
Tibia.py Documentation

Release 0.1.0

Allan Galarza

Dec 23, 2018

Contents

1	Indices and tables	3
2	Classes	5
2.1	Character	5
2.2	Death	7
2.3	Guild	7
3	Auxiliary Classes	11
3.1	Guild Invite	11
3.2	Guild Member	11
3.3	Killer	12
3.4	Other Character	12
4	Utility functions	13
5	Exceptions	15

Tibia.py is a library for parsing HTML content from [Tibia.com](https://www.tibia.com). into python objects.

This library only performs parsing, to fetch content you need to use external libraries.

```
import aiohttp
import requests
import tibiapy

# Asynchronously
async def get_character(name):
    url = tibiapy.Character.get_url(name)

    try:
        async with aiohttp.ClientSession() as session:
            async with session.get(url) as resp:
                content = await resp.text()
            character = tibiapy.Character.from_content(content)
        return character

# Synchronously
def get_character_sync(name):
    url = tibiapy.Character.get_url(name)

    r = requests.get(url)
    content = r.text()
    character = tibiapy.Character.from_content(content)
    return character
```


CHAPTER 1

Indices and tables

- [genindex](#)
- [search](#)

2.1 Character

```
class tibiapy.Character (name=None, world=None, vocation=None, level=0, sex=None,  
                        **kwargs)
```

Represents a Tibia character

name

`str` – The name of the character.

deletion_date

Optional[`datetime.datetime`] – The date where the character will be deleted if it is scheduled for deletion.

former_names

List[`str`] – Previous names of this character.

sex

`str` – The character’s gender, either “male” or “female”

vocation

`str` – The character’s vocation.

level

`int` – The character’s level.

achievement_points

`int` – The total of points the character has.

world

`str` – The character’s current world

former_world

Optional[`str`] – The previous world where the character was in, in the last 6 months.

residence

`str` – The current hometown of the character.

married_to

Optional[`str`] – The name of the character’s spouse/husband.

house

Optional[`dict`] – The house currently owned by the character.

guild_membership

Optional[`dict`] – The guild the character is a member of. The dictionary contains a key for the rank and a key for the name.

last_login

Optional[`datetime.datetime`] – The last time the character logged in. It will be `None` if the character has never logged in.

comment

Optional[`str`] – The displayed comment.

account_status

`str` – Whether the character’s account is Premium or Free.

achievements

List[`dict`] – The achievements chosen to be displayed.

deaths

List[`Death`] – The character’s recent deaths.

account_information

`dict` – The character’s account information, if visible.

other_characters

List[`OtherCharacter`] – Other characters in the same account, if visible.

guild_name

Optional[`str`] – The name of the guild the character belongs to, or `None`.

guild_rank

Optional[`str`] – The character’s rank in the guild they belong to, or `None`.

static get_url (name)

Gets the Tibia.com URL for a given character name.

Parameters `name` (`str`) – The name of the character

Returns The URL to the character’s page

Return type `str`

static from_content (content) → Optional[tibiapy.character.Character]

Creates an instance of the class from the html content of the character’s page.

Parameters `content` (`str`) – The HTML content of the page.

Returns The character contained in the page, or `None` if the character doesn’t exist.

Return type Optional[`Character`]

static parse_to_json (content, indent=None)

Static method that creates a JSON string from the html content of the character’s page.

Parameters

- `content` (`str`) – The HTML content of the page.

- `indent` (`int`) – The number of spaces to indent the output with.

Returns A string in JSON format.

Return type `str`

url

`str` – The URL of the character’s information page on Tibia.com

2.2 Death

class `tibiapy.Death` (*name=None, level=0, **kwargs*)

Represents a death by a character

name

`str` – The name of the character this death belongs to.

level

`int` – The level at which the death occurred.

killers

List[*Killer*] – A list of all the killers involved.

assists

List[*Killer*] – A list of characters that were involved, without dealing damage.

time

`datetime.datetime` – The time at which the death occurred.

killer

Optional[*Killer*] – The first killer in the list.

This is usually the killer that gave the killing blow.

by_player

`bool` – Whether the kill involves other characters.

2.3 Guild

class `tibiapy.Guild` (*name=None, world=None, **kwargs*)

Represents a Tibia guild.

name

`str` – The name of the guild. Names are case sensitive.

logo_url

`str` – The URL to the guild’s logo.

description

Optional[`str`] – The description of the guild.

world

`str` – The world where this guild is in.

founded

`datetime.date` – The day the guild was founded.

active

`bool` – Whether the guild is active or still in formation.

guildhall

Optional[`dict`] – The guild’s guildhall.

open_applications

`bool` – Whether applications are open or not.

disband_condition

Optional[`str`] – The reason why the guild will get disbanded.

disband_date

Optional[`str`] – The date when the guild will be disbanded if the condition hasn't been meet.

homepage

`str` – The guild's homepage

members

List[`GuildMember`] – List of guild members.

invites

List[`GuildInvite`] – List of invited characters.

member_count

`int` – The number of members in the guild.

online_members

List[`GuildMember`] – List of currently online members.

ranks

List[`str`] – Ranks in their hierarchical order.

url

`str` – The URL to the guild's information page.

static list_from_content (*content*, *active_only=False*)

Gets a list of guilds from the html content of the world guilds' page.

The `Guild` objects in the list only contain the attributes: `name`, `logo_url`, `world` and if available, `description`

Parameters

- **content** (`str`) – The html content of the page.
- **active_only** (`bool`) – Whether to only show active guilds or not.

Returns List of guilds in the current world.

Return type List[`Guild`]

static from_content (*content*) → Optional[tibiapy.guild.Guild]

Creates an instance of the class from the html content of the guild's page.

Parameters **content** (`str`) – The HTML content of the page.

Returns The guild contained in the page or None if it doesn't exist.

Return type Optional[`Guild`]

static get_url (*name*)

Gets the Tibia.com URL for a given guild name.

Parameters **name** (`str`) – The name of the guild

Returns The URL to the guild's page

Return type `str`

static get_world_list_url (*world*)

Gets the Tibia.com URL for the guild section of a specific world.

Parameters `world` (`str`) – The name of the world

Returns The URL to the guild's page

Return type `str`

static `json_list_from_content` (`content`, `active_only=False`, `indent=None`)

Creates a JSON string from the html content of the world guilds' page.

Parameters

- **content** (`str`) – The html content of the page.
- **active_only** (`bool`) – Whether to only show active guilds or not.
- **indent** (`int`) – The number of spaces to indent the output with.

Returns A string in JSON format.

Return type `str`

static `parse_to_json` (`content`, `indent=None`)

Creates a JSON string from the html content of the guild's page.

Parameters

- **content** (`str`) – The HTML content of the page.
- **indent** (`int`) – The number of spaces to indent the output with.

Returns A string in JSON format.

Return type `str`

3.1 Guild Invite

```
class tibiapy.GuildInvite (name=None, date=None)  
    Represents an invited character  
  
    name  
        str – The name of the character  
  
    date  
        datetime.date – The day when the character was invited.  
  
    url  
        str – The URL of the character’s information page on Tibia.com
```

3.2 Guild Member

```
class tibiapy.GuildMember (name=None, rank=None, title=None, level=0, vocation=None,  
                           joined=None, online=False)  
    Represents a guild member.  
  
    rank  
        str – The rank the member belongs to  
  
    name  
        str – The name of the guild member.  
  
    title  
        Optional[str] – The member’s title.  
  
    level  
        int – The member’s level.  
  
    vocation  
        str – The member’s vocation.
```

joined
 `datetime.date` – The day the member joined the guild.

online
 `bool` – Whether the member is online or not.

url
 `str` – The URL of the character’s information page on Tibia.com

3.3 Killer

class `tibiapy.Killer` (*name=None, player=False, summon=None*)

Represents a killer.

A killer can be:

1. Another character.
2. A creature.
3. A creature summoned by a character.

name
 `str` – The name of the killer.

player
 `bool` – Whether the killer is a player or not.

summon
 Optional[`str`] – The name of the summoned creature, if applicable.

url
 Optional[`str`] – The URL of the character’s information page on Tibia.com, if applicable.

3.4 Other Character

class `tibiapy.OtherCharacter` (*name=None, world=None, online=False, deleted=False*)

Represents other character’s displayed in the Character’s information page.

name
 `str` – The name of the character.

world
 `str` – The name of the world.

online
 `bool` – Whether the character is online or not.

deleted
 `bool` – Whether the character is scheduled for deletion or not.

url
 `str` – The URL of the character’s information page on Tibia.com

`tibiapy.utils.parse_tibia_datetime(datetime_str)`

Parses date and time from the format used in Tibia.com

Parameters `datetime_str` (*str*) – The date and time as represented in Tibia.com

Returns The represented datetime, in UTC.

Return type `datetime.datetime`

`tibiapy.utils.parse_tibia_date(date_str)`

Parses a date from the format used in Tibia.com

Parameters `date_str` (*str*) – The date as represented in Tibia.com

Returns The represented date.

Return type `datetime.date`

exception `tibiapy.TibiapyException`

Base exception for the tibiapy module.

All exceptions thrown by the module are inherited from this.

exception `tibiapy.InvalidContent`

Exception thrown when the parsing couldn't be completed due to invalid content supplied.

This usually means that the content provided belongs to a different website or section.

In some cases this can mean that Tibia.com's format has changed and the library needs updating.

A

account_information (tibiapy.Character attribute), 6
account_status (tibiapy.Character attribute), 6
achievement_points (tibiapy.Character attribute), 5
achievements (tibiapy.Character attribute), 6
active (tibiapy.Guild attribute), 7
assists (tibiapy.Death attribute), 7

B

by_player (tibiapy.Death attribute), 7

C

Character (class in tibiapy), 5
comment (tibiapy.Character attribute), 6

D

date (tibiapy.GuildInvite attribute), 11
Death (class in tibiapy), 7
deaths (tibiapy.Character attribute), 6
deleted (tibiapy.OtherCharacter attribute), 12
deletion_date (tibiapy.Character attribute), 5
description (tibiapy.Guild attribute), 7
disband_condition (tibiapy.Guild attribute), 8
disband_date (tibiapy.Guild attribute), 8

F

former_names (tibiapy.Character attribute), 5
former_world (tibiapy.Character attribute), 5
founded (tibiapy.Guild attribute), 7
from_content() (tibiapy.Character static method), 6
from_content() (tibiapy.Guild static method), 8

G

get_url() (tibiapy.Character static method), 6
get_url() (tibiapy.Guild static method), 8
get_world_list_url() (tibiapy.Guild static method), 8
Guild (class in tibiapy), 7
guild_membership (tibiapy.Character attribute), 6
guild_name (tibiapy.Character attribute), 6

guild_rank (tibiapy.Character attribute), 6
guildhall (tibiapy.Guild attribute), 7
GuildInvite (class in tibiapy), 11
GuildMember (class in tibiapy), 11

H

homepage (tibiapy.Guild attribute), 8
house (tibiapy.Character attribute), 6

I

InvalidContent, 15
invites (tibiapy.Guild attribute), 8

J

joined (tibiapy.GuildMember attribute), 11
json_list_from_content() (tibiapy.Guild static method), 9

K

Killer (class in tibiapy), 12
killer (tibiapy.Death attribute), 7
killers (tibiapy.Death attribute), 7

L

last_login (tibiapy.Character attribute), 6
level (tibiapy.Character attribute), 5
level (tibiapy.Death attribute), 7
level (tibiapy.GuildMember attribute), 11
list_from_content() (tibiapy.Guild static method), 8
logo_url (tibiapy.Guild attribute), 7

M

married_to (tibiapy.Character attribute), 5
member_count (tibiapy.Guild attribute), 8
members (tibiapy.Guild attribute), 8

N

name (tibiapy.Character attribute), 5
name (tibiapy.Death attribute), 7
name (tibiapy.Guild attribute), 7

name (tibiapy.GuildInvite attribute), [11](#)
name (tibiapy.GuildMember attribute), [11](#)
name (tibiapy.Killer attribute), [12](#)
name (tibiapy.OtherCharacter attribute), [12](#)

O

online (tibiapy.GuildMember attribute), [12](#)
online (tibiapy.OtherCharacter attribute), [12](#)
online_members (tibiapy.Guild attribute), [8](#)
open_applications (tibiapy.Guild attribute), [7](#)
other_characters (tibiapy.Character attribute), [6](#)
OtherCharacter (class in tibiapy), [12](#)

P

parse_tibia_date() (in module tibiapy.utils), [13](#)
parse_tibia_datetime() (in module tibiapy.utils), [13](#)
parse_to_json() (tibiapy.Character static method), [6](#)
parse_to_json() (tibiapy.Guild static method), [9](#)
player (tibiapy.Killer attribute), [12](#)

R

rank (tibiapy.GuildMember attribute), [11](#)
ranks (tibiapy.Guild attribute), [8](#)
residence (tibiapy.Character attribute), [5](#)

S

sex (tibiapy.Character attribute), [5](#)
summon (tibiapy.Killer attribute), [12](#)

T

TibiapyException, [15](#)
time (tibiapy.Death attribute), [7](#)
title (tibiapy.GuildMember attribute), [11](#)

U

url (tibiapy.Character attribute), [7](#)
url (tibiapy.Guild attribute), [8](#)
url (tibiapy.GuildInvite attribute), [11](#)
url (tibiapy.GuildMember attribute), [12](#)
url (tibiapy.Killer attribute), [12](#)
url (tibiapy.OtherCharacter attribute), [12](#)

V

vocation (tibiapy.Character attribute), [5](#)
vocation (tibiapy.GuildMember attribute), [11](#)

W

world (tibiapy.Character attribute), [5](#)
world (tibiapy.Guild attribute), [7](#)
world (tibiapy.OtherCharacter attribute), [12](#)