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# **Tibia.py Documentation**

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Tibia.py is a library for parsing HTML content from [Tibia.com](#). into Python objects. It can also parse json content from [TibiaData](#).

**Features:**

- Converts data into well-structured Python objects.
- Type consistent attributes.
- All objects can be converted to JSON strings.
- Can be used with any networking library.
- Support for characters, guilds, houses and worlds.



## 1.1 Introduction

### 1.1.1 Prerequisites

Tibia.py requires Python 3.5 or higher. Dependencies are installed automatically when installing the package. However, since it uses `lxml` for parsing, on Linux you may require to install `libxml` on your system.

```
sudo apt-get install libxml2-dev libxslt-dev python-dev
```

Windows users are usually safe from this. For more information check out [lxml installation page](#).

### 1.1.2 Installation

Tibia.py can be installed from [PyPi](#) using:

```
python -m pip install tibia.py
```

### 1.1.3 Usage

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

The main models have a `get_url/get_url_tibiadata` method that can be used to get their [Tibia.com/TibiaData.com](#) page. With the url, the `html/json` content can be fetched and then passed to their `from_content/from_tibiadata` methods.

```
import aiohttp
import requests
import tibiapy
```

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```
# 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
```

## 1.2 API Reference

This module implements a variety of classes used to hold the data parsed from Tibia.com.

These objects are generally obtained from their respective `from_content` methods. It is possible to create and edit these objects as desired, but it may lead to unexpected behaviour if not done properly.

### 1.2.1 Enumerations

Enumerations are provided for various values in order to avoid depending on strings.

```
class tibiapy.HouseType
    The types of house available.

    HOUSE = 'house'

    GUILDHALL = 'guildhall'

class tibiapy.AccountStatus
    Possible account statuses.

    FREE_ACCOUNT = 'Free Account'

    PREMIUM_ACCOUNT = 'Premium Account'

class tibiapy.HouseStatus
    Renting statuses of a house.

    RENTED = 'rented'

    AUCTIONED = 'auctioned'

class tibiapy.PvpType
    The possible PvP types a World can have.

    OPEN_PVP = 'Open PvP'

    OPTIONAL_PVP = 'Optional PvP'
```



```
RETRO_OPEN_PVP = 'Retro Open PvP'
RETRO_HARDCORE_PVP = 'Retro Hardcore PvP'
HARDCORE_PVP = 'Hardcore PvP'

class tibiapy.Sex
    Possible character sexes.

    MALE = 'male'
    FEMALE = 'female'

class tibiapy.TransferType
    The possible special transfer restrictions a world may have.

    REGULAR = 'regular'
        No special transfer restrictions

    BLOCKED = 'blocked'
        Can't transfer to this world, but can transfer out of this world.

    LOCKED = 'locked'
        Can transfer to this world, but can't transfer out of this world.

class tibiapy.Vocation
    The possible vocation types.

    NONE = 'None'
    DRUID = 'Druid'
    KNIGHT = 'Knight'
    PALADIN = 'Paladin'
    SORCERER = 'Sorcerer'
    ELDER_DRUID = 'Elder Druid'
    ELITE_KNIGHT = 'Elite Knight'
    ROYAL_PALADIN = 'Royal Paladin'
    MASTER_SORCERER = 'Master Sorcerer'

class tibiapy.WorldLocation
    The possible physical locations for servers.

    EUROPE = 'Europe'
    NORTH_AMERICA = 'North America'
    SOUTH_AMERICA = 'South America'
```

### 1.2.2 Main Models

The following models all contain their respective `from_content` methods. They all have their respective section in [Tibia.com](#)

## 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**

*datetime.datetime*, optional – The date when the character will be deleted if it is scheduled for deletion.

### **former\_names**

*list* of *str* – Previous names of the character.

### **sex**

*Sex* – The character's sex.

### **vocation**

*Vocation* – The character's vocation.

### **level**

*int* – The character's level.

### **achievement\_points**

*int* – The total of achievement points the character has.

### **world**

*str* – The character's current world.

### **former\_world**

*str*, optional – The previous world the character was in, in the last 6 months.

### **residence**

*str* – The current hometown of the character.

### **married\_to**

*str*, optional – The name of the character's spouse.

### **house**

*CharacterHouse*, optional – The house currently owned by the character.

### **guild\_membership**

*GuildMembership*, optional – The guild the character is a member of.

### **last\_login**

*datetime.datetime*, optional – The last time the character logged in. It will be *None* if the character has never logged in.

### **position**

*str*, optional – The position of the character (e.g. CipSoft Member), if any.

### **comment**

*str*, optional – The displayed comment.

### **account\_status**

*AccountStatus* – Whether the character's account is Premium or Free.

### **achievements**

*list* of *Achievement* – The achievements chosen to be displayed.

### **deaths**

*list* of *Death* – The character's recent deaths.

**account\_information**

*AccountInformation*, optional – The character’s account information, if visible.

**other\_characters**

list of *OtherCharacter* – Other characters in the same account. It will be empty if the character is hidden, otherwise, it will contain at least the character itself.

**deleted**

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

**guild\_name**

str – The name of the guild the character belongs to, or None.

**guild\_rank**

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

**guild\_url**

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

**hidden**

bool – Whether this is a hidden character or not.

**married\_to\_url**

str – The URL to the husband/spouse information page on Tibia.com, if applicable.

**classmethod from\_content (content)**

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** *Character*

**Raises** *InvalidContent* – If content is not the HTML of a character’s page.

**classmethod from\_tibiadata (content)**

Builds a character object from a TibiaData character response.

**Parameters** **content** (str) – The JSON content of the response.

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

**Return type** *Character*

**Raises** *InvalidContent* – If content is not a JSON string of the Character response.

**classmethod 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

**classmethod get\_url\_tibiadata (name)**

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

**Parameters** **name** (str) – The name of the character.

**Returns** The URL to the character’s page on TibiaData.com.

**Return type** str

**to\_json (\*, indent=None, sort\_keys=False)**

Gets the object’s JSON representation.

**Parameters**

- **indent** (*int*, optional) – Number of spaces used as indentation, *None* will return the shortest possible string.
- **sort\_keys** (*bool*, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

**Returns** JSON representation of the object.

**Return type** *str*

**url**

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

**url\_tibiadata**

*str* – The URL of the character’s information on TibiaData.com.

**Guild**

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

Represents a Tibia guild.

**name**

*str* – The name of the guild.

**logo\_url**

*str* – The URL to the guild’s logo.

**description**

*str*, optional – The description of the guild.

**world**

*str* – The world this guild belongs to.

**founded**

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

**active**

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

**guildhall**

*GuildHouse*, optional – The guild’s guildhall if any.

**open\_applications**

*bool* – Whether applications are open or not.

**disband\_date**

*datetime.datetime*, optional – The date when the guild will be disbanded if the condition hasn’t been met.

**disband\_condition**

*str*, optional – The reason why the guild will get disbanded.

**homepage**

*str*, optional – The guild’s homepage, if any.

**members**

*list* of *GuildMember* – List of guild members.

**invites**

*list* of *GuildInvite* – List of invited characters.

**member\_count**

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

**online\_count**

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

**online\_members**

`list` of *GuildMember* – List of currently online members.

**ranks**

`list` of `str` – Ranks in their hierarchical order.

**classmethod from\_content** (*content*)

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** *Guild*

**Raises** *InvalidContent* – If content is not the HTML of a guild's page.

**classmethod from\_tibiadata** (*content*)

Builds a guild object from a TibiaData character response.

**Parameters** **content** (`str`) – The json string from the TibiaData response.

**Returns** The guild contained in the description or `None`.

**Return type** *Guild*

**Raises** *InvalidContent* – If content is not a JSON response of a guild's page.

**classmethod 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`

**classmethod get\_url\_tibiadata** (*name*)

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

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

**Returns** The URL to the guild's page on TibiaData.com.

**Return type** `str`

**to\_json** (\*, *indent=None*, *sort\_keys=False*)

Gets the object's JSON representation.

**Parameters**

- **indent** (`int`, optional) – Number of spaces used as indentation, `None` will return the shortest possible string.
- **sort\_keys** (`bool`, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

**Returns** JSON representation of the object.

**Return type** `str`

**url**  
*str* – The URL to the guild’s information page on Tibia.com.

**url\_tibiadata**  
*str* – The URL to the guild on TibiaData.com.

## House

**class** `tibiapy.House` (*name*, *world=None*, *\*\*kwargs*)  
Represents a house in a specific world.

**id**  
*int* – The internal ID of the house. This is used on the website to identify houses.

**name**  
*str* – The name of the house.

**world**  
*str* – The name of the world the house belongs to.

**status**  
*HouseStatus* – The current status of the house.

**type**  
*HouseType* – The type of the house.

**image\_url**  
*str* – The URL to the house’s minimap image.

**beds**  
*int* – The number of beds the house has.

**size**  
*int* – The number of SQM the house has.

**rent**  
*int* – The monthly cost paid for the house, in gold coins.

**owner**  
*str* – The current owner of the house, if any.

**owner\_sex**  
*Sex* – The sex of the owner of the house, if applicable.

**paid\_until**  
*datetime.datetime*, optional – The date the last paid rent is due.

**transfer\_date**  
*datetime.datetime*, optional – The date when the owner will move out of the house, if applicable.

**transferee**  
*str*, optional – The character who will receive the house when the owner moves, if applicable.

**transfer\_price**  
*int* – The price that will be paid from the transferee to the owner for the house transfer.

**transfer\_accepted**  
*bool* – Whether the house transfer has already been accepted or not.

**highest\_bid**  
*int* – The currently highest bid on the house if it is being auctioned.

**highest\_bidder**

*str*, optional – The character that holds the highest bid.

**auction\_end**

*datetime.datetime*, optional – The date when the auction will end.

**owner\_url**

*str* – The URL to the Tibia.com page of the house’s owner, if applicable.

**transferee\_url**

*str* – The URL to the Tibia.com page of the character receiving the house, if applicable.

**highest\_bidder\_url**

*str* – The URL to the Tibia.com page of the character with the highest bid, if applicable.

**classmethod from\_content** (*content*)

Parses a Tibia.com response into a House object.

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

**Returns** The house contained in the page, or None if the house doesn’t exist.

**Return type** *House*

**Raises** *InvalidContent* – If the content is not the house section on Tibia.com

**classmethod from\_tibiadata** (*content*)

Parses a TibiaData response into a House object.

**Parameters** *content* (*str*) – The JSON content of the TibiaData response.

**Returns** The house contained in the response, if found.

**Return type** *House*

**Raises** *InvalidContent* – If the content is not a house JSON response from TibiaData

**classmethod get\_url** (*house\_id*, *world*)

Gets the Tibia.com URL for a house with the given id and world.

**Parameters**

- **house\_id** (*int*) – The internal id of the house.
- **world** (*str*) – The world of the house.

**Returns**

**Return type** The URL to the house in Tibia.com

**classmethod get\_url\_tibiadata** (*house\_id*, *world*)

Gets the TibiaData.com URL for a house with the given id and world.

**Parameters**

- **house\_id** (*int*) – The internal id of the house.
- **world** (*str*) – The world of the house.

**Returns**

**Return type** The URL to the house in TibiaData.com

**to\_json** (\*, *indent=None*, *sort\_keys=False*)

Gets the object’s JSON representation.

**Parameters**

- **indent** (*int*, optional) – Number of spaces used as indentation, *None* will return the shortest possible string.
- **sort\_keys** (*bool*, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

**Returns** JSON representation of the object.

**Return type** *str*

**url**

*str* – The URL to the Tibia.com page of the house.

**url\_tibiadata**

*str* – The URL to the TibiaData.com page of the house.

## ListedGuild

**class** `tibiapy.ListedGuild` (*name, world, logo\_url=None, description=None, active=False*)

Represents a Tibia guild in the guild list of a world.

**name**

*str* – The name of the guild.

**logo\_url**

*str* – The URL to the guild's logo.

**description**

*str*, optional – The description of the guild.

**world**

*str* – The world this guild belongs to.

**active**

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

**classmethod** `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*

**classmethod** `get_world_list_url_tibiadata` (*world*)

Gets the TibiaData.com URL for the guild list of a specific world.

**Parameters** **world** (*str*) – The name of the world.

**Returns** The URL to the guild's page.

**Return type** *str*

**classmethod** `list_from_content` (*content*)

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

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

**Returns** List of guilds in the current world. *None* if it's the list of a world that doesn't exist.

**Return type** *list* of *ListedGuild*

**Raises** *InvalidContent* – If content is not the HTML of a guild's page.



**classmethod** `list_from_tibiadata` (*content*)

Builds a character object from a TibiaData character response.

**Parameters** `content` (*str*) – A string containing the JSON response from TibiaData.

**Returns** The list of guilds contained.

**Return type** *list* of *ListedGuild*

**Raises** *InvalidContent* – If content is not a JSON response of TibiaData’s guild list.

**classmethod** `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*

**classmethod** `get_url_tibiadata` (*name*)

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

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

**Returns** The URL to the guild’s page on TibiaData.com.

**Return type** *str*

**to\_json** (\*, *indent=None*, *sort\_keys=False*)

Gets the object’s JSON representation.

**Parameters**

- **indent** (*int*, optional) – Number of spaces used as indentation, *None* will return the shortest possible string.
- **sort\_keys** (*bool*, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

**Returns** JSON representation of the object.

**Return type** *str*

**url**

*str* – The URL to the guild’s information page on Tibia.com.

**url\_tibiadata**

*str* – The URL to the guild on TibiaData.com.

## ListedHouse

**class** `tibiapy.ListedHouse` (*name*, *world*, *houseid*, *\*\*kwargs*)

Represents a house from the house list in Tibia.com.

**id**

*int* – The internal ID of the house. This is used on the website to identify houses.

**name**

*str* – The name of the house.

**world**

*str* – The name of the world the house belongs to.

**status**

*HouseStatus* – The current status of the house.

**type**

*HouseType* – The type of house.

**town**

*str* – The town where the house is located.

**size**

*int* – The size of the house in SQM.

**rent**

*int* – The monthly cost of the house, in gold coins.

**time\_left**

*datetime.timedelta*, optional – The number of days or hours left until the bid ends, if it has started. This is not an exact measure, it is rounded to hours or days.

**highest\_bid**

*int* – The highest bid so far, if the auction has started.

**classmethod list\_from\_content** (*content*)

Parses the content of a house list from Tibia.com into a list of houses

**Parameters** *content* (*str*) – The raw HTML response from the house list.

**Returns**

**Return type** *list* of *ListedHouse*

**Raises** *InvalidContent* – Content is not the house list from Tibia.com

**classmethod list\_from\_tibiadata** (*content*)

Parses the content of a house list from TibiaData.com into a list of houses

**Parameters** *content* (*str*) – The raw JSON response from TibiaData

**Returns**

**Return type** *list* of *ListedHouse*

**Raises** *InvalidContent* – Content is not the house list from TibiaData.com

**classmethod get\_list\_url** (*world*, *town*, *house\_type*: *tibiapy.enums.HouseType* = *<HouseType.HOUSE: 'house'>*)

Gets the URL to the house list on Tibia.com with the specified parameters.

**Parameters**

- **world** (*str*) – The name of the world.
- **town** (*str*) – The name of the town.
- **house\_type** (*HouseType*) – Whether to search for houses or guildhalls.

**Returns** The URL to the list matching the parameters.

**Return type** *str*

**classmethod get\_list\_url\_tibiadata** (*world*, *town*, *house\_type*: *tibiapy.enums.HouseType* = *<HouseType.HOUSE: 'house'>*)

Gets the URL to the house list on Tibia.com with the specified parameters.

**Parameters**

- **world** (*str*) – The name of the world.

- **town** (*str*) – The name of the town.
- **house\_type** (*HouseType*) – Whether to search for houses or guildhalls.

**Returns** The URL to the list matching the parameters.

**Return type** *str*

**classmethod** **get\_url** (*house\_id*, *world*)

Gets the Tibia.com URL for a house with the given id and world.

**Parameters**

- **house\_id** (*int*) – The internal id of the house.
- **world** (*str*) – The world of the house.

**Returns**

**Return type** The URL to the house in Tibia.com

**classmethod** **get\_url\_tibiadata** (*house\_id*, *world*)

Gets the TibiaData.com URL for a house with the given id and world.

**Parameters**

- **house\_id** (*int*) – The internal id of the house.
- **world** (*str*) – The world of the house.

**Returns**

**Return type** The URL to the house in TibiaData.com

**to\_json** (\*, *indent=None*, *sort\_keys=False*)

Gets the object's JSON representation.

**Parameters**

- **indent** (*int*, optional) – Number of spaces used as indentation, *None* will return the shortest possible string.
- **sort\_keys** (*bool*, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

**Returns** JSON representation of the object.

**Return type** *str*

**url**

*str* – The URL to the Tibia.com page of the house.

**url\_tibiadata**

*str* – The URL to the TibiaData.com page of the house.

## ListedWorld

**class** **tibiapy.ListedWorld** (*name*, *location=None*, *pvp\_type=None*, *\*\*kwargs*)

Represents a game server listed in the World Overview section.

**name**

*str* – The name of the world.

**status**

*str* – The current status of the world.

**online\_count**

`int` – The number of currently online players in the world.

**location**

`WorldLocation` – The physical location of the game servers.

**pvp\_type**

`PvpType` – The type of PvP in the world.

**transfer\_type**

`TransferType` – The type of transfer restrictions this world has.

**battleye\_protected**

`bool` – Whether the server is currently protected with BattlEye or not.

**battleye\_date**

`datetime.date` – The date when BattlEye was added to this world. If this is `None` and the world is protected, it means the world was protected from the beginning.

**experimental**

`bool` – Whether the world is experimental or not.

**premium\_only**

`bool` – Whether only premium account players are allowed to play in this server.

**classmethod get\_list\_url()**

Gets the URL to the World Overview page in Tibia.com

**Returns** The URL to the World Overview’s page.

**Return type** `str`

**classmethod get\_list\_url\_tibiadata()**

Gets the URL to the World Overview page in Tibia.com

**Returns** The URL to the World Overview’s page.

**Return type** `str`

**classmethod list\_from\_content(content)**

Parses the content of the World Overview section from Tibia.com and returns only the list of worlds.

**Parameters** `content` (`str`) – The HTML content of the World Overview page in Tibia.com

**Returns** A list of the worlds and their current information.

**Return type** `list` of `ListedWorld`

**Raises** `InvalidContent` – If the provided content is not the HTML content of the worlds section in Tibia.com

**classmethod list\_from\_tibiadata(content)**

Parses the content of the World Overview section from TibiaData.com.

## Notes

Due to TibiaData limitations, the listed worlds lack some information. The following attributes are unavailable:

- `status` is always `Online`.
- `battleye_protected` is always `False`
- `battleye_date` is always `None`.

**Parameters** `content` (`str`) – The JSON response of the worlds section in TibiaData.com

**Returns** A list of the worlds and their current information.

**Return type** `list` of `ListedWorld`

**Raises** `InvalidContent` – If the provided content is the json content of the world section in TibiaData.com

**classmethod** `get_url` (`name`)

Gets the URL to the World's information page on Tibia.com.

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

**Returns** The URL to the world's information page.

**Return type** `str`

**classmethod** `get_url_tibiadata` (`name`)

Gets the URL to the World's information page on TibiaData.com.

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

**Returns** The URL to the world's information page on TibiaData.com.

**Return type** `str`

**to\_json** (\*, `indent=None`, `sort_keys=False`)

Gets the object's JSON representation.

**Parameters**

- **indent** (`int`, optional) – Number of spaces used as indentation, `None` will return the shortest possible string.
- **sort\_keys** (`bool`, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

**Returns** JSON representation of the object.

**Return type** `str`

**url**

`str` – URL to the world's information page on Tibia.com.

**url\_tibiadata**

`str` – URL to the world's information page on TibiaData.com.

## World

**class** `tibiapy.World` (`name`, `location=None`, `pvp_type=None`, **\*\*kwargs**)

Represents a Tibia game server.

**name**

`str` – The name of the world.

**status**

`str` – The current status of the world.

**online\_count**

`int` – The number of currently online players in the world.

**record\_count**

`int` – The server's online players record.

**record\_date**

`datetime.datetime` – The date when the online record was achieved.

**location**

`WorldLocation` – The physical location of the game servers.

**pvp\_type**

`PvpType` – The type of PvP in the world.

**creation\_date**

`str` – The month and year the world was created. In YYYY-MM format.

**transfer\_type**

`TransferType` – The type of transfer restrictions this world has.

**world\_quest\_titles**

`list of str` – List of world quest titles the server has achieved.

**battleye\_protected**

`bool` – Whether the server is currently protected with BattlEye or not.

**battleye\_date**

`datetime.date` – The date when BattlEye was added to this world. If this is `None` and the world is protected, it means the world was protected from the beginning.

**experimental**

`bool` – Whether the world is experimental or not.

**online\_players**

`list of OnlineCharacter`. – A list of characters currently online in the server.

**premium\_only**

`bool` – Whether only premium account players are allowed to play in this server.

**creation\_year**

`int` – Returns the year when the world was created.

**creation\_month**

`int` – Returns the month when the world was created.

**classmethod from\_content (content)**

Parses a Tibia.com response into a `World`.

**Parameters** `content` (`str`) – The raw HTML from the server’s information page.

**Returns** The World described in the page, or `None`.

**Return type** `World`

**Raises** `InvalidContent` – If the provided content is not the html content of the world section in Tibia.com

**classmethod from\_tibiadata (content)**

Parses a TibiaData.com response into a `World`

**Parameters** `content` (`str`) – The raw JSON content from TibiaData

**Returns** The World described in the page, or `None`.

**Return type** `World`

**Raises** `InvalidContent` – If the provided content is not a TibiaData world response.

**classmethod get\_url (name)**

Gets the URL to the World’s information page on Tibia.com.

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

**Returns** The URL to the world’s information page.

**Return type** `str`

**classmethod** `get_url_tibiadata` (`name`)

Gets the URL to the World’s information page on TibiaData.com.

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

**Returns** The URL to the world’s information page on TibiaData.com.

**Return type** `str`

**to\_json** (`*`, `indent=None`, `sort_keys=False`)

Gets the object’s JSON representation.

**Parameters**

- **indent** (`int`, optional) – Number of spaces used as indentation, `None` will return the shortest possible string.
- **sort\_keys** (`bool`, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

**Returns** JSON representation of the object.

**Return type** `str`

**url**

`str` – URL to the world’s information page on Tibia.com.

**url\_tibiadata**

`str` – URL to the world’s information page on TibiaData.com.

## WorldOverview

**class** `tibiapy.WorldOverview` (`**kwargs`)

Container class for the World Overview section.

**record\_count**

`int` – The overall player online record.

**record\_date**

`datetime.datetime` – The date when the record was achieved.

**worlds**

`list` of `ListedWorld` – List of worlds, with limited info.

**total\_online**

`int` – Total players online across all worlds.

**classmethod** `get_url` ()

Gets the URL to the World Overview page in Tibia.com

**Returns** The URL to the World Overview’s page.

**Return type** `str`

**classmethod** `get_url_tibiadata` ()

Gets the URL to the World Overview page in Tibia.com

**Returns** The URL to the World Overview’s page.

**Return type** `str`

**classmethod** `from_content(content)`

Parses the content of the World Overview section from Tibia.com into an object of this class.

**Parameters** `content` (`str`) – The HTML content of the World Overview page in Tibia.com

**Returns** An instance of this class containing all the information.

**Return type** `WorldOverview`

**Raises** `InvalidContent` – If the provided content is not the HTML content of the worlds section in Tibia.com

**classmethod** `from_tibiadata(content)`

Parses the content of the World Overview section from TibiaData.com into an object of this class.

## Notes

Due to TibiaData limitations, `record_count` and `record_date` are unavailable object.

Additionally, the listed worlds in `worlds` lack some information when obtained from TibiaData. The following attributes are unavailable:

- `ListedWorld.status` is always Online.
- `ListedWorld.battleye_protected` is always False
- `ListedWorld.battleye_date` is always None.

**Parameters** `content` (`str`) – The JSON response of the worlds section in TibiaData.com

**Returns** An instance of this class containing only the available worlds.

**Return type** `WorldOverview`

**Raises** `InvalidContent` – If the provided content is the json content of the world section in TibiaData.com

**to\_json** (\*, `indent=None`, `sort_keys=False`)

Gets the object's JSON representation.

### Parameters

- **indent** (`int`, optional) – Number of spaces used as indentation, `None` will return the shortest possible string.
- **sort\_keys** (`bool`, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

**Returns** JSON representation of the object.

**Return type** `str`

## 1.2.3 Auxiliary Classes

Auxiliary classes are used to hold certain data in a standardized way, in some cases, introducing additional methods and properties for their use.



## AccountInformation

**class** tibiapy.**AccountInformation** (*created, loyalty\_title=None, position=None*)

Represents the account information of a character.

**created**

`datetime.datetime` – The date when the account was created.

**position**

`str`, optional – The special position of this account, if any.

**loyalty\_title**

`str`, optional – The loyalty title of the account, if any.

**to\_json** (\*, *indent=None, sort\_keys=False*)

Gets the object's JSON representation.

### Parameters

- **indent** (`int`, optional) – Number of spaces used as indentation, `None` will return the shortest possible string.
- **sort\_keys** (`bool`, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

**Returns** JSON representation of the object.

**Return type** `str`

## Achievement

**class** tibiapy.**Achievement** (*name, grade*)

Represents an achievement listed on a character's page.

**name**

`str` – The name of the achievement.

**grade**

`int` – The grade of the achievement, also known as stars.

**to\_json** (\*, *indent=None, sort\_keys=False*)

Gets the object's JSON representation.

### Parameters

- **indent** (`int`, optional) – Number of spaces used as indentation, `None` will return the shortest possible string.
- **sort\_keys** (`bool`, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

**Returns** JSON representation of the object.

**Return type** `str`

## CharacterHouse

**class** tibiapy.**CharacterHouse** (*\_id, name, world=None, town=None, owner=None, paid\_until\_date=None*)

Represents a House owned by a character.

**id**  
`int` – The internal ID of the house. This is used on the website to identify houses.

**name**  
`str` – The name of the house.

**world**  
`str` – The name of the world the house belongs to.

**status**  
`HouseStatus` – The current status of the house.

**type**  
`HouseType` – The type of the house.

**town**  
`str` – The town where the city is located in.

**owner**  
`str` – The owner of the house.

**paid\_until\_date**  
`datetime.date` – The date the last paid rent is due.

**classmethod `get_url`** (*house\_id*, *world*)  
Gets the Tibia.com URL for a house with the given id and world.

**Parameters**

- **house\_id** (`int`) – The internal id of the house.
- **world** (`str`) – The world of the house.

**Returns**

**Return type** The URL to the house in Tibia.com

**classmethod `get_url_tibiadata`** (*house\_id*, *world*)  
Gets the TibiaData.com URL for a house with the given id and world.

**Parameters**

- **house\_id** (`int`) – The internal id of the house.
- **world** (`str`) – The world of the house.

**Returns**

**Return type** The URL to the house in TibiaData.com

**`to_json`** (\*, *indent=None*, *sort\_keys=False*)  
Gets the object's JSON representation.

**Parameters**

- **indent** (`int`, optional) – Number of spaces used as indentation, `None` will return the shortest possible string.
- **sort\_keys** (`bool`, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

**Returns** JSON representation of the object.

**Return type** `str`

**url**  
`str` – The URL to the Tibia.com page of the house.

**url\_tibiadata**  
*str* – The URL to the TibiaData.com page of the house.

## 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* of *Killer* – A list of all the killers involved.

**assists**  
*list* of *Killer* – A list of characters that were involved, without dealing damage.

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

**by\_player**  
*bool* – Whether the kill involves other characters.

**killer**  
*Killer* – The first killer in the list.  
 This is usually the killer that gave the killing blow.

**to\_json** (\*, *indent=None, sort\_keys=False*)  
 Gets the object's JSON representation.

### Parameters

- **indent** (*int*, optional) – Number of spaces used as indentation, *None* will return the shortest possible string.
- **sort\_keys** (*bool*, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

**Returns** JSON representation of the object.

**Return type** *str*

## GuildHouse

**class** tibiapy.**GuildHouse** (*name, world=None, owner=None, paid\_until\_date=None*)

Represents a House owned by a guild.

**name**  
*str* – The name of the house.

**world**  
*str* – The name of the world the house belongs to.

**status**  
*HouseStatus* – The current status of the house.

**type**  
*HouseType* – The type of the house.

**owner**

`str` – The owner of the guildhall.

**classmethod** `get_url (house_id, world)`

Gets the Tibia.com URL for a house with the given id and world.

**Parameters**

- **house\_id** (`int`) – The internal id of the house.
- **world** (`str`) – The world of the house.

**Returns**

**Return type** The URL to the house in Tibia.com

**classmethod** `get_url_tibiadata (house_id, world)`

Gets the TibiaData.com URL for a house with the given id and world.

**Parameters**

- **house\_id** (`int`) – The internal id of the house.
- **world** (`str`) – The world of the house.

**Returns**

**Return type** The URL to the house in TibiaData.com

**to\_json** (\*, *indent=None*, *sort\_keys=False*)

Gets the object's JSON representation.

**Parameters**

- **indent** (`int`, optional) – Number of spaces used as indentation, `None` will return the shortest possible string.
- **sort\_keys** (`bool`, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

**Returns** JSON representation of the object.

**Return type** `str`

## GuildInvite

**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.

**classmethod** `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`

**classmethod** `get_url_tibiadata (name)`

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

**Parameters** **name** (*str*) – The name of the character.

**Returns** The URL to the character’s page on TibiaData.com.

**Return type** *str*

**to\_json** (\*, *indent=None, sort\_keys=False*)

Gets the object’s JSON representation.

**Parameters**

- **indent** (*int*, optional) – Number of spaces used as indentation, *None* will return the shortest possible string.
- **sort\_keys** (*bool*, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

**Returns** JSON representation of the object.

**Return type** *str*

**url**

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

**url\_tibiadata**

*str* – The URL of the character’s information on TibiaData.com.

## GuildMember

**class** tibiapy.**GuildMember** (*name=None, rank=None, title=None, level=0, vocation=None, \*\*kwargs*)

Represents a guild member.

**rank**

*str* – The rank the member belongs to

**name**

*str* – The name of the guild member.

**title**

*str*, optional – The member’s title.

**level**

*int* – The member’s level.

**vocation**

*Vocation* – The member’s vocation.

**joined**

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

**online**

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

**classmethod** **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*

**classmethod** `get_url_tibiadata(name)`

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

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

**Returns** The URL to the character’s page on TibiaData.com.

**Return type** `str`

**to\_json** (\*, `indent=None`, `sort_keys=False`)

Gets the object’s JSON representation.

**Parameters**

- **indent** (`int`, optional) – Number of spaces used as indentation, `None` will return the shortest possible string.
- **sort\_keys** (`bool`, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

**Returns** JSON representation of the object.

**Return type** `str`

**url**

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

**url\_tibiadata**

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

## GuildMembership

**class** `tibiapy.GuildMembership(name, rank)`

Represents the guild information of a character.

**name**

`str` – The name of the guild.

**rank**

`str` – The name of the rank the member has.

**classmethod** `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`

**classmethod** `get_url_tibiadata(name)`

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

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

**Returns** The URL to the guild’s page on TibiaData.com.

**Return type** `str`

**to\_json** (\*, `indent=None`, `sort_keys=False`)

Gets the object’s JSON representation.

**Parameters**

- **indent** (`int`, optional) – Number of spaces used as indentation, `None` will return the shortest possible string.
- **sort\_keys** (`bool`, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

**Returns** JSON representation of the object.

**Return type** `str`

**url**

`str` – The URL to the guild’s information page on Tibia.com.

**url\_tibiadata**

`str` – The URL to the guild on TibiaData.com.

## Killer

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

Represents a killer.

A killer can be:

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

**name**

`str` – The name of the killer. In the case of summons, the name belongs to the owner.

**player**

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

**summon**

`str`, optional – The name of the summoned creature, if applicable.

**url**

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

**to\_json** (\*, *indent=None, sort\_keys=False*)

Gets the object’s JSON representation.

### Parameters

- **indent** (`int`, optional) – Number of spaces used as indentation, `None` will return the shortest possible string.
- **sort\_keys** (`bool`, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

**Returns** JSON representation of the object.

**Return type** `str`

## OnlineCharacter

**class** `tibiapy.OnlineCharacter` (*name, world, level, vocation*)

Represents an online character.

**name**

`str` – The name of the character.

**world**

`str` – The name of the world.

**vocation**

`Vocation` – The vocation of the character.

**level**

`int` – The level of the character.

**classmethod `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`

**classmethod `get_url_tibiadata` (*name*)**

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

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

**Returns** The URL to the character’s page on TibiaData.com.

**Return type** `str`

**`to_json` (\*, *indent=None*, *sort\_keys=False*)**

Gets the object’s JSON representation.

**Parameters**

- **indent** (`int`, optional) – Number of spaces used as indentation, `None` will return the shortest possible string.
- **sort\_keys** (`bool`, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

**Returns** JSON representation of the object.

**Return type** `str`

**url**

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

**url\_tibiadata**

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

## OtherCharacter

**class `tibiapy.OtherCharacter` (*name*, *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.



**classmethod** `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`

**classmethod** `get_url_tibiadata(name)`

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

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

**Returns** The URL to the character’s page on TibiaData.com.

**Return type** `str`

**to\_json** (\*, `indent=None`, `sort_keys=False`)

Gets the object’s JSON representation.

**Parameters**

- **indent** (`int`, optional) – Number of spaces used as indentation, `None` will return the shortest possible string.
- **sort\_keys** (`bool`, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

**Returns** JSON representation of the object.

**Return type** `str`

**url**

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

**url\_tibiadata**

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

## 1.2.4 Base Classes

The following classes are not meant to be used or instantiated, but are documented here for informational purposes.

They implement methods and properties that can be inherited by other classes to implement their functionality.

**class** `tibiapy.abc.BaseCharacter`

Base class for all character classes.

Implements common properties methods for characters.

The following implement this class:

- `Character`
- `GuildInvite`
- `GuildMember`
- `OnlineCharacter`
- `OtherCharacter`

**name**

`str` – The name of the character.

**url**

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

**url\_tibiadata**

*str* – The URL of the character’s information on TibiaData.com.

**classmethod** `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*

**classmethod** `get_url_tibiadata` (*name*)

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

**Parameters** **name** (*str*) – The name of the character.

**Returns** The URL to the character’s page on TibiaData.com.

**Return type** *str*

**to\_json** (\*, *indent=None*, *sort\_keys=False*)

Gets the object’s JSON representation.

**Parameters**

- **indent** (*int*, optional) – Number of spaces used as indentation, *None* will return the shortest possible string.
- **sort\_keys** (*bool*, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

**Returns** JSON representation of the object.

**Return type** *str*

**class** `tibiapy.abc.BaseGuild`

Base class for Guild classes.

The following implement this class:

- *Guild*
- *GuildMembership*

**name**

*str* – The name of the guild.

**url**

*str* – The URL to the guild’s information page on Tibia.com.

**url\_tibiadata**

*str* – The URL to the guild on TibiaData.com.

**classmethod** `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*

**classmethod** `get_url_tibiadata` (*name*)

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

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

**Returns** The URL to the guild's page on TibiaData.com.

**Return type** *str*

**to\_json** (\*, *indent=None*, *sort\_keys=False*)

Gets the object's JSON representation.

**Parameters**

- **indent** (*int*, optional) – Number of spaces used as indentation, *None* will return the shortest possible string.
- **sort\_keys** (*bool*, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

**Returns** JSON representation of the object.

**Return type** *str*

**class** `tibiapy.abc.BaseHouse`

Base class for all house classes

The following implement this class:

- `abc.BaseHouseWithId`
- `GuildHouse`

**name**

*str* – The name of the house.

**world**

*str* – The name of the world the house belongs to.

**status**

*HouseStatus* – The current status of the house.

**type**

*HouseType* – The type of the house.

**classmethod** `get_url` (*house\_id*, *world*)

Gets the Tibia.com URL for a house with the given id and world.

**Parameters**

- **house\_id** (*int*) – The internal id of the house.
- **world** (*str*) – The world of the house.

**Returns**

**Return type** The URL to the house in Tibia.com

**classmethod** `get_url_tibiadata` (*house\_id*, *world*)

Gets the TibiaData.com URL for a house with the given id and world.

**Parameters**

- **house\_id** (*int*) – The internal id of the house.
- **world** (*str*) – The world of the house.

**Returns**

**Return type** The URL to the house in TibiaData.com

**to\_json** (\*, indent=None, sort\_keys=False)  
Gets the object's JSON representation.

**Parameters**

- **indent** (int, optional) – Number of spaces used as indentation, None will return the shortest possible string.
- **sort\_keys** (bool, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

**Returns** JSON representation of the object.

**Return type** str

**class** tibiapy.abc.BaseHouseWithId

A derivative of *BaseHouse*

Implements the *id* attribute and dependant functions and properties.

The following implement this class:

- *House*
- *CharacterHouse*

**id**

int – The internal ID of the house. This is used on the website to identify houses.

**name**

str – The name of the house.

**world**

str – The name of the world the house belongs to.

**status**

HouseStatus – The current status of the house.

**type**

HouseType – The type of the house.

**url**

str – The URL to the Tibia.com page of the house.

**url\_tibiadata**

str – The URL to the TibiaData.com page of the house.

**classmethod** get\_url (house\_id, world)

Gets the Tibia.com URL for a house with the given id and world.

**Parameters**

- **house\_id** (int) – The internal id of the house.
- **world** (str) – The world of the house.

**Returns**

**Return type** The URL to the house in Tibia.com

**classmethod** get\_url\_tibiadata (house\_id, world)

Gets the TibiaData.com URL for a house with the given id and world.

**Parameters**

- **house\_id** (`int`) – The internal id of the house.
- **world** (`str`) – The world of the house.

**Returns**

**Return type** The URL to the house in TibiaData.com

**to\_json** (\*, *indent=None, sort\_keys=False*)  
Gets the object's JSON representation.

**Parameters**

- **indent** (`int`, optional) – Number of spaces used as indentation, `None` will return the shortest possible string.
- **sort\_keys** (`bool`, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

**Returns** JSON representation of the object.

**Return type** `str`

**class** `tibiapy.abc.BaseWorld`  
Base class for all World classes.

The following implement this class:

- `ListedWorld`
- `World`

**name**  
`str` – The name of the world.

**status**  
`str` – The current status of the world.

**online\_count**  
`int` – The number of currently online players in the world.

**location**  
`WorldLocation` – The physical location of the game servers.

**pvp\_type**  
`PvpType` – The type of PvP in the world.

**transfer\_type**  
`TransferType` – The type of transfer restrictions this world has.

**battleeye\_protected**  
`bool` – Whether the server is currently protected with BattlEye or not.

**battleeye\_date**  
`datetime.date` – The date when BattlEye was added to this world. If this is `None` and the world is protected, it means the world was protected from the beginning.

**experimental**  
`bool` – Whether the world is experimental or not.

**premium\_only**  
`bool` – Whether only premium account players are allowed to play in this server.

**url**  
`str` – URL to the world's information page on Tibia.com.

**url\_tibiadata**

*str* – URL to the world’s information page on TibiaData.com.

**classmethod get\_url** (*name*)

Gets the URL to the World’s information page on Tibia.com.

**Parameters** **name** (*str*) – The name of the world.

**Returns** The URL to the world’s information page.

**Return type** *str*

**classmethod get\_url\_tibiadata** (*name*)

Gets the URL to the World’s information page on TibiaData.com.

**Parameters** **name** (*str*) – The name of the world.

**Returns** The URL to the world’s information page on TibiaData.com.

**Return type** *str*

**to\_json** (\*, *indent=None*, *sort\_keys=False*)

Gets the object’s JSON representation.

**Parameters**

- **indent** (*int*, optional) – Number of spaces used as indentation, *None* will return the shortest possible string.
- **sort\_keys** (*bool*, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

**Returns** JSON representation of the object.

**Return type** *str*

**class** tibiapy.abc.**Serializable**

Contains methods to make a class convertible to JSON.

---

#### Note:

There’s no way to convert JSON strings back to their original object.  
Attempting to do so may result in data loss.

---

**to\_json** (\*, *indent=None*, *sort\_keys=False*)

Gets the object’s JSON representation.

**Parameters**

- **indent** (*int*, optional) – Number of spaces used as indentation, *None* will return the shortest possible string.
- **sort\_keys** (*bool*, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

**Returns** JSON representation of the object.

**Return type** *str*

## 1.2.5 Exceptions

**class** `tibiapy.TibiapyException`

Base exception for the tibiapy module.

All exceptions thrown by the module are inherited from this.

**class** `tibiapy.InvalidContent`

Exception thrown when the provided content is unrelated for the calling function.

This usually means that the content provided belongs to a different website or section of the website. This serves as a way to differentiate those cases from a parsing that returned no results (e.g. Character not found)

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

## 1.2.6 Utility functions

`tibiapy.utils.parse_tibia_datetime(datetime_str) → Optional[datetime.datetime]`

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

Accepted format:

- MMM DD YYYY, HH:mm:ss ZZZ, e.g. Dec 10 2018, 21:53:37 CET.

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

**Returns** The represented datetime, in UTC.

**Return type** `datetime.datetime`, optional

`tibiapy.utils.parse_tibia_date(date_str) → Optional[datetime.date]`

Parses a date from the format used in Tibia.com

Accepted format:

- MMM DD YYYY, e.g. Jul 23 2015

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

**Returns** The represented date.

**Return type** `datetime.date`, optional

`tibiapy.utils.parse_tibia_full_date(date_str) → Optional[datetime.date]`

Parses a date in the fuller format used in Tibia.com

Accepted format:

- MMMM DD, YYYY, e.g. July 23, 2015

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

**Returns** The represented date.

**Return type** `datetime.date`, optional

`tibiapy.utils.parse_tibiadata_datetime(date_dict) → Optional[datetime.datetime]`

Parses time objects from the TibiaData API.

**Time objects are made of a dictionary with three keys:** `date`: contains a string representation of the time  
`timezone`: a string representation of the timezone the date time is based on  
`timezone_type`: the type of representation used in the timezone key

**Parameters** `date_dict` (`dict`) – Dictionary representing the time object.

**Returns** The represented datetime, in UTC.

**Return type** `datetime.date`, optional

`tibiapy.utils.parse_tibiadata_date` (`date_str`) → `Optional[datetime.date]`

Parses a date from the format used in `TibiaData`.

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

**Returns** The represented date.

**Return type** `datetime.date`, optional

`tibiapy.utils.try_datetime` (`obj`) → `Optional[datetime.datetime]`

Attempts to convert an object into a datetime.

If the date format is known, it's recommended to use the corresponding function This is meant to be used in constructors.

**Parameters** `obj` (`str`, `dict`, `datetime.datetime`) – The object to convert.

**Returns** The represented datetime, or `None` if conversion wasn't possible.

**Return type** `datetime.datetime`

`tibiapy.utils.try_date` (`obj`) → `Optional[datetime.date]`

Attempts to convert an object into a date.

If the date format is known, it's recommended to use the corresponding function This is meant to be used in constructors.

**Parameters** `obj` (`str`, `datetime.datetime`, `datetime.date`) – The object to convert.

**Returns** The represented date.

**Return type** `datetime.date`, optional

`tibiapy.utils.parse_tibiacom_content` (`content`, `*`, `html_class='BoxContent'`, `tag='div'`,  
`builder='lxml'`)

Parses HTML content from `Tibia.com` into a `BeautifulSoup` object.

**Parameters**

- **content** (`str`) – The raw HTML content from `Tibia.com`
- **html\_class** (`str`) – The HTML class of the parsed element. The default value is `BoxContent`.
- **tag** (`str`) – The HTML tag select. The default value is `div`.
- **builder** (`str`) – The builder to use. The default value is `lxml`.

**Returns** The parsed content.

**Return type** `bs4.BeautifulSoup`, optional

`tibiapy.utils.try_enum` (`cls: Type[T]`, `val`, `default: D = None`) → `Union[T, D]`

Attempts to convert a value into their enum value

**Parameters**

- **cls** (`Enum`) – The enum to convert to.
- **val** – The value to try to convert to Enum
- **default** (`optional`) – The value to return if no enum value is found.



**Returns** The enum value if found, otherwise None.

**Return type** any

- genindex
- search



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