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# **python-xbox Documentation**

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## Authentication

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Authentication requires a valid login for an Xbox Live account.

You can either set the `MS_LOGIN` and `MS_PASSWD` environment variables in which case authentication will happen automatically when it's required. If you'd prefer not to do that, call the `authenticate()` method with your credentials.

```
import xbox
xbox.client.authenticate('joe@example.org', 'password')
```





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## Resources

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Objects that represent an API resource are locked away in here. Things such as gamer profile, games and clips.

**class** `xbox.GamerProfile` (*xuid, settings, user\_data*)

Represents an xbox live user.

### Variables

- **xuid** (*string*) – xuid of user
- **gamertag** (*string*) – gamertag of user
- **gamerscore** (*string*) – gamerscore of user
- **gamerpic** (*string*) – url for gamerpic of user

**clips** ()

Gets the latest clips made by this user

**Returns** Iterator of `Clip` instances

**classmethod** `from_gamertag` (*gamertag*)

Instantiates an instance of `GamerProfile` from a gamertag

**Parameters** **gamertag** – Gamertag to look up

**Raises** `GamertagNotFound`

**Returns** `GamerProfile` instance

**classmethod** `from_xuid` (*xuid*)

Instantiates an instance of `GamerProfile` from an xuid

**Parameters** **xuid** – Xuid to look up

**Raises** `GamertagNotFound`

**Returns** `GamerProfile` instance

**class** `xbox.Clip` (*user, clip\_data*)

Represents a single game clip.

### Variables

- **user** – User that made the clip
- **clip\_id** (*string*) – Unique id of the clip
- **scid** (*string*) – Unique SCID of the clip
- **duration** (*string*) – Duration, in seconds, of the clip
- **name** (*string*) – Name of the clip. Can be ''
- **saved** (*bool*) – Whether the user has saved the clip. Clips that aren't saved eventually expire

- **state** (*string*) –
- **views** (*string*) – Number of views the clip has had
- **rating** (*string*) – Clip rating
- **ratings** (*string*) – Number of ratings the clip has received
- **caption** (*string*) – User-defined clip caption
- **thumbnails** (*dict*) – Thumbnail URLs for the clip
- **recorded** (*datetime*) – Date and time clip was made
- **media\_url** (*string*) – Video clip URL

**classmethod** **get** (*xuid, scid, clip\_id*)

Retrieves a specific game clips

**Parameters**

- **xuid** – xuid of an xbox live user
- **scid** – scid of a clip
- **clip\_id** – id of a clip

**Returns** `Clip` instance

**classmethod** **saved\_from\_user** (*user*[, *include\_pending=False* ])

Retrieves all ‘saved’ clips for a specific user, returning an iterator.

**Parameters**

- **user** – `GamerProfile` instance
- **include\_pending** (*bool*) – whether to ignore clips that are not yet uploaded. These clips will have thumbnails and `media_url` set to `None`

**Returns** Iterator of `Clip` instances

**classmethod** **latest\_from\_user** (*user*[, *include\_pending=False* ])

Retrieves a user’s gameclips, excluding any that are pending upload.

**Parameters**

- **user** – `GamerProfile` instance
- **include\_pending** (*bool*) – whether to ignore clips that are not yet uploaded. These clips will have thumbnails and `media_url` set to `None`

**Returns** Iterator of `Clip` instances

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## Exceptions

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**exception** `xbox.exceptions.XboxException`

Base exception for all Xbox exceptions to subclass

**exception** `xbox.exceptions.AuthenticationException`

Raised when logging in fails, likely due to incorrect auth credentials

**exception** `xbox.exceptions.InvalidRequest` (*message, response*)

Something is wrong with the request

### Variables

- **message** – Error message returned by server is possible
- **response** – requests response object

**exception** `xbox.exceptions.NotFoundException`

Any exception raised due to a resource being missing will subclass this

**exception** `xbox.exceptions.GamertagNotFound`

**exception** `xbox.exceptions.ClipNotFound`

### Links:

- [Code](#)
- [Issues & Bugs](#)
- [Documentation](#)
- [PyPI](#)
- [Roadmap](#)



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## Installation

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Install the latest released version using `pip`

```
$ pip install xbox
```



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**Quickstart**

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```
>>> import xbox

>>> # authenticate
>>> xbox.client.authenticate(email_address, password)

>>> # get a user
>>> gt = xbox.GamerProfile.from_gamertag('JoeAlcorn')
>>> gt.gamerscore
22056
>>> gt.gamerpic
'http://images-eds.xboxlive.com/image?url=z951ykn43p4FqWbbFvR2Ec.8vbDhj8G2Xe7JngaTToBrrCmIEEXHC9UNrd'
```

**class** `xbox.Client`

Base API client object handling authentication and making requests.

A global instance of this is instantiated on import, all you have to do is call the `authenticate()` method.

**Variables** `authenticated` (*bool*) – whether client is authed

**authenticate** (*login=None, password=None*)

Authenticated this client instance.

`login` and `password` default to the environment variables `MS_LOGIN` and `MS_PASSWD` respectively.

**Parameters**

- **login** – Email address associated with a microsoft account
- **password** – Matching password

**Raises** `AuthenticationException`

**Returns** Instance of `Client`





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