
lolrune Documentation

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James E

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lolrune is a package which contains two separate clients through which you can fetch League of Legends rune information for any champion.

The information is scraped from Runeforge.gg and returned in a tuple, containing dicts (i.e. JSON friendly).

I'll use the default `RuneClient` here, using JSON only to prettify the formatting:

```
>>> import json
>>> from lolrune import RuneClient
>>> client = RuneClient()
>>> print(json.dumps(client.get_runes('varus'), indent=2))
[
  {
    "name": "Varus",
    "title": "Bloodshed Carries a Price",
    "description": "Lethality focused long range poke with [Q].",
    "runes": {
      "primary": {
        "name": "Sorcery",
        "keystone": "Arcane Comet",
        "rest": [
          "Manaflow Band",
          "Celerity",
          "Scorch"
        ]
      },
      "secondary": {
        "name": "Precision",
        "rest": [
          "Triumph",
          "Coup De Grace"
        ]
      }
    }
  }, ...
]
```

Be aware, despite `[]` displaying here (per the `json` module), the return type will be a `tuple` for each client.

CHAPTER 1

Contents

1.1 API Reference

1.1.1 Clients

1.1.2 Exceptions

CHAPTER 2

Indices and tables

- `genindex`
- `modindex`
- `search`