
Cassiopeia Documentation

Release 3.0.x

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Oct 09, 2022

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WHAT IS CASSIOPEIA?

Cassiopeia (which we fondly call Cass) is a framework for pulling and working with data from the [Riot API](#). Cass differentiates itself from other API wrappers by taking a page from one of Cassiopeia's quotes, "I'll take care of everything." Our main goal is to make your life (and ours) as developers *easy*.

Cass is composed of three key pieces:

- 1) An *interface* for pulling data from the Riot API.
- 2) A *type system* of classes for holding and working with the data pulled from Riot.
- 3) *Caches and databases* to temporarily and permanently store that data.

Together, these three pieces provide the user experience we desire. Scroll down for a quick example of how Cass works, what Cass does for you as a user, and information about contributing.

WHY USE CASS?

- An excellent user interface that makes working with data from the Riot API easy and fun.
- “Perfect” rate limiting.
- Guaranteed optimal usage of your API key.
- Built in caching and (coming) the ability to easily hook into a database for offline storage of data.
- Extendability to non-Riot data. Because Cass is a framework and not just an API wrapper, you can integrate your own data sources into your project. Cass already supports Data Dragon and the `champion.gg` API in addition to the Riot API.
- Dynamic settings so you can configure Cass for your specific use case.

AN EXAMPLE

We will quickly and efficiently look up the champion masteries for the summoner “Kalturi” (one of the developers) and print the champions he is best at. If you just want a quick look at how the interface looks, feel free to just read these three lines and skip the explanation. The explanation explains how the three bullet points above fit together and allow this code to be run.

```
kalturi = Summoner(name="Kalturi")
good_with = kalturi.champion_masteries.filter(lambda cm: cm.level >= 6)
print([cm.champion.name for cm in good_with])

# At the time of writing this, this prints:
["Vel'Koz", 'Blitzcrank', 'Braum', 'Lulu', 'Sejuani']
```

The above three lines are relatively concise code, and if you know what lambdas and list comprehensions are then it will likely be readable. However, there is a deceptive amount of logic in these three lines, so let's break it down. (If you don't understand everything immediately, don't worry, that's why you're using Cass. You don't have to understand how everything works behind the scenes, you just get to write good code.)

```
kalturi = Summoner(name="Kalturi")
```

First, we create a summoner with a `name` and `id`. Note that creating `kalturi` doesn't trigger a call to the Riot API – it merely instantiates a `Summoner` object with a `name` and `id`.

```
... = kalturi.champion_masteries ...
```

Next we ask for the champion masteries for `kalturi` by running `kalturi.champion_masteries`. This creates an un-instantiated list which will contain champion masteries if any item in it is accessed.

```
good_with = kalturi.champion_masteries.filter(lambda cm: cm.level >= 6)
```

Third, the `.filter` method is called on the list of champion masteries. `filter` is a python built-in that operates on a list and filters the items in it based on some criteria. That criteria is defined by the `lambda` function we pass in.

A `lambda` is a quick way of defining functions in-line without using the `def` statement. In this case, `lambda cm: cm.level > 6` takes in an object and assigns it to the variable `cm`, then it returns `cm.level > 6`. So this `lambda` will return `True` for any champion mastery whose mastery level is greater than or equal to 6.

The `.filter(lambda cm: cm.level > 6)` therefore operates on the list of champion masteries. When the list is iterated over, the champion masteries are queried. This requires a summoner id, which is pulled from `kalturi.id`, and the Riot API is queried for Kalturi's champion masteries. With the champion mastery data pulled, `.filter` then filters the list looking for all champion masteries with mastery level 6 or higher.

```
print([cm.champion.name for cm in good_with])
```

Finally, the third line prints a list of the champion names for those champions.

Together these three lines illustrate the concise user interface that Cass provides, the way in which the data can be used, when the data is pulled (queried).

DJANGO WEB FRAMEWORK

There is an integration of cassiopeia to the popular python web framework Django made by Mori(Paaksing), this integration is aimed to fix most issues/conflicts related to co-occurrence of cassiopeia and Django. In this integration will give you better tools for building your Django/DRF based app, you will have the ability to use any production tested cache backends that Django's cache framework supports.

New in v2.0: A new datastore called *Omnistone* is introduced in response to issue #1 of this repo, this is a refined version of *Cache* that automatically deletes expired objects when *MAX_ENTRIES* is hit, then culls the datastore according to the *CULL_FRECUENCY* given. The culling strategy used is the same as Django Cache Framework, which is LRU culling (Least Recently Used).

- Link to *django-cassiopeia* [repository](<https://github.com/paaksing/django-cassiopeia>) (If you love using it, make sure to star!).
- Link to *django-cassiopeia* [documentations](<https://paaksing.github.io/django-cassiopeia/>) (Production Release v2.0).
- If you have any issues or feature requests with *django-cassiopeia*, tag Mori in our discord server, or fire an issue in the repository.

Unfortunately, we currently don't have an integration to Flask and any contribution is welcome.

4.1 Contributing

Contributions are welcome and we have an entire [page](#) devoted to ways in which you can help us with Cass.

4.2 Overview

4.2.1 Using Cassiopeia

Objects that hold data from the Riot API can be created using two different interfaces. The top-level cassiopeia module contains methods to query for objects using method calls, as well as class constructors to create objects directly.

Example usage of the two interfaces:

```
import cassiopeia as cass
kalturi = cass.get_summoner(name="Kalturi", region="NA")

from cassiopeia import Summoner
kalturi = Summoner(name="Kalturi", region="NA")
```

Also note that many types can be pulled from `Summoner` objects. This is the preferred way to interact with these types. They are listed below:

```
from cassiopeia import Summoner
kalturi = Summoner(name="Kalturi", region="NA")
kalturi.champion_masteries
kalturi.match_history
kalturi.current_match
kalturi.leagues
```

Django web Framework

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Methods and Class Constructors

See the links below for the method and class names for each type.

Settings

```
class cassiopeia._configuration.settings.Settings(settings)
    Bases: object
    clear_sinks(type: Optional[Type[T]] = None)
    expire_sinks(type: Optional[Type[T]] = None)
    pipeline
    plugins
    set_riot_api_key(key)
    version_from_match
```

Data and Enums

These data are available as enums (constants) and can be used to interact with many of the objects and methods in Cass.

class cassiopeia.data.Continent(*value*)

Bases: [Enum](#)

An enumeration.

americas = 'AMERICAS'

asia = 'ASIA'

europe = 'EUROPE'

sea = 'SEA'

class cassiopeia.data.Division(*value*)

Bases: [Enum](#)

An enumeration.

four = 'IV'

one = 'I'

three = 'III'

two = 'II'

class cassiopeia.data.GameMode(*value*)

Bases: [Enum](#)

An enumeration.

all_random_summoners_rift = 'ARSR'

all_random_urf_snow = 'SNOWURF'

aram = 'ARAM'

ascension = 'ASCENSION'

assassinate = 'ASSASSINATE'

classic = 'CLASSIC'

dark_star = 'DARKSTAR'

dominion = 'ODIN'

doom_bots = 'DOOMBOTSTEEMO'

nexus_blitz = 'NEXUSBLITZ'

nexus_siege = 'SIEGE'

odyssey = 'ODYSSEY'

one_for_all = 'ONEFORALL'

```
overcharge = 'OVERCHARGE'
poro_king = 'KINGPORO'
practice_tool = 'PRACTICETOOL'
project = 'PROJECT'
showdown = 'FIRSTBLOOD'
star_guardian = 'STARGUARDIAN'
tutorial = 'TUTORIAL'
tutorial_1 = 'TUTORIAL_MODULE_1'
tutorial_2 = 'TUTORIAL_MODULE_2'
tutorial_3 = 'TUTORIAL_MODULE_3'
urf = 'URF'
utlbook = 'ULTBOOK'
```

```
class cassiopeia.data.GameType(value)
```

Bases: [Enum](#)

An enumeration.

```
custom = 'CUSTOM_GAME'
matched = 'MATCHED_GAME'
tutorial = 'TUTORIAL_GAME'
```

```
class cassiopeia.data.Key(value)
```

Bases: [Enum](#)

An enumeration.

```
E = 'E'
Q = 'Q'
R = 'R'
W = 'W'
```

```
class cassiopeia.data.Lane(value)
```

Bases: [Enum](#)

An enumeration.

```
bot_lane = 'BOT_LANE'

from_match_naming_scheme()

jungle = 'JUNGLE'
mid_lane = 'MID_LANE'
```

```
top_lane = 'TOP_LANE'

utility = 'UTILITY'

class cassiopeia.data.MasteryTree(value)
    Bases: Enum
    An enumeration.
    cunning = 'Cunning'
    ferocity = 'Ferocity'
    resolve = 'Resolve'

class cassiopeia.data.MatchType(value)
    Bases: Enum
    An enumeration.
    normal = 'normal'
    ranked = 'ranked'
    tourney = 'tourney'
    tutorial = 'tutorial'

class cassiopeia.data.Platform(value)
    Bases: Enum
    An enumeration.
    brazil = 'BR1'
    continent
    default_locale
    europe_north_east = 'EUN1'
    europe_west = 'EUW1'
    static from_region(region)
    japan = 'JP1'
    korea = 'KR'
    latin_america_north = 'LA1'
    latin_america_south = 'LA2'
    north_america = 'NA1'
    oceania = 'OC1'
    region
    russia = 'RU'
```

```
turkey = 'TR1'

class cassiopeia.data.Position(value)
    Bases: Enum
    An enumeration.
    apex = 'APEX'
    bottom = 'BOTTOM'
    from_league_naming_scheme()
    jungle = 'JUNGLE'
    middle = 'MIDDLE'
    none = 'NONE'
    top = 'TOP'
    utility = 'UTILITY'

class cassiopeia.data.Queue(value)
    Bases: Enum
    An enumeration.
    all_random_summoners_rift = 'ARSR_5x5'
    all_random_urf = 'ARURF_5X5'
    all_random_urf_snow = 'SNOWURF'
    aram = 'ARAM'
    aram_butchers_bridge = 'BILGEWATER_ARAM_5x5'
    ascension = 'ASCENSION_5x5'
    black_market_brawlers = 'BILGEWATER_5x5'
    blind_fives = 'NORMAL_5V5_BLIND_PICK'
    blind_threes = 'NORMAL_3X3_BLIND_PICK'
    blood_hunt_assassin = 'ASSASSINATE_5x5'
    clash = 'CLASH'
    coop_ai_beginner_fives = 'BOT_5X5_BEGINNER'
    coop_ai_beginner_threes = 'BOT_3X3_BEGINNER'
    coop_ai_intermediate_fives = 'BOT_5X5_INTERMEDIATE'
    coop_ai_intermediate_threes = 'BOT_3X3_INTERMEDIATE'
    coop_ai_intro_fives = 'BOT_5X5_INTRO'
    coop_ai_intro_threes = 'BOT_3X3_INTRO'
```



```
custom = 'CUSTOM'
dark_star = 'DARKSTAR_3x3'
definitely_not_dominion = 'DEFINITELY_NOT_DOMINION_5x5'
deprecated_all_random_urf = 'ARURF_5X5'
deprecated_aram = 'ARAM_5x5'
deprecated_blind_dominion = 'ODIN_5x5_BLIND'
deprecated_blind_fives = 'NORMAL_5x5_BLIND'
deprecated_blind_threes = 'NORMAL_3x3'
deprecated_coop_ai_beginner_fives = 'BOT_5x5_BEGINNER_DEPRECATED'
deprecated_coop_ai_dominion = 'BOT_ODIN_5x5'
deprecated_coop_ai_fives = 'BOT_5x5'
deprecated_coop_ai_intermediate_fives = 'BOT_5x5_INTERMEDIATE_DEPRECATED'
deprecated_coop_ai_intro_fives = 'BOT_5x5_INTRO_DEPRECATED'
deprecated_coop_ai_threes = 'BOT_TT_3x3'
deprecated_doom_bots_rank_1 = 'NIGHTMARE_BOT_5x5_RANK1'
deprecated_doom_bots_rank_2 = 'NIGHTMARE_BOT_5x5_RANK2'
deprecated_doom_bots_rank_5 = 'NIGHTMARE_BOT_5x5_RANK5'
deprecated_draft_dominion = 'ODIN_5x5_DRAFT'
deprecated_draft_fives = 'NORMAL_5x5_DRAFT'
deprecated_nexus_blitz = 'NEXUS_BLITZ'
deprecated_nexus_siege = 'SIEGE'
deprecated_poro_king = 'KING_PORO_5x5'
deprecated_ranked_fives = 'TEAM_BUILDER_DRAFT_RANKED_5x5'
deprecated_ranked_flex_threes = 'RANKED_FLEX_TT_DEPRECATED'
deprecated_ranked_premade_fives = 'RANKED_PREMADE_5x5'
deprecated_ranked_premade_threes = 'RANKED_PREMADE_3x3'
deprecated_ranked_solo_fives = 'CLASSIC'
deprecated_ranked_team_fives = 'RANKED_TEAM_5x5'
deprecated_ranked_team_threes = 'RANKED_TEAM_3x3'
deprecated_team_builder_fives = 'GROUP_FINDER_5x5'
doom_bots = 'NIGHTMARE_BOT_5X5'
```

```
doom_bots_difficult = 'NIGHTMARE_BOT_5X5_VOTE'

from_id()

guardian_invasion_normal = 'INVASION_NORMAL'
guardian_invasion_onslaught = 'INVASION_ONSLAUGHT'
hexakill_summoners_rift = 'SR_6x6'
hexakill_twisted_treeline = 'HEXAKILL'

id

mirror_mode_fives = 'ONEFORALL_MIRRORMODE_5x5'
nemesis_draft = 'COUNTER_PICK'
nexus_blitz = 'NEXUS_BLITZ'
nexus_siege = 'NEXUS_SIEGE'
normal_draft_fives = 'TEAM_BUILDER_DRAFT_UNRANKED_5x5'
normal_tft = 'NORMAL_TFT'
odyssey_cadet = 'ODYSSEY_CADET'
odyssey_captain = 'ODYSSEY_CAPTAIN'
odyssey_crewmember = 'ODYSSEY_CREWMEMBER'
odyssey_intro = 'ODYSSEY_INTRO'
odyssey_onslaught = 'ODYSSEY_ONSLAUGHT'
one_for_all = 'ONEFORALL_5x5'
one_for_all_rapid = 'ONEFORALL_RAPID_5x5'
overcharge = 'OVERCHARGE'
poro_king = 'KINGPORO'
project = 'PROJECT'
ranked_flex_fives = 'RANKED_FLEX_SR'
ranked_flex_threes = 'RANKED_FLEX_TT'
ranked_solo_fives = 'RANKED_SOLO_5x5'
ranked_tft = 'RANKED_TFT'
ranked_tft_double_up = 'RANKED_TFT_DOUBLE_UP'
ranked_tft_pairs = 'RANKED_TFT_PAIRS'
showdown_1v1 = 'FIRSTBLOOD_1x1'
showdown_2v2 = 'FIRSTBLOOD_2x2'
```

```
tutorial1 = 'TUTORIAL_1'
tutorial2 = 'TUTORIAL_2'
tutorial3 = 'TUTORIAL_3'
ultimate_spellbook = 'ULTIMATE_SPELLBOOK'
urf = 'URF_5x5'
urf_coop_ai = 'BOT_URF_5x5'

class cassiopeia.data.Rank(tier: Tier, division: Division)
    Bases: object

class cassiopeia.data.Region(value)
    Bases: Enum
    An enumeration.
    brazil = 'BR'
    continent
    default_locale
    europe_north_east = 'EUNE'
    europe_west = 'EUW'
    static from_platform(platform)
    japan = 'JP'
    korea = 'KR'
    latin_america_north = 'LAN'
    latin_america_south = 'LAS'
    north_america = 'NA'
    oceania = 'OCE'
    platform
    russia = 'RU'
    timezone
    turkey = 'TR'

class cassiopeia.data.Resource(value)
    Bases: Enum
    An enumeration.
    blood_well = 'Blood Well'
    courage = 'Courage'
```

```
crimson_rush = 'Crimson Rush'
energy = 'Energy'
ferocity = 'Ferocity'
flow = 'Flow'
fury = 'Fury'
heat = 'Heat'
mana = 'Mana'
no_cost = 'No Cost'
none = 'None'
rage = 'Rage'
shield = 'Shield'

class cassiopeia.data.Role(value)
    Bases: Enum
    An enumeration.
    duo = 'DUO'
    duo_carry = 'DUO_CARRY'
    duo_support = 'DUO_SUPPORT'
    from_match_naming_scheme()
    none = 'NONE'
    solo = 'SOLO'

class cassiopeia.data.Side(value)
    Bases: Enum
    An enumeration.
    blue = 100
    red = 200

class cassiopeia.data.SummonersRiftArea(value)
    Bases: Enum
    An enumeration.
    bot_lane_blue = 'BOT_LANE_BLUE'
    bot_lane_purple = 'BOT_LANE_PURPLE'
    bot_lane_red = 'BOT_LANE_RED'
    static from_position(position: Position) → SummonersRiftArea
```

```
get_lane() → Lane
get_side() → Side
jungle_bot_blue = 'JUNGLE_BOT_BLUE'
jungle_bot_red = 'JUNGLE_BOT_RED'
jungle_top_blue = 'JUNGLE_TOP_BLUE'
jungle_top_red = 'JUNGLE_TOP_RED'
mid_lane_blue = 'MID_LANE_BLUE'
mid_lane_purple = 'MID_LANE_PURPLE'
mid_lane_red = 'MID_LANE_RED'
nexus_blue = 'NEXUS_BLUE'
nexus_red = 'NEXUS_RED'
none = 'NONE'
river_bot = 'RIVER_BOT'
river_top = 'RIVER_TOP'
top_lane_blue = 'TOP_LANE_BLUE'
top_lane_purple = 'TOP_LANE_PURPLE'
top_lane_red = 'TOP_LANE_RED'

class cassiopeia.data.Tier(value)
    Bases: Enum
    An enumeration.
    bronze = 'BRONZE'
    challenger = 'CHALLENGER'
    diamond = 'DIAMOND'
    gold = 'GOLD'
    grandmaster = 'GRANDMASTER'
    iron = 'IRON'
    master = 'MASTER'
    platinum = 'PLATINUM'
    silver = 'SILVER'
    unranked = 'UNRANKED'
```

```
class cassiopeia.data.Tower(value)
    Bases: Enum
    An enumeration.
    BASE = 'BASE_TURRET'
    INNER = 'INNER_TURRET'
    NEXUS = 'NEXUS_TURRET'
    OUTER = 'OUTER_TURRET'
    UNDEFINED = 'UNDEFINED_TURRET'
```

Champions

```
cassiopeia.get_champions() → Champions
cassiopeia.get_champion(region: Optional[Union[Region, str]] = None) → Champion
class cassiopeia.Champions(*args, **kwargs)
    Bases: CassiopeiaLazyList
    append(item)
        Append object to the end of the list.
    clear()
        Remove all items from list.
    contains(item: Any) → bool
    copy()
        Return a shallow copy of the list.
    count(object)
        Return number of occurrences of value.
    delete(item: Any) → None
    enumerate(item: Any, reverse: bool = False) → Generator[Tuple[int, Any], None, None]
    extend(iterable)
        Extend list by appending elements from the iterable.
    filter(function)
    find(item: Any, reverse: bool = False) → Any
    classmethod from_data(*args, **kwargs)
    classmethod from_generator(generator: Generator, **kwargs)
    included_data
        A set of tags to return additional information for this champion when it's loaded.
```

index(*object*, *start*: *int* = 0, *stop*: *int* = 9223372036854775807)

Return first index of value.

Raises ValueError if the value is not present.

insert(*index*: *int*, *object*)

Insert object before index.

locale

The locale for this champion.

platform

The platform for this champion.

pop(*index*: *int* = - 1)

Remove and return item at index (default last).

Raises IndexError if list is empty or index is out of range.

region

The region for this champion.

remove(*object*)

Remove first occurrence of value.

Raises ValueError if the value is not present.

reverse()

Reverse *IN PLACE*.

search(*item*: *Any*, *streaming*: *bool* = False, *reverse*: *bool* = False) → Union[SearchableList, Generator[*Any*, None, None]]

sort(*, *key*=None, *reverse*=False)

Stable sort *IN PLACE*.

to_dict()

to_json(***kwargs*)

version

The version for this champion.

class cassiopeia.**Champion**(**args*, ***kwargs*)

Bases: CassiopeiaGhost

Searchable by ['str', 'int', 'Region', 'Platform', 'bool']

ally_tips

The tips for playing with this champion.

ban_rates

blurb

A short blurb about this champion.

enemy_tips

The tips for playing against this champion.

free_to_play

Whether or not the champion is currently free to play.

free_to_play_new_players

Whether or not the champion is currently free to play for new players.

id

The champion's ID.

image

The image information for this champion.

included_data

A set of tags to return additional information for this champion when it's loaded.

info

Info about this champion.

key

The champion's key.

load(*load_groups*: *Optional[Set] = None*) → *Champion*

locale

The locale for this champion.

lore

The champion's lore.

name

The champion's name.

passive

This champion's passive.

platform

The platform for this champion.

play_rates

recommended_itemsets

The champion's recommended itemsets.

region

The region for this champion.

release_date

resource

The type of resource this champion uses.

skins

This champion's skins.

spells

This champion's spells.

sprite

stats

The champion's stats.

tags

The tags associated with this champion.

title

The champion's title.

version

The version for this champion.

win_rates

```
class cassiopeia.core.staticdata.champion.Info(**kwargs)
```

Bases: CassiopeiaObject

attack

How attack-oriented Riot rates this champion.

defense

How defense-oriented Riot rates this champion.

difficulty

How Riot rates the difficulty of this champion.

magic

How magic-oriented Riot rates this champion.

```
class cassiopeia.core.staticdata.champion.Stats(**kwargs)
```

Bases: CassiopeiaObject

armor**armor_per_level****attack_damage****attack_damage_per_level****attack_range****attack_speed****critical_strike_chance****critical_strike_chance_per_level****health****health_per_level****health_regen****health_regen_per_level****magic_resist****magic_resist_per_level**

mana

mana_per_level

mana_regen

mana_regen_per_level

movespeed

percent_attack_speed_per_level

class cassiopeia.core.staticdata.champion.**Skin**(**kwargs)

Bases: CassiopeiaObject

Searchable by ['str', 'int']

champion_key

The key for the champion this belongs to.

id

The skin's ID.

loading_image

The skin's loading screen image.

loading_image_url

The skin's loading screen image url.

name

The skin's name.

number

The skin number.

splash

The skin's splash art.

splash_url

The skin's splash art url.

class cassiopeia.core.staticdata.champion.**Passive**(**kwargs)

Bases: CassiopeiaObject

Searchable by ['str']

description

The spells' description.

image_info

The info about the spell's image, which can be pulled from datadragon.

name

The spell's name.

sanitized_description

The spell's sanitized description.

```

class cassiopeia.core.staticdata.champion.RecommendedItems(**kwargs)
    Bases: CassiopeiaObject
    Searchable by ['str', 'Item', 'GameMode']
    classmethod from_data(data: CoreData, region: Region)
    item_sets
        The recommended item sets.
    map
        The name of the map these recommendations are for.
    mode
        The game mode these recommendations are for.
    priority
        Whether this is a priority recommendation.
    title
        The title of these recommendations.
    type
        The type of recommendation.
class cassiopeia.core.staticdata.champion.ItemSet(**kwargs)
    Bases: CassiopeiaObject
    Searchable by ['str', 'Item']
    classmethod from_data(data: CoreData, region: Region)
    items
        A dictionary of items mapped to how many of them are recommended.
    rec_math
        Well, we don't know what this one is. let us know if you figure it out.
    type
        The item set's type (e.g. starting items).
class cassiopeia.core.staticdata.champion.ChampionSpell(**kwargs)
    Bases: CassiopeiaObject
    Searchable by ['str', 'Key']
    alternative_images
        The alternative images for this spell. These won't exist after patch NN, when Riot standardized all images.
    cooldowns
        The cooldowns of this spell (per level).
    costs
        The resource costs of this spell (per level).
    description
        The spell's description.
    effects
        The level-by-level replacements for { { e# } } tags in other values.

```

effects_by_level

The level-up changes, level-by-level.

image_info

The info about the spell's image, which can be pulled from datadragon.

key

The spell's key.

keyboard_key

Q, W, E, or R

keywords

The keywords for this spell.

max_rank

The maximum rank this spell can attain.

name

The spell's name.

range

The maximum range of this spell. *self* if it has no range.

resource

The resource consumed when using this spell.

sanitized_description

The spell's sanitized description.

sanitized_tooltip

The spell's sanitized tooltip.

tooltip

The spell's tooltip.

variables

Contains spell data.

class cassiopeia.core.staticdata.champion.SpellVars(**kwargs)

Bases: CassiopeiaObject

Searchable by ['str']

coefficients

The scaling coefficients for this spell.

dynamic

Well, we don't know what this one is. let us know if you figure it out.

key

Well, we don't know what this one is. let us know if you figure it out.

link

Stat this spell scales from.

ranks_with

Well, we don't know what this one is. let us know if you figure it out.

```
class cassiopeia_championgg.core.ChampionGGStats(**kwargs)
    Bases: CassiopeiaObject
    assists
    ban_rate
    championgg_metadata
    damage_composition
    deaths
    elo
    games_played
    gold_earned
    id
    kills
    matchups
    minions_killed
    neutral_minions_killed_in_enemy_jungle
    neutral_minions_killed_in_team_jungle
    patch
    performance_score
    play_rate
    play_rate_by_role
    role
    total_damage_taken
    total_healed
    wards_killed
    win_rate

class cassiopeia_championgg.core.ChampionGGMatchups(*args, **kwargs)
    Bases: CassiopeiaLazyList

class cassiopeia_championgg.core.ChampionGGMatchup(*args, **kwargs)
    Bases: CassiopeiaGhost
    Searchable by ['str']
    elo
    enemy
```

me

nmatches

patch

region

winrate

class cassiopeia_championgg.core.ChampionGGMatchupStats(*data, id*)

Bases: `object`

assists

champion

deaths

delta_assists

delta_deaths

delta_gold_earned

delta_killing_sprees

delta_kills

delta_minions_killed

delta_neutral_minions_killed_team_jungle

delta_ten_to_twenty

delta_thirty_to_end

delta_total_damage_dealt_to_champions

delta_twenty_to_thirty

delta_weighted_score

delta_wins

delta_zero_to_ten

gold_earned

id

killing_sprees

kills

minions_killed

neutral_minions_killed_team_jungle

role

thirty_to_end
total_damage_dealt_to_champions
twenty_to_thirty
weighted_score
winrate
wins
zero_to_ten

Champion Masteries

`cassiopeia.get_champion_mastery(champion: Union[Champion, int, str], region: Optional[Union[Region, str]] = None) → ChampionMastery`

`cassiopeia.get_champion_masteries(region: Optional[Union[Region, str]] = None) → ChampionMasteries`

class `cassiopeia.ChampionMasteries(*args, **kwargs)`

Bases: `CassiopeiaLazyList`

append(*item*)

Append object to the end of the list.

clear()

Remove all items from list.

contains(*item: Any*) → `bool`

copy()

Return a shallow copy of the list.

count(*object*)

Return number of occurrences of value.

delete(*item: Any*) → `None`

enumerate(*item: Any, reverse: bool = False*) → `Generator[Tuple[int, Any], None, None]`

extend(*iterable*)

Extend list by appending elements from the iterable.

filter(*function*)

find(*item: Any, reverse: bool = False*) → `Any`

classmethod from_data(**args, **kwargs*)

classmethod from_generator(*generator: Generator, **kwargs*)

index(*object, start: int = 0, stop: int = 9223372036854775807*)

Return first index of value.

Raises `ValueError` if the value is not present.

insert(*index: int, object*)

Insert object before index.

platform

pop(*index: int = - 1*)

Remove and return item at index (default last).

Raises IndexError if list is empty or index is out of range.

region

remove(*object*)

Remove first occurrence of value.

Raises ValueError if the value is not present.

reverse()

Reverse *IN PLACE*.

search(*item: Any, streaming: bool = False, reverse: bool = False*) → Union[SearchableList, Generator[Any, None, None]]

sort(**, key=None, reverse=False*)

Stable sort *IN PLACE*.

summoner

to_dict()

to_json(***kwargs*)

class cassiopeia.ChampionMastery(**args, **kwargs*)

Bases: CassiopeiaGhost

Searchable by ['str', 'int', 'bool', 'Arrow', 'Champion', 'Summoner']

champion

Champion for this entry.

chest_granted

Is chest granted for this champion or not in current season?

last_played

Last time this champion was played by this player.

level

Champion level for specified player and champion combination.

platform

points

Total number of champion points for this player and champion combination - used to determine champion level.

points_since_last_level

Number of points earned since current level has been achieved. Zero if player reached maximum champion level for this champion.

points_until_next_level

Number of points needed to achieve next level. Zero if player reached maximum champion level for this champion.

region**summoner**

Summoner for this entry.

tokens

Number of tokens earned toward next mastery level.

Items

`cassiopeia.get_items()` → *Items*

class `cassiopeia.Items(*args, **kwargs)`

Bases: `CassiopeiaLazyList`

append(item)

Append object to the end of the list.

clear()

Remove all items from list.

contains(item: Any) → bool**copy()**

Return a shallow copy of the list.

count(object)

Return number of occurrences of value.

delete(item: Any) → None**enumerate(item: Any, reverse: bool = False) → Generator[Tuple[int, Any], None, None]****extend(iterable)**

Extend list by appending elements from the iterable.

filter(function)**find(item: Any, reverse: bool = False) → Any****classmethod from_data(*args, **kwargs)****classmethod from_generator(generator: Generator, **kwargs)****included_data**

A set of tags to return additional information for this item when it's loaded.

index(object, start: int = 0, stop: int = 9223372036854775807)

Return first index of value.

Raises `ValueError` if the value is not present.

insert(index: int, object)

Insert object before index.

locale

The locale for this item.

platform**pop**(*index: int = - 1*)

Remove and return item at index (default last).

Raises IndexError if list is empty or index is out of range.

region**remove**(*object*)

Remove first occurrence of value.

Raises ValueError if the value is not present.

reverse()

Reverse *IN PLACE*.

search(*item: Any, streaming: bool = False, reverse: bool = False*) → Union[SearchableList, Generator[Any, None, None]]**sort**(**, key=None, reverse=False*)

Stable sort *IN PLACE*.

to_dict()**to_json**(***kwargs*)**version****class** cassiopeia.Item(**args, **kwargs*)

Bases: CassiopeiaGhost

Searchable by ['str', 'int', 'Region', 'Platform', 'Map']

builds_from**builds_into****champion****consume_on_full****consumed****description****effect****gold****group****hide****id**

The item's ID.

image

The image information for this item.

in_store**included_data**

A set of tags to return additional information for this item when it's loaded.

keywords**locale**

The locale for this item.

maps**max_stacks****name****plaintext****platform**

The platform for this item.

region

The region for this item.

sanitized_description**special_recipe****sprite****stats****tags****tier****version**

The version for this item.

```
class cassiopeia.core.staticdata.item.ItemStats(**kwargs)
```

```
    Bases: CassiopeiaObject
```

ability_power**armor****attack_damage****attack_speed****block****critical_strike_chance****critical_strike_damage****dodge**

energy
energy_regen
health
health_regen
life_steal
magic_resist
mana
mana_regen
movespeed
percent_ability_power
percent_armor
percent_attack_damage
percent_attack_speed
percent_block
percent_critical_strike_damage
percent_health
percent_health_regen
percent_magic_resist
percent_mana_regen
percent_movespeed
percent_xp_bonus
spell_vamp
xp_bonus

Language Strings

`cassiopeia.get_language_strings()` → *LanguageStrings*

```
class cassiopeia.LanguageStrings(*args, **kwargs)
    Bases: CassiopeiaGhost
    Searchable by []
    locale
    platform
```

region
strings
type
version

Leagues

`cassiopeia.Summoner.leagues`

`cassiopeia.get_challenger_league(region: Optional[Union[Region, str]] = None) → ChallengerLeague`

`cassiopeia.get_master_league(region: Optional[Union[Region, str]] = None) → MasterLeague`

class `cassiopeia.core.league.League(*args, **kwargs)`

Bases: `CassiopeiaGhost`

Searchable by ['str', 'Queue', 'Tier']

entries

id

name

platform

queue

region

tier

class `cassiopeia.core.ChallengerLeague(*args, **kwargs)`

Bases: *League*

entries

id

name

platform

queue

region

tier

class `cassiopeia.core.MasterLeague(*args, **kwargs)`

Bases: `CassiopeiaGhost`

entries

id

name

platform

queue

region

tier

class cassiopeia.core.league.**LeagueSummonerEntries**(*args, **kwargs)

Bases: CassiopeiaLazyList

append(item)

Append object to the end of the list.

clear()

Remove all items from list.

contains(item: *Any*) → bool

copy()

Return a shallow copy of the list.

count(object)

Return number of occurrences of value.

delete(item: *Any*) → None

enumerate(item: *Any*, reverse: bool = False) → Generator[Tuple[int, Any], None, None]

extend(iterable)

Extend list by appending elements from the iterable.

filter(function)

find(item: *Any*, reverse: bool = False) → Any

fives

flex

classmethod **from_data**(*args, **kwargs)

classmethod **from_generator**(generator: *Generator*, **kwargs)

index(object, start: int = 0, stop: int = 9223372036854775807)

Return first index of value.

Raises ValueError if the value is not present.

insert(index: int, object)

Insert object before index.

platform

pop(index: int = -1)

Remove and return item at index (default last).

Raises IndexError if list is empty or index is out of range.

region

remove(*object*)

Remove first occurrence of value.

Raises ValueError if the value is not present.

reverse()

Reverse *IN PLACE*.

search(*item: Any, streaming: bool = False, reverse: bool = False*) → Union[SearchableList, Generator[Any, None, None]]

sort(**, key=None, reverse=False*)

Stable sort *IN PLACE*.

threes

to_dict()

to_json(***kwargs*)

class cassiopeia.core.league.**MiniSeries**(***kwargs*)

Bases: CassiopeiaObject

losses

not_played

The number of games in the player's promos that they haven't played yet.

progress

A list of True/False for the number of games the played in the mini series indicating if the player won or lost.

wins

wins_required

2 or 3 wins will be required for promotion.

class cassiopeia.core.league.**LeagueEntries**(**args, **kwargs*)

Bases: CassiopeiaLazyList

append(*item*)

Append object to the end of the list.

clear()

Remove all items from list.

contains(*item: Any*) → bool

copy()

Return a shallow copy of the list.

count(*object*)

Return number of occurrences of value.

delete(*item: Any*) → None

division

enumerate(*item: Any, reverse: bool = False*) → Generator[Tuple[int, Any], None, None]

extend(*iterable*)

Extend list by appending elements from the iterable.

filter(*function*)

find(*item: Any, reverse: bool = False*) → Any

classmethod from_data(**args, **kwargs*)

classmethod from_generator(*generator: Generator, region: Optional[Union[Region, str]] = None, queue: Optional[Queue] = None, tier: Optional[Tier] = None, division: Optional[Division] = None, **kwargs*)

index(*object, start: int = 0, stop: int = 9223372036854775807*)

Return first index of value.

Raises ValueError if the value is not present.

insert(*index: int, object*)

Insert object before index.

platform

pop(*index: int = - 1*)

Remove and return item at index (default last).

Raises IndexError if list is empty or index is out of range.

queue

region

remove(*object*)

Remove first occurrence of value.

Raises ValueError if the value is not present.

reverse()

Reverse *IN PLACE*.

search(*item: Any, streaming: bool = False, reverse: bool = False*) → Union[SearchableList, Generator[Any, None, None]]

sort(**, key=None, reverse=False*)

Stable sort *IN PLACE*.

tier

to_dict()

to_json(***kwargs*)

class cassiopeia.core.league.**LeagueEntry**(**args, **kwargs*)

Bases: CassiopeiaGhost

Searchable by ['str', 'bool', 'Division', 'Summoner', 'Queue']

division

fresh_blood

classmethod **from_data**(data: *LeagueEntryData*, loaded_groups: *Optional[Set[Type[CoreData]]]* = *None*, league: *Optional[League]* = *None*)

hot_streak

inactive

league

league_points

losses

platform

The platform for this champion.

promos

queue

region

The region for this champion.

role

summoner

tier

veteran

wins

Locales

cassiopeia.**get_locales**() → *List[str]*

class cassiopeia.**Locales**(*args, **kwargs)

Bases: *CassiopeiaLazyList*

append(item)

Append object to the end of the list.

clear()

Remove all items from list.

contains(item: *Any*) → *bool*

copy()

Return a shallow copy of the list.

count(object)

Return number of occurrences of value.

delete(item: *Any*) → *None*

enumerate(*item: Any, reverse: bool = False*) → Generator[Tuple[int, Any], None, None]

extend(*iterable*)

Extend list by appending elements from the iterable.

filter(*function*)

find(*item: Any, reverse: bool = False*) → Any

classmethod from_data(**args, **kwargs*)

classmethod from_generator(*generator: Generator, **kwargs*)

index(*object, start: int = 0, stop: int = 9223372036854775807*)

Return first index of value.

Raises ValueError if the value is not present.

insert(*index: int, object*)

Insert object before index.

platform

pop(*index: int = - 1*)

Remove and return item at index (default last).

Raises IndexError if list is empty or index is out of range.

region

remove(*object*)

Remove first occurrence of value.

Raises ValueError if the value is not present.

reverse()

Reverse *IN PLACE*.

search(*item: Any, streaming: bool = False, reverse: bool = False*) → Union[SearchableList, Generator[Any, None, None]]

sort(**, key=None, reverse=False*)

Stable sort *IN PLACE*.

to_dict()

to_json(***kwargs*)

Maps

`cassiopeia.get_maps()` → *Maps*

class `cassiopeia.Maps`(**args, **kwargs*)

Bases: `CassiopeiaLazyList`

append(*item*)

Append object to the end of the list.

clear()

Remove all items from list.

contains(*item: Any*) → bool

copy()

Return a shallow copy of the list.

count(*object*)

Return number of occurrences of value.

delete(*item: Any*) → None

enumerate(*item: Any, reverse: bool = False*) → Generator[Tuple[int, Any], None, None]

extend(*iterable*)

Extend list by appending elements from the iterable.

filter(*function*)

find(*item: Any, reverse: bool = False*) → Any

classmethod from_data(*args, **kwargs)

classmethod from_generator(*generator: Generator, **kwargs*)

index(*object, start: int = 0, stop: int = 9223372036854775807*)

Return first index of value.

Raises ValueError if the value is not present.

insert(*index: int, object*)

Insert object before index.

locale

platform

pop(*index: int = - 1*)

Remove and return item at index (default last).

Raises IndexError if list is empty or index is out of range.

region

remove(*object*)

Remove first occurrence of value.

Raises ValueError if the value is not present.

reverse()

Reverse *IN PLACE*.

search(*item: Any, streaming: bool = False, reverse: bool = False*) → Union[SearchableList, Generator[Any, None, None]]

sort(**, key=None, reverse=False*)

Stable sort *IN PLACE*.

to_dict()

to_json(**kwargs)

version

class cassiopeia.**Map**(*args, **kwargs)

Bases: CassiopeiaGhost

Searchable by ['str', 'int']

id

The map's ID.

image

locale

The locale for this map.

name

platform

region

sprite

unpurchasable_items

version

The version for this map.

Matches

cassiopeia.Summoner.**match_history**

cassiopeia.**get_match_history**(puuid: *Optional[str] = None*, start_time: *Optional[Arrow] = None*, end_time: *Optional[Arrow] = None*, queue: *Optional[Queue] = None*, type: *Optional[MatchType] = None*, start: *Optional[int] = None*, count: *Optional[int] = None*)

cassiopeia.**get_match**(region: *Optional[Union[Region, str]] = None*) → *Match*

class cassiopeia.core.match.**MatchHistory**(*args, **kwargs)

Bases: CassiopeiaLazyList

The match history for a summoner. By default, this will return the entire match history.

append(item)

Append object to the end of the list.

clear()

Remove all items from list.

contains(item: *Any*) → *bool*

continent() → *Continent*

copy()

Return a shallow copy of the list.

count

Return number of occurrences of value.

delete(*item: Any*) → *None*

end_time

enumerate(*item: Any, reverse: bool = False*) → *Generator[Tuple[int, Any], None, None]*

extend(*iterable*)

Extend list by appending elements from the iterable.

filter(*function*)

find(*item: Any, reverse: bool = False*) → *Any*

classmethod from_data(*args, **kwargs)

classmethod from_generator(*generator: Generator, **kwargs*)

index(*object, start: int = 0, stop: int = 9223372036854775807*)

Return first index of value.

Raises *ValueError* if the value is not present.

insert(*index: int, object*)

Insert object before index.

match_type() → *MatchType*

pop(*index: int = - 1*)

Remove and return item at index (default last).

Raises *IndexError* if list is empty or index is out of range.

queue() → *Queue*

remove(*object*)

Remove first occurrence of value.

Raises *ValueError* if the value is not present.

reverse()

Reverse *IN PLACE*.

search(*item: Any, streaming: bool = False, reverse: bool = False*) → *Union[SearchableList, Generator[Any, None, None]]*

sort(**, key=None, reverse=False*)

Stable sort *IN PLACE*.

start**start_time**

to_dict()

to_json(**kwargs)

```
class cassiopeia.Match(*args, **kwargs)
    Bases: CassiopeiaGhost

    Searchable by ['str', 'Continent', 'Queue', 'MatchType', 'GameMode', 'Map', 'GameType', 'Item', 'Patch',
    'Summoner', 'SummonerSpell']

    blue_team

    continent
        The continent for this match.

    creation

    duration

    exists

    classmethod from_match_reference(ref: MatchReferenceData)

    game_type

    id

    is_remake

    kills_heatmap()

    map

    mode

    participants

    patch

    platform
        The platform for this match.

    queue

    red_team

    region
        The region for this match.

    start

    teams

    timeline

    type

    version

class cassiopeia.core.match.Team(**kwargs)
    Bases: CassiopeiaObject

    Searchable by ['str', 'bool', 'Champion', 'Summoner', 'SummonerSpell']

    bans
```

`baron_kills`
`dominion_score`
`dragon_kills`
`first_baron`
`first_blood`
`first_dragon`
`first_inhibitor`
`first_rift_herald`
`first_tower`
`classmethod from_data(data: CoreData, match: Match)`
`inhibitor_kills`
`participants`
`rift_herald_kills`
`side`
`tower_kills`
`win`

```
class cassiopeia.core.match.Participant(**kwargs)
    Bases: CassiopeiaObject
    Searchable by ['str', 'Summoner', 'Champion', 'Side', 'Rune', 'SummonerSpell']
    champion
    cumulative_timeline
    ended_in_early_surrender
    enemy_team
    classmethod from_data(data: CoreData, match: Match)
    id
    individual_position
    is_bot
    lane
    role
    runes
    side
```

`skill_order`

`stat_runes`

`stats`

`summoner`

`summoner_spell_d`

`summoner_spell_f`

`team`

`team_position`

`timeline`

`version`

`class cassiopeia.core.match.ParticipantStats(**kwargs)`

Bases: `CassiopeiaObject`

Searchable by ['str', 'Item']

`assists`

`baron_kills`

`bounty_level`

`champion_experience`

`champion_transform`

`consumables_purchased`

`damage_dealt_to_buildings`

`damage_dealt_to_objectives`

`damage_dealt_to_turrets`

`damage_self_mitigated`

`deaths`

`double_kills`

`dragon_kills`

`first_blood_assist`

`first_blood_kill`

`first_tower_assist`

`first_tower_kill`

`classmethod from_data(data: ParticipantStatsData, match: Match, participant: Participant)`

gold_earned
gold_spent
inhibitor_kills
inhibitor_takedowns
inhibitors_lost
items
items_purchased
kda
killing_sprees
kills
largest_critical_strike
largest_killing_spree
largest_multi_kill
level
longest_time_spent_living
magic_damage_dealt
magic_damage_dealt_to_champions
magic_damage_taken
neutral_minions_killed
nexus_kills
nexus_lost
nexus_takedowns
objectives_stolen
objectives_stolen_assists
penta_kills
physical_damage_dealt
physical_damage_dealt_to_champions
physical_damage_taken
quadra_kills
sight_wards_bought
spell_1_casts

spell_2_casts
spell_3_casts
spell_4_casts
summoner_spell_1_casts
summoner_spell_2_casts
time_CCing_others
time_played
total_damage_dealt
total_damage_dealt_to_champions
total_damage_shielded_on_teammates
total_damage_taken
total_heal
total_heals_on_teammates
total_minions_killed
total_time_cc_dealt
total_time_spent_dead
total_units_healed
triple_kills
true_damage_dealt
true_damage_dealt_to_champions
true_damage_taken
turret_kills
turret_takedowns
turrets_lost
unreal_kills
vision_score
vision_wards_bought
vision_wards_placed
wards_killed
wards_placed
win

```
class cassiopeia.core.match.ParticipantTimeline
    Bases: object
    champion_assists
    champion_deaths
    champion_kills
    events
    frames
    classmethod from_data(match: Match)

class cassiopeia.core.match.Timeline(*args, **kwargs)
    Bases: CassiopeiaGhost
    continent
    first_tower_fallen
    frame_interval
    frames
    id
    platform
    region

class cassiopeia.core.match.Frame(**kwargs)
    Bases: CassiopeiaObject
    events
    participant_frames
    timestamp

class cassiopeia.core.match.ParticipantFrame(**kwargs)
    Bases: CassiopeiaObject
    creep_score
    current_gold
    dominion_score
    experience
    gold_earned
    level
    neutral_minions_killed
    participant_id
```

```
    position
    team_score

class cassiopeia.core.match.Event(**kwargs)
    Bases: CassiopeiaObject
    Searchable by ['str']
    after_id
    ascended_type
    assisting_participants
    before_id
    building_type
    captured_point
    creator_id
    item_id
    killer_id
    lane_type
    level_up_type
    monster_sub_type
    monster_type
    participant_id
    position
    side
    skill
    timestamp
    tower_type
    type
        CHAMPION_KILL, WARD_PLACED, WARD_KILL, BUILDING_KILL, ELITE_MONSTER_KILL,
        ITEM_PURCHASED, ITEM_SOLD, ITEM_DESTROYED, ITEM_UNDO, SKILL_LEVEL_UP, AS-
        CENDED_EVENT, CAPTURE_POINT, PORO_KING_SUMMON
        Type
            Legal values
    victim_id
    ward_type

class cassiopeia.core.match.Position(**kwargs)
    Bases: CassiopeiaObject
```

location

x

y

```
class cassiopeia.core.match.CumulativeTimeline(id: int, participant_timeline: ParticipantTimeline)
```

Bases: `object`

```
class cassiopeia.core.match.ParticipantState(id: int, time: timedelta, participant_timeline: ParticipantTimeline)
```

Bases: `object`

The state of a participant at a given point in the timeline.

assists

creep_score

current_gold

deaths

dominion_score

experience

gold_earned

items

kda

kills

level

neutral_minions_killed

objectives

Number of objectives assisted in.

position

skills

team_score

Patch

```
class cassiopeia.Patch(region: Union[str, Region], name: str, start: Union[Arrow, float], end: Optional[Union[Arrow, float]])
```

Bases: `object`

end

```
classmethod from_date(date: Arrow, region: Union[Region, str]) → Patch
```

```
classmethod from_str(string: str, region: Union[Region, str]) → Patch  
classmethod latest(region: Optional[Union[Region, str]] = None) → Patch  
major  
majorminor  
minor  
name  
region  
revision  
start
```

Profile Icons

```
cassiopeia.Summoner.profile_icon  
cassiopeia.get_profile_icons() → ProfileIcons  
class cassiopeia.ProfileIcons(*args, **kwargs)  
    Bases: CassiopeiaLazyList  
    append(item)  
        Append object to the end of the list.  
    clear()  
        Remove all items from list.  
    contains(item: Any) → bool  
    copy()  
        Return a shallow copy of the list.  
    count(object)  
        Return number of occurrences of value.  
    delete(item: Any) → None  
    enumerate(item: Any, reverse: bool = False) → Generator[Tuple[int, Any], None, None]  
    extend(iterable)  
        Extend list by appending elements from the iterable.  
    filter(function)  
    find(item: Any, reverse: bool = False) → Any  
    classmethod from_data(*args, **kwargs)  
    classmethod from_generator(generator: Generator, **kwargs)
```

index(*object*, *start*: *int* = 0, *stop*: *int* = 9223372036854775807)

Return first index of value.

Raises `ValueError` if the value is not present.

insert(*index*: *int*, *object*)

Insert object before index.

locale

platform

pop(*index*: *int* = - 1)

Remove and return item at index (default last).

Raises `IndexError` if list is empty or index is out of range.

region

remove(*object*)

Remove first occurrence of value.

Raises `ValueError` if the value is not present.

reverse()

Reverse *IN PLACE*.

search(*item*: *Any*, *streaming*: *bool* = *False*, *reverse*: *bool* = *False*) → `Union[SearchableList, Generator[Any, None, None]]`

sort(***, *key*=*None*, *reverse*=*False*)

Stable sort *IN PLACE*.

to_dict()

to_json(***kwargs*)

version

class `cassiopeia.core.staticdata.profileicon.ProfileIcon(*args, **kwargs)`

Bases: `CassiopeiaGhost`

Searchable by [`'int'`, `'str'`, `'Image'`]

id

image

locale

The locale for this profile icon.

name

platform

The platform for this profile icon.

region

The region for this profile icon.

url

version

The version for this profile icon.

Realms

`cassiopeia.get_realms()` → *Realms*

class `cassiopeia.Realms(*args, **kwargs)`

Bases: `CassiopeiaGhost`

Searchable by []

cdn

css_version

language

latest_data_dragon

latest_versions

Latest changed version for each data type listed.

legacy_mode

locale

The locale for this realm.

max_profile_icon_id

platform

The platform for this realm.

region

The region for this realm.

store

version

Runes

`cassiopeia.get_runes()` → *Runes*

class `cassiopeia.Runes(*args, **kwargs)`

Bases: `CassiopeiaLazyList`

append(*item*)

Append object to the end of the list.

clear()

Remove all items from list.

contains(*item: Any*) → `bool`

copy()

Return a shallow copy of the list.

count(object)

Return number of occurrences of value.

delete(item: Any) → None**domination****enumerate(item: Any, reverse: bool = False) → Generator[Tuple[int, Any], None, None]****extend(iterable)**

Extend list by appending elements from the iterable.

filter(function)**find(item: Any, reverse: bool = False) → Any****classmethod from_data(*args, **kwargs)****classmethod from_generator(generator: Generator, **kwargs)****included_data**

A set of tags to return additional information for this champion when it's loaded.

index(object, start: int = 0, stop: int = 9223372036854775807)

Return first index of value.

Raises ValueError if the value is not present.

insert(index: int, object)

Insert object before index.

inspiration**keystones****locale**

The locale for this champion.

platform**pop(index: int = - 1)**

Remove and return item at index (default last).

Raises IndexError if list is empty or index is out of range.

precision**region****remove(object)**

Remove first occurrence of value.

Raises ValueError if the value is not present.

resolve**reverse()**

Reverse *IN PLACE*.

search(*item: Any, streaming: bool = False, reverse: bool = False*) → Union[SearchableList, Generator[Any, None, None]]

sorcery

sort(**, key=None, reverse=False*)

Stable sort *IN PLACE*.

to_dict()

to_json(***kwargs*)

version

class cassiopeia.**Rune**(**args, **kwargs*)

Bases: CassiopeiaGhost

Searchable by ['str', 'int', 'RunePath', 'Region', 'Platform']

id

The rune's ID.

image

The image information for this rune.

included_data

A set of tags to return additional information for this champion when it's loaded.

is_keystone

locale

The locale for this rune.

long_description

name

The rune's name.

path

platform

The platform for this rune.

region

The region for this rune.

short_description

tier

version

The version for this rune.

Status

`cassiopeia.get_status()` → *ShardStatus*

class `cassiopeia.ShardStatus(*args, **kwargs)`

Bases: `CassiopeiaGhost`

Searchable by []

hostname

locales

name

platform

region

services

slug

Spectator

`cassiopeia.Summoner.current_match`

`cassiopeia.get_current_match(region: Optional[Union[Region, str]] = None)` → *CurrentMatch*

`cassiopeia.get_featured_matches()` → *FeaturedMatches*

class `cassiopeia.FeaturedMatches(*args, **kwargs)`

Bases: `CassiopeiaLazyList`

append(*item*)

Append object to the end of the list.

clear()

Remove all items from list.

client_refresh_interval

contains(*item: Any*) → *bool*

copy()

Return a shallow copy of the list.

count(*object*)

Return number of occurrences of value.

delete(*item: Any*) → *None*

enumerate(*item: Any, reverse: bool = False*) → *Generator[Tuple[int, Any], None, None]*

extend(*iterable*)

Extend list by appending elements from the iterable.

filter(*function*)

find(*item: Any, reverse: bool = False*) → *Any*

classmethod from_data(**args*, ***kwargs*)

classmethod from_generator(*generator: Generator, **kwargs*)

index(*object, start: int = 0, stop: int = 9223372036854775807*)

Return first index of value.

Raises ValueError if the value is not present.

insert(*index: int, object*)

Insert object before index.

platform

pop(*index: int = - 1*)

Remove and return item at index (default last).

Raises IndexError if list is empty or index is out of range.

region

remove(*object*)

Remove first occurrence of value.

Raises ValueError if the value is not present.

reverse()

Reverse *IN PLACE*.

search(*item: Any, streaming: bool = False, reverse: bool = False*) → Union[SearchableList, Generator[*Any*, None, None]]

sort(**, key=None, reverse=False*)

Stable sort *IN PLACE*.

to_dict()

to_json(***kwargs*)

class cassiopeia.core.spectator.**CurrentMatch**(**args*, ***kwargs*)

Bases: CassiopeiaGhost

Searchable by []

blue_team

creation

duration

exists

classmethod from_data(*data: CurrentGameInfoData, summoner: Union[Summoner, str]*)

id

map

mode

observer_key

participants

platform

queue

red_team

region

teams

type

class cassiopeia.core.spectator.**Team**(**kwargs)

Bases: CassiopeiaObject

Searchable by []

bans

classmethod **from_data**(data: CoreData, match: [CurrentMatch](#))

participants

side

class cassiopeia.core.spectator.**Participant**(**kwargs)

Bases: CassiopeiaObject

Searchable by ['str', 'Summoner', 'Champion']

champion

classmethod **from_data**(data: CoreData, match: [CurrentMatch](#))

is_bot

runes

side

summoner

summoner_spell_d

summoner_spell_f

team

Summoners

`cassiopeia.get_summoner(*, account_id: Optional[str] = None, name: Optional[str] = None, region: Optional[Union[Region, str]] = None) → Summoner`

`class cassiopeia.Summoner(*args, **kwargs)`

Bases: `CassiopeiaGhost`

Searchable by ['str', 'Region', 'Platform']

`account_id`

`champion_masteries`

`current_match`

`exists`

`id`

`league_entries`

`level`

`match_history`

`match_history_uri`

`name`

`platform`

The platform for this summoner.

`profile_icon`

`puuid`

`ranks`

`region`

The region for this summoner.

`revision_date`

`sanitized_name`

`verification_string`

Summoner Spells

`cassiopeia.get_summoner_spells() → SummonerSpells`

`class cassiopeia.SummonerSpells(*args, **kwargs)`

Bases: `CassiopeiaLazyList`

`append(item)`

Append object to the end of the list.

clear()

Remove all items from list.

contains(*item: Any*) → bool**copy()**

Return a shallow copy of the list.

count(*object*)

Return number of occurrences of value.

delete(*item: Any*) → None**enumerate**(*item: Any, reverse: bool = False*) → Generator[Tuple[int, Any], None, None]**extend**(*iterable*)

Extend list by appending elements from the iterable.

filter(*function*)**find**(*item: Any, reverse: bool = False*) → Any**classmethod from_data**(*args, **kwargs)**classmethod from_generator**(*generator: Generator, **kwargs*)**included_data**

A set of tags to return additional information for this champion when it's loaded.

index(*object, start: int = 0, stop: int = 9223372036854775807*)

Return first index of value.

Raises ValueError if the value is not present.

insert(*index: int, object*)

Insert object before index.

locale

The locale for this champion.

platform**pop**(*index: int = - 1*)

Remove and return item at index (default last).

Raises IndexError if list is empty or index is out of range.

region**remove**(*object*)

Remove first occurrence of value.

Raises ValueError if the value is not present.

reverse()

Reverse *IN PLACE*.

search(*item: Any, streaming: bool = False, reverse: bool = False*) → Union[SearchableList, Generator[Any, None, None]]

sort(**key=None*, *reverse=False*)

Stable sort *IN PLACE*.

to_dict()

to_json(***kwargs*)

version

class cassiopeia.**SummonerSpell**(**args*, ***kwargs*)

Bases: CassiopeiaGhost

Searchable by ['str']

alternative_images

The alternative images for this spell. These won't exist after patch NN, when Riot standardized all images.

cooldowns

The cooldowns of this spell (per level).

costs

The resource costs of this spell (per level).

description

The spell's description.

effects

The level-by-level replacements for { { e# } } tags in other values.

id

The spell's id.

image

included_data

The data to included in the query for this summoner spell.

key

The spell's key.

locale

The locale for this summoner spell.

max_rank

The maximum rank this spell can attain.

modes

name

The spell's name.

platform

The platform for this summoner spell.

range

The maximum range of this spell. *self* if it has no range.

region

The region for this summoner spell.

resource

The resource consumed when using this spell.

sanitized_description

The spell's sanitized description.

sanitized_tooltip

The spell's sanitized tooltip.

sprite**tooltip**

The spell's tooltip.

variables

Contains spell data.

version

The version for this summoner spell.

class cassiopeia.core.staticdata.summonerspell.**SpellVars**(**kwargs)

Bases: CassiopeiaObject

Searchable by ['str']

coefficients

The scaling coefficients for this spell.

dynamic

Well, we don't know what this one is. let us know if you figure it out.

key

Well, we don't know what this one is. let us know if you figure it out.

link

Stat this spell scales from.

ranks_with

Well, we don't know what this one is. let us know if you figure it out.

Versions

cassiopeia.get_versions() → List[str]

cassiopeia.get_version(region: Optional[Union[Region, str]] = None) → Union[None, str]

class cassiopeia.Versions(*args, **kwargs)

Bases: CassiopeiaLazyList

append(item)

Append object to the end of the list.

clear()

Remove all items from list.

contains(item: Any) → bool

copy()

Return a shallow copy of the list.

count(object)

Return number of occurrences of value.

delete(item: Any) → None**enumerate(item: Any, reverse: bool = False) → Generator[Tuple[int, Any], None, None]****extend(iterable)**

Extend list by appending elements from the iterable.

filter(function)**find(item: Any, reverse: bool = False) → Any****classmethod from_data(*args, **kwargs)****classmethod from_generator(generator: Generator, **kwargs)****index(object, start: int = 0, stop: int = 9223372036854775807)**

Return first index of value.

Raises ValueError if the value is not present.

insert(index: int, object)

Insert object before index.

platform**pop(index: int = - 1)**

Remove and return item at index (default last).

Raises IndexError if list is empty or index is out of range.

region**remove(object)**

Remove first occurrence of value.

Raises ValueError if the value is not present.

reverse()Reverse *IN PLACE*.**search(item: Any, streaming: bool = False, reverse: bool = False) → Union[SearchableList, Generator[Any, None, None]]****sort(*, key=None, reverse=False)**Stable sort *IN PLACE*.**to_dict()****to_json(**kwargs)**

4.2.2 Setup

Cassiopeia requires Python 3.6 and we highly recommend installing Anaconda with Python 3.6.

Install using pip

Simply `pip install cassiopeia` to get the latest release. (See the [pip install](#) page if you do not have pip installed.) If you want to pull the most recent version, you can install directly from GitHub using `pip install git+https://github.com/meraki-analytics/cassiopeia.git` instead. We may not make a PyPy release (which pip usually pulls from) for small changes to the code.

PyCurl Issues

You may have some issues during installation due to PyCurl. Try the installation first, and if you have issues with pycurl come back and read this section. If Cass installed properly but is throwing certificate errors, skip to the 3rd paragraph.

At the moment PyCurl does not fully support installation with Python 3.6 and many people have had issues. The easiest thing to do (and what we *highly* recommend) is to install Python 3.6 via [Anaconda](#). Anaconda is a package manager for Python and provides many packages that are difficult to install without Anaconda. If you do not or can't use Anaconda, you'll need download and install Curl, then use `easy_install` to install PyCurl and link it to the proper Curl libraries. This isn't much fun, and again we recommend Anaconda to ease the process.

If you successfully installed Cass but it's throwing a certificate error, you probably just need to `pip install certifi`. This should solve any certificate errors.

If you are having more problems, let us know via the Riot API discord server or our Meraki discord server.

Alternative library support

In case PyCurl is not installed, Cassiopeia falls back to [Requests](#), this is a direct dependency and the user is not required to install the library manually.

Furthermore, [ujson](#) is used instead of Python's default `json` module when available. To use ujson in conjunction with Requests, the following patch needs to be applied before running any API requests.

```
# see https://github.com/psf/requests/issues/1595#issuecomment-504030697 for more details
import requests
import ujson

requests.models.complexjson = ujson
```

Install from Source

If you would like to get Cassiopeia with the most recent updates (even before they have been pushed in an official release), you can clone the repository. Go to [Cassiopeia's Github page](#) and either download the zip or `git clone https://github.com/meraki-analytics/cassiopeia` into a directory of your choice.

Next, run `pip install -r requirements.txt` in the newly downloaded cassiopeia directory to install the dependencies.

Next, add the newly downloaded cassiopeia source directory to your `PYTHONPATH` environment variable. If a `PYTHONPATH` environment variable does not exist on your system (which may be true if you have a newly installed version of python), you will need to create it.

On Windows, follow the instructions [here](#). Note that if you need multiple paths on your PYTHONPATH, you can separate them with a `;`.

On Mac or Linux, add `export PYTHONPATH=$PYTHONPATH:<CASSIOPEIA_PATH>` to the end of your shell rc file (this should be `~/.bashrc` for most), where `<CASSIOPEIA_PATH>` is the path of the directory you cloned, or the `cassiopeia.zip` file you downloaded.

Restart your terminal/IDE.

Google can probably give you more information as well, and note that the path name you add your PYTHONPATH should end in `.../cassiopeia`.

Setting Your API Key and Other Settings

By default, Cass pulls your API key from an environment variable called `RIOT_API_KEY`. You can modify this behavior by calling `cass.set_riot_api_key(...)` or by creating a your own configuration for Cass (see [Settings](#) for more info). However, we encourage new users to use Cass's default configuration.

To create an environment variable on Windows, follow the directions [here](#). On Linux or Mac, add `export RIOT_API_KEY='<YOUR_API_KEY>'` to the end of your shell rc file (this should be `~/.bashrc` for most), where `<YOUR_API_KEY>` is your Riot-issued API key. Then restart your terminal/IDE.

Plugins

Cass has plugins that enable additional functionality. See [Plugins](#) for more information about how to install each plugin.

4.2.3 Settings

There are many settings in Cassiopeia that control how the framework works, and more settings will be added as the code is expanded.

Use `cass.apply_settings(...)` and pass in a json filename, a dictionary, or a `cassiopeia.Settings` object to set Cass's parameters. Cass will use its own default settings if you do not run `cass.apply_settings`.

The method `cass.get_default_config()` will return a dictionary that contains the default settings that Cass uses. You can call this method, modify the returned dictionary, then pass it to `cass.apply_settings` to overwrite the default settings.

The most important setting is your Riot API key. It can be set programmatically (which will override the value specified in the settings).

Each setting is explained below, and should be added as separate entries to your settings dictionary/json.

Globals

The `"default_region"` setting should be set to the string version of the region that the Riot API requires (in all caps), for example `"NA"` for North America. This can be set programmatically using `cass.set_default_region`.

The `"version_from_match"` variable determines which version of the static data for matches is loaded (this includes, for example, the items for each participant). Valid values are `"version"`, `"patch"`, and `"latest"`. If set to `"version"`, the static data for the match's version will be loaded correctly; however, this requires pulling the match data for all matches. If you only want to use match reference data (and will not pull the full data for every match), you should use either `"patch"` or `"latest"`. `"patch"` will make a reasonable attempt to get the match's correct version based on its creation date (which is provided in the match reference data); however, if you pull a summoner's full match history, you will pull many versions of the static data, which may take a long time. In addition, the patch dates / times

may be slightly off and may depend on the region. For small applications that barely uses the static data, pulling multiple versions of the static data is likely overkill. If that is the case, you should set this variable to "latest", in which case the static data for the most recent version will be used; this, however, could result in missing or incorrect data if parts of the static data are accessed that have changed from patch to patch. The default is to use the patch if the match hasn't yet been loaded, which is a nice compromise between ensuring you, the user, always have correct data while also preventing new users from pulling a massive amount of unnecessary match data. It's likely that the patch dates aren't perfect, so be aware of this and please report and inconsistencies.

Below is an example:

```
{
  ...,
  "global": {
    "version_from_match": "patch",
    "default_region": null
  }
  ...
}
```

Data Pipeline

This setting is extremely important and therefore has its own page ([Data Pipeline](#)). However, our defaults will likely work for you if you're just getting started.

Riot API

The Riot API variable is an attribute of the pipeline variable, but it has a variety of settings relevant to the Riot API.

The "api_key" should be set to your Riot API key. You can instead supply an environment variable name that contains your API key (this is recommended so that you can push your settings file to version control without revealing your API key). This variable can be set programmatically via `cass.set_riot_api_key`.

The "limit_sharing" variable specifies what fraction of your API key should be used for your server. This is useful when you have multiple servers that you want to split your API key over. The default (if not set) is 1.0, and valid values are between 0.0 and 1.0.

Request Handling

The "request_error_handling" variable specifies how errors returned by the Riot API should be handled. There are three options, each of which has its own set of parameters: "throw" simply causes the error returned by the Riot API to be thrown to you, the user; "exponential_backoff" will exponentially backoff; and "retry_from_headers" will attempt to use the "retry-after" header in the response to retry after the specified amount of time. The 429 error code can be handled differently depending on which type of rate limiting cause it. See the example below for the specific structure for these settings.

"throw" takes no arguments.

"exponential_backoff" takes three arguments: `initial_backoff` specifies the initial time to pause before making another request, `backoff_factor` specifies what to multiply the `initial_backoff` by for each subsequent failure, and `max_attempts` specifies the maximum number of calls to make before throwing the error.

"retry_from_headers" takes one argument: `max_attempts` specifies the maximum number of calls to make before throwing the error.

Below is an example, and these settings are the default if any value is not specified:

```
"RiotAPI": {
  "api_key": "RIOT_API_KEY",
  "limiting_share": 1.0,
  "request_error_handling": {
    "404": {
      "strategy": "throw"
    },
    "429": {
      "service": {
        "strategy": "exponential_backoff",
        "initial_backoff": 1.0,
        "backoff_factor": 2.0,
        "max_attempts": 4
      },
      "method": {
        "strategy": "retry_from_headers",
        "max_attempts": 5
      },
      "application": {
        "strategy": "retry_from_headers",
        "max_attempts": 5
      }
    },
    "500": {
      "strategy": "throw"
    },
    "503": {
      "strategy": "throw"
    },
    "timeout": {
      "strategy": "throw"
    }
  }
}
```

An alternative setting for `request_error_handling` is below, which will retry 50x errors:

```
"request_error_handling": {
  "404": {
    "strategy": "throw"
  },
  "429": {
    "service": {
      "strategy": "exponential_backoff",
      "initial_backoff": 1.0,
      "backoff_factor": 2.0,
      "max_attempts": 4
    },
    "method": {
      "strategy": "retry_from_headers",
      "max_attempts": 5
    },
    "application": {
```

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```

        "strategy": "retry_from_headers",
        "max_attempts": 5
    },
    "500": {
        "strategy": "exponential_backoff",
        "initial_backoff": 1.0,
        "backoff_factor": 2.0,
        "max_attempts": 4
    },
    "503": {
        "strategy": "exponential_backoff",
        "initial_backoff": 1.0,
        "backoff_factor": 2.0,
        "max_attempts": 4
    },
    "timeout": {
        "strategy": "throw"
    },
    "403": {
        "strategy": "throw"
    }
}

```

Logging

The "logging" section defines variables related to logging and print statements.

The "print_calls" variable should be set to true or false and determines whether http calls (e.g. to the Riot API or Data Dragon) are printed. Similarly, the "print_riot_api_key" variable will print your Riot API key if set to true.

"core" and "default" are two loggers that are currently implemented in Cass, and you can set the logging levels using these variables. Acceptable values are the logging levels for python's logging module (e.g. "INFO" and "WARNING").

Example:

```

"logging": {
    "print_calls": true,
    "print_riot_api_key": false,
    "default": "WARNING",
    "core": "WARNING"
}

```

Plugins

The "plugins" section defines which plugins Cassiopeia will use. See [Plugins](#) for specifics for each plugin.

4.2.4 How Cass Works

There are a few major parts that make Cass work, with minor parts that go along with them. These are discussed below.

Two Interfaces

Cass has two interfaces that work nearly identically. Depending on your coding style, you can choose the one that you prefer. One uses `.get_...` methods to get objects, while the other prefers constructors to create objects. Both are equally good. As an example, both `cass.get_summoner(name="Kalturi", region="NA")` and `Summoner(name="Kalturi", region="NA")` work exactly the same.

Settings

There are a few settings in Cass that should be modified, and more that can be modified. See [Settings](#) for more info.

Ghost Loading

A *ghost object* is an object that can be instantiated without all of its data. It is therefore a shadow of itself, or a *ghost*. Ghost objects know how to load the rest of their data using what they were given at init. This is what allows you to write `kalturi = Summoner(name="Kalturi", region="NA")` followed by `kalturi.level`. The latter will trigger a call to the data pipeline (discussed below) to pull the rest of the data for `kalturi` by using `kalturi.name`.

Most top-level objects in Cass are ghost objects and therefore know how to load their own data.

For developers who are interested, the implementation for ghost objects can be found in our `meraki` repository on GitHub.

Data Pipeline

The data pipeline is the series of caches, databases, and data sources (such as the Riot API) that both provide and store data. Data sources provide data, while data sinks store data; we call both of these “data stores”. Some parts of the data pipeline are only data sources (for example, the Riot API), while others are both data sources and data sinks (for example, caches and databases). The data pipeline is a list of data stores, where the order the data stores specifies how data is pulled and stored (see the next paragraph). Usually faster data stores go at the beginning of the data pipeline.

When data is queried, a query dictionary is constructed containing the information needed to uniquely identify an object in a data source (e.g. a `region` and `summoner.id` are required when querying for `Summoner` objects). This query is passed up the data pipeline through the data sources, and at each data source the data pipeline asks if that source can supply the requested object. If the source can supply the object (for example, if the object is in the database, or if the Riot API can send the object/data), it is returned. If the source does not supply the object, the next data source in the pipeline is queried. If no data source can provide an object for the query, a `datapipelines.NotFoundError` is thrown.

After an object is returned by a data source, the object gets passed back down the pipeline. Any data sinks along the way store the object that was returned by the data source. In this way, the cache (which should be at the front of the data pipeline) will store any object that a database or the Riot API returned.

A data pipeline containing an in-memory cache and the Riot API is created by default. The pipeline can be accessed via `settings.pipeline`, although users should rarely if ever touch this object after it has been instantiated.

See *Data Pipeline* for more details.

Searchable Containers

Most lists, dictionaries, and sets (all of which are containers) can be searched by most values that make sense. For example, the below line of code finds the first game in which Teemo was played in the match history of the specified summoner (note that all participants in the match are searched, not just the specific summoner for whom the match history was pulled).

```
a_teemo_game = Summoner(name="Dabblegamer", region="NA").match_history["Teemo"]
```

You can also search using objects rather than strings:

```
all_champions = Champions(region="NA")
teemo = all_champions["Teemo"]
a_teemo_game = Summoner(name="Dabblegamer", region="NA").match_history[teemo]
```

All matches in a summoner's match history where Teemo was in the game can be found by using `.search` rather than the `[...]` syntax:

```
# We will truncate the summoner's match history so we don't pull thousands of matches
match_history = Summoner(name="Dabblegamer", region="NA").match_history(begin_time=Patch.
↳ from_str("9.1", region="NA").start)
all_teemo_games = match_history.search("Teemo")
```

You can also index on items in a match. For example:

```
...match_history["Sightstone"]
```

will find a game in the summoner's match history where someone ended the game with a Sightstone (or Ruby Sightstone) in their inventory.

Below is a final (very convenient) snippet that allows you to get your participant in a match:

```
me = Summoner(name="Kalturi", region="NA")
match = me.match_history[0]
champion_played = match.participants[me].champion
```

Searchable containers are extremely powerful and are one of the reasons why writing code using Cass is both fun and intuitive.

Match Histories Work Slightly Differently

The match history of a summoner is handled slightly differently than most objects in Cass. Most importantly, it is not Cached or stored in databases we create. This is largely because the logic for doing so is non-trivial, and we haven't implemented it yet – although we hope to. Therefore match histories are requested from the Riot API every time the method is called. You are encouraged to cache the results yourself if you wish.

Match histories are also lazily loaded.

4.2.5 Data Pipeline

The data pipeline is a fundamental piece of Cass. It controls the flow of data into and out of an in-memory cache, your databases, the Riot API, and any other data sources/sinks you provide.

The data pipeline consists of a list of `DataSources` and `DataSinks`. A `DataSource` is any entity that *provides* data (for example, the Riot API and databases are both data sources). A `DataSink` is any entity that *stores* data (databases are also data sinks). Any entity that is a data sink will almost certainly be a data source as well. We refer to an entity that is both a data source and data sink as a data *store*.

The data sources and sinks are *ordered* in the data pipeline, and their order determines the order in which data is requested. Generally speaking, slower data stores / sinks should go towards the end of the pipeline.

For example, if your data pipeline consists of a cache, a database, and the Riot API (in that order), when you ask for a `Champion` Cassiopeia will first look in the cache, then in your database, then in the Riot API. If the data is found in the cache, it will be returned and the database and Riot API will not be queried. Similarly, if the data is found in the database, the Riot API will not be queried.

After data is found in a data source, the data propagates back down the data pipeline from whence it came. Any data sink encountered along the way will store that data. So, continuing the above example, if you asked for a `Champion` and it was provided by the Riot API, the champion data would be stored in your database, then stored in the cache. A data sink will only store data that it “accepts”. Cass’s built-in data sinks accept all of Cass’s data types.

Each data sink has expiration periods defined for each type of data it accepts. When data is put into a data sink, a clock starts ticking (metaphorically, programmatically this is handled differently). When that clock finishes, the data is expelled from the data sink. Static data should have an infinite expiration period (because it is stored per-version, and the static data for a given version never changes). Other types like `CurrentMatch` might have very short expiration periods. Each data sink defines its own default expiration periods, which are documented under the specific data sinks below.

A few notes: 1) Users can force all expired objects in data sinks to be removed using `settings.pipeline.expire()`. 2) Individual data sinks handle their own expirations, so if you write a database, you must decide how to handle expirations for data in your database.

Below is an example (which uses more datastores than Cass uses by default):

```
{
  "pipeline": {
    "Cache": {},

    "SimpleKVDiskStore": {
      "package": "cassiopeia_diskstore"
    },

    "DDragon": {},

    "RiotAPI": {
      "api_key": "RIOT_API_KEY"
    },

    "ChampionGG": {
      "package": "cassiopeia_championgg",
      "api_key": "CHAMPIONGG_KEY" # See api.champion.gg
    }
  }
}
```

In brief, this means that the sequence for looking for data will be: 1) Look in the cache, 2) look in our disk-based

database, 3) if it's static data, get it from data dragon, 4) pull the data from the Riot API, 5) pull the data from ChampionGG.

Defining Components in your Settings

The components of the data pipeline are defined explicitly below, and you can choose which you want to use by setting the "pipelines" attribute in your settings. By default, Cass uses the in-memory cache, data dragon, and the Riot API.

Each component has it's own set of parameters, also described below.

Settings has an example data pipeline you can use in your settings if you want to modify the defaults.

Components

In-Memory Cache

The in-memory cache, simply called the cache, is a data store and provides fast read / write storage of data. It is used by including Cache in the data pipeline settings. If you are constantly creating the same data over and over, the cache is extremely useful. However, if you only using pulling a given piece of data once, it is likely unnecessary.

The cache should be the first element in your pipeline.

It takes one optional parameter (called *expirations*), which is a mapping of expiration times (in seconds or `datetime.timedelta` if set programmatically) for each data type stored in the cache. Valid type names and their defaults are below (a value of `-1` means "do not expire" and `0` means "do not store in the data sink"):

```
ChampionRotationData: datetime.timedelta(hours=6),
Realms: datetime.timedelta(hours=6),
Versions: datetime.timedelta(hours=6),
Champion: datetime.timedelta(days=20),
Rune: datetime.timedelta(days=20),
Item: datetime.timedelta(days=20),
SummonerSpell: datetime.timedelta(days=20),
Map: datetime.timedelta(days=20),
ProfileIcon: datetime.timedelta(days=20),
Locales: datetime.timedelta(days=20),
LanguageStrings: datetime.timedelta(days=20),
SummonerSpells: datetime.timedelta(days=20),
Items: datetime.timedelta(days=20),
Champions: datetime.timedelta(days=20),
Runes: datetime.timedelta(days=20),
Maps: datetime.timedelta(days=20),
ProfileIcons: datetime.timedelta(days=20),
ChampionMastery: datetime.timedelta(days=7),
ChampionMasteries: datetime.timedelta(days=7),
LeagueSummonerEntries: datetime.timedelta(hours=6),
League: datetime.timedelta(hours=6),
ChallengerLeague: datetime.timedelta(hours=6),
MasterLeague: datetime.timedelta(hours=6),
Match: datetime.timedelta(days=3),
Timeline: datetime.timedelta(days=1),
Summoner: datetime.timedelta(days=1),
ShardStatus: datetime.timedelta(hours=1),
```

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```
CurrentMatch: datetime.timedelta(hours=0.5),  
FeaturedMatches: datetime.timedelta(hours=0.5)
```

TODO: The cache currently does not automatically expire its data, so it's possible to run out of memory. To prevent this, users can trigger an expiration of all data or all data of one type by using the method `settings.pipeline.expire`. We will fix this so that the cache does automatically expire its data, but we haven't gotten to it yet. Using the `expire` method is a temporary workaround.

Data Dragon

Data Dragon is a data source and provides all of Cass's static data. This is largely due to the static data rate limits enforced by the Riot API. If you are testing your app and running it repeatedly without a database, you will need to continuously request the static data and will quickly hit the Riot API's rate limits. Data Dragon provides exactly the same data without some of the niceties that the Riot API provides.

Data Dragon should therefore come before the Riot API in your pipeline, but likely after your databases.

It takes no parameters (i.e. `{}`).

Riot API

Hopefully you already know what this is. It's where you're planning on getting your data, and it's a data source. It should come after your data bases, and will likely always be the last thing in your data pipeline.

This component can have complicated settings, so see [Settings](#) for its parameters.

Kernel

Cassiopeia can query a proxy server that mirrors Riot API endpoints. An example of such server is [Kernel](#).

To configure the address and ports of the proxy, use the following configuration within your pipeline:

```
{  
  "pipeline": {  
    ...,  
    "Kernel": {  
      "server_url": "http://localhost",  
      "port": 80  
    }  
    ...  
  }  
}
```

Simple Disk Database

This is a simple filesystem database, and is therefore both a data source and data sink. It is not provided by Cass by default, and needs to be installed separately. See [Plugins](#) for more information.

SQLAlchemy Database Support

This is a database system that supports all databases that [SQLAlchemy](#) supports. It is not provided by Cass by default, and needs to be installed separately. See [Plugins](#) for more information.

ChampionGG

The ChampionGG plugin has its own data source if it is included. See [Plugins](#).

Unloaded Ghost Store

As a user, it's very likely that you don't need to worry about what this store does. Cass automatically puts this store in your datapipeline.

The `UnloadedGhostStore` provides unloaded ghost objects to the rest of Cass when a new ghost object is created. This allows us to have a single location where all top-level objects are created, which alleviates some complicated issues that crop up when caching core objects and using ghost loading. In general, it should always be in your pipeline.

If you wish to override how Cass inserts it into your pipeline, you can include it in your pipeline and Cass won't insert it automatically. Normally, it should go immediately after the cache, and if you are not using a cache, it should be the first element in the data pipeline.

4.2.6 Plugins

Plugins monkeypatch Cass to provide modified or additional functionality. They are listed below.

The plugins for Cass are stored in two different repositories: [cassiopeia-plugins](#) and [cassiopeia-datastores](#). [cassiopeia-plugins](#) contains functionality that modify the behavior of Cass's objects, while [cassiopeia-datastores](#) provides additional datastores (such as databases). Both of these are called "plugins" in this documentation.

Plugins can be added to Cass by downloading the appropriate plugin and putting it on your `PYTHONPATH` environment variable. Then, in your settings file, you specify the name of the module for that plugin (using the `package` keyword) as if you were directly importing it into your project. The name of the package specifies the data store that that will be loaded from that package and put on the pipeline.

ChampionGG

Install by running `pip install cassiopeia-championgg`.

The ChampionGG plugin pulls data from the [champion.gg api](#). This data is accessible via the `Champion.championgg` attribute.

To enable this plugin, add the following to your settings' data pipeline:

```
"pipeline": {
    ...,
    "ChampionGG": {
        "package": "cassiopeia_championgg",
        "api_key": "CHAMPIONGG_KEY"
    },
    ...
}
```

where "CHAMPIONGG_KEY" is your champion.gg API key or an environment variable that contains it.

Simple KV Disk Store

Install by running `pip install cassiopeia-diskstore`.

This plugin provides a disk-database. It is especially useful for staticdata, which never changes. It works for all data types except MatchHistory.

To enable this plugin, add the following to your settings' data pipeline between the Cache and DDragon stores:

```
"pipeline": {
    ...,
    "SimpleKVDiskStore": {
        "package": "cassiopeia_diskstore",
        "path": "/absolute/path/to/store/data/"
    },
    ...
}
```

The "path" parameter specifies a directory path where the data will be stored. There is also another optional "expirations" parameter that is left out of the above example for clarity. The "expirations" parameter is a mapping of type names to expiration periods analogous to those for the cache. The allowed type names and default values are below (a value of -1 means "do not expire" and 0 means "do not store in the data sink"):

```
RealmDto: datetime.timedelta(hours=6),
VersionListDto: datetime.timedelta(hours=6),
ChampionDto: -1,
ChampionListDto: -1,
RuneDto: -1,
RuneListDto: -1,
ItemDto: -1,
ItemListDto: -1,
SummonerSpellDto: -1,
SummonerSpellListDto: -1,
MapDto: -1,
MapListDto: -1,
ProfileIconDetailsDto: -1,
ProfileIconDataDto: -1,
LanguagesDto: -1,
LanguageStringsDto: -1,
ChampionRotationDto: datetime.timedelta(days=1),
ChampionMasteryDto: datetime.timedelta(days=7),
ChampionMasteryListDto: datetime.timedelta(days=7),
ShardStatusDto: datetime.timedelta(hours=1),
```

Some objects share the same expiration time: `FeaturedGamesDto` shares expiration of `CurrentGameInfoDto`, `ChallengerLeagueListDto` and `MasterLeagueListDto` share expiration of `LeagueListDto`, `ChampionMasteryListDto` shares expiration of `ChampionMasteryDto`, and `ChampionListDto` shares expiration of `ChampionDto`. Only the latter in each category need to be set.

This store only supports the above types (for now).

4.2.7 Contributing

Contributions are welcome! If you have idea or opinions on how things can be improved, don't hesitate to let us know by posting an issue on GitHub or @ing us on the Meraki or Riot API Discord channel. And we always want to hear from our users, even (especially) if it's just letting us know how you are using Cass.

As a user you get to ignore the details and just use the features of Cass. But as a developer you get to dive into the nitty-gritty and pick apart the implementation that makes everything work. If you don't want to dive too deep, you can likely contribute even without knowing all the details. You can read more about how Cass works [here](#), and you can find opportunities to help by looking at our issues that are tagged with `help-wanted` as well as looking at the list below.

If you have an idea but aren't sure about it, feel free to @ us on Discord and we can chat.

Things we need help with!

- We current don't support the tournament API but need to.
- Very few methods / properties have doc strings. While not glorious, it is an incredibly helpful thing to do and you will quickly learning all the pieces of Cass.
- In the previous version of Cass, we used regex to pull item stats from tooltips, because the static data is missing a significant number of stats. The old code can be found [here](#) and needs to be ported to this version of Cass.
- We want to support Redis and Mongo databases in addition to those we already support. To do so, new data-sources should be added (along side the Riot API and the in-memory cache) to support these databases. This functionality should be added to our [cassiopeia-datastores](#) repository.
- We have some very basic tests in place, but a thorough testing of all attributes of all objects would be extremely helpful.
- Some data from the [champion.gg api](#) is available through Cass (via the `Champion` object). The remaining data should be added as well. You can find the relevant code in the `plugins/championgg` directory.
- Implement better logging.

4.3 Top Level APIs

- *Settings*
- *Data and Enums*
- *Champions*
- *Champion Masteries*
- *Items*
- *Language Strings*
- *Leagues*
- *Locales*

- *Maps*
- *Matches*
- *Patch*
- *Profile Icons*
- *Realms*
- *Runes*
- *Status*
- *Spectator*
- *Summoners*
- *Summoner Spells*
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