
discord.py Documentation

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API Reference

The following section outlines the API of discord.py.

1.1 Client

1.1.1 Event Reference

This page outlines the different types of events listened to by `Client.event()`. All events are ‘sandboxed’, in that if an exception is thrown while the event is called then it is caught and then ignored.

`discord.on_ready()`

Called when the client is done preparing the data received from Discord. Usually after login is successful and the `Client.servers` and co. are filled up.

`discord.on_message(message)`

Called when a message is created and sent to a server.

Parameters `message` – A Message of the current message.

`discord.on_response(response)`

Called whenever a message is received from the websocket. Used mainly for debugging purposes. The parameter passed is raw data that was parsed via `json.loads`. Note that this is called before the `Client` processes the event.

Parameters `response` – The received message response after gone through `json.loads`.

`discord.on_message_delete(message)`

`discord.on_message_edit(before, after)`

Called when a message is deleted or edited from any given server. If the message is not found in the `Client.messages` cache, then these events will not be called. This happens if the message is too old or the client is participating in high traffic servers. To fix this, increase the `max_length` option of `Client`.

Parameters

- **message** – A Message of the deleted message.
- **before** – A Message of the previous version of the message.
- **after** – A Message of the current version of the message.

`on_status(server, user, status, game_id):`

Called whenever a user changes their status or game playing status.

The status is usually either “idle”, “online” or “offline”.

Parameters

- **server** – The `Server` the user belongs to.
- **user** – The `User` whose status changed.
- **status** – The new status of the user.
- **game_id** – The game ID that the user is playing. Can be `None`.

`discord.on_channel_delete` (*channel*)

Called whenever a channel is removed from a server.

Note that you can get the server from `Channel.server`.

Parameters **channel** – The `Channel` that got deleted.

1.2 Data Classes

Some classes are just there to be data containers, this lists them. It should be assumed that *all* classes in this category are immutable and should not be modified.

Indices and tables

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

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