
wargaming Documentation

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svartalf

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CHAPTER 1

Exceptions

class wargaming.exceptions.**APIError**
Basic API error

class wargaming.exceptions.**RequestError** (*code, field, message, value*)
API request error
Raises if Wargaming API returns error

class wargaming.exceptions.**ValidationError**
Invalid param value error

CHAPTER 2

Available API

```
import wargaming

# World of Tanks
wot = wargaming.WoT('demo', region='ru', language='ru')
# Wargaming NET
wgn = wargaming.WGN('demo', region='na', language='en')
# World of Tanks Blitz
wotb = wargaming.WoTB('demo', region='eu', language='pl')
# World of Warships
wows = wargaming.WoWS('demo', region='eu', language='fr')
# World of Warplanes
wowp = wargaming.WoWP('demo', region='eu', language='en')
# World of Tanks Xbox
wot_xbox = wargaming.WoTX('demo', region='xbox', language='ru')
# World of Tanks Playstation 4
wot_ps4 = wargaming.WoTX('demo', region='ps4', language='ru')
```

2.1 Examples

```
from itertools import count
import wargaming

wot = wargaming.WoT('demo', region='ru', language='ru')

def list_all_provinces():
    """List provinces from all fronts using WG Public API"""

    # get fronts list
    fronts = wot.globalmap.fronts()
```

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```
# iterate through fronts
for front in fronts:
    # provinces method return no more than 100 provinces per page,
    # adding pagination iteration
    for page_no in count(start=1):
        # provinces method require 2 parameters - front_id and page_no
        provinces = wot.globalmap.provinces(front_id=front['front_id'], page_
↪no=page_no)

        # if no provinces on this page, then we got all provinces on the front
        if len(provinces) == 0:
            break

        # iterate through provinces list
        for province in provinces:
            print(province['province_name'])

try:
    list_all_provinces()
except wargaming.exceptions.RequestError as e:
    if e.code == 407: # REQUEST_LIMIT_EXCEEDED
        print("ERROR: You should register your own API key and not use 'demo' key")
    else:
        print("Unknown error %s" % repr(e))
```

2.2 Parameters to API

wargaming module maps 1 to 1 as official wargaming API, please consult for parameters on official page: <https://developers.wargaming.net/reference/>

Usage and common things

3.1 Region and Language

All API requests should send an `language` parameter. But because it is really boring to do it manually, you can set a default language for all requests:

```
>>> api = wargaming.WoT('demo', region='ru', language='ru')
```

Parameter	Valid values	Description
<code>application_id</code>	<code>demo</code>	Application ID registered on WG developers portal
<code>region</code>	• <code>ru</code> • <code>asia</code> • <code>na</code> • <code>eu</code> • <code>xbox</code> • <code>ps4</code>	Wargaming API region
<code>language</code>	• <code>en</code> • <code>ru</code> • <code>pl</code> • <code>de</code> • <code>fr</code> • <code>es</code> • <code>zh-ch</code> • <code>tr</code> • <code>cs</code> • <code>th</code> • <code>vi</code> • <code>ko</code>	Language available in the region, check info on WG developers portal

If needed, language can be specified for an individual requests:

```
>>> wot.encyclopedia.achievements(language='pl')['crucialShotMedal'] [
↳ 'description']
```

3.2 Parameters conversion

All parameters to endpoint functions should be a keyword arguments. Arguments values are converted to the required format automatically.

Value type	Converted value type	Example
list, tuple	string	[1, 2, 3] → '1,2,3'
date-time.datetime	string (ISO format)	datetime.datetime(2014, 11, 29, 12, 34, 56) → '2014-11-29T12:34:56'

CHAPTER 4

Indices and tables

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