
IreneAPIWrapper

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CLIENT

```
class IreneAPIWrapper.models.IreneAPIClient(token: str, user_id: Union[int, str], api_url='localhost',  
port=5454, preload_cache: Optional[Preload] = None,  
test=False, reconnect=True, verbose=False,  
origin='localhost', logger: Optional[Logger] = None)
```

Asynchronous IreneAPI Client connected by a websocket.

Warning: It is suggested to only create ONE client per application. The wrapper externally references the latest client created. If it is several clients that are routing to the same API, then it is okay as the same requests will be sent; otherwise, it can lead to conflicts between databases.

Parameters

- **token** (*str*) –
- **user_id** (*Union[int, str]*) –
- **api_url** (*str*) – Defaults to localhost. Websocket URL is expected to be `ws://{api_url}:{port}/ws`.
- **port** (*int*) – The api port.
- **test** (*bool*) – Whether to go into test/dev mode. Does not currently have a significant difference.
- **reconnect** (*bool*) – Whether to reconnect to the API if a connection is severed.

token

The API token provided.

Type

`str`

user_id

The id of the user that has access to that token.

Type

`str`

connected

If there is a stable websocket connection to the API.

Type

`bool`

in_testing

Whether the Client is in testing mode.

Type
bool

reconnect

Whether to reconnect to the API if a connection is severed. True by default.

Type
bool

verbose

Whether to print verbose messages.

Type
bool

origin

The origin meant for CORS to not return a bad request.

Type
str

logger

A logging object for messages to be sent to.

Type
logging.Logger

async add_and_wait(*callback*: *CallBack*)

Add a callback to the queue and wait for it to complete.

Parameters
callback – The callback to add to the queue and wait for.

async add_to_queue(*callback*: *CallBack*)

Add a request to the queue.

Parameters
callback – *CallBack* The request to send to the server.

async connect()

Connect to the API via a websocket indefinitely.

async disconnect()

Disconnect from the current websocket connection.

property is_preloaded

Check if the client is preloaded with cache.

async update_commands(*commands*)

Update the bot commands on the API side.

Parameters
commands – A dictionary of commands. Example: { “Slash Commands”: [
 {
 “name”: “Moderator”, “commands”: [

```
{
  "name": "/kick", "description": "Kicks a user.", "syntax": "/kick (user)",
  "permissionsNeeded": "Admin", "notes": "Can only be used by an admin.",
}
]
}
```


ABSTRACT BASE CLASSES

2.1 AbstractModel

```
class IreneAPIWrapper.models.AbstractModel(obj_id)
```

```
    async static create(*args, **kwargs)
```

Create an object.

```
    async static create_bulk(list_of_dicts: List[dict])
```

Bulk create objects

Parameters

list_of_dicts – List[dict] A list of dictionaries.

```
    async delete()
```

Delete the current object from the database and remove it from cache.

```
    async static fetch(unique_id: int)
```

Fetch the object from the API.

```
    async static fetch_all()
```

Fetch all objects from the API.

```
    async static get(unique_id: int, fetch: bool)
```

Get an object if it exists in cache, otherwise fetch the object from the API.

```
    async get_card(markdown=False)
```

Get a list representing of the current object as a card.

Parameters

markdown – bool Whether the returned list should support markdown.

Returns

List[str] A list of strings for the card.

```
    async static insert(*args, **kwargs)
```

Insert a new object into the database.

2.2 MediaSource

class IreneAPIWrapper.models.**MediaSource**(url, media_id: Optional[int] = None, file_type=None)

Represents a MediaSource object.

A MediaSource object inherits from *File*.

media_id

The Media id.

Type

int

file_type

The file type (if it is known).

Type

str

url

The URL of the media.

Type

str

async download_and_get_image_host_url() → str

Download and get the image host url if possible, otherwise fallback to the default url.

Returns

str A image host url or fallbacks to the default url.

2.3 Alias

class IreneAPIWrapper.models.**Alias**(alias_id, alias_name, obj_id, guild_id)

Represents an Abstract Alias.

An Alias object inherits from *AbstractModel*.

Please note that concrete aliases of different types will overlap unique keys, so they must have their own cache per concrete type of alias.

Parameters

- **alias_id** (*int*) – The Alias id.
- **alias_name** (*str*) – The alias name.
- **obj_id** (*int*) – The ID of the object the alias is referring to.
- **guild_id** (*Optional[int]*) – A guild ID that owns the alias if there is one.

id

The Alias id.

Type

int

name

The alias name.

Type
str

_obj_id

The ID of the object the alias is referring to. Used for Abstraction.

Type
int

guild_id

A guild ID that owns the alias if there is one.

Type
Optional[int]

2.4 File

```
class IreneAPIWrapper.models.File(file_type=None)
```

2.5 Receiver

```
async IreneAPIWrapper.models.base.receiver.internal_delete(obj: AbstractModel, request: dict) →  
    Callback
```

Delete the known instance of the concrete object from the API.

Warning: This is a permanent deletion from the database. Concrete objects are removed from cache on deletion.

Parameters

- **obj** – *AbstractModel* An abstract model.
- **request** – dict The request to pass into a *Callback*.

Returns

Callback

```
async IreneAPIWrapper.models.base.receiver.internal_fetch(obj: AbstractModel, request: dict) →  
    Optional[AbstractModel]
```

Fetch an updated concrete object from the API.

Note: Concrete objects are added to cache on creation.

Parameters

- **obj** – *AbstractModel* An abstract model.
- **request** – dict The request to pass into a *Callback*.

Returns

AbstractModel Returns an abstract model.

async `IreneAPIWrapper.models.base.receiver.internal_fetch_all` (*obj*: `AbstractModel`, *request*: `dict`, *bulk*: `bool = False`, *log_creation*: `bool = True`) → `List[AbstractModel]`

Fetch all known instances of the concrete object from the API.

Note: Concrete objects are added to cache on creation.

Parameters

- **obj** – `AbstractModel` An abstract model.
- **request** – `dict` The request to pass into a Callback.
- **bulk** – `bool` Whether to generate objects in bulk (Defaults to False).
- **log_creation** – `bool` Whether to log the creation.

Returns

`List[AbstractModel]` Returns a list of abstract models.

async `IreneAPIWrapper.models.base.receiver.internal_insert` (*request*: `dict`) → `CallBack`

Insert an object into the database.

Parameters

request – `dict` The request to pass into a Callback.

Returns

`CallBack` Returns a `CallBack` object.

3.1 Channel

class IreneAPIWrapper.models.Channel(channel_id, guild_id=None)

Represents a discord channel.

A Channel object inherits from *AbstractModel*.

Parameters

channel_id (int) – The channel id.

id

The channel id.

Type

int

guild_id

The guild ID.

Type

Optional[int]

async static create(*args, **kwargs)

Create a Channel object.

Returns

Channel

async delete() → None

Delete a Channel object from the database and remove it from cache.

Warning: This will cascade all objects dependent on the object.

Returns

None

async static fetch(channel_id)

Fetch an updated channel object from the API.

Parameters

channel_id – int The channel ID to fetch.

Returns

Optional[*Channel*] The channel object requested.

async static fetch_all()

Fetch all Channels.

Note: Channel objects are added to cache on creation.

async static get(channel_id: int, fetch=True)

Get a Channel object.

If the Channel object does not exist in cache, it will fetch the name from the API.

Parameters

- **channel_id** – int The channel ID to retrieve.
- **fetch** – bool Whether to fetch from the API if not found in cache.

Returns

Optional[*Channel*] The channel object requested.

async static get_all()

Get all Channel objects in cache.

Returns

dict_values[*Channel*] All Channel objects from cache.

async static insert(channel_id, guild_id) → None

Insert a new channel into the database.

Parameters

- **channel_id** – The channel ID to insert.
- **guild_id** – The guild ID to insert.

Returns

None

3.2 Interaction

class IreneAPIWrapper.models.Interaction(interaction_type: InteractionType, url: str)

Represents an Interaction object.

An Interaction object inherits from *AbstractModel*.

Parameters

- **interaction_type** (*InteractionType*) – InteractionType
- **url** (*str*) – Interaction URL.

id

InteractionType ID - URL

Type

str

type

InteractionType

Type

InteractionType

url

Interaction URL.

Type

str

async static create(*args, **kwargs)

Create an Interaction object.

Returns

Optional[*Interaction*]

async delete() → None

Delete the Interaction object from the database and remove it from cache.

Returns

None

async static fetch_all()

Fetch all Interactions.

async static get_all()

Get all Interaction objects in cache.

Returns

dict_values[*Interaction*] All Interaction objects from cache.

async static insert(type_id: int, url: str) → None

Insert a new interaction into the database.

Parameters

- **type_id** – int The Interaction Type.
- **url** – str The interaction url.

Returns

None

3.3 InteractionType

class IreneAPIWrapper.models.**InteractionType**(type_id, name)

Represents an InteractionType object.

An InteractionType object inherits from *AbstractModel*.

Parameters

- **type_id** (*int*) – Type ID
- **name** (*str*) – Name of the interaction type.

id

Type ID

Type

int

name

Name of the interaction type.

Type

str

async delete() → None

Delete the InteractionType object from the database and remove it from cache.

Returns

None

async static get(*type_id: int*)

Get an InteractionType object.

If the InteractionType object does not exist in cache :param *type_id: int*

The ID of the InteractionType

Returns

Optional[*InteractionType*]

async static get_all()

Get all Interaction Type objects in cache.

Returns

dict_values[*InteractionType*] All Interaction Type objects from cache.

async static insert(*name: str*) → None

Insert a new interaction type into the database.

Parameters

name – str The type name.

Returns

None

3.4 Notification

class IreneAPIWrapper.models.**Notification**(*noti_id, guild_id, user_id, phrase*)

Represents a Notification.

A Notification object inherits from *AbstractModel*.

Note: One Notification object will be referenced as “noti” and not “notification”. Several notifications will be referenced as “notifications” and not “notis”

Parameters

- **noti_id** (*int*) – The noti’s ID.
- **guild_id** (*int*) – Guild ID of the noti.
- **user_id** (*int*) – User ID to notify.
- **phrase** (*str*) – The phrase to notify the user for.

id

The noti's ID.

Type

int

guild_id

Guild ID of the noti.

Type

int

user_id

User ID to notify.

Type

int

phrase

The phrase to notify the user for.

Type

str

async static create(*args, **kwargs)

Create a Noti object.

async delete() → None

Delete the Noti object from the database and remove it from cache.

Returns

None

async static fetch(noti_id: int)

Fetch an updated noti object from the API.

Parameters

noti_id – int The noti's ID to fetch.

Returns

Notification

async static fetch_all()

Fetch all Notifications.

async static get(noti_id: int, fetch=True)

Get a Noti object.

If the Noti object does not exist in cache, it will fetch the person from the API. :param noti_id: int

The ID of the Noti to get/fetch.

Parameters

fetch – bool Whether to fetch from the API if not found in cache.

Returns

Notification

async static get_all(*guild_id=None, user_id=None*)

Get Notification objects in cache (can be filtered).

Parameters

- **guild_id** – int Guild ID to filter by
- **user_id** – int User ID to filter by

Returns

dict_values[*Notification*] All Notification objects from cache.

async static insert(*guild_id, user_id, phrase*) → None

Insert a new Noti into the database and cache.

Parameters

- **guild_id** (*int*) – Guild ID.
- **user_id** (*int*) – User ID to be notified.
- **phrase** (*str*) – Phrase to notify the user for.

:param : :type : returns: None

3.5 BiasGame

class IreneAPIWrapper.models.BiasGame

async static fetch_winners(*user_id, limit=15*) → dict

Fetch the winners of a user's bias game in DESC order.

Parameters

- **user_id** – int User ID to return results for.
- **limit** – int Number of results should be retrieved in descending order.

Returns

dict Dictionary of person IDs to the amount of times they've won.

async static generate_bracket(*game_info*)

Generate a PvP bracket and return an image url.

Parameters

game_info – dict All BiasGame round(s) information.

Returns

str The BiasGame bracket image url.

async static generate_pvp(*first_image_url, second_image_url*)

Generate a PvP image and return an image url.

Parameters

- **first_image_url** – str The first image url.
- **second_image_url** – str The second image url.

Returns

str The PvP image url.

async static upsert_win(*user_id*, *person_id*) → None

Upsert a win for a user's BiasGame.

Parameters

- **user_id** – int User ID of the bias game player.
- **person_id** – int Person ID that won the bias game.

Returns

None

3.6 GuessingGame

class IreneAPIWrapper.models.**GuessingGame**(*game_id*: int, *date_id*: int, *media_ids*: List[int], *status_ids*: List[int], *mode_id*: int, *difficulty*: Difficulty, *is_nsfw*: bool)

Represents a Guessing Game.

A GuessingGame object inherits from *AbstractModel*.

Parameters

- **date_id** (*int*) – The date object ID.
- **media_ids** (*List[int]*) – The media IDs.
- **status_ids** (*List[int]*) – The status IDs.
- **mode_id** (*int*) – The mode of the game.
- **difficulty** (*Difficulty*) – The difficulty of the game.
- **is_nsfw** (*bool*) – Whether the content may be NSFW.

date_id

The date object ID.

Type

int

media_ids

The media IDs.

Type

List[int]

status_ids

The status IDs.

Type

List[int]

mode_id

The mode of the game.

Type

int

difficulty

The difficulty of the game.

Type

Difficulty

is_nsfw

Whether the content may be NSFW.

Type

bool

async static create(*args, **kwargs)

Create a GuessingGame object.

Returns

GuessingGame

async delete() → None

Delete the GuessingGame object from the database and remove it from cache.

Returns

None

async static fetch(game_id: int)

Fetch an updated GuessingGame object from the API.

Note: affiliation objects are added to cache on creation.

Parameters

game_id – int The GuessingGame’s ID to fetch.

Returns

Optional[*GuessingGame*] The GuessingGame object requested.

async static fetch_all()

Fetch all GuessingGame objects.

Note: GuessingGame objects are added to cache on creation.

async static get(game_id: int, fetch=True)

Get a GuessingGame object.

If the GuessingGame object does not exist in cache, it will fetch the id from the API. :param game_id: int

The ID of the GuessingGame to get/fetch.

Parameters

fetch – bool Whether to fetch from the API if not found in cache.

Returns

Optional[*GuessingGame*] The GuessingGame object requested.

async static get_all()

Get all GuessingGame objects in cache.

Returns

dict_values[*GuessingGame*] All GuessingGame objects from cache.

async static insert(*date_id: int, media_ids: List[int], status_ids: List[int], mode_id: int, difficulty_id: int, is_nsfw: bool*) → int

Insert a new GuessingGame into the database.

Parameters

- **date_id** – int The Date ID
- **media_ids** – List[int] A list of media object ids.
- **status_ids** – List[int] A list of status ids
- **mode_id** – int The guessing game’s mode.
- **difficulty_id** – int The difficulty of the guessing game.
- **is_nsfw** – bool Whether the game includes nsfw content.

Returns

int The guessing game ID.

async update_media_and_status(*media_ids: List[int], status_ids: List[int]*) → None

Update the media and status ids for the game in the database.

Returns

None

3.7 UnscrambleGame

class IreneAPIWrapper.models.**UnscrambleGame**(*game_id: int, date_id: int, status_ids: List[int], mode_id: int, difficulty: Difficulty*)

Represents an UnscrambleGame Game.

A UnscrambleGame object inherits from *AbstractModel*.

Parameters

- **date_id** (*int*) – The date object ID.
- **status_ids** (*List [int]*) – The status IDs.
- **mode_id** (*int*) – The mode of the game.
- **difficulty** (*Difficulty*) – The difficulty of the game.

date_id

The date object ID.

Type

int

status_ids

The status IDs.

Type

List[int]

mode_id

The mode of the game.

Type

int

difficulty

The difficulty of the game.

Type

Difficulty

async static create(*args, **kwargs)

Create a UnscrambleGame object.

Returns

UnscrambleGame

async delete() → None

Delete the UnscrambleGame object from the database and remove it from cache.

Returns

None

async static fetch(game_id: int)

Fetch an updated UnscrambleGame object from the API.

Note: affiliation objects are added to cache on creation.

Parameters

game_id – int The UnscrambleGame’s ID to fetch.

Returns

Optional[*UnscrambleGame*] The UnscrambleGame object requested.

async static fetch_all()

Fetch all UnscrambleGame objects.

Note: UnscrambleGame objects are added to cache on creation.

async static get(game_id: int, fetch=True)

Get a UnscrambleGame object.

If the UnscrambleGame object does not exist in cache, it will fetch the id from the API. :param game_id: int

The ID of the UnscrambleGame to get/fetch.

Parameters

fetch – bool Whether to fetch from the API if not found in cache.

Returns

Optional[*UnscrambleGame*] The UnscrambleGame object requested.

async static get_all()

Get all UnscrambleGame objects in cache.

Returns

dict_values[*UnscrambleGame*] All UnscrambleGame objects from cache.

async static insert(*date_id: int, status_ids: List[int], mode_id: int, difficulty_id: int*) → int

Insert a new UnscrambleGame into the database.

Parameters

- **date_id** – int The Date ID
- **status_ids** – List[int] A list of status ids
- **mode_id** – int The guessing game’s mode.
- **difficulty_id** – int The difficulty of the guessing game.
- **is_nsfw** – bool Whether the game includes nsfw content.

Returns

int The guessing game ID.

async static update_status(*status_ids: List[int]*) → None

Update the status ids for the game in the database.

Returns

None

3.8 Wolfram

class IreneAPIWrapper.models.**Wolfram**

A model for sending requests to WolframAlpha.

async static query(*query*)

Query a request to Wolfram.

3.9 EightBallResponse

class IreneAPIWrapper.models.**EightBallResponse**(*response_id: int, response: str*)

Represents an eight-ball Response.

An EightBallResponse object inherits from *AbstractModel*.

Parameters

- **response_id** (*int*) – The response id.
- **response** (*str*) – The response itself.

id

The response id.

Type

int

response

The response itself.

Type

str

async static create(*args, **kwargs)

Create an EightBallResponse object.

Returns

EightBallResponse

async delete() → None

Delete the Response object from the database and remove it from cache.

Returns

None

async static fetch(response_id: int)

Fetch an updated EightBallResponse object from the API.

Note: EightBallResponse objects are added to cache on creation.

Parameters

response_id – int The response’s ID to fetch.

Returns

Optional[*EightBallResponse*] The EightBallResponse object requested.

async static fetch_all()

Fetch all responses.

Note: EightBallResponse objects are added to cache on creation.

async static get(response_id: int, fetch=True)

Get an EightBallResponse object.

If the EightBallResponse object does not exist in cache, it will fetch the object from the API. :param

response_id: int

The ID of the Response to get/fetch.

Parameters

fetch – bool Whether to fetch from the API if not found in cache.

Returns

Optional[*EightBallResponse*] The EightBallResponse object requested.

async static get_all()

Get all EightBallResponse objects in cache.

Returns

dict_values[*EightBallResponse*] All EightBallResponse objects from cache.

async static get_random_response(fetch=False)

Get a random response

Parameters

fetch – bool Whether to fetch fresh results from the API.

Returns

EightBallResponse A random response object.

async static insert(*response: str*) → None

Insert a new EightBallResponse into the database and cache.

Parameters

response – str Response Message.

3.10 PackMessage

class IreneAPIWrapper.models.**PackMessage**(*language_id, label, message, num_inputs*)

Refers to a message in a language.

Parameters

- **language_id** (*int*) – The *Language* ID that the message belongs to.
- **label** (*str*) – The key that identifies the message.
- **message** (*str*) – The message that may have custom input.
- **num_inputs** (*int*) – The number of custom inputs.

language_id

The *Language* ID that the message belongs to.

Type

int

label

The key that identifies the message.

Type

str

message

The message that may have custom input.

Type

str

num_inputs

The number of custom inputs.

Type

int

get(**args*) → str

Get the message formatted with custom input.

Pass in as many strings as inputs are required.

async static get_input_count(*msg: str*) → int

Get the amount of inputs in a message.

Parameters

msg – str The message to check.

Returns

int The number of inputs in the input message.

3.11 Language

class IreneAPIWrapper.models.Language(*language_id, short_name, name, pack: List[PackMessage]*)

Refers to a language.

A Language object inherits from *AbstractModel*.

Parameters

- **language_id** (*int*) – The language’s unique ID.
- **short_name** (*str*) – The shorthand version of the language’s name.
- **name** (*str*) – The official name of the language.
- **pack** (*List[PackMessage]*) – A list of PackMessages that belong to the language.

short_name

async static create(**args, **kwargs*)

Create an object.

async static fetch_all()

Fetch all objects from the API.

static get_english()

Get the English Language Pack.

Returns

Language

static get_lang(*short_name: str*)

Get a language by the short name.

Parameters

short_name – str The short name of a language.

Returns

Optional[*Language*] The language object.

static get_lang_by_id(*language_id*)

Get a language by the ID.

Parameters

language_id – int The ID of the language.

Returns

Optional[*Language*] The language object.

3.12 Guild

class IreneAPIWrapper.models.Guild(*guild_id, name, emoji_count, afk_timeout, icon, owner_id, owner, banner, description, mfa_level, splash, nitro_level, boosts, text_channel_count, voice_channel_count, category_count, emoji_limit, member_count, role_count, shard_id, create_date, has_bot, prefixes=None*)

Represents a Guild object.

A Guild inherits from *AbstractModel*.

Parameters

- **guild_id** (*int*) – The guild’s id.
- **name** (*str*) – The guild name.
- **emoji_count** (*int*) – Current amount of emojis on the guild.
- **afk_timeout** (*int*) – The time before a User gets timed out in a voice channel.
- **icon** (*str*) – The Guild’s icon.
- **owner_id** (*int*) – The guild owner’s id.
- **owner** (*User*) – A reference to the guild owner’s User object.
- **banner** (*str*) – A banner of the guild.
- **description** (*str*) – A description of the guild.
- **mfa_level** (*int*) – MFA level of the guild.
- **splash** (*str*) – Splash Art of the guild.
- **nitro_level** (*int*) – Current nitro level of the guild.
- **boosts** (*int*) – Number of times the guild has been boosted.
- **text_channel_count** (*int*) – Amount of text channels the guild has.
- **voice_channel_count** (*int*) – Amount of voice channels the guild has.
- **category_count** (*int*) – Amount of categories the guild has.
- **emoji_limit** (*int*) – Maximum amount of emojis the guild can have.
- **member_count** (*int*) – Amount of users the guild has.
- **role_count** (*int*) – Amount of roles the guild has.
- **shard_id** (*int*) – The shard connected to the guild.
- **create_date** (*str*) – The date the guild was created.
- **has_bot** (*bool*) – Whether the bot exists in the guild.
- **prefixes** (*Optional[List[str]]*) – A list of prefixes the guild uses.

id

The guild’s id.

Type

int

name

The guild name.

Type

str

emoji_count

Current amount of emojis on the guild.

Type

int

afk_timeout

The time before a User gets timed out in a voice channel.

Type

int

icon

The Guild's icon.

Type

str

owner_id

The guild owner's id.

Type

int

owner

A reference to the guild owner's User object.

Type

User

banner

A banner of the guild.

Type

str

description

A description of the guild.

Type

str

mfa_level

MFA level of the guild.

Type

int

splash

Splash Art of the guild.

Type

str

nitro_level

Current nitro level of the guild.

Type

int

boosts

Number of times the guild has been boosted.

Type

int

text_channel_count

Amount of text channels the guild has.

Type

int

voice_channel_count

Amount of voice channels the guild has.

Type

int

category_count

Amount of categories the guild has.

Type

int

emoji_limit

Maximum amount of emojis the guild can have.

Type

int

member_count

Amount of users the guild has.

Type

int

role_count

Amount of roles the guild has.

Type

int

shard_id

The shard connected to the guild.

Type

int

create_date

The date the guild was created.

Type

str

has_bot

Whether the bot exists in the guild.

Type

bool

prefixes

A list of prefixes the guild uses.

Type

Optional[List[str]]

async add_prefix(*prefix: str*) → None

Add a guild prefix.

Parameters

prefix – str The prefix to add.

async static create(**args*, ***kwargs*)

Create a Guild object.

Returns

Guild

async delete() → None

Delete the Guild object from the database and remove it from cache.

Returns

None

async delete_prefix(*prefix: str*) → None

Delete a guild prefix.

Parameters

prefix – str The prefix to delete.

async static fetch(*guild_id: int*)

Fetch an updated Guild object from the API.

Parameters

guild_id – int The guild's ID to fetch.

Returns

Guild

async static fetch_all()

Fetch all Guild objects from the API.

Returns

List[*Guild*]

async static fetch_all_prefixes() → Dict[int, List[str]]

Fetch all prefixes.

Returns

Dict[int, List[str]]

async fetch_prefixes() → List[str]

Get a list of prefixes for the guild from the API.

Returns

List[str]

async static get(*guild_id: int, fetch=True*)

Get a Guild object.

If the Guild object does not exist in cache, it will fetch the name from the API. :param guild_id: int

The ID of the guild to get/fetch.

Parameters

fetch – bool Whether to fetch from the API if not found in cache.

Returns*Guild***async static get_all()**

Get all Guild objects in cache.

Returnsdict_values[*Guild*] All Guild objects from cache.

async static insert(*guild_id*, *name=None*, *emoji_count=None*, *afk_timeout=None*, *icon=None*, *owner_id=None*, *banner=None*, *description=None*, *mfa_level=None*, *splash=None*, *nitro_level=None*, *boosts=None*, *text_channel_count=None*, *voice_channel_count=None*, *category_count=None*, *emoji_limit=None*, *member_count=None*, *role_count=None*, *shard_id=None*, *create_date=None*, *has_bot=True*)

Insert a new Guild into the database.

Parameters

- **guild_id** (*int*) – The guild’s ID.
- **name** (*str*) – Name of the guild.
- **emoji_count** (*int*) – Number of emojis the guild has.
- **afk_timeout** (*int*) – Guild AFK timeout for voice channels
- **icon** (*str*) – Icon URL of the guild.
- **owner_id** (*int*) – Owner ID of the guild.
- **banner** (*str*) – Banner of the guild.
- **description** (*str*) – Guild description.
- **mfa_level** (*int*) – MFA level of the guild.
- **splash** (*str*) – Splash art url of the guild.
- **nitro_level** (*int*) – Nitro level of the guild.
- **boosts** (*int*) – Number of boosts the guild has.
- **text_channel_count** (*int*) – Number of text channels the guild has.
- **voice_channel_count** (*int*) – Number of voice channels the guild has.
- **category_count** (*int*) – Number of categories the guild has.
- **emoji_limit** (*int*) – Maximum number of emojis allowed in the guild.
- **member_count** (*int*) – The number of members in the guild.
- **role_count** (*int*) – The number of roles in the guild.
- **shard_id** (*int*) – The shard the guild is connected to.
- **create_date** (*timestamp*) – The creation date of the Guild.
- **has_bot** (*bool*) – Whether the guild has the bot.

:param : :type : returns: None

3.13 Media

class IreneAPIWrapper.models.**Media**(*media_id*, *source*, *faces*, *affiliation*, *is_enabled*, *is_nsfw*, *failed=0*, *correct=0*)

Represents a Media object.

A Media object inherits from *AbstractModel*.

Parameters

- **media_id** (*int*) – The Media ID.
- **source** (*MediaSource*) – The *MediaSource* object that contains information about the media source.
- **faces** (*int*) – The amount of faces detected in the image.
- **affiliation** (*Affiliation*) – The *Affiliation* associated with the media.
- **is_enabled** (*bool*) – If the media is enabled for usage.
- **is_nsfw** (*bool*) – If the media may contain explicit content.

id

The Media ID.

Type

int

source

The *MediaSource* object that contains information about the media source.

Type

MediaSource

faces

The amount of faces detected in the image.

Type

int

affiliation

The *Affiliation* associated with the media.

Type

Affiliation

is_enabled

If the media is enabled for usage.

Type

bool

is_nsfw

If the media may contain explicit content.

Type

bool

async static create(*args, **kwargs)

Create a Media object.

Returns*Media***async delete()** → None

Delete the Media object from the database and remove it from cache.

Returns

None

property difficulty

Get the difficulty (ratio) of the media.

async static fetch(*object_id: int, affiliation=False, person=False, group=False*)

Fetch an updated Media object from the API.

Parameters

- **object_id** – int The object ID to fetch. This can be an affiliation, person, group, or media (default) ID if specified.
- **affiliation** – bool If the object ID is an Affiliation ID.
- **person** – bool If the object ID is a Person ID.
- **group** – bool If the object ID is a Group ID.

async static fetch_all()

Fetch all media.

async static get(*media_id: int, fetch=True*)

Get a media object.

If the Media object does not exist in cache, it will fetch the name from the API. :param media_id: int

The ID of the media to get/fetch.

Parameters**fetch** – bool Whether to fetch from the API if not found in cache.**async static get_all**(*affiliations: Optional[List[Affiliation]] = None, limit=None, count_only=False*)

Get all Media objects in cache or from the API.

Parameters

- **affiliations** – Optional[List[Affiliation]] A list of affiliations that must belong with the media.
- **limit** – Optional[int] A maximum number of results to be sent if fetched.
- **count_only** – bool Whether to only return the number of available media.

Returnsdict_values[*Media*] All Media objects from cache/API.**Returns**

int The number of media objects available for the affiliations if count_only is set to True.

async static get_random(*object_id: int, affiliation=False, person=False, group=False, min_faces=1, max_faces=999, can_be_nsfw=False, is_enabled=True, file_type=None*)

Get a random Media object from the API.

Parameters

- **object_id** – int The object ID to grab media for. This can be an affiliation, person, group, or media (default) ID if specified.
- **affiliation** – bool If the object ID is an Affiliation ID.
- **person** – bool If the object ID is a Person ID.
- **group** – bool If the object ID is a Group ID.
- **min_faces** – int Minimum number of faces the media can have
- **max_faces** – int Maximum number of faces the media can have
- **can_be_nsfw** – bool If it is okay to have NSFW media.
- **is_enabled** – bool The media object is officially active.
- **file_type** – str A restricted file type.

async static insert(*link, face_count, file_type, affiliation_id, enabled, is_nsfw*) → None

Insert a new media into the database.

Parameters

- **link** – str The link of the media.
- **face_count** – int Number of faces in the media.
- **file_type** – str The file type of the media.
- **affiliation_id** – int The affiliation ID associated with the media.
- **enabled** – bool Whether the media will be active for searches.
- **is_nsfw** – Whether the media may be NSFW.

Returns

None

async upsert_guesses(*correct: bool*)

Increment the guesses appropriately and update to the database after the total amount is divisible by 5.

Parameters

correct – bool Whether the user guessed correctly.

property url

Get the media source url.

3.14 User

```
class IreneAPIWrapper.models.User(user_id, is_patron, is_super_patron, is_banned, is_mod, is_data_mod, is_translator, is_proofreader, balance, xp, api_access, gg_filter_active, language, lastfm, timezone, rob_level, daily_level, beg_level, profile_level, gg_filter_person_ids, gg_filter_group_ids)
```

async add_token(*unhashed_token, access: Access*)

Add an API token to a user.

Parameters

- **unhashed_token** –
- **access** – (Access) An Access object that is predefined in models/access

async static create(*args, **kwargs)

Create a User object.

Returns

User

async delete() → None

Delete a user from the database and wipe all the information about them.

Returns

None

async delete_token()

Delete the user's current API token if they have one.

async static fetch(user_id: int)

Fetch an updated User object from the API.

If the user is not in the DB, it will add it. .. NOTE:: User objects are added to cache on creation.

Parameters

user_id – int The user's ID to fetch.

Returns

User

async static fetch_all()

Fetch all users.

Note: User objects are added to cache on creation.

async static get(user_id: int, fetch=True)

Get a User object.

If the User object does not exist in cache, it will fetch the user from the API. :param user_id: int

The ID of the user to get/fetch.

Parameters

fetch – bool Whether to fetch from the API if not found in cache.

Returns

User

async static get_all()

Get all User objects in cache.

Returns

dict_values[*User*] All User objects from cache.

async static insert(user_id: int)

Add a user to the database.

Parameters

user_id – The user ID to add.

Returns

None

async set_ban(*active=True*)

Ban or Unban the user from the bot.

Parameters

active – (bool) Whether the ban should be active.

async set_data_mod(*active=True*)

Add or Revoke a user's data moderator status.

Parameters

active – Whether the status should be active.

async set_mod(*active=True*)

Add or Revoke a user's moderator status.

Parameters

active – Whether the status should be active.

async set_patron(*active=True*)

Add or Revoke a user's patron status.

Parameters

active – Whether the status should be active.

async set_proofreader(*active=True*)

Add or Revoke a user's proofreader status.

Parameters

active – Whether the status should be active.

async set_super_patron(*active=True*)

Add or Revoke a user's super patron status.

Parameters

active – Whether the status should be active.

async set_translator(*active=True*)

Add or Revoke a user's translator status.

Parameters

active – Whether the status should be active.

async upsert_filter_groups(*group_ids: Tuple[int]*)

Upsert groups to the gg filter.

Parameters

group_ids – Tuple[int] A tuple of group ids that the user should have.

async upsert_filter_persons(*person_ids: Tuple[int]*)

Upsert persons to the gg filter.

Parameters

person_ids – Tuple[int] A tuple of person ids that the user should have.

3.15 Affiliation

class IreneAPIWrapper.models.**Affiliation**(*affiliation_id: int, person: Person, group: Group, positions: Optional[List[Position]], stage_name: str*)

Represents the connection between a Person and Group object.

An Affiliation object inherits from *AbstractModel*.

Parameters

- **affiliation_id** (*int*) – The Affiliation id.
- **person** (*Person*) – The person that is affiliated with a Group.
- **group** (*Group*) – The group that the Person is affiliated with.
- **positions** (*Optional[List[Position]]*) – The positions that the Person has in the Group.
- **stage_name** (*str*) – Exclusive name of the Person when they are in the Group.

id

The Affiliation id.

Type

int

person

The person that is affiliated with a Group.

Type

Person

group

The group that the Person is affiliated with.

Type

Group

positions

The positions that the Person has in the Group.

Type

List[Position]

stage_name

Exclusive name of the Person when they are in the Group.

Type

str

async static create(**args, **kwargs*)

Create an Affiliation object.

Returns

Affiliation

async delete() → *None*

Delete the Affiliation object from the database and remove it from cache.

Returns

None

async static fetch(*affiliation_id: int*)

Fetch an updated affiliation object from the API.

Note: affiliation objects are added to cache on creation.

Parameters

affiliation_id – int The affiliation’s ID to fetch.

Returns

Optional[*Affiliation*] The affiliation object requested.

async static fetch_all()

Fetch all affiliations.

Note: affiliation objects are added to cache on creation.

async static get(*affiliation_id: int, fetch=True*)

Get an Affiliation object.

If the Affiliation object does not exist in cache, it will fetch the name from the API. :param *affiliation_id*: int

The ID of the affiliation to get/fetch.

Parameters

fetch – bool Whether to fetch from the API if not found in cache.

Returns

Optional[*Affiliation*] The affiliation object requested.

async static get_all()

Get all Affiliation objects in cache.

Returns

dict_values[*Affiliation*] All Affiliation objects from cache.

async get_card(*markdown=False, extra=True*)

Get a list representing of the current object as a card.

Parameters

markdown – bool Whether the returned list should support markdown.

Returns

List[str] A list of strings for the card.

async static insert(*person_id: int, group_id: int, position_ids: List[int], stage_name: str*) → bool

Insert a new affiliation into the database.

Parameters

- **person_id** – int The person id to affiliate with a Group.
- **group_id** – int The group id that is affiliated with a Person.
- **position_ids** – List[int] The Positions the Person has in the Group.
- **stage_name** – str The exclusive name of the Person in the Group.

Returns

bool Whether the affiliation was added to the existing objects as well as inserted into the DB.

3.16 Person

```
class IreneAPIWrapper.models.Person(person_id, date, name, former_name, display, social, location,
                                     blood_type, gender, description, height, call_count, media_count,
                                     tags, aliases)
```

Represents a Person (or a living entity).

A Person object inherits from *AbstractModel*.

Note: Several Person objects will be referenced as “persons” and not “people”.

Parameters

- **person_id** (*int*) – The person’s ID.
- **date** (*Date*) – Birth/Death date of a person.
- **name** (*Name*) – The official Name of the person.
- **former_name** (*Name*) – The former Name object of the person.
- **display** (*Display*) – The avatar/banner displays for the person.
- **social** (*Social*) – All social media references for the person.
- **location** (*Location*) – The birth location of the person.
- **blood_type** (*BloodType*) – The blood type of the person.
- **gender** (*str*) – The gender of the person.
- **description** (*str*) – A general overview of the person.
- **height** (*int*) – The height of the person in centimeters (cm)
- **call_count** (*int*) – The amount of times the person has been called. (Increment determined by client side and not from the API)
- **media_count** (*int*) – The media a person has.
- **tags** (List[*Tag*]) – The tags associated with the person.
- **aliases** (List[*PersonAlias*]) – The aliases associated with the person.

id

The person’s ID.

Type

int

date

Birth/Death date of a person.

Type

Date

name

The official Name of the person.

Type

Name

former_name

The former Name object of the person.

Type

Name

display

The avatar/banner displays for the person.

Type

Display

social

All social media references for the person.

Type

Social

location

The birth location of the person.

Type

Location

blood_type

The blood type of the person.

Type

BloodType

gender

The gender of the person.

Type

str

description

A general overview of the person.

Type

str

height

The height of the person in centimeters (cm)

Type

int

call_count

The amount of times the person has been called. (Increment determined by client side and not from the API)

Type

int

media_count

The media a person has.

Type
int

tags

The tags associated with the person.

Type
List[Tag]

aliases

The aliases associated with the person.

Type
List[PersonAlias]

affiliations

A list of *Affiliation* objects between the *Person* and the *Group* objects they are in.

Type
List[Affiliation]

async static create(*args, **kwargs)

Create a Person object.

async delete() → None

Delete the Person object from the database and remove it from cache.

Returns
None

async static fetch(person_id: int)

Fetch an updated Person object from the API.

Parameters
person_id – int The person’s ID to fetch.

Returns
Person

async static fetch_all()

Fetch all persons.

async static get(person_id: int, fetch=True)

Get a Person object.

If the Person object does not exist in cache, it will fetch the person from the API. :param person_id: int

The ID of the person to get/fetch.

Parameters
fetch – bool Whether to fetch from the API if not found in cache.

Returns
Person

async static get_all()

Get all Person objects in cache.

Returns
dict_values[Person] All Person objects from cache.

async `get_card(markdown=False, extra=True)`

Get a list representing of the current object as a card.

Parameters

markdown – bool Whether the returned list should support markdown.

Returns

List[str] A list of strings for the card.

async static `insert(date_id, name_id, former_name_id, gender, description, height, display_id, social_id, location_id, tag_ids, blood_id, call_count) → None`

Insert a new person into the database.

Parameters

- **date_id** (*int*) – The *Date* ID of the person.
- **name_id** (*int*) – The official *Name* ID of the person.
- **former_name_id** (*int*) – The former *Name* ID of the person.
- **gender** (*str*) – The gender of the person.
- **description** (*str*) – An overview of the person.
- **height** (*int*) – The height of the person in centimeters (cm).
- **display_id** (*int*) – The *Display* ID of the person.
- **social_id** (*int*) – The *Social* ID of the person.
- **location_id** (*int*) – The Birth *Location* ID of the person.
- **tag_ids** (*List[int]*) – A list of *Tag* IDs of the person.
- **blood_id** (*int*) – The *BloodType* ID of the person.
- **call_count** (*int*) – The number of times the person has been called.

:param : :type : returns: None

3.17 Group

class `IreneAPIWrapper.models.Group(group_id, name, date, description, company, display, website, social, media_count, tags, aliases)`

Represents a Group object.

A Group object inherits from *AbstractModel*.

Parameters

- **group_id** (*int*) – The group’s unique ID.
- **name** (*str*) – The name of the group.
- **date** (*Date*) – The creation and disbandment of the group.
- **description** (*str*) – An overall description of the group.
- **company** (*Company*) – The company that owns the group.
- **display** (*Display*) – The display media (avatar & banner) for the group.
- **website** (*str*) – A custom website for the group.

- **social** (*Social*) – The social media associated with the group.
- **media_count** (*int*) – The media a group has.
- **tags** (List[*Tag*]) – The tags that affiliated with the group.
- **aliases** (List[*GroupAlias*]) – Aliases of the group.

id

The group's unique ID.

Type

int

name

The name of the group.

Type

str

date

The creation and disbandment of the group.

Type

Date

description

An overall description of the group.

Type

str

company

The company that owns the group.

Type

Company

display

The display media (avatar & banner) for the group.

Type

Display

website

A custom website for the group.

Type

str

social

The social media associated with the group.

Type

Social

media_count

The media a group has.

Type

int

tags

The tags that affiliated with the group.

Type

List[*Tag*]

aliases

Aliases of the group.

Type

List[*GroupAlias*]

affiliations

All affiliations that are associated with the Group.

Type

List[*Affiliation*]

async static create(*args, **kwargs)

Create a Group object.

Returns

Group

async delete() → None

Delete the Group object from the database and remove it from cache.

Returns

None

async static fetch(group_id: int)

Fetch an updated Group object from the API.

Parameters

group_id – int The group's ID to fetch.

Returns

Group

async static fetch_all()

Fetch all groups.

async static get(group_id: int, fetch=True)

Get a *Group* object.

If the *Group* object does not exist in cache, it will fetch the name from the API. :param group_id: int

The ID of the *Group* to get/fetch.

Parameters

fetch – bool Whether to fetch from the API if not found in cache.

Returns

Group

async static get_all()

Get all Group objects in cache.

Returns

dict_values[*Group*] All Group objects from cache.

async get_card(*markdown=False, extra=True*)

Get a list representing of the current object as a card.

Parameters

markdown – bool Whether the returned list should support markdown.

Returns

List[str] A list of strings for the card.

async static insert(*group_name: str, date_id: Optional[int] = None, description: Optional[str] = None, company_id: Optional[int] = None, display_id: Optional[int] = None, website: Optional[str] = None, social_id: Optional[int] = None, tag_ids: Optional[List[int]] = None*) → None

Insert a new group into the database.

Parameters

- **group_name** – str The group’s name.
- **date_id** – int *Date* ID including the creation and disbandment dates.
- **description** – str Description of the overall group.
- **company_id** – int ID of the *Company* the group belongs to.
- **display_id** – int ID of the *Display* the group is associated with.
- **website** – str A custom website for the group.
- **social_id** – int ID of the *Social* the group has.
- **tag_ids** – List[int] A list of *Tag* IDs.

Returns

None

3.18 Fandom

class IreneAPIWrapper.models.**Fandom**(*group_id: int, fandom_name: str, *args, **kwargs*)

Represents the fandom name of a *Group*.

A Fandom object inherits from *AbstractModel*.

Parameters

- **group_id** (*int*) – The *Group* ID.
- **fandom_name** (*str*) – The name of the fandom.

id

The *Group* ID associated with the fandom name.

Type

int

name

The name of the fandom.

Type

str

async static create(*args, **kwargs)

Create a Fandom object.

Returns

Fandom

async delete() → None

Delete the Fandom object from the database and remove it from cache.

Returns

None

async static fetch(group_id: int)

Fetch an updated Fandom object from the API.

Parameters

group_id – int The group’s ID to fetch a fandom for.

Returns

Fandom

async static fetch_all()

Fetch all fandoms.

async static get(group_id: int, fetch=True)

Get a Fandom object.

If the Fandom object does not exist in cache, it will fetch the name from the API. :param group_id: int

The ID of the group to get/fetch a fandom name for.

Parameters

fetch – bool Whether to fetch from the API if not found in cache.

Returns

Fandom

async static get_all()

Get all Fandom objects in cache.

Returns

dict_values[*Fandom*] All Fandom objects from cache.

async static insert(group_id, fandom_name) → None

Insert a new fandom name into the database.

Parameters

- **group_id** – int The *Group* ID associated with the fandom name
- **fandom_name** – str The fandom name of the *Group*

Returns

None

3.19 Display

class IreneAPIWrapper.models.**Display**(*display_id*, *avatar*: *MediaSource*, *banner*: *MediaSource*, **args*, ***kwargs*)

Represents the images involved with an entity's profile such as an avatar or banner.

A Display object inherits from *AbstractModel*.

Parameters

- **display_id** (*int*) – The Affiliation id.
- **avatar** (*MediaSource*) – The person that is affiliated with a Group.
- **banner** (*MediaSource*) – The group that the Person is affiliated with.

id

The Display id.

Type

int

avatar

The person that is affiliated with a Group.

Type

MediaSource

banner

The group that the Person is affiliated with.

Type

MediaSource

async static create(**args*, ***kwargs*)

Create a Display object.

Returns

Display

async delete() → None

Delete the Display object from the database and remove it from cache.

async static fetch(*display_id*: *int*)

Fetch an updated Display object from the API.

Parameters

display_id – *int* The display's ID to fetch.

Returns

Optional[*Display*] The display object requested.

async static fetch_all()

Fetch all displays.

async static get(*display_id*: *int*, *fetch*=*True*)

Get a Display object.

If the Display object does not exist in cache, it will fetch the name from the API. :param *display_id*: *int*

The ID of the display to get/fetch.

Parameters

fetch – bool Whether to fetch from the API if not found in cache.

Returns

Optional[*Display*] The display object requested.

`async static get_all()`

Get all Display objects in cache.

Returns

dict_values[*Display*] All Display objects from cache.

`async get_card(markdown=False)`

Get a list representing of the current object as a card.

Parameters

markdown – bool Whether the returned list should support markdown.

Returns

List[str] A list of strings for the card.

`async static insert(avatar: str, banner: str) → None`

Insert a new display into the database.

Parameters

- **avatar** – str The avatar for the entity.
- **banner** – str The banner for the entity.

Returns

None

3.20 Social

```
class IreneAPIWrapper.models.Social(social_id, twitter, youtube, melon, instagram, vlive, spotify, fancafe, facebook, tiktok)
```

Represents the social media sources for an entity.

A Social object inherits from *AbstractModel*.

Parameters

- **social_id** (*int*) – The Social ID
- **twitter** (*str*) – The Twitter code
- **youtube** (*str*) – The youtube code
- **melon** (*str*) – The melon code
- **instagram** (*str*) – The instagram code
- **vlive** (*str*) – The vlive code
- **spotify** (*str*) – The spotify code
- **fancafe** (*str*) – The fancafe code
- **facebook** (*str*) – The facebook code
- **tiktok** (*str*) – The tiktok code

id
The Social ID
 Type
 int

twitter
The Twitter code
 Type
 str

youtube
The youtube code
 Type
 str

melon
The melon code
 Type
 str

instagram
The instagram code
 Type
 str

vlive
The vlive code
 Type
 str

spotify
The spotify code
 Type
 str

fancafe
The fancafe code
 Type
 str

facebook
The facebook code
 Type
 str

tiktok
The tiktok code
 Type
 str

async static create(*args, **kwargs)

Create an object.

async delete() → None

Delete the Social object from the database and remove it from cache.

Returns

None

async static fetch(social_id: int)

Fetch an updated Social object from the API.

Parameters

social_id – int The social’s ID to fetch.

Returns

Social

async static fetch_all()

Fetch all socials.

async static get(social_id: int, fetch=True)

Get a Social object.

If the Social object does not exist in cache, it will fetch the name from the API. :param social_id: int

The ID of the name to get/fetch.

Parameters

fetch – bool Whether to fetch from the API if not found in cache.

Returns

Social

async static get_all()

Get all Social objects in cache.

Returns

dict_values[*Social*] All Social objects from cache.

async get_card(markdown=False)

Get a list representing of the current object as a card.

Parameters

markdown – bool Whether the returned list should support markdown.

Returns

List[str] A list of strings for the card.

async static insert(twitter, youtube, melon, instagram, vlive, spotify, fancafe, facebook, tiktok) → None

Insert a new social into the database.

Parameters

- **twitter** (*str*) – Twitter Code
- **youtube** (*str*) – Youtube Code
- **melon** (*str*) – Melon code
- **instagram** (*str*) – Instagram code
- **vlive** (*str*) – Vlive code

- **spotify** (*str*) – Spotify code
- **fancafe** (*str*) – fancafe code
- **facebook** (*str*) – Facebook code
- **tiktok** (*str*) – Tiktok code

:param : :type : returns: None

3.21 Position

class IreneAPIWrapper.models.**Position**(*position_id, name*)

Represents a position or status.

A Position object inherits from *AbstractModel*.

Parameters

- **position_id** (*int*) – The Position id.
- **name** (*str*) – The position's name.

id

The Position id.

Type

int

name

The position's name.

Type

str

async static create(*args, **kwargs)

Create a Position object.

Returns

Position

async delete() → None

Delete the Position object from the database and remove it from cache.

Returns

None

async static fetch(*position_id: int*)

Fetch an updated Position object from the API.

Parameters

position_id – int The position's ID to fetch.

Returns

Position

async static fetch_all()

Fetch all positions.

async static get(*position_id: int, fetch=True*)

Get a Position object.

If the Position object does not exist in cache, it will fetch the name from the API. :param position_id: int
The ID of the name to get/fetch.

Parameters

fetch – bool Whether to fetch from the API if not found in cache.

Returns

Position

async static get_all()

Get all Position objects in cache.

Returns

dict_values[*Position*] All Position objects from cache.

async static insert(*name*) → None

Insert a new position into the database.

Parameters

name – str The position name.

Returns

None

3.22 Company

class IreneAPIWrapper.models.**Company**(*company_id, name, description, date, *args, **kwargs*)

Represents the business/company that exists for several entities.

A Company object inherits from *AbstractModel*.

Parameters

- **company_id** (*int*) – The company’s unique ID
- **name** (*str*) – The company’s name.
- **description** (*str*) – A general description of the company as a whole.
- **date** (*Date*) – The Date object that involves the creation and retirement of the company.

id

The company’s unique ID

Type

int

name

The company’s name.

Type

str

description

A general description of the company as a whole.

Type

str

date

The Date object that involves the creation and retirement of the company.

Type*Date***async static create(*args, **kwargs)**

Create a Company object.

Returns*Company***async delete()**

Delete the Company object from the database and remove it from cache.

async static fetch(company_id: int)

Fetch an updated Company object from the API.

Parameters

company_id – int The company’s ID to fetch.

Returns

Optional[*Company*] The company object requested.

async static fetch_all()

Fetch all companies.

async static get(company_id: int, fetch=True)

Get a Company object.

If the Company object does not exist in cache, it will fetch the name from the API. :param company_id: int

The ID of the company to get/fetch.

Parameters

fetch – bool Whether to fetch from the API if not found in cache.

Returns

Optional[*Company*] The company object requested.

async static get_all()

Get all Company objects in cache.

Returns

dict_values[*Company*] All Company objects from cache.

async get_card(markdown=False)

Get a list representing of the current object as a card.

Parameters

markdown – bool Whether the returned list should support markdown.

Returns

List[str] A list of strings for the card.

async static insert(*company_name*, *description*, *date*: *Date*) → None

Insert a new company into the database.

Parameters

- **company_name** – str The company’s name.
- **description** – A description of the company as a whole.
- **date** – The *Date* object for the creation and retirement of the company.

Returns

None

3.23 PersonAlias

class IreneAPIWrapper.models.**PersonAlias**(*alias_id*, *alias_name*, *person_id*, *guild_id*)

Represents the alias of a *Person*.

A PersonAlias object inherits from *Alias* which inherits from *AbstractModel*.

Parameters

- **alias_id** (*int*) – The Alias id.
- **alias_name** (*str*) – The alias name.
- **person_id** (*int*) – The ID of the *Person* the alias is referring to.
- **guild_id** (*Optional[int]*) – A guild ID that owns the alias if there is one.

id

The Alias id.

Type

int

name

The alias name.

Type

str

_obj_id

The *Person* ID the alias is referring to. Used for Abstraction.

Type

int

person_id

The *Person* ID the alias is referring to.

Type

int

guild_id

A guild ID that owns the alias if there is one.

Type

Optional[int]

async static create(*args, **kwargs)

Create a PersonAlias object.

Returns

PersonAlias

async delete() → None

Delete the PersonAlias object from the database and remove it from cache.

Returns

None

async static fetch(person_alias_id: int)

Fetch an updated PersonAlias object from the API.

Parameters

person_alias_id – int The person alias’s ID to fetch.

Returns

PersonAlias

async static fetch_all()

Fetch all person aliases.

async static get(person_alias_id: int, fetch=True)

Get a PersonAlias object.

If the PersonAlias object does not exist in cache, it will fetch the name from the API. :param person_alias_id: int

The ID of the name to get/fetch.

Parameters

fetch – bool Whether to fetch from the API if not found in cache.

Returns

PersonAlias

async static get_all()

Get all PersonAlias objects in cache.

Returns

dict_values[*PersonAlias*] All PersonAlias objects from cache.

async static insert(person_id: int, alias: str, guild_id: Optional[int] = None) → bool

Insert a new PersonAlias into the database.

Parameters

- **person_id** – int The *Group*’s ID.
- **alias** – str The alias of the *Person* to add.
- **guild_id** – Optional[int] A guild that owns this alias.

Returns

bool Whether the PersonAlias was added to the existing objects as well as inserted into the DB.

3.24 GroupAlias

class IreneAPIWrapper.models.**GroupAlias**(*alias_id*, *alias_name*, *group_id*, *guild_id*)

Represents the alias of a *Group*.

A GroupAlias object inherits from *Alias* which inherits from *AbstractModel*.

Parameters

- **alias_id** (*int*) – The Alias id.
- **alias_name** (*str*) – The alias name.
- **group_id** (*int*) – The ID of the *Group* the alias is referring to.
- **guild_id** (*Optional[int]*) – A guild ID that owns the alias if there is one.

id

The Alias id.

Type

int

name

The alias name.

Type

str

_obj_id

The *Group* ID the alias is referring to. Used for Abstraction.

Type

int

group_id

The *Group* ID the alias is referring to.

Type

int

guild_id

A guild ID that owns the alias if there is one.

Type

Optional[int]

async static create(*args, **kwargs)

Create a GroupAlias object.

Returns

GroupAlias

async delete() → None

Delete the GroupAlias object from the database and remove it from cache.

Returns

None

async static fetch(*group_alias_id: int*)

Fetch an updated GroupAlias object from the API.

Parameters

group_alias_id – int The group alias’s ID to fetch.

Returns

GroupAlias

async static fetch_all()

Fetch all group aliases.

async static get(*group_alias_id: int, fetch=True*)

Get a GroupAlias object.

If the GroupAlias object does not exist in cache, it will fetch the name from the API. :param group_alias_id: int

The ID of the group alias to get/fetch.

Parameters

fetch – bool Whether to fetch from the API if not found in cache.

Returns

GroupAlias

async static get_all()

Get all GroupAlias objects in cache.

Returns

dict_values[*GroupAlias*] All GroupAlias objects from cache.

async static insert(*group_id: int, alias: str, guild_id: Optional[int] = None*) → bool

Insert a new GroupAlias into the database.

Parameters

- **group_id** – int The *Group*’s ID.
- **alias** – str The alias of the *Group* to add.
- **guild_id** – Optional[int] A guild that owns this alias.

Returns

bool Whether the GroupAlias was added to the existing objects as well as inserted into the DB.

3.25 Callback

class IreneAPIWrapper.models.Callback(*callback_type: str = 'request', request: Optional[dict] = None*)

Represents a Callback from the API (Request & Response).

Parameters

- **callback_type** (*str*) – The type of callback. Can be ‘request’ or ‘disconnect’.
- **request** (*Optional[dict]*) – A request if it’s already known.

id

Is the Callback ID. Consists of a random integer from 0 to 50,000 concatenated with the current timestamp.

Type

int

type

The callback type. Can be 'request' or 'disconnect'.

Type

str

_creation_time

The creation time of the object.

Type

datetime

done

Whether a response has been received.

Type

bool

request

The request to be sent to the API.

Type

Optional[dict]

response

The response received from the API.

Type

Optional[dict]

_completion_time

The time the response from the API was received.

Type

datetime

_expected_result

Used for testing expected responses from the API.

Type

Optional[dict]

set_as_done() → None

Set the current callback as finished.

Returns

None

async wait_for_completion(*timeout: Optional[int] = None*) → bool

Waits for a response from the API.

Parameters

timeout – Optional[int] Seconds before no longer waiting for the response. (No timeout by default.)

Returns

True Only returns when there is a response from the API.

4.1 Timeline

class IreneAPIWrapper.models.**Timeline**(results: List[dict], *args, **kwargs)

Represents a Twitter Account's Timeline and contains a list of *Tweet* objects.

Parameters

results (List[dict]) – The results from the API containing a list of dicts that contain the ID and text of the Tweet.

tweets

A list of tweets.

Type

List[Tweet]

latest_tweet

The latest tweet.

Type

Optional[Tweet]

property latest_tweet: Optional[Tweet]

Get the latest tweet.

update_tweets(results: List[dict])

Update the list of tweets with information from the API.

4.2 Subscription

class IreneAPIWrapper.models.**Subscription**(account_id: Union[int, str], account_name: str, followed: Optional[List[Channel]] = None, mention_roles: Optional[Dict[Channel, int]] = None)

Abstract Subscription Class for a service account being followed by a user, guild, or channel.

Parameters

- **account_id** (int) – The account's ID.
- **account_name** (str) – The account's name.
- **followed** (Optional[List[Channel]]) – The *Channel* objects following the service account.

id
Account ID.
Type
int

name
The account's name.
Type
str

_followed
The list of *Channel* objects followed to the service account.
Type
List[*Channel*]

_mention_roles
Channel objects associated with role ids to mention on updates.
Type
Dict[*Channel*, int]

check_subscribed(channels: List[*Channel*]) → List[*Channel*]
Checks which :ref:`Channel`'s are subscribed to the current subscription account from a selection of channels.
Parameters
channels – List[*Channel*]
:returns List[*Channel*]
A list of :ref:`Channel`'s from the channels provided that are subscribed.

async get_role_id(channel: *Channel*)
Get the role id to mention of a channel.

async subscribe(channel: *Channel*, role_id: Optional[int] = None) → None
Subscribe to a channel. :param role_id: The role id to notify. :param channel: *Channel* :return: None

async unsubscribe(channel: *Channel*) → None
Unsubscribe from an account. :param channel: *Channel* :return: None

4.3 TwitterAccount

```
class IreneAPIWrapper.models.TwitterAccount(account_id: int, account_name: str, channels_following:
Optional[List[Channel]] = None, mention_roles:
Optional[Dict[Channel, int]] = None)
```

Represents a Twitter Account.

A TwitterAccount object inherits from *Subscription*.

Parameters

- **account_id** (*int*) – The Twitter Account's ID.
- **account_name** (*str*) – The account's username.

- **channels_following** (Optional[List[*Channel*]]) – List of *Channel* objects that are following the Twitter Account.
- **mention_roles** (Optional[Dict[*Channel*, int]]) – Roles that are to be mentioned in a discord channel.

id

Account ID.

Type

int

name

The account's name.

Type

str

latest_tweet

The latest tweet on the Twitter Account.

Type

Optional[*Tweet*]

async static check_user_exists(username) → bool

Check if a Twitter username exists.

Parameters

username – The Twitter display username.

Returns

bool Whether the username exists.

async static create(*args, **kwargs)

Create a TwitterAccount object.

If several rows containing the same accounts are being passed in, use `create_bulk` instead for proper optimization. This will happen by default in a fallback if multiple rows are detected.

Returns

Union[*TwitterAccount*, Optional[List[*TwitterAccount*]]]

async static create_bulk(list_of_dicts: List[dict])

Bulk create TwitterAccount objects.

Parameters

list_of_dicts – List[dict] A list of dictionaries.

Returns

Optional[List[*TwitterAccount*]]

async delete()

Delete Twitter account and it's followings.

async static fetch(username: str)

Fetch an updated TwitterAccount object from the API.

Parameters

username – int The Twitter account username to fetch.

Returns

Optional[*TwitterAccount*] The TwitterAccount object requested.

async static fetch_all()

Fetch all `TwitterAccounts` objects from the database.

Returns

List[*TwitterAccount*] A list of `TwitterAccount` objects.

async fetch_timeline() → *Timeline*

Fetch the latest tweets for this account from Twitter

async static get(*username: Optional[str] = None, fetch=True*) → Optional[*Subscription*]

Get a `TwitterAccount` instance from cache or fetch it from the api.

Parameters

- **username** – str The username of the Twitter account.
- **fetch** – bool Whether to fetch from the API if not found in cache.

Returns

Optional[*TwitterAccount*] The `TwitterAccount` object.

async static get_all()

Get all `TwitterAccount` objects in cache.

Returns

dict_values[*TwitterAccount*] All `TwitterAccount` objects from cache.

async static get_twitter_id(*username*) → Optional[int]

Get the Twitter account id of a username if it exists.

Parameters

username – The Twitter display username.

Returns

Optional[int] The account ID.

async static insert(*username: str, guild_id: int, channel_id: int, role_id: Optional[int]*)

Insert a new `TwitterAccount` into the database.

Parameters

- **username** – int The `TwitterAccount` username.
- **guild_id** – int The first guild ID that is subscribing.
- **channel_id** – int The first channel id that is subscribing.
- **role_id** – Optional[int] A role to notify.

Returns

TwitterAccount The `TwitterAccount` object.

property latest_tweet: Optional[*Tweet*]

Get the latest tweet.

async static subbed_in(*guild_id*)

Get the Twitter channels subscribed to in a Guild.

Parameters

guild_id – The guild ID.

Returns

Optional[List[*TwitterAccount*]]

async subscribe(*channel*: Channel, *role_id*=None)

Have a channel subscribe to the account if it is not already.

Parameters

- **channel** – The channel to subscribe to the account.
- **role_id** – The role id to mention.

async unsubscribe(*channel*: Channel)

Have a channel unsubscribe from the account if it is not already.

Parameters

channel – *Channel* The channel to unsubscribe from the account.

4.4 TwitchAccount

```
class IreneAPIWrapper.models.TwitchAccount(username: str, channels_following:
Optional[List[Channel]] = None, mention_roles:
Optional[Dict[Channel, int]] = None)
```

Represents a Twitch Account.

A TwitchAccount object inherits from *Subscription*.

Parameters

- **username** (*str*) – The twitch account username
- **channels_following** (Optional[List[*Channel*]]) – The channels following the Twitch account
- **mention_roles** (Optional[Dict[*Channel*, *int*]]) – The role ids of channels that need mentioning on updates.

async check_live() → bool

Check if the current twitch account is live.

Returns

bool

async static check_live_bulk(*accounts*: List[AbstractModel]) → Dict[str, bool]

A list of Twitch accounts.

Parameters

accounts – List[*TwitchAccount*] A list of twitch accounts.

Returns

Dict[str, bool] A dictionary with the key as the username and the value if they are live.

async static check_user_exists(*username*) → bool

Check if a twitch username exists.

Parameters

username – The twitch display or login username.

Returns

bool Whether the username exists.

async static create(*args, **kwargs)

Create a TwitchAccount object.

If several rows containing the same accounts are being passed in, use `create_bulk` instead for proper optimization. This will happen by default in a fallback if multiple rows are detected.

Returns

TwitchAccount

async static create_bulk(list_of_dicts: List[dict])

Bulk create TwitchAccount objects.

Parameters

list_of_dicts – List[dict] A list of dictionaries.

Returns

Optional[List[*TwitchAccount*]]

async static fetch(username: str)

Fetch an updated TwitchAccount object from the API.

Parameters

username – int The Twitch account username to fetch.

Returns

Optional[*TwitchAccount*] The TwitchAccount object requested.

async static fetch_all()

Fetch all TwitchAccount objects.

Note: TwitchAccount objects are added to cache on creation.

async static get(username: str, fetch=True)

Get a TwitchAccount object.

If the TwitchAccount object does not exist in cache, it will fetch the id from the API. :param username: str

The twitch account username.

Parameters

fetch – bool Whether to fetch from the API if not found in cache.

Returns

Optional[*TwitchAccount*] The TwitchAccount object requested.

async static get_all()

Get all TwitchAccount objects in cache.

Returns

dict_values[*TwitchAccount*] All TwitchAccount objects from cache.

async get_posted() → List[*Channel*]

Get a list of channels that have already posted to discord. :return: List[*Channel*]

async static insert(username: str, channel_id: int, role_id: Optional[int])

Insert a new TwitchAccount into the database.

Parameters

- **username** – int The Twitch Account username.

- **channel_id** – int The first channel id that is subscribing.
- **role_id** – Optional[int] A role to notify.

Returns

TwitchAccount The TwitchAccount object.

async static subbed_in(*guild_id*)

Get the twitch channels subscribed to in a Guild.

Parameters

guild_id – The guild ID.

Returns

Optional[List[*TwitchAccount*]]

async subscribe(*channel: Channel, role_id: Optional[int] = None*)

Subscribe to a channel. :param role_id: The role id to notify. :param channel: *Channel* :return: None

async unsubscribe(*channel: Channel*)

Have a channel unsubscribe from the account if it is not already.

Parameters

channel – *Channel* The channel to unsubscribe from the account.

async update_posted(*channel_ids: List[int], posted: bool*) → None

Update the media and status ids for the game in the database.

Parameters

- **channel_ids** – List[int] All channel IDs that need the posted attribute changed.
- **posted** – bool Whether the update has been posted to the channels.

Returns

None

4.5 Tweet

class IreneAPIWrapper.models.**Tweet**(*args, **kwargs)

Represents a Twitter Account's Tweet.

id

The Tweet ID.

Type

int

content

The Tweet's contents

Type

str

property is_reply: bool

Whether the tweet is a reply (sometimes)

..Note:: Twitter sucks and doesn't let us know if it's a reply, so here we are filtering by if the user @ed someone at the start of their tweet..

property is_retweet: bool

Whether the tweet is a retweet.

4.6 Access

class IreneAPIWrapper.models.**Access**(*access_id: int*)

Represents the Access level of the API.

Please note that these Access values are consistent across the API as well.

id

The representative Access ID.

Type

int

4.7 BloodType

class IreneAPIWrapper.models.**BloodType**(*blood_id, name*)

Represents a BloodType.

A BloodType object inherits from *AbstractModel*.

Please note that the blood types are metadata. While it may be possible to delete/remove blood types from the API, it will not be possible in this wrapper to avoid unnecessary changes.

Note: Possible Blood Types: O- O+ A- A+ B- B+ AB- AB+

id

The blood type's id.

Type

int

name

The name of the blood type.

Type

str

async static create(*args, **kwargs)

Create an object.

async static fetch(*blood_id: int*)

Fetch an updated BloodType object from the API.

Note: BloodType objects are added to cache on creation.

Parameters

blood_id – int The blood's ID to fetch.

Returns

Optional[*BloodType*] The blood type object requested.

async static fetch_all()

Fetch all blood types.

Note: *BloodType* objects are added to cache on creation.

async static get(blood_id: int, fetch=True)

Get a *BloodType* object.

If the *BloodType* object does not exist in cache, it will fetch the name from the API.

Parameters

- **blood_id** – int The ID of the blood type to get/fetch.
- **fetch** – bool Whether to fetch from the API if not found in cache.

Returns

Optional[*BloodType*] The blood type object requested.

async static get_all()

Get all *BloodType* objects in cache.

Returns

dict_values[*BloodType*] All *BloodType* objects from cache.

4.8 Name

class IreneAPIWrapper.models.**Name**(*name_id, first, last*)

Represents names for an entity that may have several types.

A Name object inherits from *AbstractModel*.

Parameters

- **name_id** (*int*) – The Name id.
- **first** (*str*) – First part of the name.
- **last** (*str*) – Last part of the name.

id

The Name id.

Type

int

first

First part of the name.

Type

str

last

Last part of the name.

Type

str

async static create(*args, **kwargs)

Create a name object.

Returns

Name

async delete() → None

Delete the Name object from the database and remove it from cache.

Returns

None

async static fetch(name_id: int)

Fetch an updated Name object from the API.

Parameters

name_id – int The name’s ID to fetch.

Returns

Name

async static fetch_all()

Fetch all names.

async static get(name_id: int, fetch=True)

Get a Name object.

If the Name object does not exist in cache, it will fetch the name from the API. :param name_id: int

The ID of the name to get/fetch.

Parameters

fetch – bool Whether to fetch from the API if not found in cache.

Returns

Name

async static get_all()

Get all Name objects in cache.

Returns

dict_values[*Name*] All Name objects from cache.

async get_card(markdown=False, extra=True)

Get a list representing of the current object as a card.

Parameters

markdown – bool Whether the returned list should support markdown.

Returns

List[str] A list of strings for the card.

async static insert(first, last) → None

Insert a new name into the database.

Parameters

- **first** – str The first part of the name.
- **last** – str The last part of the name.

Returns

None

4.9 Tag

class IreneAPIWrapper.models.Tag(*tag_id*, *name*, **args*, ***kwargs*)

Represents a tag that describes an entity.

A Tag object inherits from *AbstractModel*.

Parameters

- **tag_id** (*int*) – The Tag’s id.
- **name** (*str*) – The tag’s name.

id

The Tag id.

Type

int

name

The tag name.

Type

str

async static create(**args*, ***kwargs*)

Create a Tag object.

Returns

Tag

async delete() → None

Delete the Tag object from the database and remove it from cache.

Returns

None

async static fetch(*tag_id: int*)

Fetch an updated Tag object from the API.

Parameters

tag_id – int The tag’s ID to fetch.

async static fetch_all()

Fetch all tags.

async static get(*tag_id: int*, *fetch=True*)

Get a Tag object.

If the Tag object does not exist in cache, it will fetch the tag from the API. :param tag_id: int

The ID of the tag to get/fetch.

Parameters

fetch – bool Whether to fetch from the API if not found in cache.

async static get_all()

Get all Tag objects in cache.

Returns

dict_values[*Tag*] All Tag objects from cache.

async static insert(*tag_name*) → None

Insert a new Tag into the database.

Parameters

tag_name –

Returns

None

4.10 Date

class IreneAPIWrapper.models.**Date**(*date_id: int, start_date: str, end_date: str, *args, **kwargs*)

Represents a starting and end date of an entity.

A Date object inherits from *AbstractModel*.

Parameters

- **date_id** (*int*) – The Date ID.
- **start_date** (*str*) – The start date.
- **end_date** (*str*) – The end date.

id

The Date id.

Type

int

start

The start date.

Type

str

end

The end date.

Type

str

async static create(**args, **kwargs*)

Create a Date object.

Returns

Date

async delete() → None

Delete the Date object from the database and remove it from cache.

Returns

None

async static fetch(*date_id: int*)

Fetch an updated Date object from the API.

Parameters

date_id – int The date's ID to fetch.

Returns

Optional[*Date*] The date object requested.

async static fetch_all()

Fetch all dates.

async static get(date_id: int, fetch=True)

Get a Date object.

If the Date object does not exist in cache, it will fetch the date from the API.

Parameters

- **date_id** – int The ID of the date to get/fetch.
- **fetch** – bool Whether to fetch from the API if not found in cache.

Returns

Optional[*Date*] The date object requested.

async static get_all()

Get all Date objects in cache.

Returns

dict_values[*Date*] All Date objects from cache.

async get_card(markdown=False)

Get a list representing of the current object as a card.

Parameters

markdown – bool Whether the returned list should support markdown.

Returns

List[str] A list of strings for the card.

async static insert(start_date, end_date=None) → int

Insert a new date into the database.

Parameters

- **start_date** – Union[str, Datetime] Datetime or string object in ‘%Y-%m-%d %H:%M:%S.%f’ format (equivalent to datetime.now()). Is the start date.
- **end_date** – Union[str, Datetime] Datetime or string object in ‘%Y-%m-%d %H:%M:%S.%f’ format (equivalent to datetime.now()). Is the end date.

Returns

int The Date id

async update_end_date(end_date) → None

Update the end date.

Parameters

end_date – Union[str, Datetime] Datetime or string object in ‘%Y-%m-%d %H:%M:%S.%f’ format (equivalent to datetime.now()). Is the end date.

Returns

None

4.11 Mode

class IreneAPIWrapper.models.**Mode**(*access_id: int, name: str*)

Represents the Modes for certain entities.

Please note that these Mode values are consistent across the API as well.

id

The representative mode ID.

Type

int

name

The name of the mode.

Type

str

4.12 Preload

class IreneAPIWrapper.models.**Preload**(*force: bool = True*)

Represents which attributes are loaded up on client startup.

force

Whether to make sure all cache is preloaded. (Defaults to True)

Type

bool

tags

Whether to preload all cache for tags (Defaults to True).

Type

bool

person_aliases

Whether to preload all cache for person_aliases (Defaults to True).

Type

bool

group_aliases

Whether to preload all cache for group_aliases (Defaults to True).

Type

bool

persons

Whether to preload all cache for persons (Defaults to True).

Type

bool

groups

Whether to preload all cache for groups (Defaults to True).

Type
bool

twitter_accounts

Whether to preload all cache for twitter_accounts (Defaults to True).

Type
bool

users

Whether to preload all cache for users (Defaults to False).

Type
bool

guilds

Whether to preload all cache for guilds (Defaults to False).

Type
bool

affiliations

Whether to preload all cache for affiliations (Defaults to True).

Type
bool

bloodtypes

Whether to preload all cache for bloodtypes (Defaults to True).

Type
bool

media

Whether to preload all cache for media (Defaults to True).

Type
bool

displays

Whether to preload all cache for displays (Defaults to True).

Type
bool

companies

Whether to preload all cache for companies (Defaults to True).

Type
bool

dates

Whether to preload all cache for dates (Defaults to True).

Type
bool

locations

Whether to preload all cache for locations (Defaults to True).

Type
bool

positions

Whether to preload all cache for positions (Defaults to True).

Type

bool

socials

Whether to preload all cache for socials (Defaults to True).

Type

bool

names

Whether to preload all cache for names (Defaults to True).

Type

bool

fandoms

Whether to preload all cache for fandoms (Defaults to True).

Type

bool

channels

Whether to preload all text channels (Defaults to False).

Type

bool

tiktok_subscriptions

Whether to preload all TikTok subscriptions (Defaults to False).

Type

bool

twitch_subscriptions

Whether to preload all twitch subscriptions (Defaults to False).

Type

bool

twitter_subscriptions

Whether to preload all twitter subscriptions (Defaults to False).

Type

bool

languages

Whether to preload all languages (Defaults to True)

Type

bool

eight_ball_responses

Whether to preload all 8ball responses (Defaults to True)

Type

bool

notifications

Whether to preload all user notifications (Defaults to True)

Type

bool

interactions

Whether to preload all interactions (Defaults to True)

Type

bool

auto_media

Whether to preload all auto media (Defaults to True)

Type

bool

reaction_role_messages

Whether to preload all reaction role messages (Defaults to True)

Type

bool

4.13 Difficulty

class IreneAPIWrapper.models.Difficulty(*diff_id: int, name: str*)

Represents the Difficulty levels.

Please note that these Difficulty values are consistent across the API as well.

id

The difficulty ID.

Type

int

name

The difficulty name.

Type

str

4.14 Location

class IreneAPIWrapper.models.Location(*location_id, country, city*)

Represents a location.

A Location object inherits from *AbstractModel*.

Parameters

- **location_id** (*int*) – The Affiliation id.
- **country** (*str*) – The country’s name.
- **city** (*str*) – The city’s name.

id

The Location id.

Type

int

country

The country's name.

Type

str

city

The city's name.

Type

str

async static create(*args, **kwargs)

Create a Location object.

Returns

Location

async delete() → None

Delete the Location object from the database and remove it from cache.

Returns

None

async static fetch(location_id: int)

Fetch an updated Location object from the API.

Parameters

location_id – int The location's ID to fetch.

async static fetch_all()

Fetch all locations.

async static get(location_id: int, fetch=True)

Get a Location object.

If the Location object does not exist in cache, it will fetch the name from the API. :param location_id: int

The ID of the location to get/fetch.

Parameters

fetch – bool Whether to fetch from the API if not found in cache.

async static get_all()

Get all Location objects in cache.

Returns

dict_values[*Location*] All Location objects from cache.

async static insert(country, city) → None

Insert a new location into the database.

Parameters

- **country** – The country's name.

- **city** – The city’s name.

Returns

None

4.15 UserStatus

class IreneAPIWrapper.models.**UserStatus**(*status_id: int, user_id: int, score: int, *args, **kwargs*)

Represents a user’s status in a game.

A UserStatus object inherits from *AbstractModel*.

Parameters

- **status_id** (*int*) – The status ID.
- **user_id** (*int*) – The user id.
- **score** (*int*) – The score.

id

The status ID.

Type

int

user_id

The user id.

Type

int

score

The score.

Type

int

async static create(*args, **kwargs)

Create a *UserStatus* object.

Returns*UserStatus*

async delete() → None

Delete the Status object from the database and remove it from cache.

Returns

None

async static fetch(*status_id: int*)

Fetch an updated UserStatus object from the API.

Parameters

status_id – int The status ID to fetch.

Returns

Optional[*UserStatus*] The user status object requested.

async static fetch_all()

Fetch all statuses.

async static get(*status_id: int, fetch=True*)

Get a Status object.

If the Status object does not exist in cache, it will fetch the data from the API.

Parameters

- **status_id** – int The ID of the status to get/fetch.
- **fetch** – bool Whether to fetch from the API if not found in cache.

Returns

Optional[*UserStatus*] The UserStatus object requested.

async static get_all()

Get all UserStatus objects in cache.

Returns

dict_values[*UserStatus*] All UserStatus objects from cache.

async static insert(*user_id, score=0*) → int

Insert a new status into the database.

Parameters

- **user_id** – int The user's ID.
- **score** – int The score of the player.

Returns

int The Status id

async update_score(*score: Optional[int] = None*) → None

Update the score.

Parameters

score – int The player score.

Returns

None

EXCEPTIONS

5.1 InvalidToken

exception `IreneAPIWrapper.exceptions.InvalidToken`
An Exception Raised When an Invalid Token was Supplied.

5.2 APIError

exception `IreneAPIWrapper.exceptions.APIError`(*callback: Callback, error_msg=None, detailed_report=False*)
An Exception Raised When the API returned an error.

5.3 Empty

exception `IreneAPIWrapper.exceptions.Empty`
An exception caused when an iterable is empty.

5.4 IncorrectNumberOfItems

exception `IreneAPIWrapper.exceptions.IncorrectNumberOfItems`(*msg*)
An Exception caused when there is not enough or too much of something (for example arguments).

5.5 FailedObjectCreation

exception `IreneAPIWrapper.exceptions.FailedObjectCreation`(*callback*)
An exception caused when objects failed to properly create.

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