python-xbox Documentation

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Authentication

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.

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

Resources

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

Exceptions

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](#)

Quickstart

```
>>> 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`