
PyPixel

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An asynchronous wrapper for the Hypixel API.

Attention: As of version 0.1.8, attributes will no longer be missing and should instead have a value of `None`.
If there are still attributes missing, please open an issue on our [GitHub](#).

TUTORIAL

The following is a tutorial for using PyPixel.

1.1 Installation

To install the module, simply use pip:

```
# Linux/macOS
python3 -m pip install -U pypixel-api

# Windows
py -3 -m pip install -U pypixel-api
```

Or, if you wish, you can install the development version off of GitHub:

```
# Linux/macOS
python3 -m pip install -U git+https://github.com/plun1331/PyPixel

# Windows
py -3 -m pip install -U git+https://github.com/plun1331/PyPixel
```

1.2 Obtaining an API Key

To use the module, you must first generate an API key.

1. Open Minecraft: Java Edition and connect to `mc.hypixel.net`
2. Run the command `/api new`. This will give you your API Key.

Warning: `/api new` will invalidate your existing API key, if you have one.

Warning: Your API key should remain private. If it is abused, it may get deleted and you may get banned from the Hypixel Network.

1.3 Creating a Script

Now, actually using the module.

First we must import the module.

```
import PyPixel
```

Now, to use the module's features, we can initialize the Hypixel class.

```
import PyPixel  
  
hypixel = PyPixel.Hypixel(api_key="API Key")
```

Where "API Key" is the API key that you got in the previous section.

This is the simplest example of using the module, if you would like more you can find examples [here](#).

EXAMPLES

The following are examples of using PyPixel

2.1 Getting a Player

```
# Import the Module
import PyPixel
# Importing asyncio so we can call coroutines
import asyncio

# Initialize the Hypixel class
hypixel = PyPixel.Hypixel(api_key="API Key")

async def main():
    # Get the player's UUID
    uuid = await hypixel.get_uuid('awsomo28')
    # Get the player
    player = await hypixel.get_player(uuid)
    # Prints the player's rank
    print(player.rank)

# run the above coroutine
loop = asyncio.get_event_loop()
loop.run_until_complete(main())
```

2.2 Getting a Player's SkyBlock Profiles

```
# Import the Module
import PyPixel
# Importing asyncio so we can call coroutines
import asyncio

# Initialize the Hypixel class
hypixel = PyPixel.Hypixel(api_key="API Key")

async def main():
    # Get the player's UUID
```

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```
uuid = await hypixel.get_uuid('Jacktheguy')
# Get their profiles from the API.
profiles = await hypixel.get_profiles(uuid)
# Print their profile's names
print([str(profile) for profile in profiles])

# run the above coroutine
loop = asyncio.get_event_loop()
loop.run_until_complete(main())
```

2.3 Using PyPixel.utils

```
# import the utils module
import PyPixel.utils

# print out the level you get for 777 xp
print(PyPixel.utils.HypixelUtils.playerLevel(777))
```

2.4 Adding Examples

If you wish to add another example, just make a pull request, I really don't mind.

API REFERENCE

The following section outlines the API for PyPixel.

class **AchievementData**(*data*, *cached*)

New in version 0.1.9.

Represents Hypixel achievement data.

Parameters

- **data** (*dict*) – The raw data from the API.
- **cached** (*bool*) – Whether or not the data was retrieved from the cache.

raw

The raw data from the API.

cached

Whether or not the data was retrieved from the cache.

last_updated

The date and time the achievements were last updated.

games

A list of *AchievementGame*.

class **AchievementGame**(*name*, *data*)

New in version 0.1.9.

Represents a game with achievements.

Parameters

- **name** (*str*) – The name of the game.
- **data** (*dict*) – The game's achievement data.

name

The game's name.

total_points

The total amount of achievement points you can earn in the game.

one_time

A list of *OneTime*.

tiered

A list of *Tiered*.

class **Achievement**(*data*)

New in version 0.1.9.

Represents a Hypixel achievement.

Parameters **data** (*dict*) – The achievement’s data.

name

The achievement’s name.

description

The achievement’s description.

class OneTime(*data*)

New in version 0.1.9.

Represents a one-time achievement.

This inherits from *Achievement*.

Parameters **data** (*dict*) – The achievement’s data.

points

The amount of achievement points the achievement is worth.

percent_unlocked_game

The percent of players who played the game the achievement belongs to that have it.

percent_unlocked_global

The percent of players across the network that have the achievement.

class Tiered(*data*)

New in version 0.1.9.

Represents a tiered achievement.

This inherits from *Achievement*.

Parameters **data** (*dict*) – The achievement’s data.

tiers

A list of *AchievementTier*.

class AchievementTier(*data*)

New in version 0.1.9.

Represents an achievement tier in a tiered achievement.

Parameters **data** (*dict*) – The tier’s data.

tier

The Tier’s tier (if that makes sense).

points

The amount of points the tier is worth.

amount

The amount of *x* you have to get for this tier.

class Auction(*data, cached, hypixel*)

New in version 0.2.0.

Represents an auction on the Skyblock Auction House.

Parameters

- **data** (*dict*) – The auction’s data from the API.
- **cached** (*bool*) – Whether or not the data was retrieved from the cache.

- **hypixel** (*Hypixel*) – The Hypixel class used to make the request.

raw

The auction's raw data from the API.

cached

Whether or not the data is from the cache.

id

The auction's ID.

auctioneer

The auctioneer's UUID.

auctioneer_profile

The auctioneer's SkyBlock profile ID.

auctioneer_coop_members

The members of the auctioneer's coop.

started

The date and time that the auction started.

end

The date and time that the auction ends at.

item

The name of the item being auctioned.

lore

The lore of the item being auctioned.

stripped_lore

The item's lore, but stripped of formatting.

extra

Some extra data on the item being auctioned.

category

The category the item is in.

tier

The item's tier.

starting_bid

The starting bid for the auction. If the auction is a BIN auction, this is the price of the item.

nbt_data

The NBT data for the item.

claimed

Whether or not the auction has been claimed.

claimed_bidders

The bidders that have claimed their coins/items from the auction.

highest_bid

The highest bid on the item. If nobody has bid, this will be 0. For BIN auctions, this will always be 0.

bin

Whether or not the auction is a BIN auction.

bids

A list of bids on the item. For BIN auctions, this will always be an empty list.

get_auctioneer()

This function is a [coroutine](#).

Gets the auctioneer's player object.

Raises [PlayerNotFound](#) – The player couldn't be found for some reason.

Returns The player from the API.

Return type [Player](#)

class AuctionPage(data, cached, hypixel)

New in version 0.2.0.

Represents a page of Skyblock auctions from the Hypixel API.

Parameters

- **data** ([dict](#)) – The raw data from the API.
- **cached** ([bool](#)) – Whether or not the data was retrieved from the cache.
- **hypixel** ([Hypixel](#)) – The Hypixel class used to make the request.

raw

The raw data from the API.

page

The page number.

total_pages

The total number of pages.

total_auctions

The total number of auctions.

last_updated

The date and time that the page was last updated.

auctions

A list of [Auction](#).

class Cache(clear_cache_after)

Changed in version 0.2.0.

A class used for caching data returned from the api

Parameters **clear_cache_after** ([int](#)) – How long data should stay cached for.

cleanCache()

This function is a [coroutine](#).

Cleans the cache.

getFromCache(url)

This function is a [coroutine](#).

Gets the cached url from the cache.

Returns The cached response. Can also be *None* if the response is not cached.

Return type Optional[[dict](#)]

cache(url, data)

This function is a [coroutine](#).

Caches a response.

Parameters

- **url** (*str*) – The URL the request was sent to.
- **data** (*dict*) – The response as a dict.

class Guild(*data, cached, hypixel*)

Represents a Hypixel guild.

Parameters

- **data** (*dict*) – The raw data from the API.
- **cached** (*bool*) – Whether or not the data was retrieved from the cache.
- **hypixel** (*Hypixel*) – The Hypixel class used to make the request.

get_member(*member*)

This function is a *coroutine*.

Gets a Player object from a GuildMember

Parameters **member** (*GuildMember*) – The member you want a player object from.

Returns The retrieved player.

Return type *Player*

class GuildMember(*memberdata*)

Represents a Hypixel guild member.

Parameters **memberdata** (*dict*) – A dict containing the member's data.

uuid

The player's UUID.

rank

The player's guild rank.

joined

The date the player joined.

quest_participation

The player's quest participation.

xp_history

The player's guild XP history.

class GuildRank(*rankdata*)

Represents a Hypixel guild rank.

Parameters **rankdata** (*dict*) – A dict containing the rank's data.

name

The rank's name.

default

A boolean indicating if the rank is the default rank.

tag

The rank's tag.

created

The date/time the rank was created.

priority

The rank's priority in the guild's rank heirarchy.

class Hypixel(*, *api_key*, *base_url*, *clear_cache_after*, *user_agent*)

The main class that will be used for requesting information from the Hypixel API.

Changed in version 0.2.0: Removed the `validate` kwarg and added a `user_agent` kwarg.

Added the `get_auctions` method.

Updated `_send`.

Parameters

- **api_key** (*str*) – Your Hypixel API key.
- **base_url** (Optional[*str*]) – The base URL for the Hypixel API. Defaults to `https://api.hypixel.net/`.
- **clear_cache_after** (Optional[*int*]) – How often the cache should clear in seconds.
- **user_agent** (Optional[*str*]) – The user agent to use for requests. This is formatted with your Python version and aiohttp version.

get_player(*uuid*)

This function is a *coroutine*.

Gets a player from the Hypixel API using the `/player` endpoint.

Parameters *uuid* (*str*) – The UUID you are requesting player data for.

Raises *PlayerNotFound* – The player couldn't be found.

Returns The player from the API.

Return type *Player*

get_guild(*arg*, *by*)

This function is a *coroutine*.

Gets a guild from the Hypixel API using the `/guild` endpoint.

Parameters

- **arg** (*str*) – The guild ID or name, or a player UUID.
- **by** (*Literal*['id', 'name', 'player']) – The type of 'arg' you provided.

Raises

- **TypeError** – Invalid 'by' parameter.
- *GuildNotFound* – The guild was not found.

Returns The guild from the API.

Return type *Guild*

get_profiles(*uuid*)

This function is a *coroutine*.

Gets a player's SkyBlock profiles from the Hypixel API using the `/skyblock/profiles` endpoint.

Parameters *uuid* (*str*) – The player's UUID.

Raises *PlayerNotFound* – The player's profiles could not be found.

Returns A list containing the player's profiles.

Return type List[*SkyBlockProfile*]

get_auctions(*page*)

This function is a [coroutine](#).

New in version 0.2.0.

Gets a page of auctions from the Hypixel API.

Note: This does not use your API Key.

Parameters **page** ([int](#)) – The page to request.

Returns The page of auctions.

Return type [AuctionPage](#)

get_key(*key=None*)

New in version 0.1.8.

This function is a [coroutine](#).

Gets information on an API Key using the /key endpoint.

Parameters **key** (Optional[[str](#)]) – The API key you want information for. Defaults to the API key you provided on initialization of the class.

Raises [KeyNotFound](#) – The key provided does not exist.

Returns The data on the API Key

Return type [APIKey`](#)

get_achievements()

New in version 0.1.9.

This function is a [coroutine](#).

Gets every achievement on the Hypixel Network using the /resources/achievements endpoint.

Note: This does not use your API Key.

Raises [PyPixelError](#) – The request failed for some reason.

Returns An object containing every achievement.

Return type [AchievementData](#)

get_name(*uuid*)

This function is a [coroutine](#).

Gets a player's name from their UUID. This does not use the Hypixel API.

Parameters **uuid** ([str](#)) – The player's UUID.

Raises [PlayerNotFound](#) – The UUID is invalid.

Returns The player's name.

Return type [str](#)

get_uuid(*name*)

This function is a [coroutine](#).

Get's a player's UUID from their name.

Parameters **name** (*str*) – The player's name.

Raises [PlayerNotFound](#) – The name is invalid.

Returns The player's UUID.

Return type *str*

_send(*url*, *, *headers*, *authenticate*)

This function is a [coroutine](#).

Changed in version 0.2.0: Added a `header` kwarg, as well as the `authenticate` kwarg.

This will also add the `User-Agent` header to requests.

Sends a request to the specified url.

Parameters

- **url** (*str*) – The URL the request will be sent to.
- **headers** (Optional[*dict*]) – The request headers. Defaults to an empty dict.
- **authenticate** (Optional[*bool*]) – Whether or not to provide an `Api-Key` header with your API Key. If not provided, will provide the `Api-Key` header based on the url the request is being sent to.

Raises

- [APIError](#) – The API returned a 500 range status code.
- [NotFound](#) – The API returned a 404 status code.
- [ClientError](#) – The API returned a 400 range status code.

Returns The json data from the API, and a boolean value indicating whether or not the data was retrieved from the cache.

Return type *dict*, *bool*

APIKey(*key_data*, *cached*, *hypixel*):

New in version 0.1.8.

Represents an API Key.

Parameters

- **key_data** (*dict*) – The raw key data from the API.
- **cached** (*bool*) – The raw key data from the API.
- **hypixel** (*Hypixel*) – The raw key data from the API.

cached

Indicates whether or not the data was retrieved from the cache.

key

The API Key

owner

The key's owner.

request_past_minute

The amount of requests made with the key in the past minute.

total_requests

The total amount of requests made with the key.

get_owner()

This function is a [coroutine](#).

Gets the owner of the key as a Player object.

Returns The key's owner.

Return type *Player*

class Player(*data, cached, hypixel*)

Represents a Hypixel player.

Parameters

- **data** (*dict*) – The raw data from the API.
- **cached** (*bool*) – Whether or not the data was retrieved from the cache.
- **hypixel** (*Hypixel*) – The Hypixel class used to make the request.

class PlayerStats(*data*)

Base class for a player's statistics.

Parameters **data** (*dict*) – The raw player data from the API.

skywars

The player's SkyWars statistics.

class Firework(*firework*)

Represents a firework. Interesting, right?

Parameters **firework** (*dict*) – The raw firework data.

class SkyWarsStats(*playerstats*)

Base class for a player's SkyWars stats.

Parameters **playerstats** (*dict*) – The raw player stats data from the API.

class Overall(*stats*)

The player's overall SkyWars stats.

Parameters **stats** (*dict*) – The raw SkyWars stats data from the API.

class Solo(*stats*)

The player's solo SkyWars stats.

Parameters **stats** (*dict*) – The raw SkyWars stats data from the API.

class Normal(*stats*)

The player's solo normal SkyWars stats.

Parameters **stats** (*dict*) – The raw SkyWars stats data from the API.

class Insane(*stats*)

The player's solo insane SkyWars stats.

Parameters **stats** (*dict*) – The raw SkyWars stats data from the API.

class Teams(*stats*)

The player's teams SkyWars stats.

Parameters **stats** (*dict*) – The raw SkyWars stats data from the API.

```
class Normal(stats)
    The player's teams normal SkyWars stats.
    Parameters stats (dict) – The raw SkyWars stats data from the API.

class Insane(stats)
    The player's teams insane SkyWars stats.
    Parameters stats (dict) – The raw SkyWars stats data from the API.

class Mega(stats)
    The player's mega SkyWars stats.
    Parameters stats (dict) – The raw SkyWars stats data from the API.

class Ranked(stats)
    The player's ranked SkyWars stats.
    Parameters stats (dict) – The raw SkyWars stats data from the API.

class Lab(stats)
    The player's laboratory SkyWars stats.
    Parameters stats (dict) – The raw SkyWars stats data from the API.

class Solo(stats)
    The player's lab solo SkyWars stats.
    Parameters stats (dict) – The raw SkyWars stats data from the API.

class Teams(stats)
    The player's lab teams SkyWars stats.
    Parameters stats (dict) – The raw SkyWars stats data from the API.

class SkyBlockProfile(profiledata, cached, hypixel)
    Represents a SkyBlock profile.

    Parameters
    • profiledata (dict) – The profile's data from the API.
    • cached (bool) – A boolean indicating if the profile's data was retrieved from the cache.
    • hypixel (Hypixel) – The Hypixel class used to get the profile.

class Profilemember(uuid, memberdata, hypixel)
    Represents a member in a SkyBlock profile.

    Parameters
    • uuid (str) – The member's UUID.
    • memberdata (dict) – The member's data in the profile.
    • hypixel (Hypixel) – The Hypixel class used to get the profile.

get_player()
    This function is a coroutine.
    Gets the member's player object.

    Raises PlayerNotFound – The player couldn't be found for some reason.
    Returns The player from the API.
    Return type Player

class SkyBlockStats(stats)
    Represents a player's SkyBlock Statistics.
```

Parameters **stats** (*dict*) – The player’s stats from their memberdata retrieved from the API.

class SkyBlockObjective(*objective_name, objective_data*)

Represents a SkyBlock Objective.

Parameters

- **objective_name** (*str*) – The name of the objective.
- **objective_data** (*dict*) – The objective’s data.

name

The name of the objective.

status

The objective’s status.

progress

The objective’s progress.

completed_at

The objective’s completion date/time. Can also be None if not completed.

class SkyBlockQuest(*quest_name, quest_data*)

Represents a SkyBlock quest.

Parameters

- **quest_name** (*str*) – The name of the quest.
- **quest_data** (*dict*) – The quest’s data.

name

The name of the quest.

status

The quest’s status.

activated_at

The quest’s activation date/time.

completed_at

The quest’s completion date/time. Can also be None if not completed.

class SkyBlockSlayer(*slayer, slayer_data*)

Represents a SkyBlock slayer.

Parameters

- **slayer** (*str*) – The name of the slayer.
- **slayer_data** (*dict*) – The slayer’s data.

slayer

The name of the slayer.

claimed_levels

The player’s claimed levels for a slayer.

xp

The player’s slayer xp.

level

The player’s slayer level.

```
class SkyBlockPet(pet_data)
    Represents a SkyBlock pet.

    Parameters pet_data (dict) – The pet’s data.

    uuid
        The pet’s UUID, I guess.

    type
        The pet’s type.

    xp
        The pet’s XP.

    active
        A boolean indicating whether or not the pet is active.

    tier
        The pet’s tier

    held_item
        The item the pet is holding.

    candy_used
        The candy used on the pet.

    skin
        The pet’s skin.
```

3.1 Exceptions

Changed in version 0.1.8: These exceptions are now actually used.

Oh also the parameters changed.

```
exception PyPixelError(*args)
    Base exception class for PyPixel.
```

```
exception HTTPException
    Base exception class for when the API returns an http error code.
```

Parameters

- **status_code** (*int*) – The status code returned by the API.
- **reason** (*str*) – The reason the request failed.
- **url** (*str*) – The url the request was sent to.
- **data** (Optional[*dict*]) – The JSON data returned from the request, if any.

```
exception APIError
    Exception that’s thrown when the API returns a 500 range status code.
```

Parameters

- **status_code** (*int*) – The status code returned by the API.
- **reason** (*str*) – The reason the request failed.
- **url** (*str*) – The url the request was sent to.
- **data** (Optional[*dict*]) – The JSON data returned from the request, if any.

exception ClientError

Exception that's thrown when the API returns a 400 range status code.

Parameters

- **status_code** (`int`) – The status code returned by the API.
- **reason** (`str`) – The reason the request failed.
- **url** (`str`) – The url the request was sent to.
- **data** (Optional[`dict`]) – The JSON data returned from the request, if any.

exception NotFound

Exception that's thrown when the API returns a 404 status code.

Parameters

- **reason** (`str`) – The reason the request failed.
- **url** (`str`) – The url the request was sent to.
- **data** (Optional[`dict`]) – The JSON data returned from the request, if any.

exception PlayerNotFound(*reason*)

Exception that's thrown when a player couldn't be found.

Parameters

- **reason** (`str`) – The reason the player couldn't be found.
- **url** (`str`) – The url the request was sent to.
- **data** (Optional[`dict`]) – The JSON data returned from the request, if any.

exception GuildNotFound(*reason*)

Exception that's thrown when a guild couldn't be found.

Parameters

- **reason** (`str`) – The reason the guild couldn't be found.
- **url** (`str`) – The url the request was sent to.
- **data** (Optional[`dict`]) – The JSON data returned from the request, if any.

exception KeyNotFound(*reason*, *url*, *data*)

New in version 0.1.8.

Exception that's thrown when an API Key couldn't be found.

Parameters

- **reason** (`str`) – The reason the key couldn't be found.
- **url** (`str`) – The url the request was sent to.
- **data** (Optional[`dict`]) – The JSON data returned from the request, if any.

UTILS API REFERENCE

The following section outlines the API for PyPixel.utils.

class HypixelUtils

General utilities relating to Hypixel.

static parseNBT(*raw_data*)

Parses NBT data from the API.

Parameters *raw_data* (Union[bytes, str]) – The raw encoded NBT data.

Returns The decoded NBT data.

Return type nbt.nbt.NBTFile

static getRank(*data*)

Gets a player's rank from their raw API data.

Parameters *data* (dict) – The player's raw API data.

Returns The player's rank.

Return type Literal['Default', 'VIP', 'VIP+', 'MVP', 'MVP+', 'MVP++', 'YouTube', 'Helper', 'Moderator', 'Admin']

static guildlevel(*xp*)

Gets a guild's level from the guild's xp.

Parameters *xp* (float) – The guild's XP.

Returns The guild's level.

Return type int

static playerLevel(*xp*)

Gets a player's network level from their network experience, using the equation $((2 * xp) + 30625) ^ (1 / 2) / 50 - 2.5$.

Parameters *xp* (float) – The player's network experience.

Returns The player's network level.

Return type int

static skywarsLevel(*xp*)

Gets a player's SkyWars level from their SkyWars experience.

Parameters *xp* (float) – The player's SkyWars experience.

Returns The player's SkyWars level.

Return type int

static `getGameName(game)`

New in version 0.1.9.

Gets the name of a Hypixel gamemode from its ID or it's name in the API.

Parameters `game` (Union[int, str]) – The game's ID/API Name.

Returns The game's name, or if the game is not found, the original value you provided.

Return type str

static `stripFormatting(text)`

New in version 0.2.0.

Strips Minecraft text formatting (§1) from text using Regex.

Parameters `text` (str) – The text to strip.

Returns The stripped text.

Return type str

class `SkyBlockUtils`

Utilities relating to Hypixel SkyBlock.

static `getItem(item, *, reverse)`

Gets an item name from an item ID.

Parameters

- `item` (str) – The item ID.
- `reverse` (Optional[bool]) – Whether or not to translate an item name to an item ID.

Returns The item name/ID.

Return type str

static `getMinionSlots(crafted)`

Gets the number of crafted minion slots a player has.

Parameters `crafted` (list) – The player's crafted minions.

Returns The player's crafted minion slots.

Return type int

static `zombieSlayer(xp)`

Gets the level for the Zombie slayer from the slayer experience.

Parameters `xp` (float) – The player's Zombie slayer XP.

Returns The player's Zombie slayer level.

Return type int

static `spiderSlayer(xp)`

Gets the level for the Spider slayer from the slayer experience.

Parameters `xp` (float) – The player's Spider slayer XP.

Returns The player's Spider slayer level.

Return type int

static `wolfSlayer(xp)`

Gets the level for the Wolf slayer from the slayer experience.

Parameters `xp` (float) – The player's Wolf slayer XP.

Returns The player's Wolf slayer level.

Return type `int`

static `slayerLevels(data)`

Retrieves a SkyBlock player's Slayer levels from their profile data.

Parameters `data` (`dict`) – The player's profile data.

Returns A tuple with the player's Slayer levels in the order Zombie, Spider, and Wolf.

Retype `int, int, int`

static `getSkillLevel(xp)`

Converts skill XP to a skill level.

Parameters `xp` (`float`) – The skill experience.

Returns The skill's level.

Return type `int`

static `getRunecraftLevel(xp)`

Converts runecrafting skill XP to a skill level.

This is separate from `getSkillLevel` because runecrafting has different experience requirements.

Parameters `xp` (`float`) – The runecrafting skill experience.

Returns The runecrafting skill's level.

Return type `int`

static `farmingCollection(data)`

Gets a player's SkyBlock Farming collection from their member data.

Parameters `data` (`dict`) – The player's SkyBlock data.

Returns A dict of their items in the Farming collection.

Return type `dict`

static `miningCollection(data)`

Gets a player's SkyBlock Mining collection from their member data.

Parameters `data` (`dict`) – The player's SkyBlock data.

Returns A dict of their items in the Mining collection.

Return type `dict`

static `combatCollection(data)`

Gets a player's SkyBlock Combat collection from their member data.

Parameters `data` (`dict`) – The player's SkyBlock data.

Returns A dict of their items in the Combat collection.

Return type `dict`

static `foragingCollection(data)`

Gets a player's SkyBlock Foraging collection from their member data.

Parameters `data` (`dict`) – The player's SkyBlock data.

Returns A dict of their items in the Foraging collection.

Return type `dict`

static fishingCollection(*data*)

Gets a player's SkyBlock Fishing collection from their member data.

Parameters *data* (*dict*) – The player's SkyBlock data.

Returns A dict of their items in the Fishing collection.

Return type *dict*

static getCollectionData(*data*, *req_xp*, *collection*, *c*)

Modifies a collection's collection data.

Parameters

- **data** (*dict*) – The raw API data.
- **req_xp** (*list*) – A list of the required XP.
- **collection** (*str*) – The collection to modify the dict with.
- **c** (*dict*) – The dict to modify.

Returns The modified dict.

Return type *dict*

static getLevel(*req_xp*, *xp*, *, *subtract=True*)

Gets a level from required xp and total xp.

Parameters

- **req_xp** (*list*) – The required XP.
- **xp** (*float*) – The total XP.
- **subtract** (*bool*) – Whether or not to subtract from xp. Defaults to True

Returns The level.

Return type *int*

class Items

A class containing all the Hypixel SkyBlock Item IDs.

ids

A *dict* of every SkyBlock item ID.

class GameInfo

New in version 0.1.9.

Contains information on some games and their IDs.

apinames

A *dict* containing game names and what they're referred to in the API.

databasenames

A *dict* containing game names and what they're referred to in the Hypixel database (I assume).

ids

A *dict* containing the game's API names and IDs.

5.1 Where is the FAQ?

Nowhere, nobody has asked any questions.

CHANGELOG

6.1 0.2.0

- Removed API Key validation.
- Added support for the `/skyblock/auctions` endpoint.
- Added `stripFormatting` to `HypixelUtils` to strip Minecraft text formatting from strings.
- The wrapper now sends an `Api-Key` header to authenticate with the API instead of the `key path` param.
- The wrapper will also send a `User-Agent` header to the APIs that it uses.
- The cache no longer uses Threading.

6.2 0.1.9

- Added support for the `/resources/achievements` endpoint.
- Added a kwarg to bypass API key validation.
- Added this changelog to the documentation.
- Added a new method, `getGameName(game)`
- Added a new file in utils that contains game names/IDs

6.3 0.1.8

- The module will now return `None` instead of having the value simply be missing.

6.4 0.1.7

- Added documentation: <https://pypixel.rtfid.io/>

6.5 0.1.6

- Add some methods

6.6 0.1.5

- Released to PyPI

6.7 0.1.4

- Added a changelog
- Introduced SkyBlock Profiles
- Added 3 new fuctions to `.Hypixel` (`.get_name(uuid)`, `.get_uuid(name)`, and `.get_profiles(uuid)`)
- Deleted `Other.py` in favor of a submodule, `utils`
- Moved the `send_request()` method to `.Hypixel` and renamed it `_send()`
- Added a new requirement, `NBT` (Used for parsing NBT data).
- Added some exception classes.
- Started subclassing `object` for no paticular reason.

GETTING STARTED

Is this your first time using PyPixel? This is the place to get started!

- *Tutorial*
- *Examples*

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