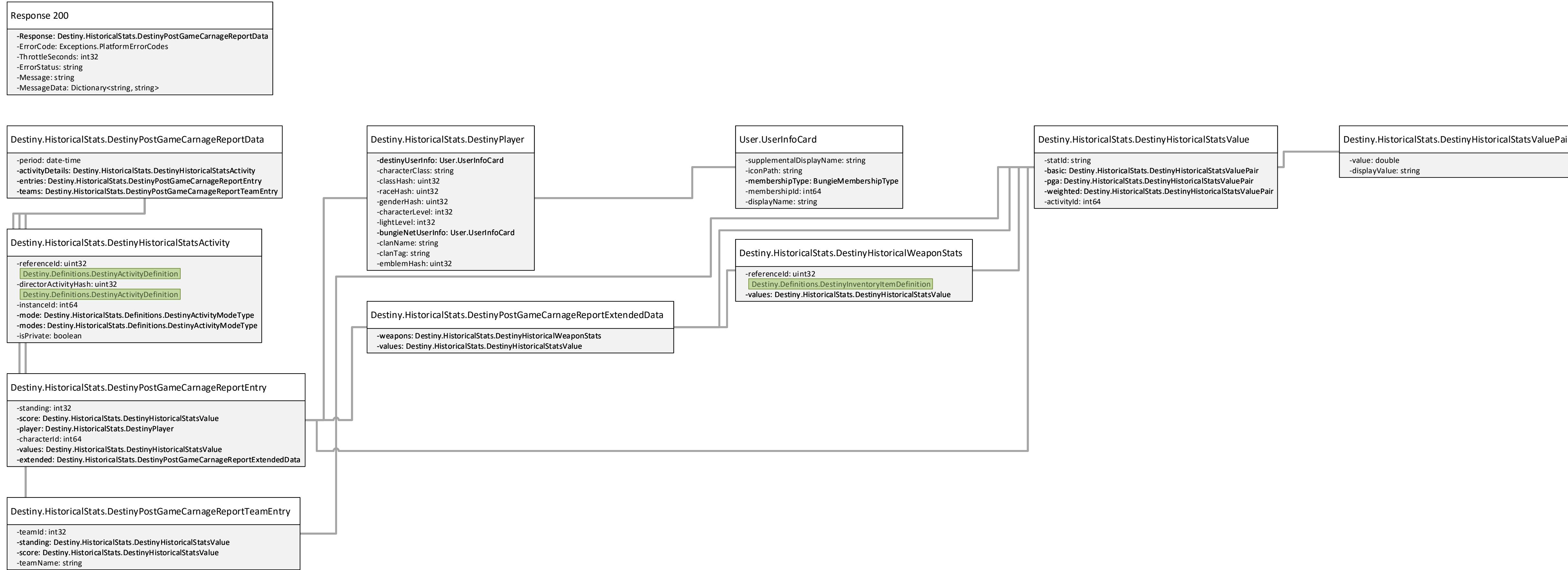
Destiny2.GetPostGameCarnageReport

Destiny2

Endpoint: /Destiny2/Stats/PostGameCarnageReport/{activityId}/

Operation: GET

Gets the available post game carnage report for the activity ID.



Enumerations

<<Enumeration>>
Destiny.HistoricalStats.Definitions.DestinyActivityModeType
-0 - None
-1 - Story
-2 - Strike
-3 - Raid
-5 - AllPvP
-6 - Patrol
-7 - AllPvE
-9 - Reserved9
-10 - Control
-11 - Reserved11
-12 - Clash
-13 - Reserved13
-15 - CrimsonDoubles
-16 - Nightfall
-17 - HeroicNightfall
-18 - AllStrikes
-19 - IronBanner
-20 - Reserved20
-21 - Reserved21
-22 - Reserved22
-24 - Reserved24
-25 - AllMayhem
-26 - Reserved26
-27 - Reserved27
-28 - Reserved28
-29 - Reserved29
-30 - Reserved30
-31 - Supremacy
-32 - Reserved32
-37 - Survival
-38 - Countdown
-39 - TrialsOfTheNine
-40 - Social
-41 - TrialsCountdown
-42 - TrialsSurvival
-43 - IronBannerControl
-44 - IronBannerClash
-45 - IronBannerSupremacy

<<Enumeration>>
BungieMembershipType
-0 - None
-1 - TigerXbox
-2 - TigerPsn
-4 - TigerBlizzard
-10 - TigerDemon
-254 - BungieNext
-1 - All

Destiny2.ReportOffensivePostGameCarnageReportPlayer

Destiny2

Endpoint: /Destiny2/Stats/PostGameCarnageReport/{activityId}/Report/

Operation: POST

Report a player that you met in an activity that was engaging in ToS-violating activities. Both you and the offending player must have played in the activityId passed in. Please use this judiciously and only when you have strong suspicions of violation, pretty please.

Response 200

- Response: int32
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

Destiny2.GetHistoricalStatsDefinition

Destiny2

Endpoint: /Destiny2/Stats/Definition/

Operation: GET

Gets historical stats definitions.

Response 200

- Response: object
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

Destiny2.GetClanLeaderboards

[Destiny2](#) [Preview](#)

Endpoint: /Destiny2/Stats/Leaderboards/Clans/{groupId}/

Operation: GET

Gets leaderboards with the signed in user's friends and the supplied destinyMembershipId as the focus. PREVIEW: This endpoint is still in beta, and may experience rough edges. The schema is in final form, but there may be bugs that prevent desirable operation.

Response 200

- Response: Dictionary<string, object>
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

Destiny2.GetClanAggregateStats

Destiny2 Preview

Endpoint: /Destiny2/Stats/AggregateClanStats/{groupId}/

Operation: GET

Gets aggregated stats for a clan using the same categories as the clan leaderboards. PREVIEW: This endpoint is still in beta, and may experience rough edges. The schema is in final form, but there may be bugs that prevent desirable operation.

Response 200

```
-Response: Destiny.HistoricalStats.DestinyClanAggregateStat  
-ErrorCode: Exceptions.PlatformErrorCodes  
-ThrottleSeconds: int32  
-ErrorStatus: string  
-Message: string  
-MessageData: Dictionary<string, string>
```

Enumerations

```
<<Enumeration>>  
Destiny.HistoricalStats.Definitions.DestinyActivityModeType
```

- 0 - None
- 2 - Story
- 3 - Strike
- 4 - Raid
- 5 - AllPvP
- 6 - Patrol
- 7 - AllPvE
- 9 - Reserved9
- 10 - Control
- 11 - Reserved11
- 12 - Clash
- 13 - Reserved13
- 15 - CrimsonDoubles
- 16 - Nightfall
- 17 - HeroicNightfall
- 18 - AllStrikes
- 19 - IronBanner
- 20 - Reserved20
- 21 - Reserved21
- 22 - Reserved22
- 24 - Reserved24
- 25 - AllMayhem
- 26 - Reserved26
- 27 - Reserved27
- 28 - Reserved28
- 29 - Reserved29
- 30 - Reserved30
- 31 - Supremacy
- 32 - Reserved32
- 37 - Survival
- 38 - Countdown
- 39 - TrialsOfTheNine
- 40 - Social
- 41 - TrialsCountdown
- 42 - TrialsSurvival
- 43 - IronBannerControl
- 44 - IronBannerClash
- 45 - IronBannerSupremacy

Destiny.HistoricalStats.DestinyClanAggregateStat

```
-mode: Destiny.HistoricalStats.Definitions.DestinyActivityModeType  
-statId: string  
-value: Destiny.HistoricalStats.DestinyHistoricalStatsValue
```

Destiny.HistoricalStats.DestinyHistoricalStatsValuePair

```
-value: double  
-displayValue: string
```

Destiny.HistoricalStats.DestinyHistoricalStatsValue

```
-statId: string  
-basic: Destiny.HistoricalStats.DestinyHistoricalStatsValuePair  
-pga: Destiny.HistoricalStats.DestinyHistoricalStatsValuePair  
-weighted: Destiny.HistoricalStats.DestinyHistoricalStatsValuePair  
-activityId: int64
```

Destiny2.GetLeaderboards

[Destiny2](#) [Preview](#)

Endpoint: /Destiny2/{membershipType}/Account/{destinyMembershipId}/Stats/Leaderboards/

Operation: GET

Gets leaderboards with the signed in user's friends and the supplied destinyMembershipId as the focus. PREVIEW: This endpoint has not yet been implemented. It is being returned for a preview of future functionality, and for public comment/suggestion/preparation.

Response 200

- Response: Dictionary<string, object>
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

Destiny2.GetLeaderboardsForCharacter

[Destiny2](#) [Preview](#)

Endpoint: /Destiny2/Stats/Leaderboards/{membershipType}/{destinyMembershipId}/{characterId}/

Operation: GET

Gets leaderboards with the signed in user's friends and the supplied destinyMembershipId as the focus. PREVIEW: This endpoint is still in beta, and may experience rough edges. The schema is in final form, but there may be bugs that prevent desirable operation.

Response 200

- Response: Dictionary<string, object>
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

Destiny2.SearchDestinyEntities

Destiny2

Endpoint: /Destiny2/Armory/Search/{type}/{searchTerm}/

Operation: GET

Gets a page list of Destiny items.

Response 200

- Response: Destiny.Definitions.DestinyEntitySearchResult
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

Destiny.Definitions.DestinyEntitySearchResult

- suggestedWords: string
- results: SearchResultOfDestinyEntitySearchResultItem

Destiny.Definitions.DestinyEntitySearchResultItem

- hash: uint32
- entityType: string
- displayProperties: Destiny.Definitions.Common.DestinyDisplayPropertiesDefinition
- weight: double

Destiny.Definitions.Common.DestinyDisplayPropertiesDefinition

- description: string
- name: string
- icon: string
- hasIcon: boolean

SearchResultOfDestinyEntitySearchResultItem

- results: Destiny.Definitions.DestinyEntitySearchResultItem
- totalResults: int32
- hasMore: boolean
- query: Queries.PagedQuery
- replacementContinuationToken: string
- useTotalResults: boolean

Queries.PagedQuery

- itemsPerPage: int32
- currentPage: int32
- requestContinuationToken: string

Destiny2.GetHistoricalStats

Destiny2

Endpoint: /Destiny2/{membershipType}/Account/{destinyMembershipId}/Character/{characterId}/Stats/

Operation: GET

Gets historical stats for indicated character.

Response 200

- Response: object
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

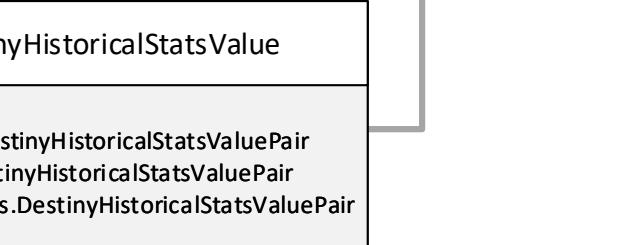
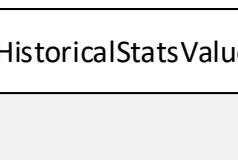
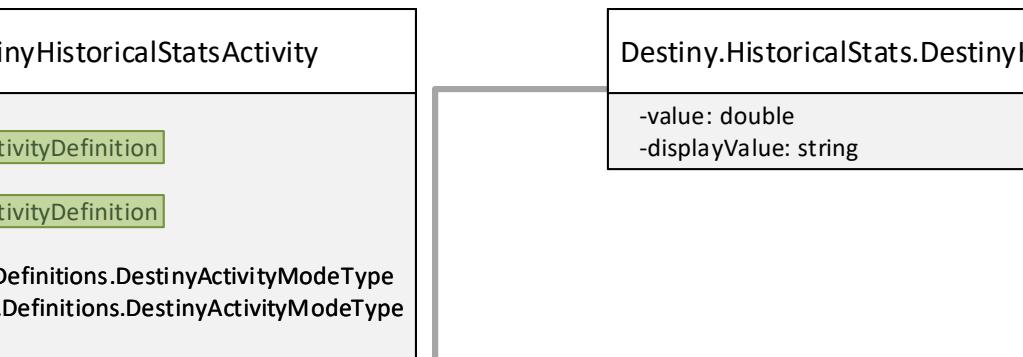
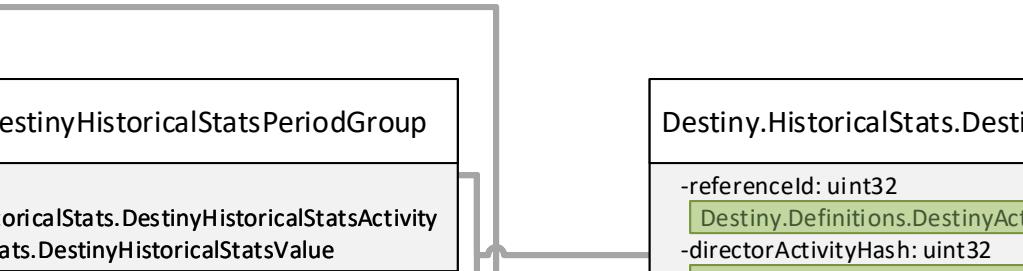
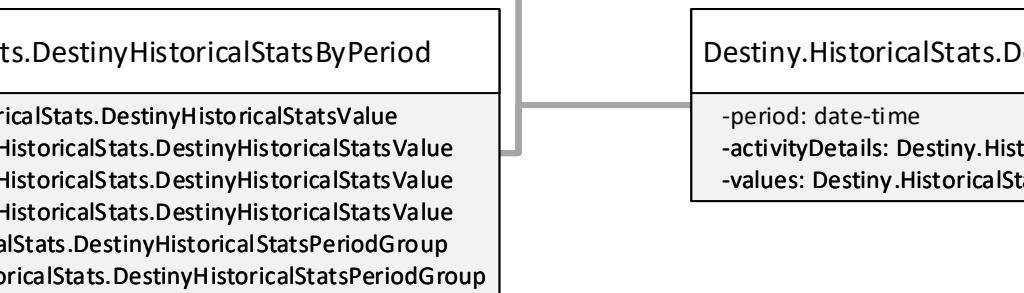
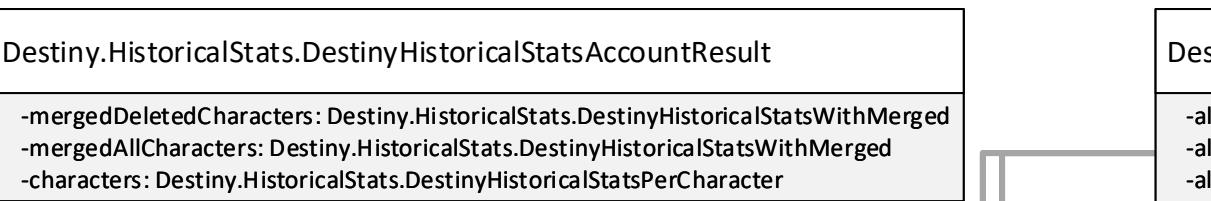
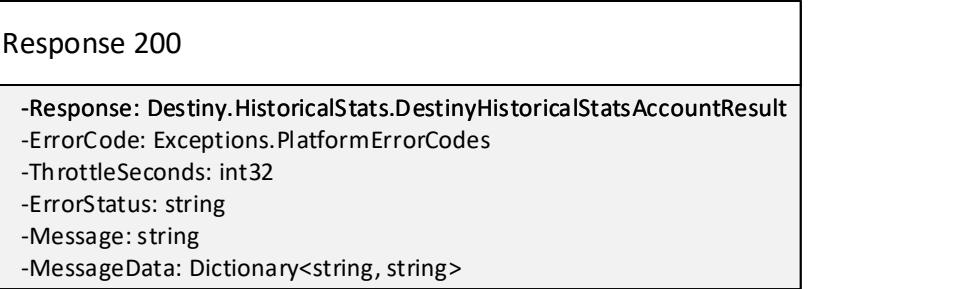
Destiny2.GetHistoricalStatsForAccount

Destiny2

Endpoint: /Destiny2/{membershipType}/Account/{destinyMembershipId}/Stats/

Operation: GET

Gets aggregate historical stats organized around each character for a given account.



Enumerations

<<Enumeration>>
Destiny.HistoricalStats.Definitions.DestinyActivityModeType

-0 - None

-2 - Story

-3 - Strike

-4 - Raid

-5 - AllPvP

-6 - Patrol

-7 - AllPvE

-9 - Reserved9

-10 - Control

-11 - Reserved11

-12 - Clash

-13 - Reserved13

-15 - CrimsonDoubles

-16 - Nightfall

-17 - HeroicNightfall

-18 - AllStrikes

-19 - IronBanner

-20 - Reserved20

-21 - Reserved21

-22 - Reserved22

-24 - Reserved24

-25 - AllMayhem

-26 - Reserved26

-27 - Reserved27

-28 - Reserved28

-29 - Reserved29

-30 - Reserved30

-31 - Supremacy

-32 - Reserved32

-37 - Survival

-38 - Countdown

-39 - TrialsOfTheNine

-40 - Social

-41 - TrialsCountdown

-42 - TrialsSurvival

-43 - IronBannerControl

-44 - IronBannerClash

-45 - IronBannerSupremacy

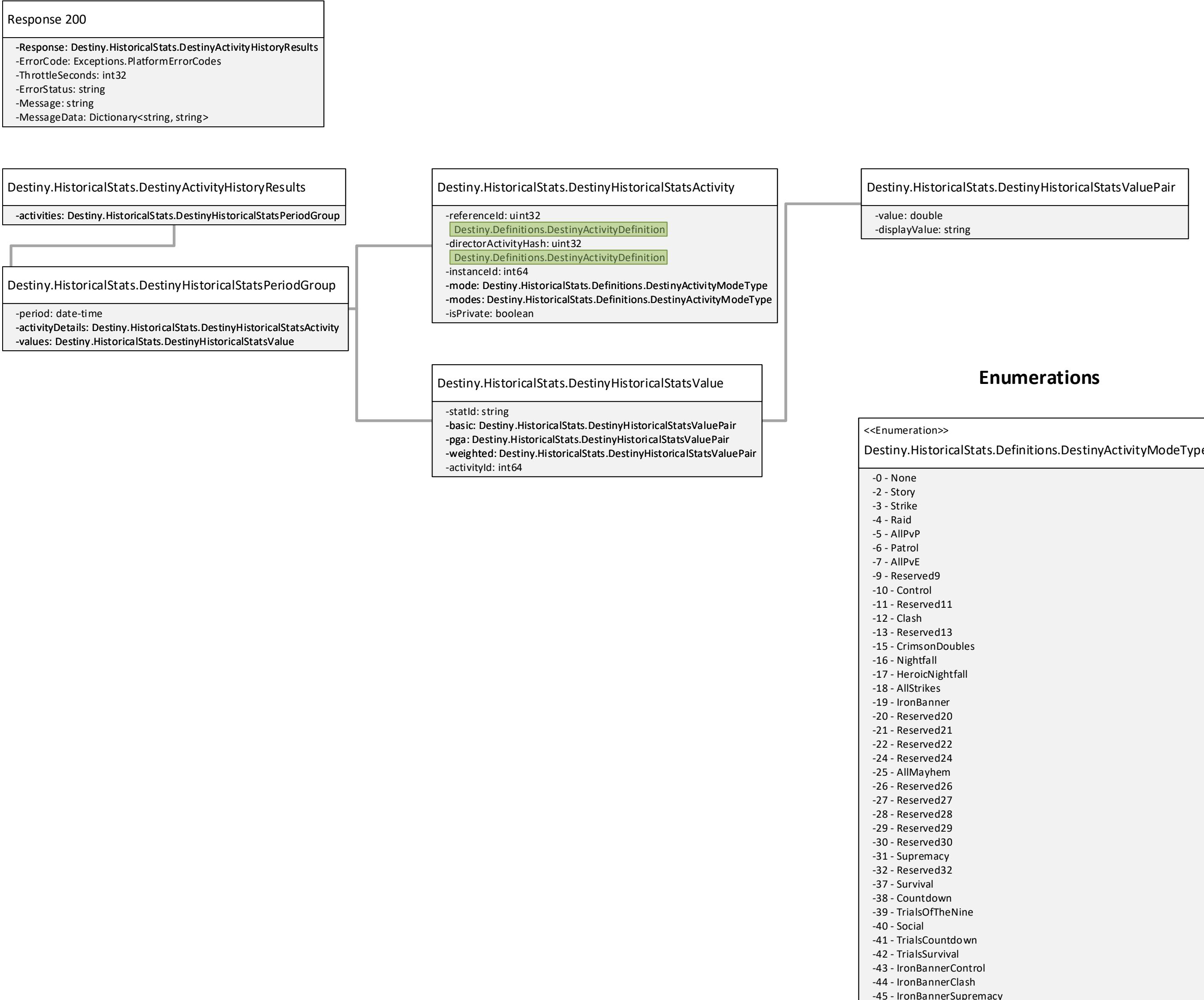
Destiny2.GetActivityHistory

Destiny2

Endpoint: /Destiny2/{membershipType}/Account/{destinyMembershipId}/Character/{characterId}/Stats/Activities/

Operation: GET

Gets activity history stats for indicated character.



Destiny2.GetUniqueWeaponHistory

Destiny2

Endpoint: /Destiny2/{membershipType}/Account/{destinyMembershipId}/Character/{characterId}/Stats/UniqueWeapons/

Operation: GET

Gets details about unique weapon usage, including all exotic weapons.

Response 200

- Response: Destiny.HistoricalStats.DestinyHistoricalWeaponStatsData
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

Destiny.HistoricalStats.DestinyHistoricalWeaponStatsData

- weapons: Destiny.HistoricalStats.DestinyHistoricalWeaponStats

Destiny.HistoricalStats.DestinyHistoricalWeaponStats

- referenceId: uint32
[Destiny.Definitions.DestinyInventoryItemDefinition](#)
- values: Destiny.HistoricalStats.DestinyHistoricalStatsValue

Destiny.HistoricalStats.DestinyHistoricalStatsValue

- statId: string
- basic: Destiny.HistoricalStats.DestinyHistoricalStatsValuePair
- pga: Destiny.HistoricalStats.DestinyHistoricalStatsValuePair
- weighted: Destiny.HistoricalStats.DestinyHistoricalStatsValuePair
- activityId: int64

Destiny.HistoricalStats.DestinyHistoricalStatsValuePair

- value: double
- displayValue: string

Destiny2.GetDestinyAggregateActivityStats

Destiny2

Endpoint: /Destiny2/{membershipType}/Account/{destinyMembershipId}/Character/{characterId}/Stats/AggregateActivityStats/

Operation: GET

Gets all activities the character has participated in together with aggregate statistics for those activities.

Response 200

- Response: Destiny.HistoricalStats.DestinyAggregateActivityResults
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

Destiny.HistoricalStats.DestinyAggregateActivityResults

- activities: Destiny.HistoricalStats.DestinyAggregateActivityStats

Destiny.HistoricalStats.DestinyAggregateActivityStats

- activityHash: uint32
- [Destiny.Definitions.DestinyActivityDefinition](#)
- values: Destiny.HistoricalStats.DestinyHistoricalStatsValue

Destiny.HistoricalStats.DestinyHistoricalStatsValue

- statId: string
- basic: Destiny.HistoricalStats.DestinyHistoricalStatsValuePair
- pga: Destiny.HistoricalStats.DestinyHistoricalStatsValuePair
- weighted: Destiny.HistoricalStats.DestinyHistoricalStatsValuePair
- activityId: int64

Destiny.HistoricalStats.DestinyHistoricalStatsValuePair

- value: double
- displayValue: string

Destiny2.GetPublicMilestoneContent

Destiny2

Endpoint: /Destiny2/Milestones/{milestoneHash}/Content/

Operation: GET

Gets custom localized content for the milestone of the given hash, if it exists.

Response 200

- Response: Destiny.Milestones.DestinyMilestoneContent
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

Destiny.Milestones.DestinyMilestoneContent

- about: string
- status: string
- tips: string
- itemCategories: Destiny.Milestones.DestinyMilestoneContentItemCategory

Destiny.Milestones.DestinyMilestoneContentItemCategory

- title: string
- itemHashes: uint32

Destiny.Definitions.DestinyInventoryItemDefinition

Destiny2.GetPublicMilestones

Destiny2

Endpoint: /Destiny2/Milestones/

Operation: GET

Gets public information about currently available Milestones.

Response 200

- Response: object
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

Destiny2.AwainititalizeRequest

Destiny2

Endpoint: /Destiny2/Awa/Initialize/

Operation: POST

Initialize a request to perform an advanced write action.

Response 200

- Response: Destiny.Advanced.AwainititalizeResponse
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

Destiny.Advanced.AwainititalizeResponse

- correlationId: string

Destiny2.AwaProvideAuthorizationResult

Destiny2

Endpoint: /Destiny2/Awa/AwaProvideAuthorizationResult/

Operation: POST

Provide the result of the user interaction. Called by the Bungie Destiny App to approve or reject a request.

Response 200

- Response: int32
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

Destiny2.AwaGetActionToken

Destiny2

Endpoint: /Destiny2/Awa/GetActionToken/{correlationId}/

Operation: GET

Returns the action token if user approves the request.

Response 200

- Response: Destiny.Advanced.AwaAuthorizationResult
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

Destiny.Advanced.AwaAuthorizationResult

- userSelection: Destiny.Advanced.AwaUserSelection
- responseReason: Destiny.Advanced.AwaResponseReason
- developerNote: string
- actionToken: string
- maximumNumberOfUses: int32
- validUntil: date-time
- type: Destiny.Advanced.AwaType
- membershipType: BungieMembershipType

Enumerations

<<Enumeration>>

Destiny.Advanced.AwaType

- 0 - None
- 1 - InsertPlugs
- 2 - BuyItemFromVendor
- 3 - RefundItem
- 4 - DismantleGroupA
- 5 - DismantleGroupB
- 6 - DismantleGroupC

<<Enumeration>>

BungieMembershipType

- 0 - None
- 1 - TigerXbox
- 2 - TigerPsn
- 4 - TigerBlizzard
- 10 - TigerDemon
- 254 - BungieNext
- 1 - All

<<Enumeration>>

Destiny.Advanced.AwaUserSelection

- 0 - None
- 1 - Rejected
- 2 - Approved

<<Enumeration>>

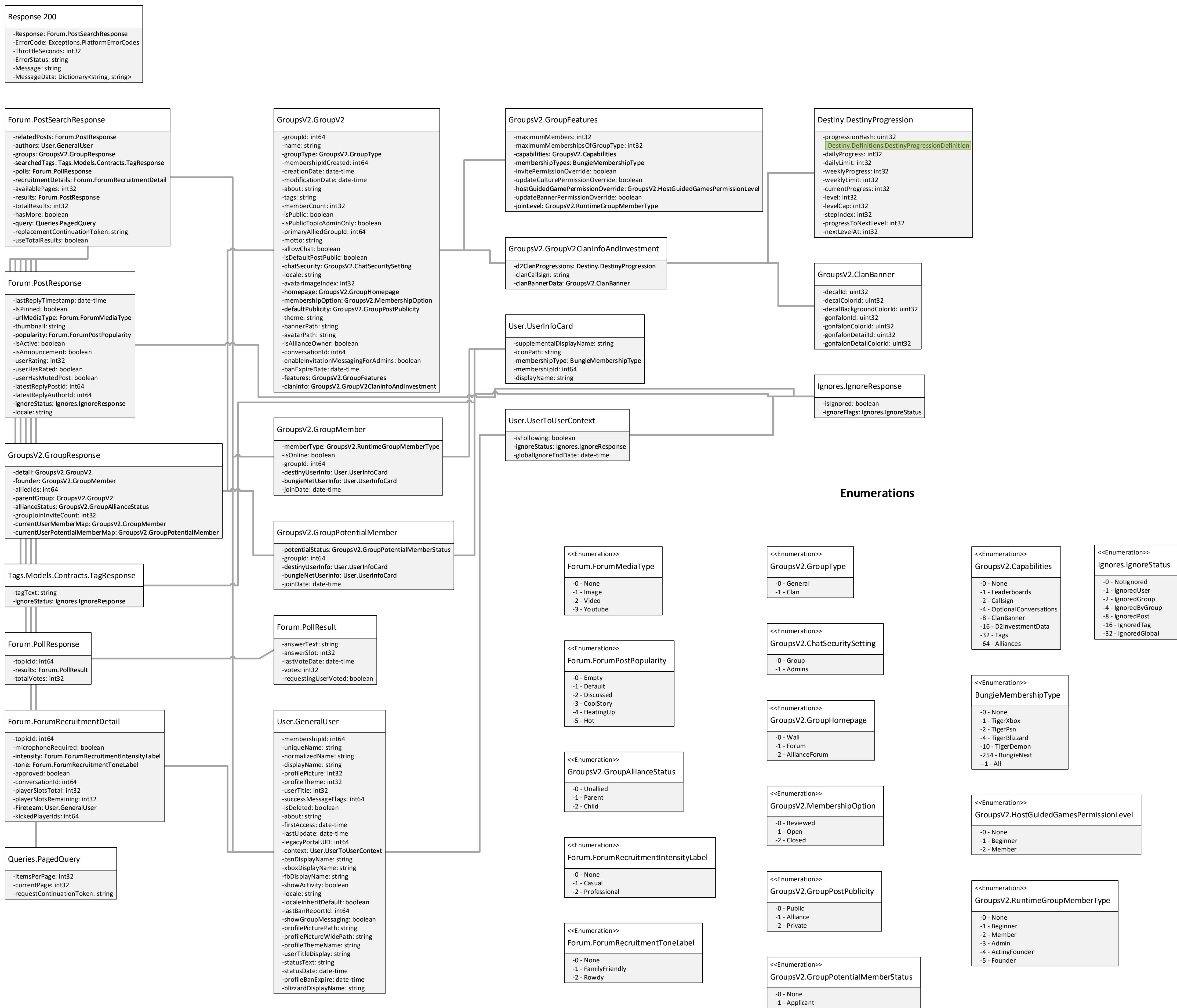
Destiny.Advanced.AwaResponseReason

- 0 - None
- 1 - Answered
- 2 - TimedOut
- 3 - Replaced

CommunityContent.GetCommunityContent

CommunityContent

Returns community content



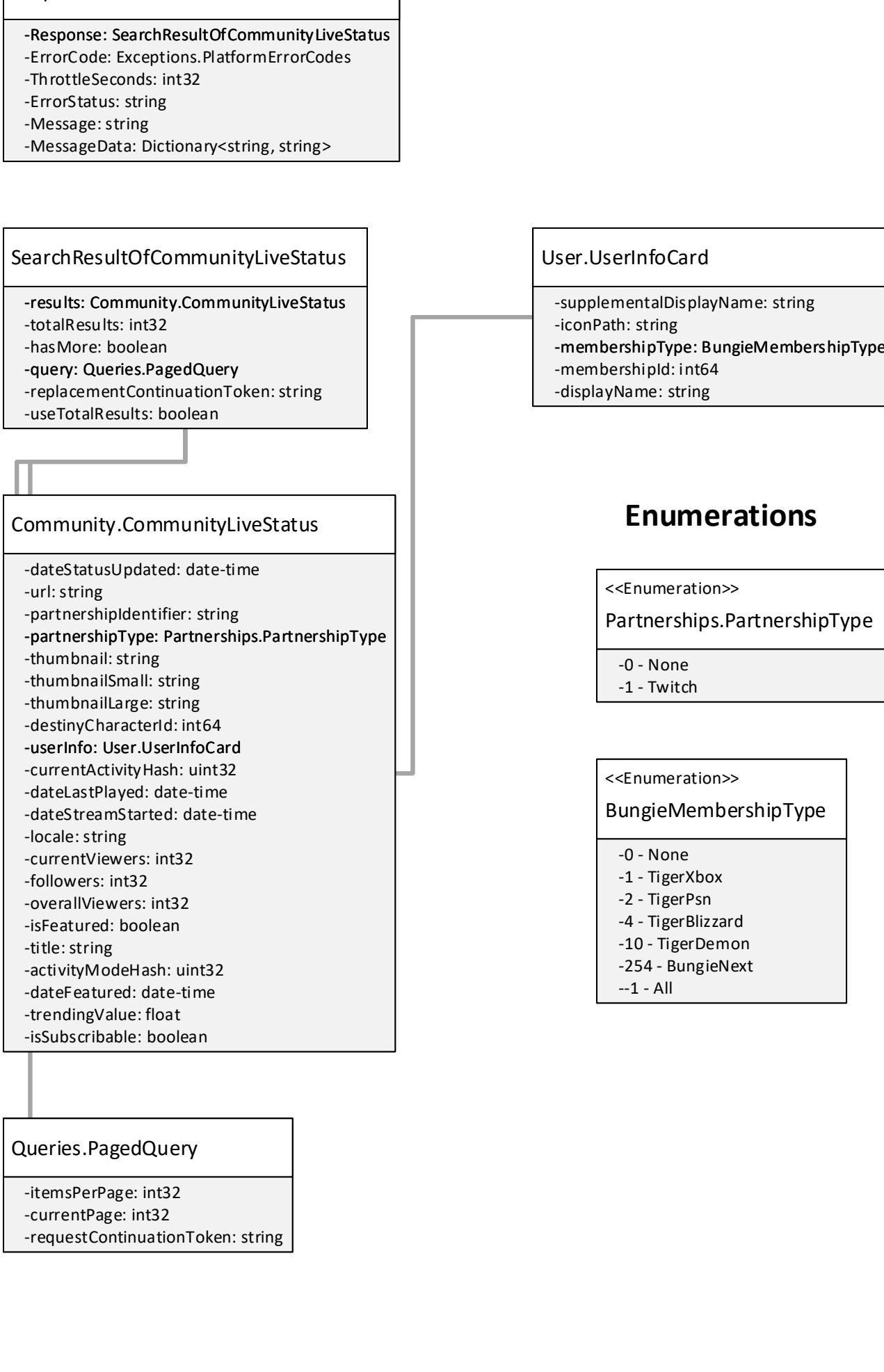
CommunityContent.GetCommunityLiveStatuses

CommunityContent

Endpoint: /CommunityContent/Live/All/{partnershipType}/{sort}/{page}/

Operation: GET

Returns info about community members who are live streaming.



Enumerations

<<Enumeration>>
Partnerships.PartnershipType

- 0 - None
- 1 - Twitch

<<Enumeration>>
BungieMembershipType

- 0 - None
- 1 - TigerXbox
- 2 - TigerPsn
- 4 - TigerBlizzard
- 10 - TigerDemon
- 254 - BungieNext
- 1 - All

CommunityContent.GetCommunityLiveStatusesForClanmates

CommunityContent

Endpoint: /CommunityContent/Live/Clan/{partnershipType}/{sort}/{page}/

Operation: GET

Returns info about community members who are live streaming in your clans.

Response 200

```
-Response: SearchResultOfCommunityLiveStatus
-ErrorCode: Exceptions.PlatformErrorCodes
-ThrottleSeconds: int32
>ErrorStatus: string
>Message: string
>MessageData: Dictionary<string, string>
```

SearchResultOfCommunityLiveStatus

```
-results: Community.CommunityLiveStatus
-totalResults: int32
-hasMore: boolean
>query: Queries.PagedQuery
>replacementContinuationToken: string
>useTotalResults: boolean
```

User.UserInfoCard

```
-supplementalDisplayName: string
>iconPath: string
>membershipType: BungieMembershipType
>membershipId: int64
>displayName: string
```

Community.CommunityLiveStatus

```
-dateStatusUpdated: date-time
>url: string
>partnershipIdentifier: string
>partnershipType: Partnerships.PartnershipType
>thumbnail: string
>thumbnailSmall: string
>thumbnailLarge: string
>destinyCharacterId: int64
>userInfo: User.UserInfoCard
>currentActivityHash: uint32
>dateLastPlayed: date-time
>dateStreamStarted: date-time
>locale: string
>currentViewers: int32
>followers: int32
>overallViewers: int32
>isFeatured: boolean
>title: string
>activityModeHash: uint32
>dateFeatured: date-time
>trendingValue: float
>isSubscribable: boolean
```

Queries.PagedQuery

```
-itemsPerPage: int32
>currentPage: int32
>requestContinuationToken: string
```

Enumerations

<>Enumeration>> Partnerships.PartnershipType

```
-0 - None
-1 - Twitch
```

<>Enumeration>> BungieMembershipType

```
-0 - None
-1 - TigerXbox
-2 - TigerPsn
-4 - TigerBlizzard
-10 - TigerDemon
-254 - BungieNext
--1 - All
```

CommunityContent.GetCommunityLiveStatusesForFriends

CommunityContent

Endpoint: /CommunityContent/Live/Friends/{partnershipType}/{sort}/{page}/

Operation: GET

Returns info about community members who are live streaming among your friends.

Response 200

```
-Response: SearchResultOfCommunityLiveStatus
-ErrorCode: Exceptions.PlatformErrorCodes
-ThrottleSeconds: int32
-ErrorStatus: string
-Message: string
-MessageData: Dictionary<string, string>
```

SearchResultOfCommunityLiveStatus

```
-results: Community.CommunityLiveStatus
-totalResults: int32
-hasMore: boolean
-query: Queries.PagedQuery
-replacementContinuationToken: string
-useTotalResults: boolean
```

Community.CommunityLiveStatus

```
-dateStatusUpdated: date-time
-url: string
-partnershipIdentifier: string
-partnershipType: Partnerships.PartnershipType
-thumbnail: string
-thumbnailSmall: string
-thumbnailLarge: string
-destinyCharacterId: int64
-userInfo: User.UserInfoCard
-currentActivityHash: uint32
-dateLastPlayed: date-time
-dateStreamStarted: date-time
-locale: string
-currentViewers: int32
-followers: int32
-overallViewers: int32
-isFeatured: boolean
-title: string
-activityModeHash: uint32
-dateFeatured: date-time
-trendingValue: float
-isSubscribable: boolean
```

Queries.PagedQuery

```
-itemsPerPage: int32
-currentPage: int32
-requestContinuationToken: string
```

User.UserInfoCard

```
-supplementalDisplayName: string
-iconPath: string
-membershipType: BungieMembershipType
-membershipId: int64
-displayName: string
```

Enumerations

<<Enumeration>>

Partnerships.PartnershipType

```
-0 - None
-1 - Twitch
```

<<Enumeration>>

BungieMembershipType

```
-0 - None
-1 - TigerXbox
-2 - TigerPsn
-4 - TigerBlizzard
-10 - TigerDemon
-254 - BungieNext
--1 - All
```

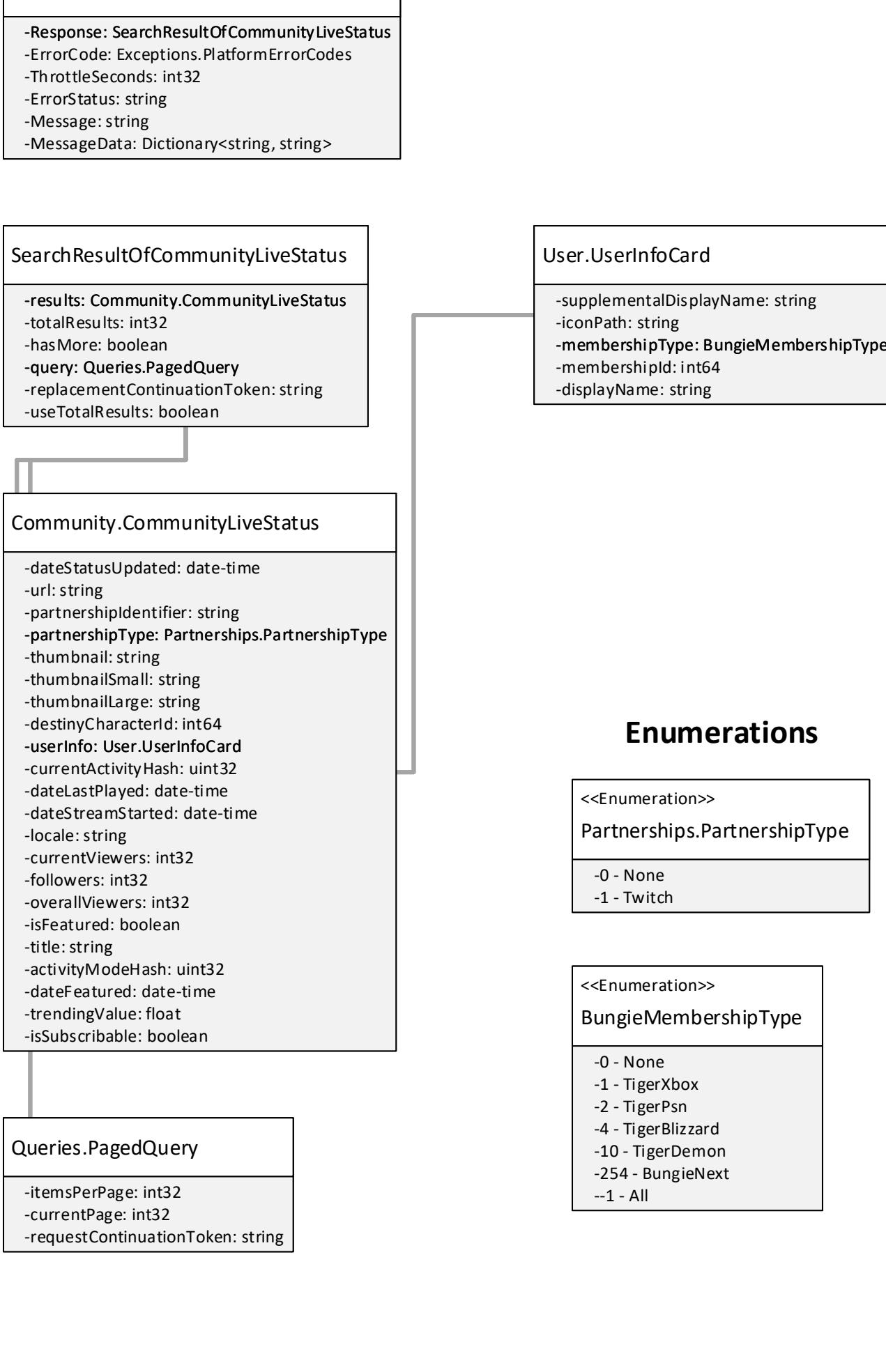
CommunityContent.GetFeaturedCommunityLiveStatuses

CommunityContent

Endpoint: /CommunityContent/Live/Featured/{partnershipType}/{sort}/{page}

Operation: GET

Returns info about Featured live streams.



Enumerations

<<Enumeration>>

Partnerships.PartnershipType

-0 - None

-1 - Twitch

<<Enumeration>>

BungieMembershipType

-0 - None

-1 - TigerXbox

-2 - TigerPsn

-4 - TigerBlizzard

-10 - TigerDemon

-254 - BungieNext

--1 - All

CommunityContent.GetStreamingStatusForMember

CommunityContent

Endpoint: /CommunityContent/Live/Users/{partnershipType}/{membershipType}/{membershipId}/

Operation: GET

Gets the Live Streaming status of a particular Account and Membership Type.

Response 200

- Response: Community.CommunityLiveStatus
- ErrorCode: Exceptions.PlatformErrorCodes
- ThrottleSeconds: int32
- ErrorStatus: string
- Message: string
- MessageData: Dictionary<string, string>

Enumerations

Community.CommunityLiveStatus

- dateStatusUpdated: date-time
- url: string
- partnershipIdentifier: string
- partnershipType: Partnerships.PartnershipType
- thumbnail: string
- thumbnailSmall: string
- thumbnailLarge: string
- destinyCharacterId: int64
- userInfo: User.UserInfoCard
- currentActivityHash: uint32
- dateLastPlayed: date-time
- dateStreamStarted: date-time
- locale: string
- currentViewers: int32
- followers: int32
- overallViewers: int32
- isFeatured: boolean
- title: string
- activityModeHash: uint32
- dateFeatured: date-time
- trendingValue: float
- isSubscribable: boolean

<<Enumeration>>

Partnerships.PartnershipType

- 0 - None
- 1 - Twitch

<<Enumeration>>

BungieMembershipType

- 0 - None
- 1 - TigerXbox
- 2 - TigerPsn
- 4 - TigerBlizzard
- 10 - TigerDemon
- 254 - BungieNext
- 1 - All

User.UserInfoCard

- supplementalDisplayName: string
- iconPath: string
- membershipType: BungieMembershipType
- membershipId: int64
- displayName: string

Trending.GetTrendingCategories

Trending

Endpoint: /Trending/Categories/

Operation: GET

Returns trending items for Bungie.net, collapsed into the first page of items per category. For pagination within a category, call GetTrendingCategory.

Response 200

```
-Response: Trending.TrendingCategories  
-ErrorCode: Exceptions.PlatformErrorCodes  
-ThrottleSeconds: int32  
-ErrorStatus: string  
-Message: string  
-MessageData: Dictionary<string, string>
```

Enumerations

Trending.TrendingCategories

```
-categories: Trending.TrendingCategory
```

Trending.TrendingCategory

```
-categoryName: string  
-entries: SearchResultOfTrendingEntry  
-categoryId: string
```

SearchResultOfTrendingEntry

```
-results: Trending.TrendingEntry  
-totalResults: int32  
-hasMore: boolean  
-query: Queries.PagedQuery  
-replacementContinuationToken: string  
-useTotalResults: boolean
```

Trending.TrendingEntry

```
-weight: double  
-isFeatured: boolean  
-identifier: string  
-entityType: Trending.TrendingEntryType  
-displayName: string  
-tagline: string  
-image: string  
-startDate: date-time  
-endDate: date-time  
-link: string  
-webmVideo: string  
-mp4Video: string  
-featureImage: string  
-items: Trending.TrendingEntry  
-creationDate: date-time
```

```
<<Enumeration>>  
Trending.TrendingEntryType
```

- 0 - News
- 1 - DestinyItem
- 2 - DestinyActivity
- 3 - DestinyRitual
- 4 - SupportArticle
- 5 - Creation
- 6 - Stream
- 7 - Update
- 8 - Link
- 9 - ForumTag
- 10 - Container
- 11 - Release

Queries.PagedQuery

```
-itemsPerPage: int32  
-currentPage: int32  
-requestContinuationToken: string
```

Trending.GetTrendingCategory

Trending

Endpoint: /Trending/Categories/{categoryId}/{pageNumber}/

Operation: GET

Returns paginated lists of trending items for a category.

Response 200

```
-Response: SearchResultOfTrendingEntry  
-ErrorCode: Exceptions.PlatformErrorCodes  
-ThrottleSeconds: int32  
-ErrorStatus: string  
-Message: string  
-MessageData: Dictionary<string, string>
```

Enumerations

SearchResultOfTrendingEntry

```
-results: Trending.TrendingEntry  
-totalResults: int32  
-hasMore: boolean  
-query: Queries.PagedQuery  
-replacementContinuationToken: string  
-useTotalResults: boolean
```

Trending.TrendingEntry

```
-weight: double  
-isFeatured: boolean  
-identifier: string  
-entityType: Trending.TrendingEntryType  
-displayName: string  
-tagline: string  
-image: string  
-startDate: date-time  
-endDate: date-time  
-link: string  
-webmVideo: string  
-mp4Video: string  
-featureImage: string  
-items: Trending.TrendingEntry  
-creationDate: date-time
```

<<Enumeration>>

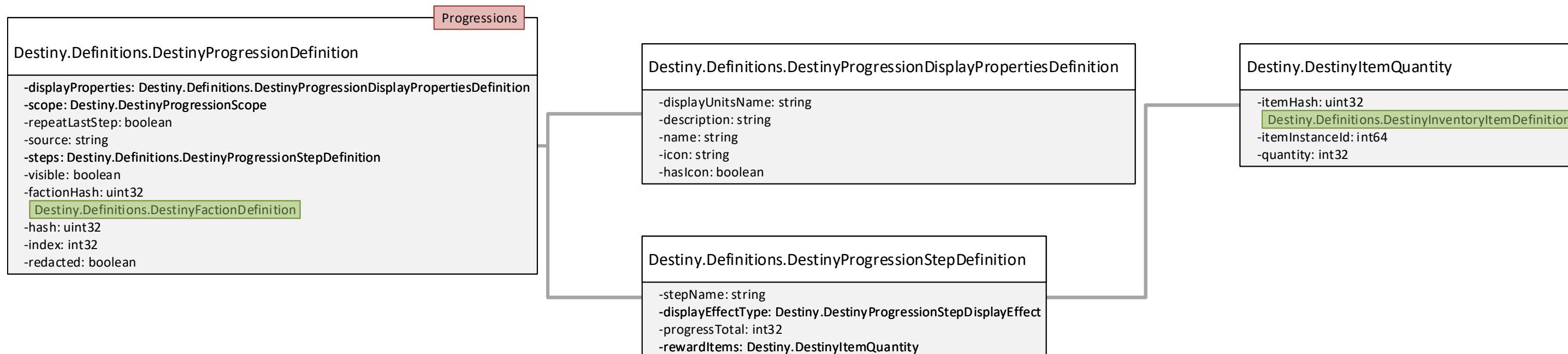
Trending.TrendingEntryType

```
-0 - News  
-1 - DestinylItem  
-2 - DestinyActivity  
-3 - DestinyRitual  
-4 - SupportArticle  
-5 - Creation  
-6 - Stream  
-7 - Update  
-8 - Link  
-9 - ForumTag  
-10 - Container  
-11 - Release
```

Queries.PagedQuery

```
-itemsPerPage: int32  
-currentPage: int32  
-requestContinuationToken: string
```

Destiny.Definitions.DestinyProgressionDefinition

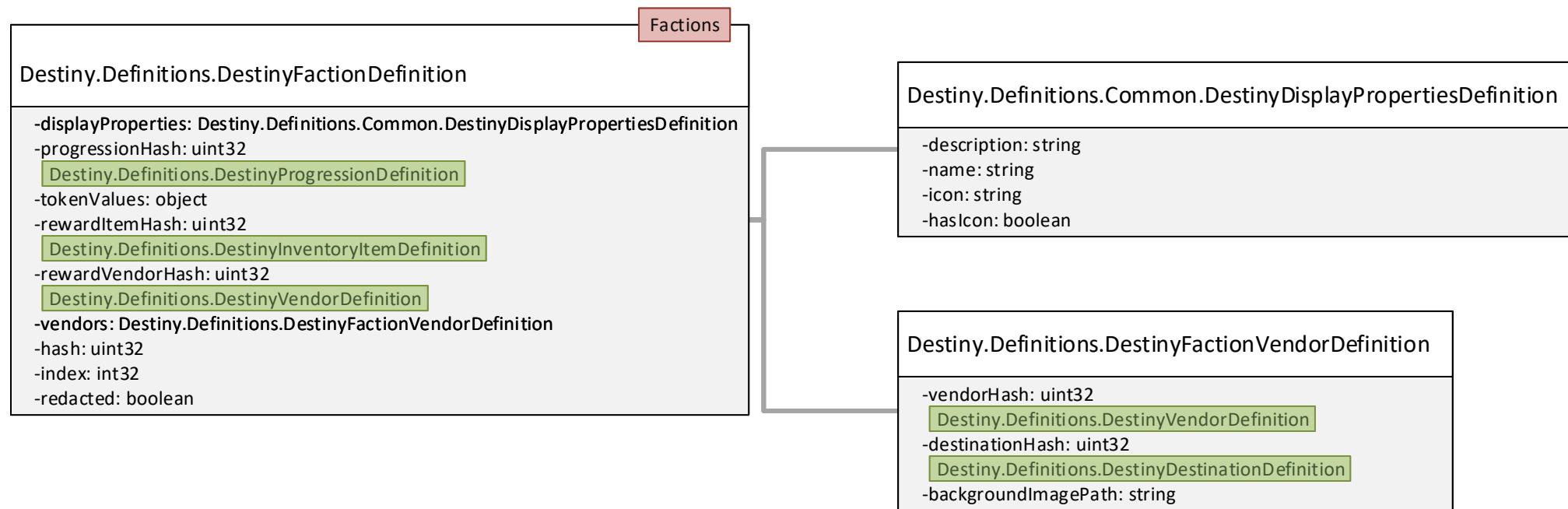


Enumerations


<<Enumeration>>
Destiny.DestinyProgressionScope
-0 - Account
-1 - Character
-2 - Clan
-3 - Item
-4 - ImplicitFromEquipment
-5 - Mapped
-6 - MappedAggregate
-7 - MappedStat
-8 - MappedUnlockValue

<<Enumeration>>
Destiny.DestinyProgressionStepDisplayEffect
-0 - None
-1 - Character
-2 - Item

Destiny.Definitions.DestinyFactionDefinition



Destiny.Definitions.DestinyInventoryItemDefinition



Enumerations

<<Enumeration>>	Destiny.SpecialItemType
-0 - None	-1 - SpecialCurrency
-8 - Basic	-9 - Weapon
-2 - Consumable	-23 - Engram
-4 - Rare	-24 - Consumable
-5 - Superior	-25 - ExchangeMaterial
-6 - Exotic	-2 - MissionReward
-7 - Currency	-29 - Currency

<<Enumeration>>	Destiny.TierType
-0 - Unknown	-1 - Currency
-1 - Currency	-2 - Basic
-2 - Basic	-3 - Consumable
-3 - Consumable	-4 - Rare
-4 - Rare	-5 - Superior
-5 - Superior	-6 - Exotic

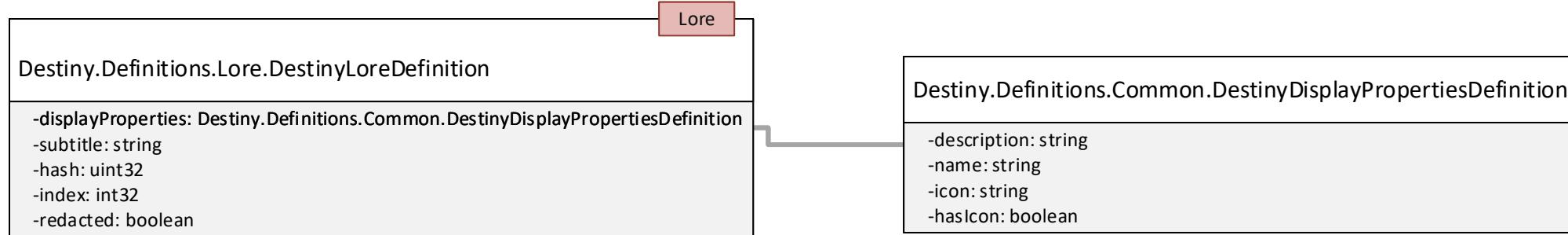
<<Enumeration>>	Destiny.EquippingItemBlockAttributes
-0 - None	-1 - EquipOnAcquire

<<Enumeration>>	BungieMembershipType
-0 - TypeXbox	-1 - TigerPvp
-1 - TigerPvp	-2 - TigerBlitz
-2 - TigerBlitz	-3 - Gaming
-3 - Gaming	-4 - All

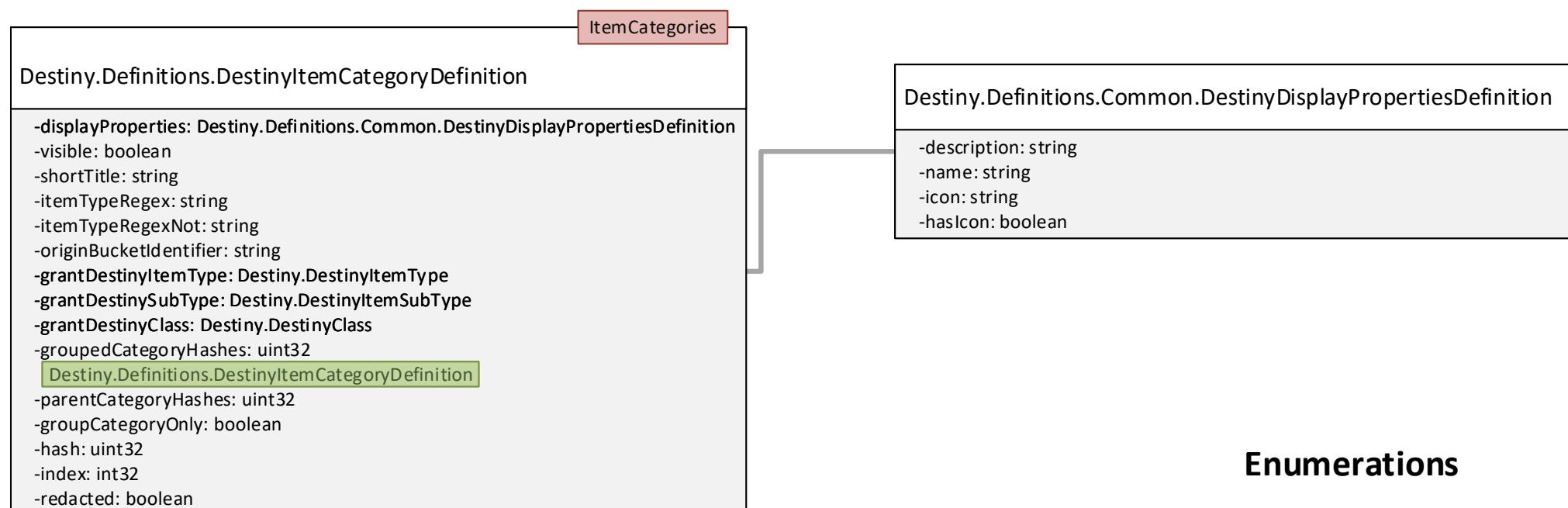
<<Enumeration>>	Destiny.PluginUIStyles
-0 - None	-1 - Masterwork

<<Enumeration>>	Destiny.DestinyAvailabilityMode
-0 - Normal	-1 - UnavailableSocketContainsMatchingPlugCategory
-1 - UnavailableSocketContainsMatchingPlugCategory	-2 - AvailableSocketContainsMatchingPlugCategory

Destiny.Definitions.DestinyLoreDefinition



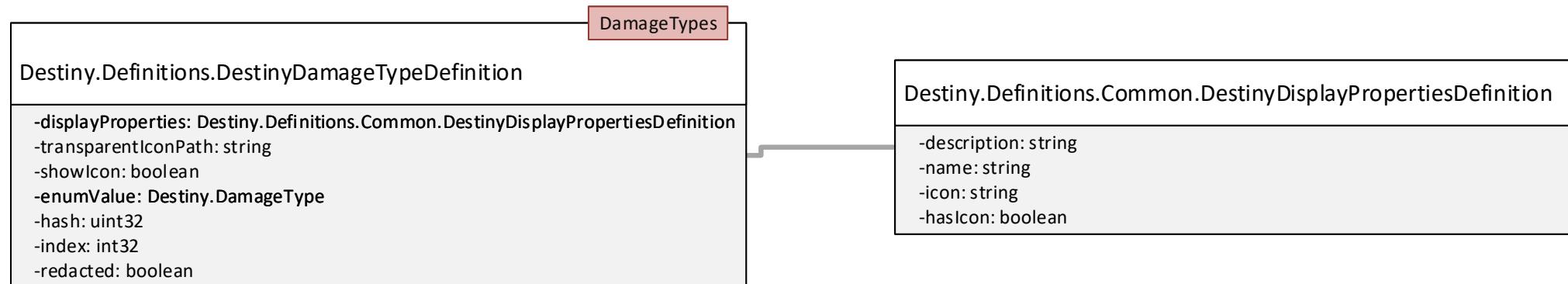
Destiny.Definitions.DestinyItemCategoryDefinition



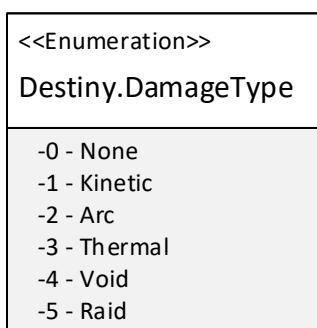
Enumerations

<<Enumeration>>	
<code>Destiny.Definitions.DestinyItemSubType</code>	<ul style="list-style-type: none">-1 - Crucible-10 - RocketLauncher-19 - Mask-20 - Shader-27 - GauntletsArmor-28 - ChestArmor-0 - None-5 - Exotic-7 - Shotgun-8 - Machinegun-11 - FusionRifle-12 - SniperRifle-16 - Crm-17 - Sidearm-18 - Sword-21 - Ornament-22 - FusionRifleLine-25 - TraceRifle-26 - HelmetArmor-29 - LegArmor-30 - ClassArmor-2 - Vanguard-6 - AutoRifle-9 - HandCannon-13 - PulseRifle-14 - ScoutRifle-23 - GrenadeLauncher-24 - SubmachineGun
<code>Destiny.Definitions.DestinyItemType</code>	<ul style="list-style-type: none">-0 - None-1 - Currency-2 - Armor-3 - Weapon-7 - Message-8 - Engram-9 - Consumable-10 - ExchangeMaterial-11 - MissionReward-12 - QuestStep-13 - QuestStepComplete-14 - Emblem-15 - Quest-16 - Subclass-17 - ClanBanner-18 - Aura-19 - Mod-20 - Dummy-21 - Ship-22 - Vehicle-23 - Emote-24 - Ghost-25 - Package
<code>Destiny.Definitions.DestinyClass</code>	<ul style="list-style-type: none">-0 - Titan-1 - Hunter-2 - Warlock-3 - Unknown

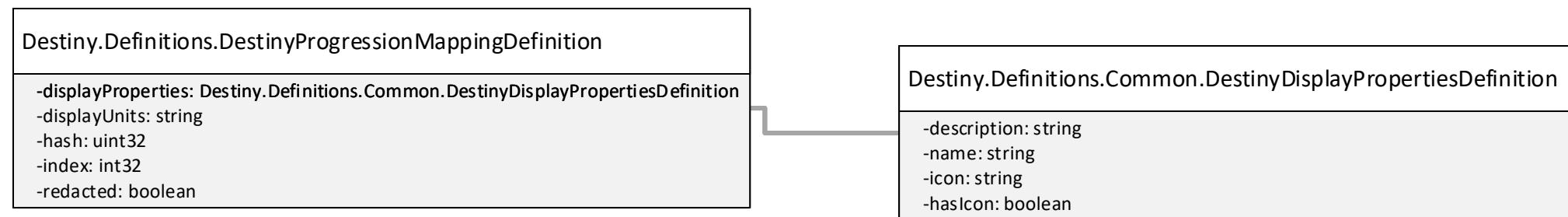
Destiny.Definitions.DestinyDamageTypeDefinition



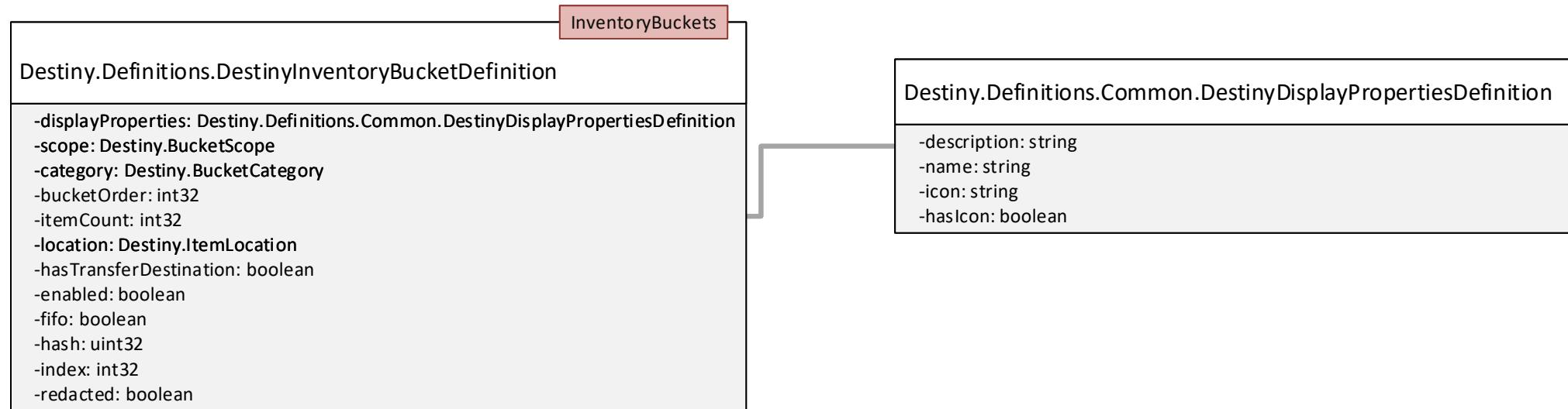
Enumerations



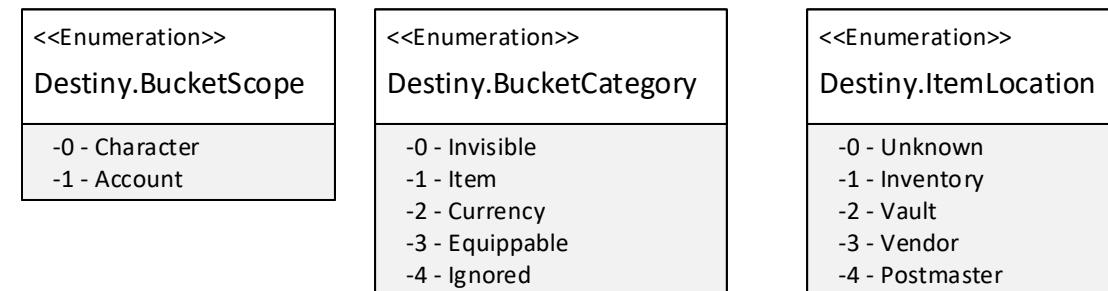
Destiny.Definitions.DestinyProgressionMappingDefinition



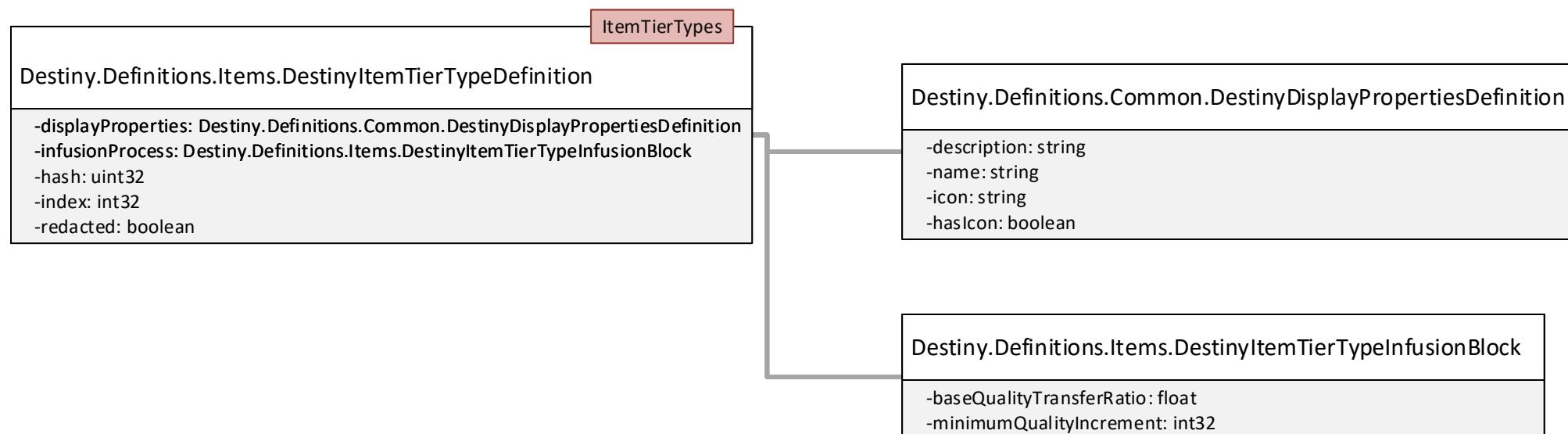
Destiny.Definitions.DestinyInventoryBucketDefinition



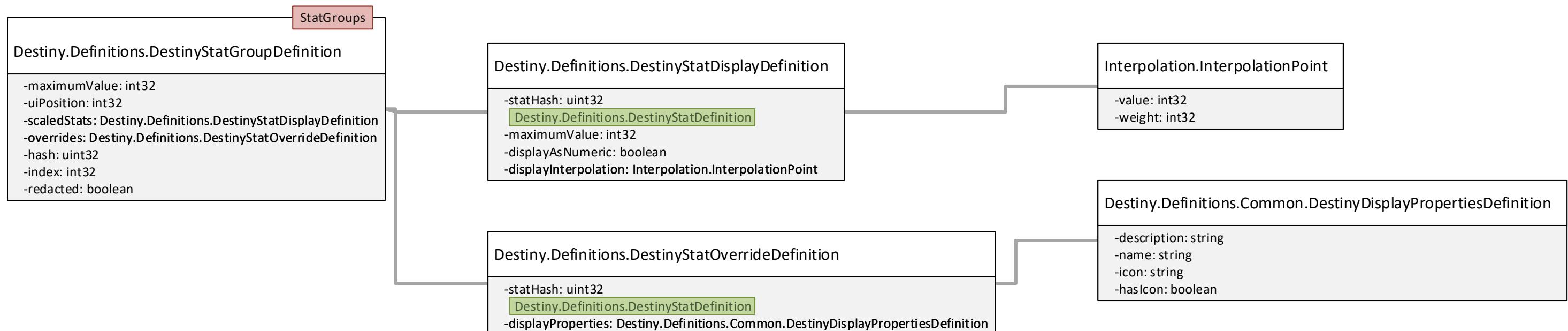
Enumerations



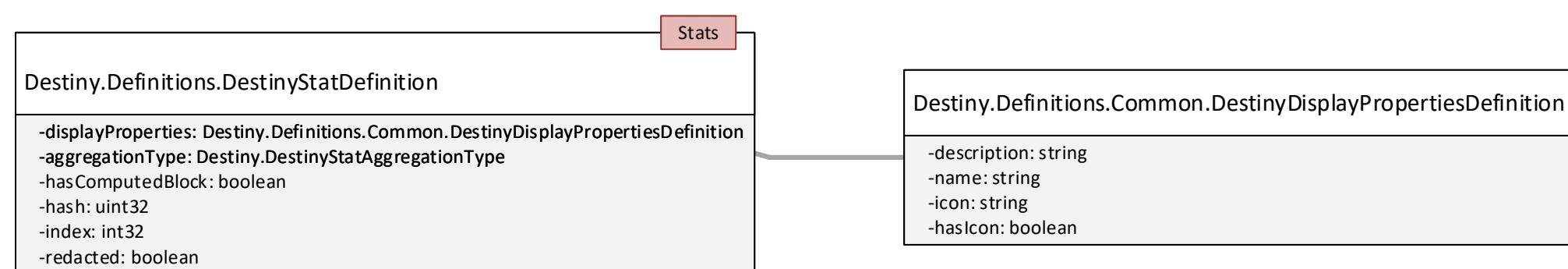
Destiny.Definitions.DestinyItemTierTypeDefinition



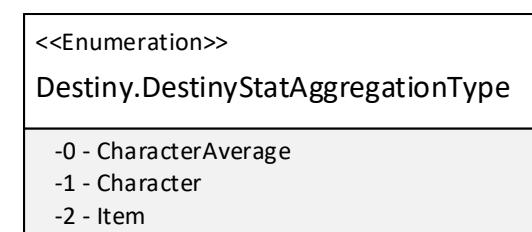
Destiny.Definitions.DestinyStatGroupDefinition



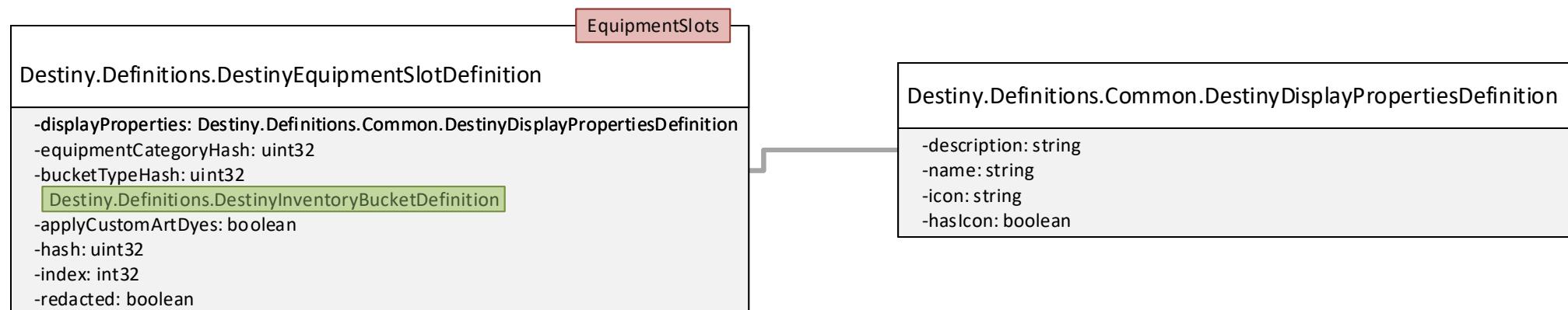
Destiny.Definitions.DestinyStatGroupDefinition



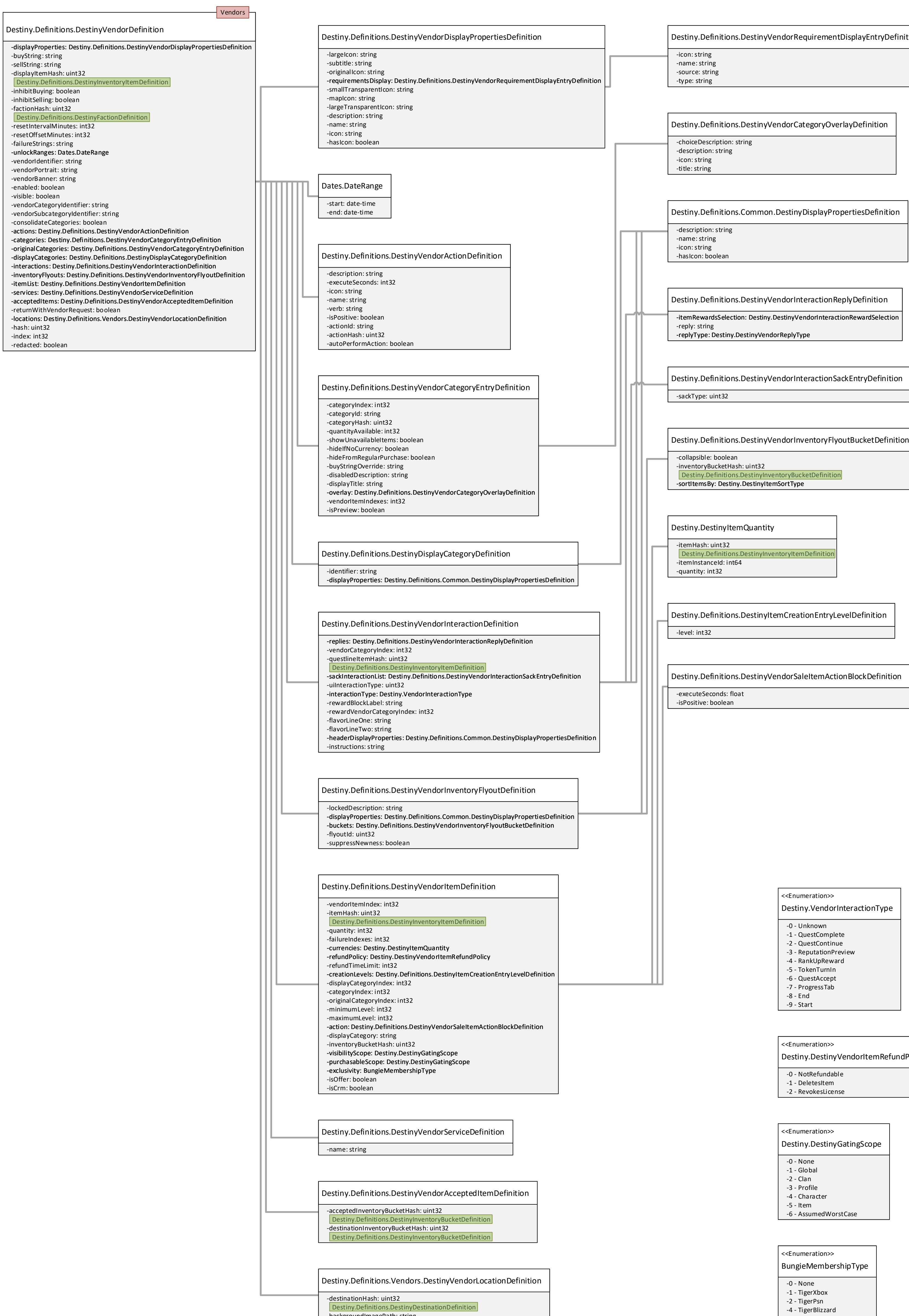
Enumerations



Destiny.Definitions.DestinyEquipmentSlotDefinition



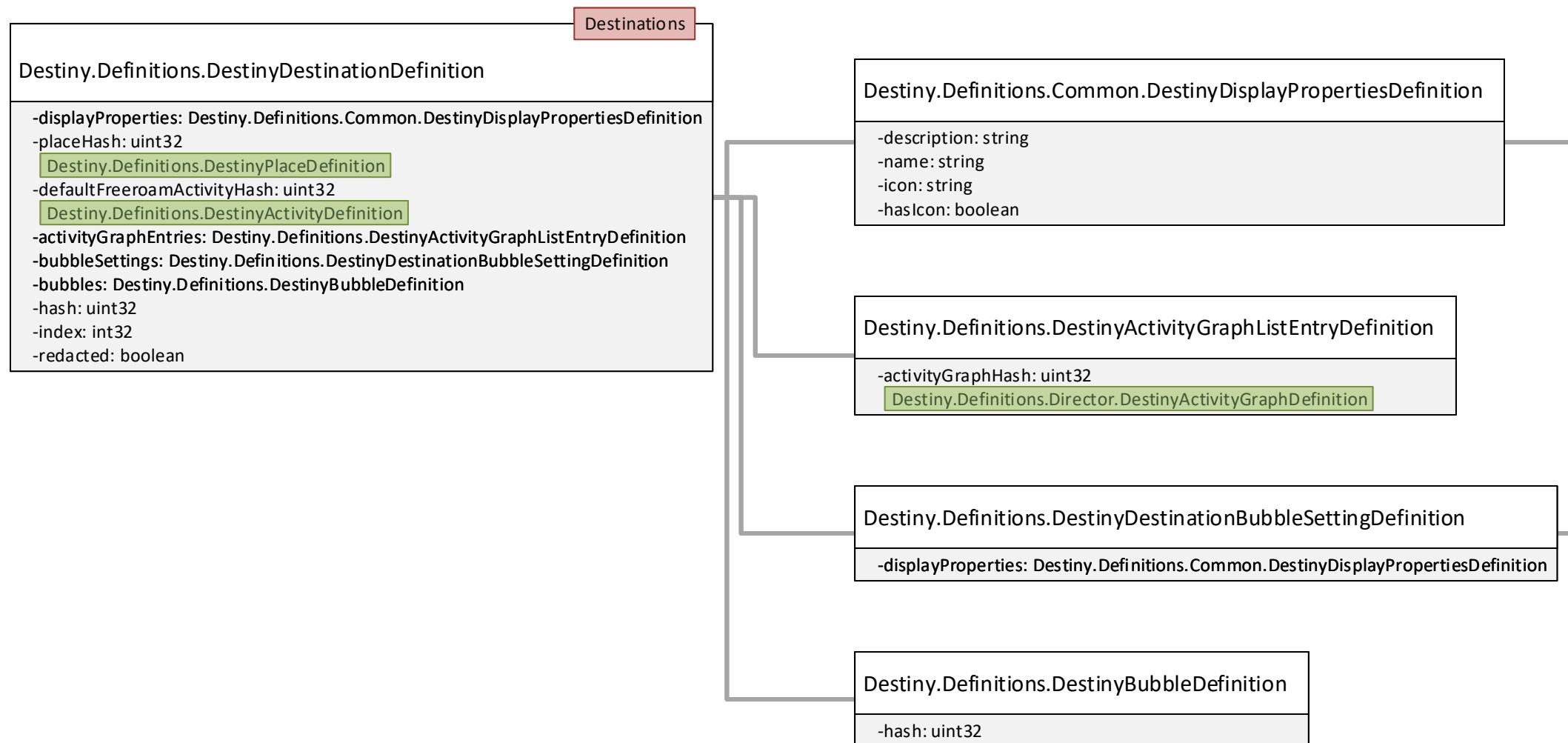
Destiny.Definitions.DestinyVendorDefinition



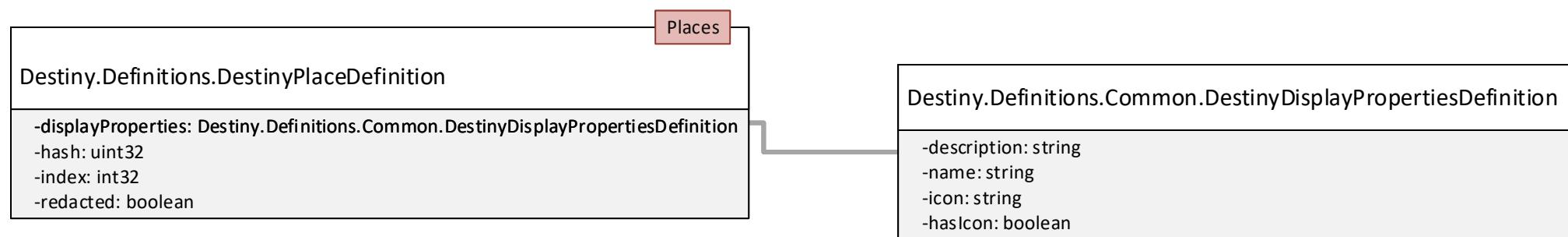
Enumerations

<<Enumeration>>	Destiny.VendorInteractionType
-0 - Unknown	-1 - QuestComplete
-1 - One	-2 - QuestContinue
-2 - All	-3 - ReputationPreview
	-4 - RankUpReward
	-5 - TokenTumble
	-6 - QuestAccept
	-7 - ProgressTab
	-8 - End
	-9 - Start
<<Enumeration>>	Destiny.DestinyVendorInteractionRewardSelection
-0 - None	-1 - One
-1 - One	-2 - All
<<Enumeration>>	Destiny.DestinyVendorReplyType
-0 - Accept	-1 - Decline
-1 - Decline	-2 - Complete
<<Enumeration>>	Destiny.DestinyItemSortType
-0 - ItemId	-1 - Timestamp
-1 - Timestamp	-2 - StackSize
<<Enumeration>>	BungieMembershipType
-0 - None	-1 - TigerXbox
-1 - TigerXbox	-2 - TigerPsn
-2 - TigerPsn	-4 - TigerBlizzard
-4 - TigerBlizzard	-10 - TigerDemon
-10 - TigerDemon	-254 - BungieNext
-254 - BungieNext	--1 - All

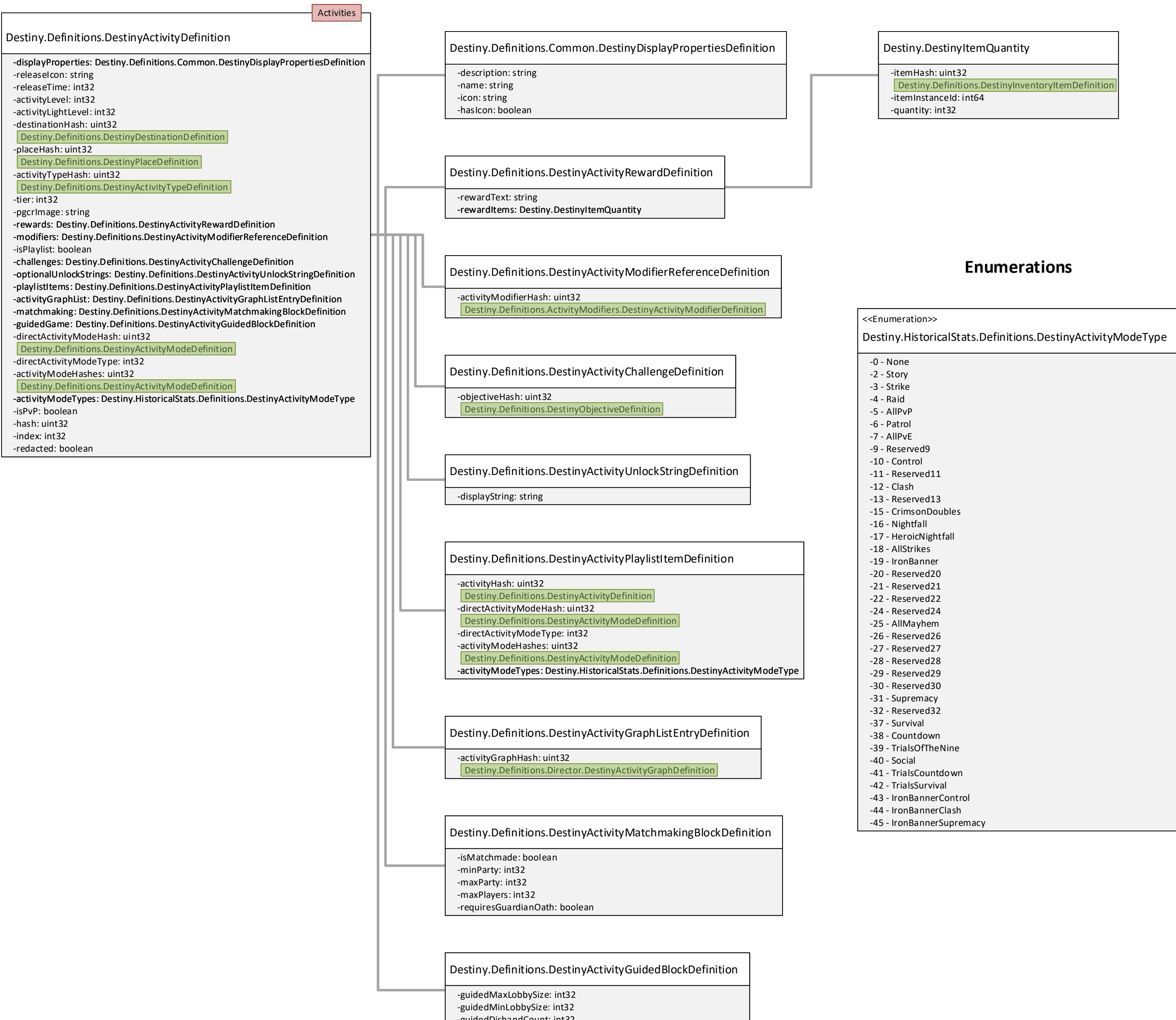
Destiny.Definitions.DestinyDestinationDefinition



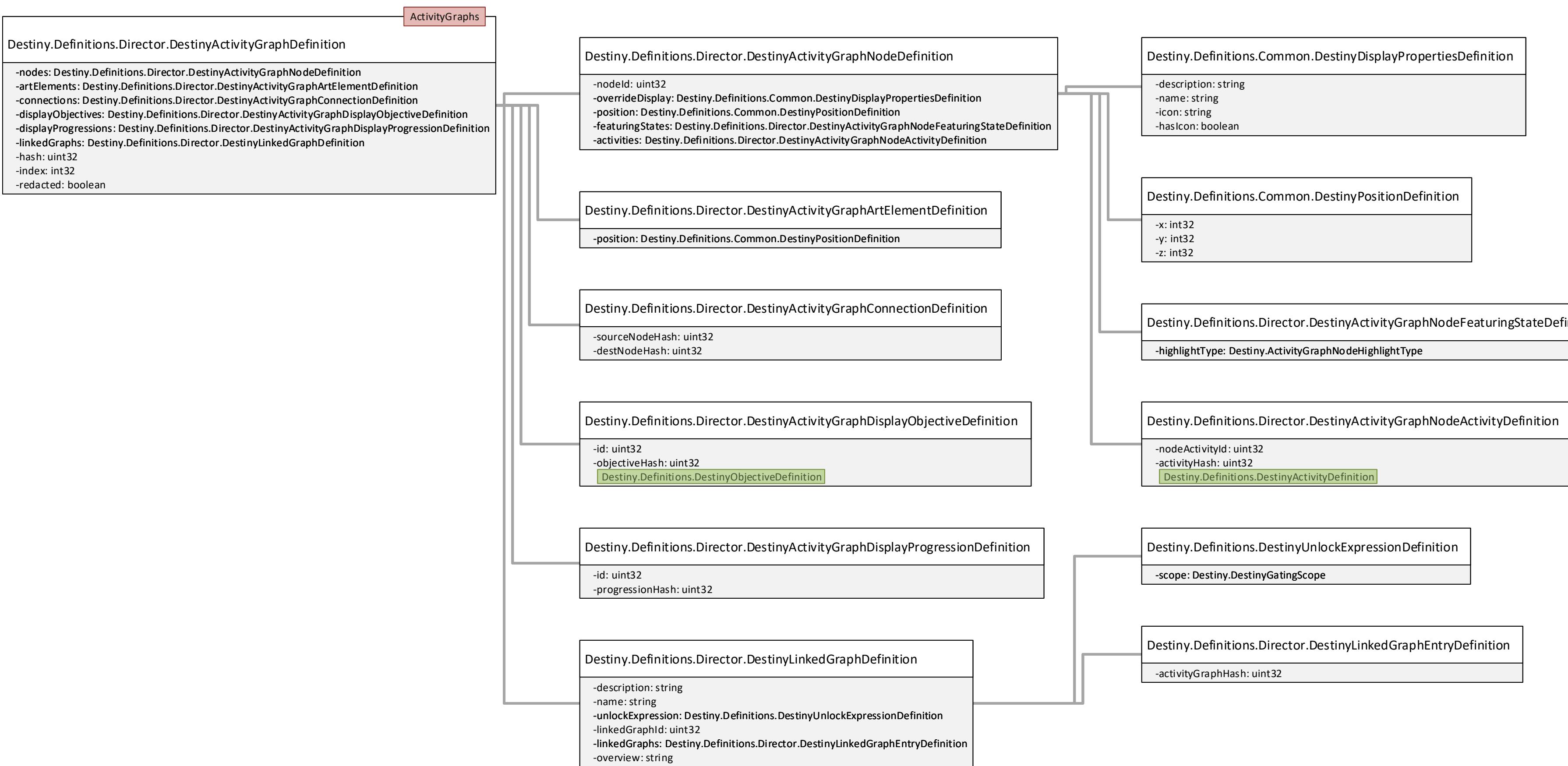
Destiny.Definitions.DestinyPlaceDefinition



Destiny.Definitions.DestinyActivityDefinition



Destiny.Definitions.DestinyActivityGraphDefinition

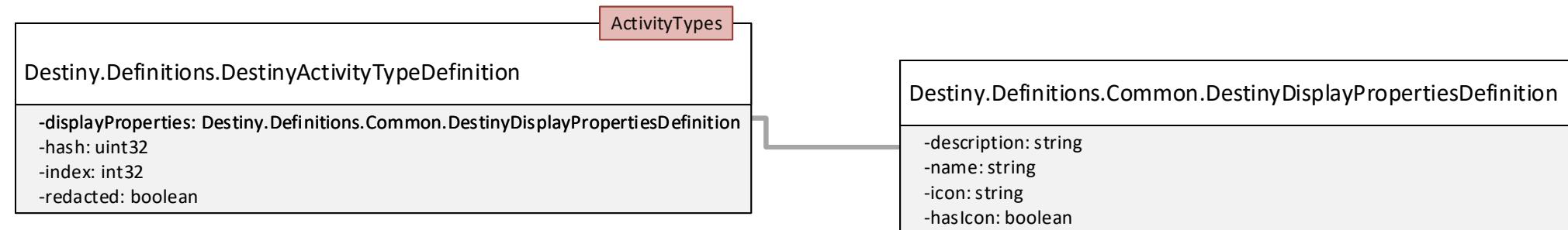


Enumerations

<<Enumeration>>
Destiny.ActivityGraphNodeHighlightType
-0 - None
-1 - Normal
-2 - Hyper
-3 - Comet
-4 - RiseOfIron

<<Enumeration>>
Destiny.DestinyGatingScope
-0 - None
-1 - Global
-2 - Clan
-3 - Profile
-4 - Character
-5 - Item
-6 - AssumedWorstCase

Destiny.Definitions.DestinyActivityTypeDefinition



Destiny.Definitions.DestinyActivityModeDefinition

ActivityModes

```
Destiny.Definitions.DestinyActivityModeDefinition
-displayProperties: Destiny.Definitions.Common.DestinyDisplayPropertiesDefinition
-pgcrlImage: string
-modeType: Destiny.HistoricalStats.Definitions.DestinyActivityModeType
-activityModeCategory: Destiny.DestinyActivityModeCategory
-isTeamBased: boolean
-isAggregateMode: boolean
-parentHashes: uint32
-friendlyName: string
-activityModeMappings: Destiny.HistoricalStats.Definitions.DestinyActivityModeType
-display: boolean
-order: int32
-hash: uint32
-index: int32
-redacted: boolean
```

```
Destiny.Definitions.Common.DestinyDisplayPropertiesDefinition
-description: string
-name: string
-icon: string
-hasIcon: boolean
```

Enumerations

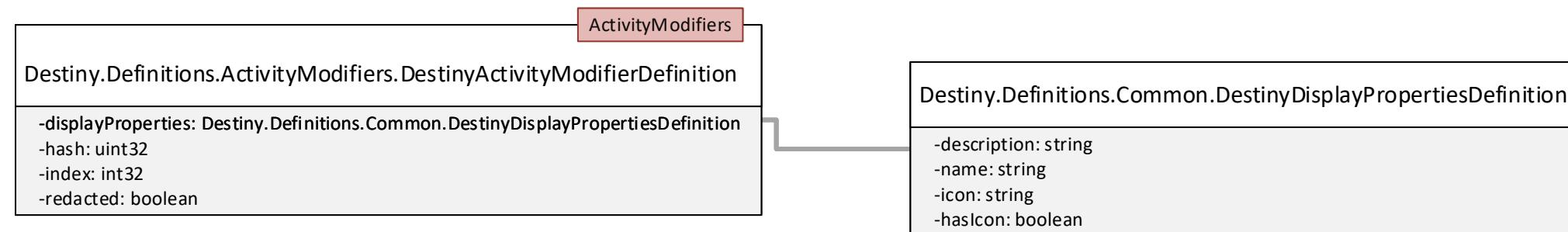
<<Enumeration>>

```
Destiny.HistoricalStats.Definitions.DestinyActivityModeType
-0 - None
-2 - Story
-3 - Strike
-4 - Raid
-5 - AllPvP
-6 - Patrol
-7 - AllPvE
-9 - Reserved9
-10 - Control
-11 - Reserved11
-12 - Clash
-13 - Reserved13
-15 - CrimsonDoubles
-16 - Nightfall
-17 - HeroicNightfall
-18 - AllStrikes
-19 - IronBanner
-20 - Reserved20
-21 - Reserved21
-22 - Reserved22
-24 - Reserved24
-25 - AllMayhem
-26 - Reserved26
-27 - Reserved27
-28 - Reserved28
-29 - Reserved29
-30 - Reserved30
-31 - Supremacy
-32 - Reserved32
-37 - Survival
-38 - Countdown
-39 - TrialsOfTheNine
-40 - Social
-41 - TrialsCountdown
-42 - TrialsSurvival
-43 - IronBannerControl
-44 - IronBannerClash
-45 - IronBannerSupremacy
```

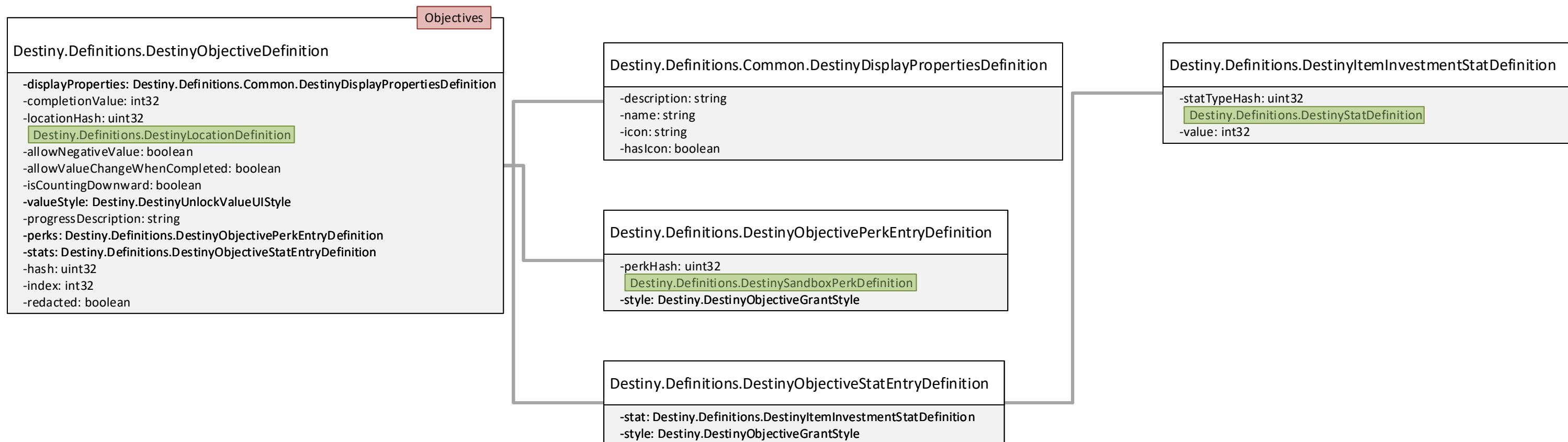
<<Enumeration>>

```
Destiny.DestinyActivityModeCategory
-0 - None
-1 - PvE
-2 - PvP
```

Destiny.Definitions.ActivityModifiers.DestinyActivityModifierDefinition



Destiny.Definitions.DestinyObjectiveDefinition

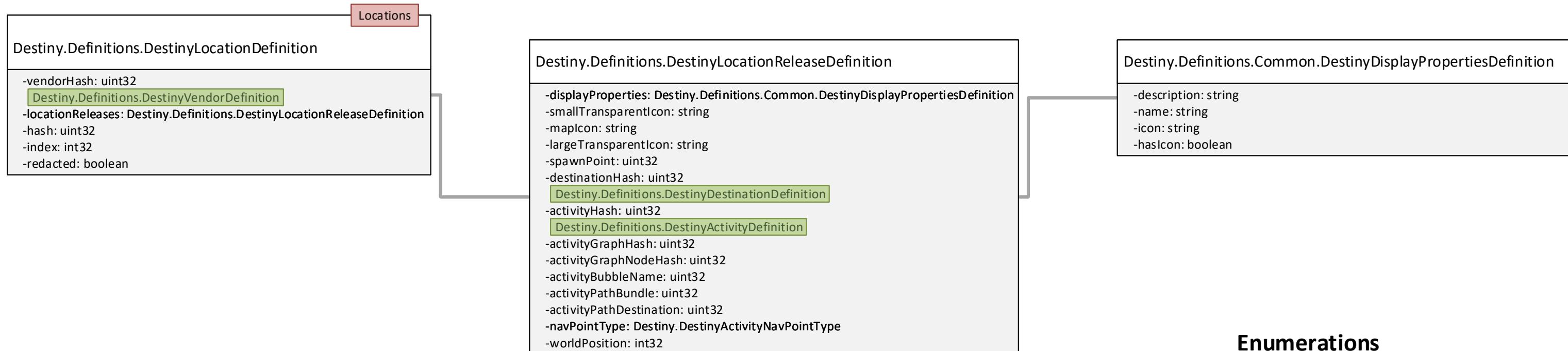


Enumerations

<<Enumeration>>	
Destiny.DefinityUnlockValueUIStyle	
-0	- Automatic
-1	- Fraction
-2	- Checkbox
-3	- Percentage
-4	- DateTime
-5	- FractionFloat
-6	- Integer
-7	- TimeDuration
-8	- Hidden
-9	- Multiplier

<<Enumeration>>	
Destiny.DefinityObjectiveGrantStyle	
-0	- WhenIncomplete
-1	- WhenComplete
-2	- Always

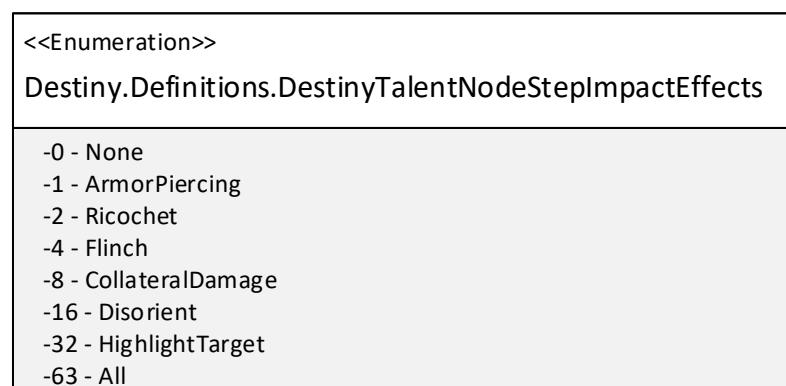
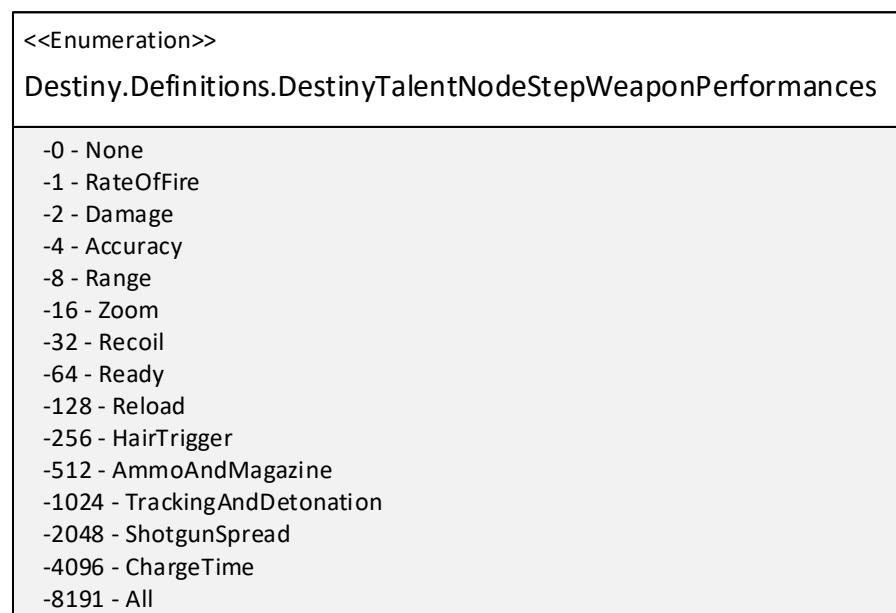
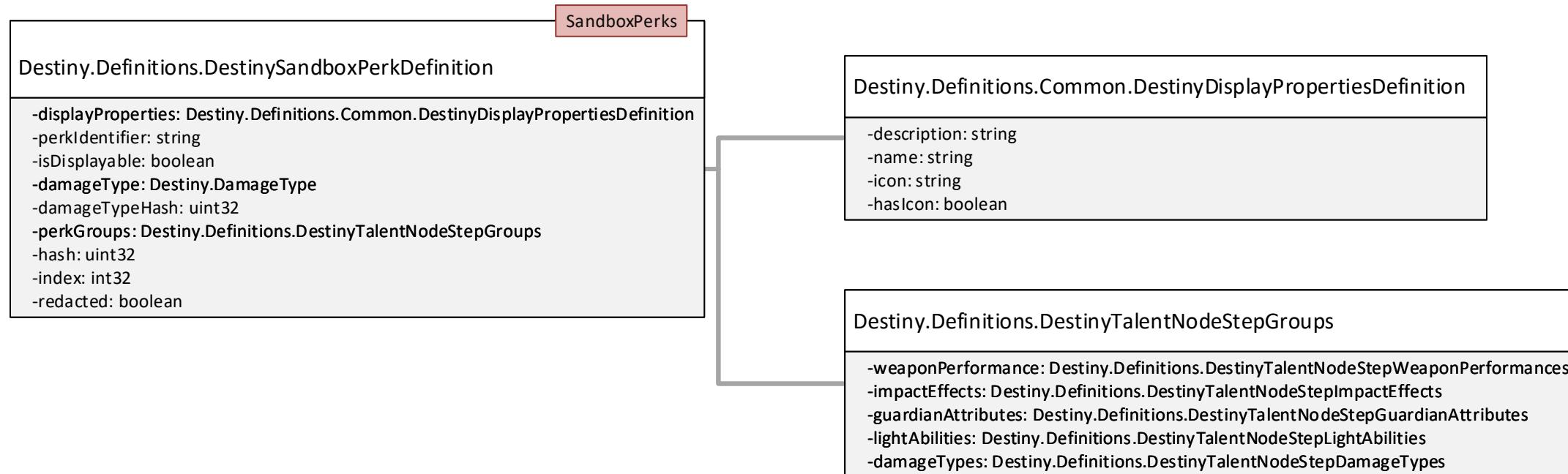
Destiny.Definitions.DestinyLocationDefinition



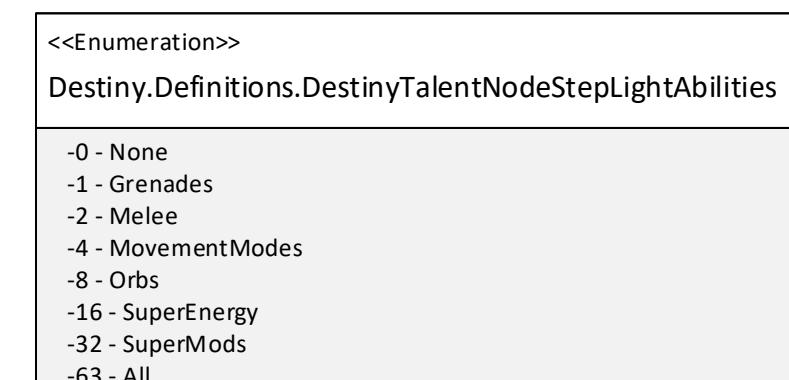
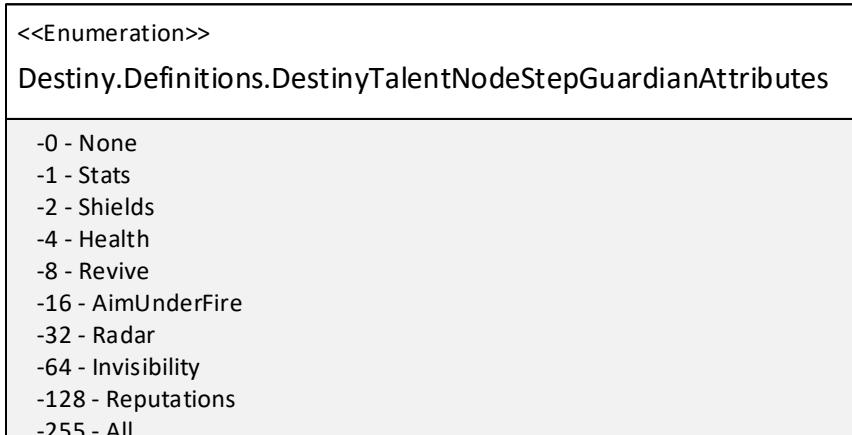
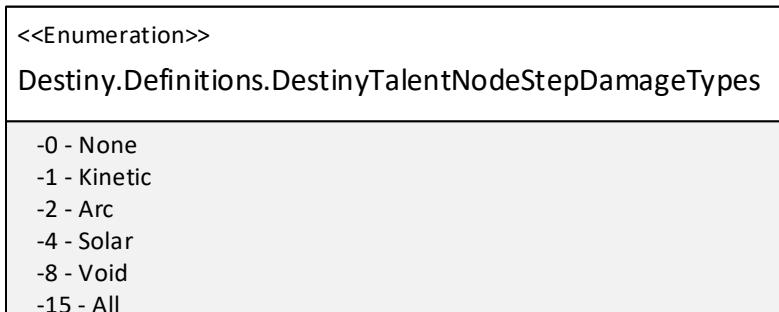
Enumerations

<<Enumeration>>
Destiny.DestinyActivityNavPointType
-0 - Inactive
-1 - PrimaryObjective
-2 - SecondaryObjective
-3 - TravelObjective
-4 - PublicEventObjective
-5 - AmmoCache
-6 - PointTypeFlag
-7 - CapturePoint
-8 - DefensiveEncounter
-9 - GhostInteraction
-10 - KillAI
-11 - QuestItem
-12 - PatrolMission
-13 - Incoming
-14 - ArenaObjective
-15 - AutomationHint
-16 - TrackedQuest

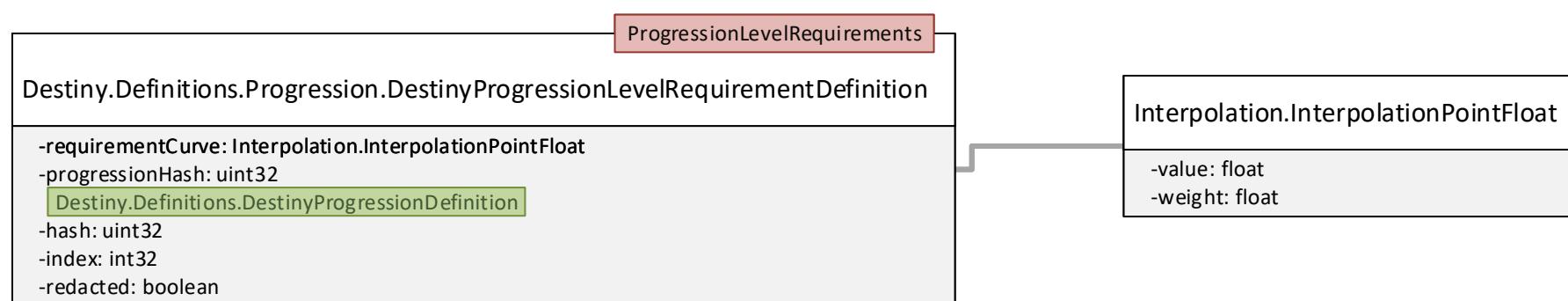
Destiny.Definitions.DestinySandboxPerkDefinition



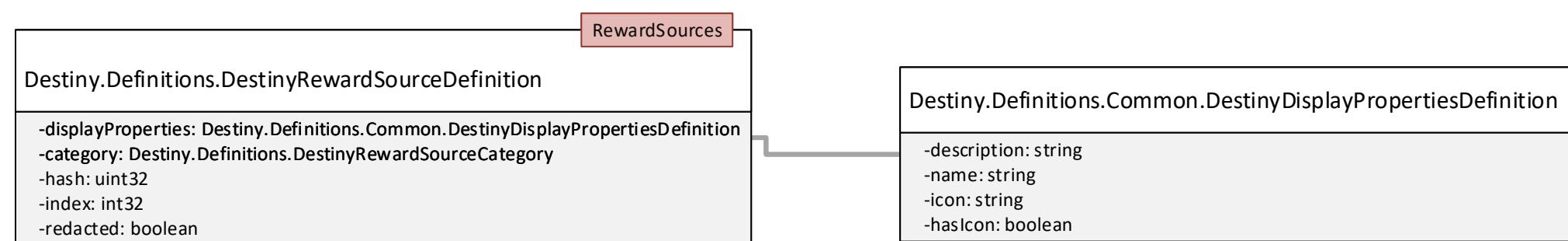
Enumerations



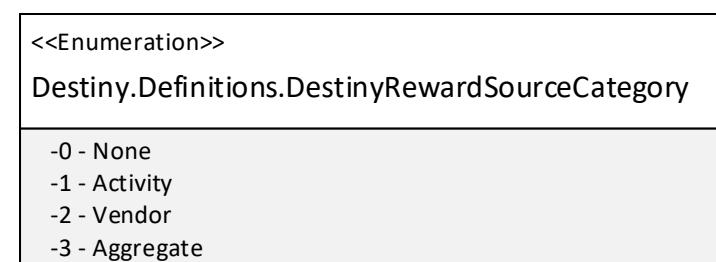
Destiny.Definitions.Progression.DestinyProgressionLevelRequirementDefinition



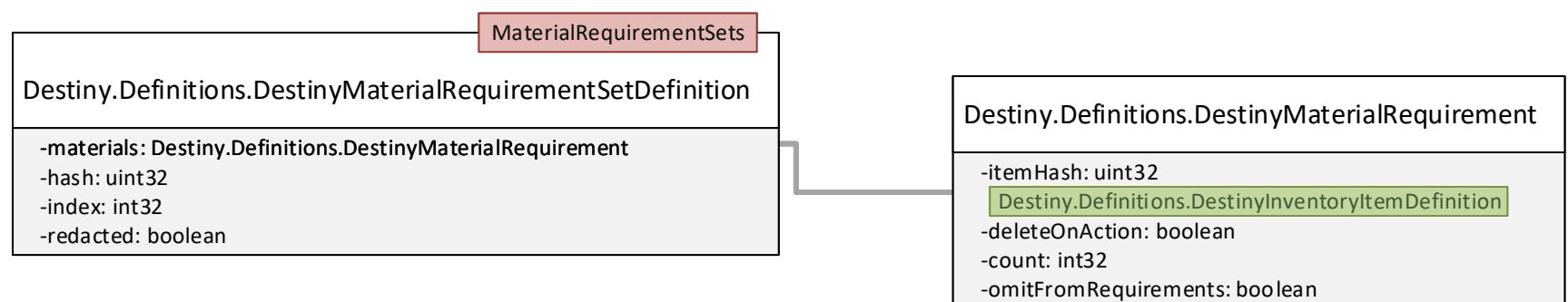
Destiny.Definitions.DestinyRewardSourceDefinition



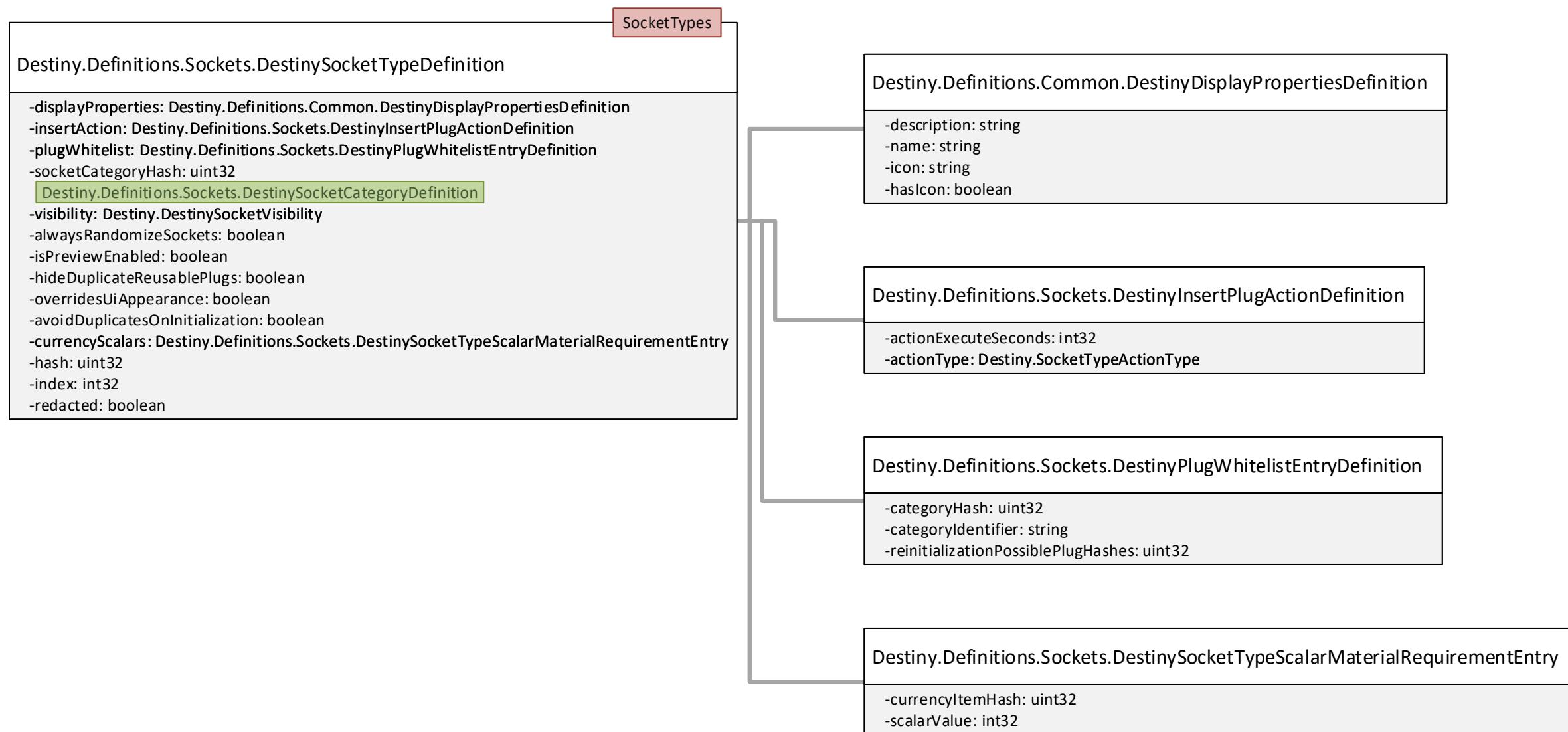
Enumerations



Destiny.Definitions.DestinyMaterialRequirementsDefinition



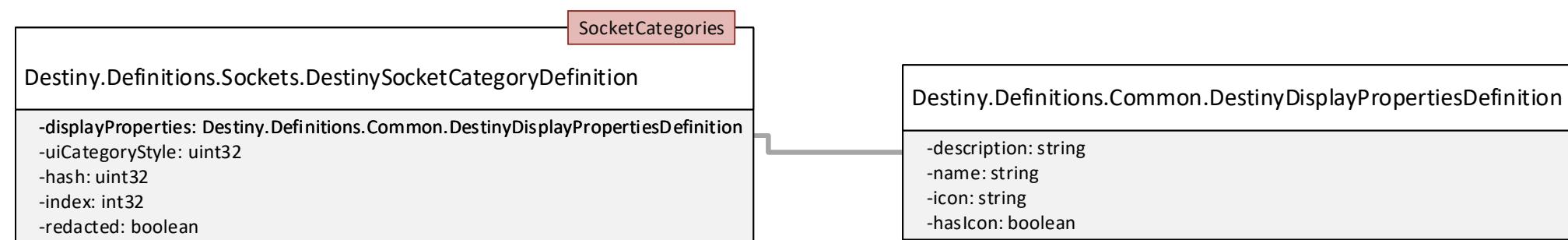
Destiny.Definitions.Sockets.DestinySocketTypeDefinition



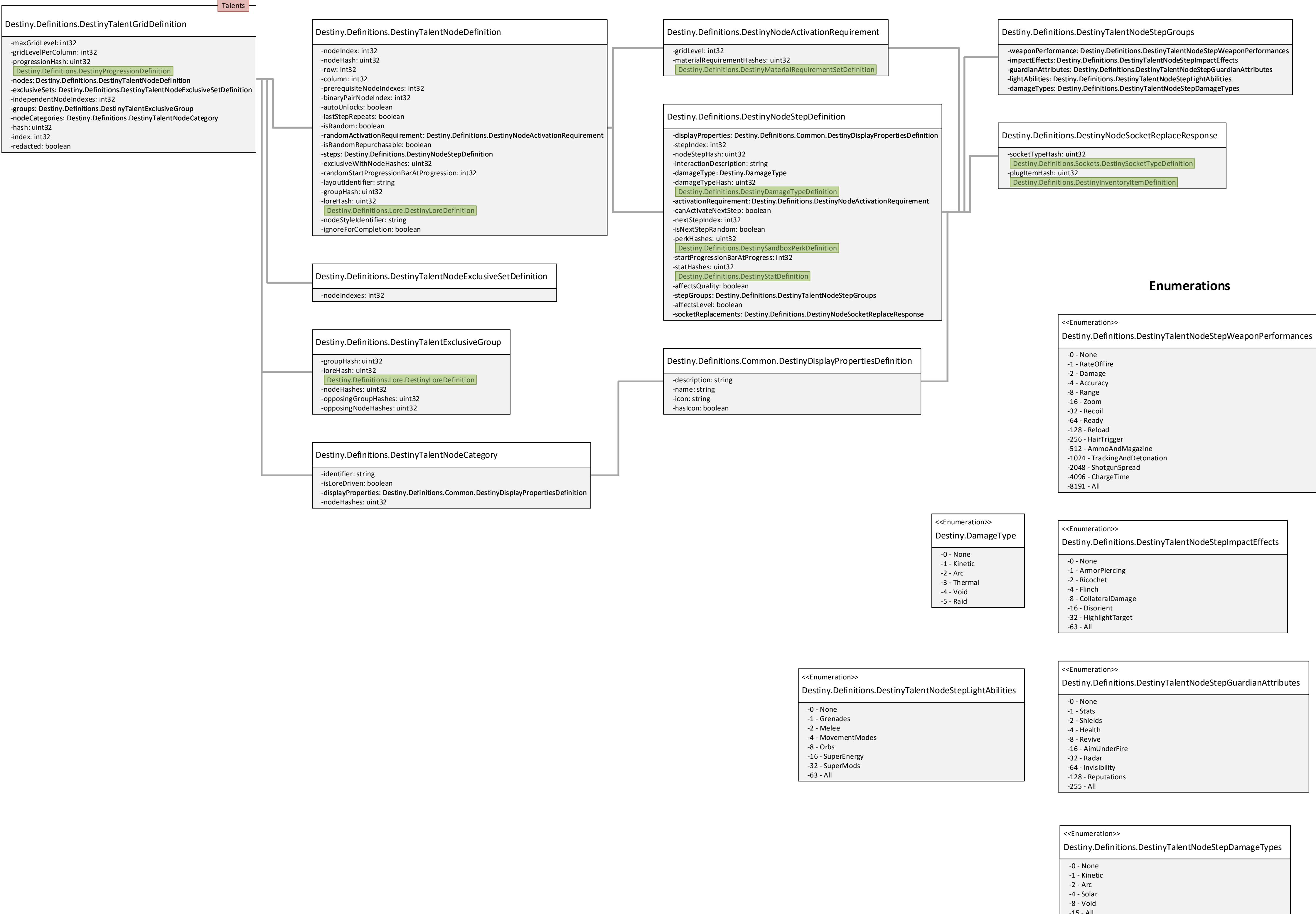
Enumerations

<<Enumeration>>
Destiny.SocketType ActionType
-0 - InsertPlug
-1 - InfuseItem
-2 - ReinitializeSocket
<<Enumeration>>
Destiny.DestinySocketVisibility
-0 - Visible
-1 - Hidden
-2 - HiddenWhenEmpty
-3 - HiddenIfNoPlugsAvailable

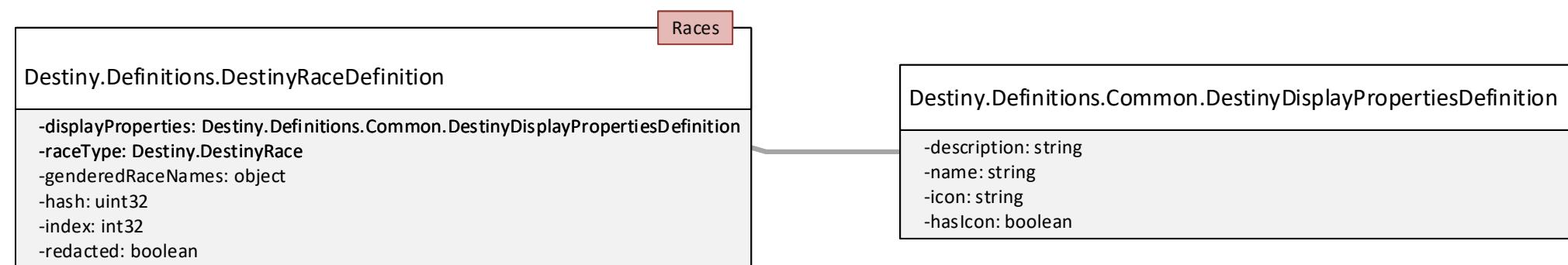
Destiny.Definitions.Sockets.DestinySocketCategoryDefinition



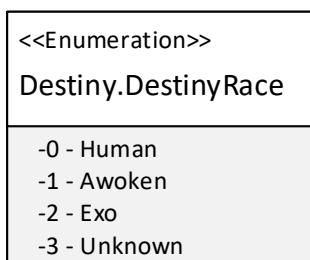
Destiny.Definitions.DestinyTalentGridDefinition



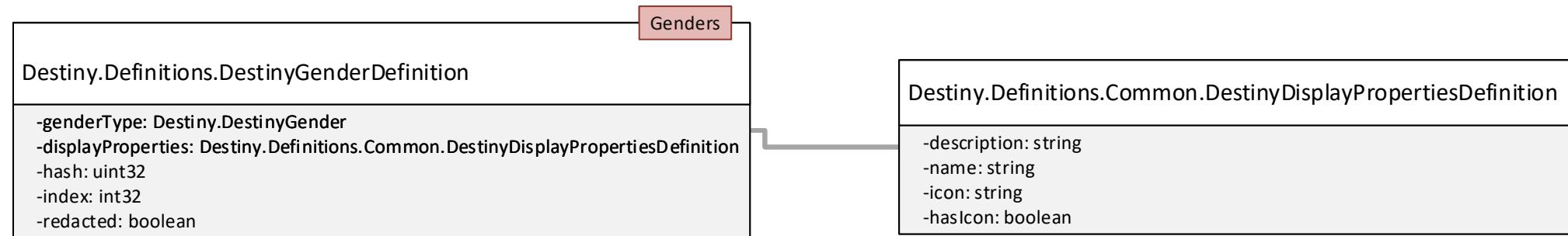
Destiny.Definitions.DestinyRaceDefinition



Enumerations



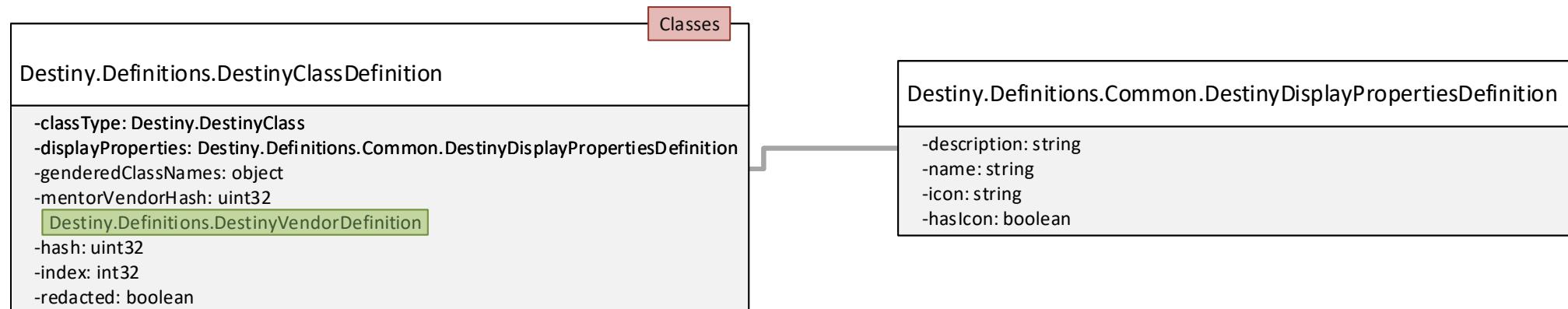
Destiny.Definitions.DestinyGenderDefinition



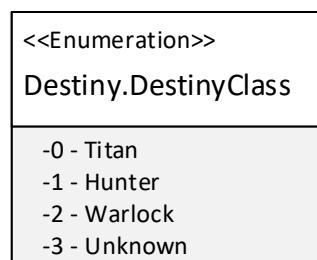
Enumerations

<code><<Enumeration>></code>
<code>Destiny.DestinyGender</code>
<code>-0 - Male</code> <code>-1 - Female</code> <code>-2 - Unknown</code>

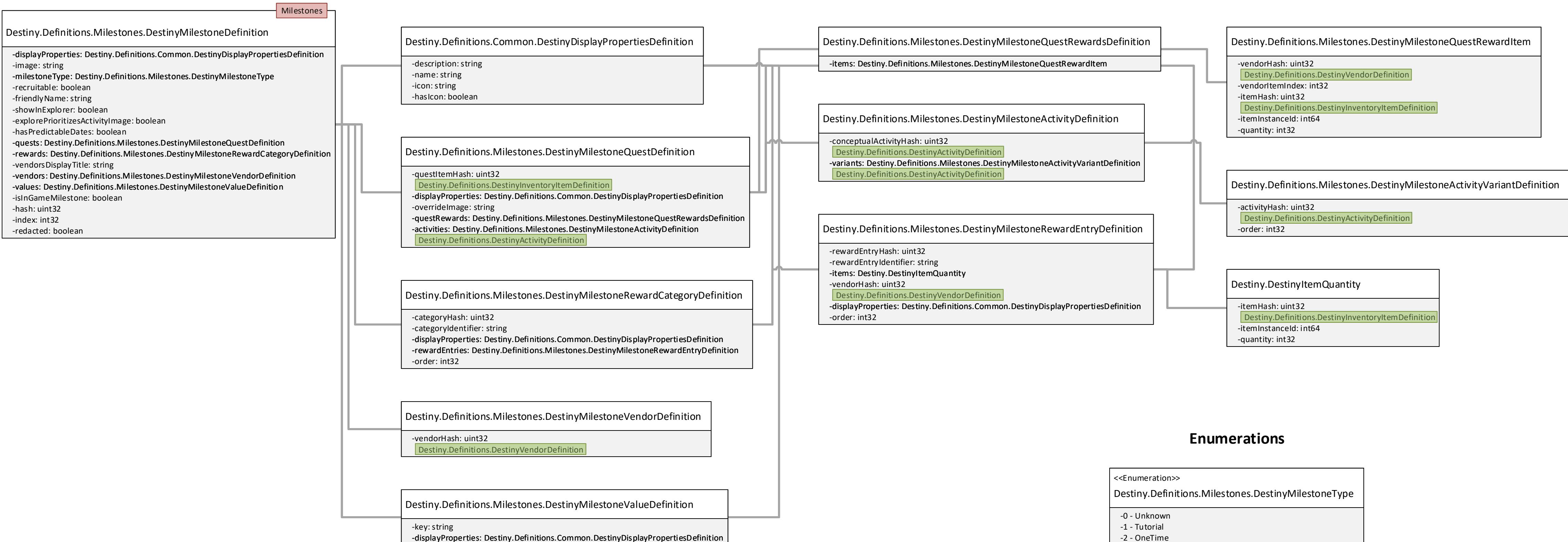
Destiny.Definitions.DestinyClassDefinition



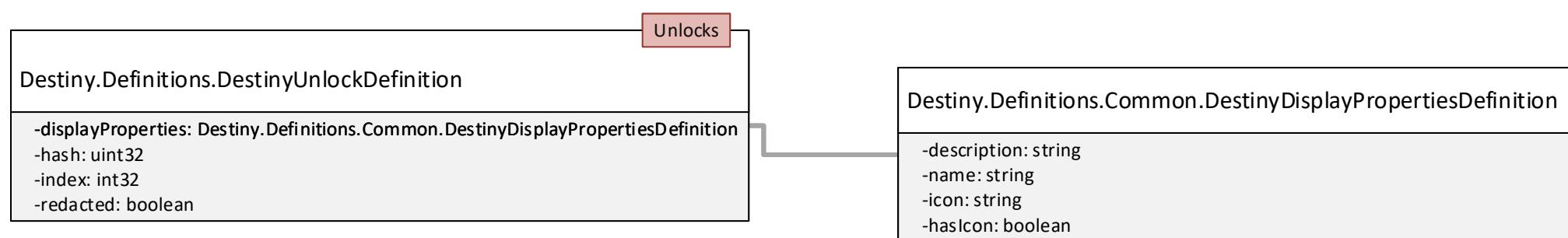
Enumerations



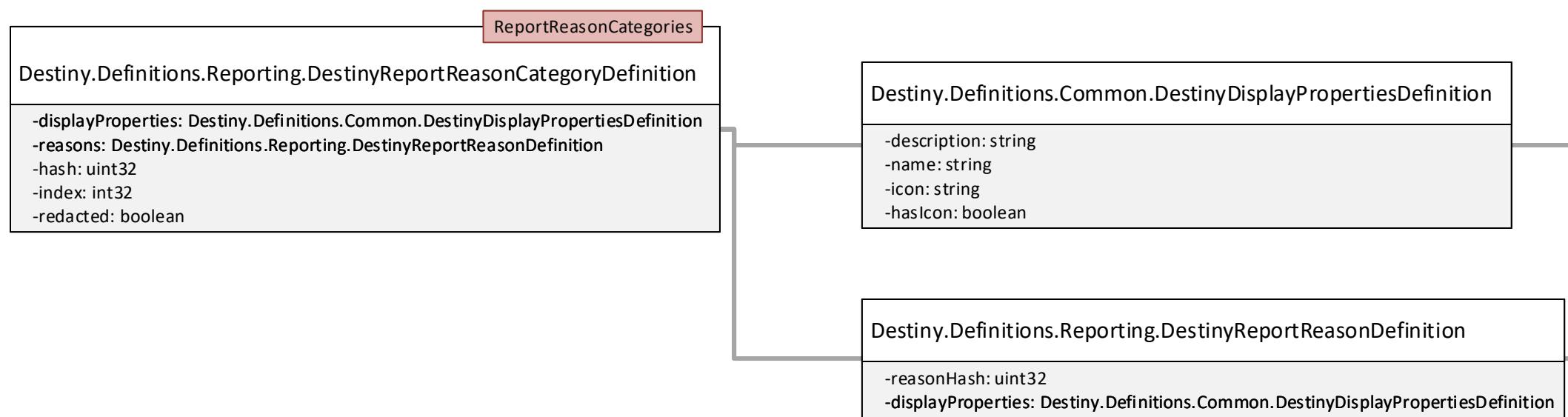
Destiny.Definitions.Milestones.DestinyMilestoneDefinition



Destiny.Definitions.DestinyUnlockDefinition



Destiny.Definitions.Reporting.DestinyReportReasonCategoryDefinition



Destiny is a registered trademark of Bungie. Information contained in this document was produced from the Bungie generated openapi-2.json document on <https://github.com/Bungie-net/api>. I am NOT a Bungie employee or affiliated with Bungie. This documentation was created to better help developers understand the Bungie.Net API via an object model.

This document is hosted on GitHub and can be found here:
<https://github.com/xlxCLUlx/Destiny2API>

- Eric Boulden

AKA: xlxCUlx



Bungie Info

Swagger: 2.0

Title: Bungie.Net API

Description: These endpoints constitute the functionality exposed by Bungie.net, both for more traditional website functionality and for connectivity to Bungie video games and their related functionality.

Terms Of Service: <https://www.bungie.net/en/View/Bungie/terms>

Contact

Name: Bungie.net API Support

Url: <https://github.com/Bungie-net/api>

Email: support@bungie.com

License

Name: BSD License 2.0

Url: <https://github.com/Bungie-net/api/blob/master/LICENSE>

Version: 2.1.3

Host: www.bungie.net

Base Path: /Platform

Schemes: https