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# **steam community market**

***Release 1.2.3***

**Apr 23, 2021**



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## 1.1 Market

**class** `steam_community_market.Market` (*currency=<ESteamCurrency.USD: 1>*)

**get\_overview** (*name: str, app\_id*) → dict

Gets the prices and volume of an item.

**Parameters**

- **name** (*str*) – The name of the item how it appears on the Steam Community Market.
- **app\_id** (*int, AppID*) – The AppID of the game the item is from.

**Returns** An overview of the item on success, `None` otherwise. Overview includes both volume and prices.

**Return type** Optional[dict]

Changed in version 1.2.3.

New in version 1.0.0.

**get\_overviews** (*names: list, app\_id*) → dict

Gets the overview of each item in the list.

**Parameters**

- **names** (*list*) – A list of item names how they appear on the Steam Community Market.
- **app\_id** (*list, int, AppID*) – If given a list, it needs to have the same length as the *names*. If given *int* or *AppID*, every item in *names* must have this AppID.

**Returns** An overview of each item.

**Return type** dict

Changed in version 1.2.0.

New in version 1.0.0.

**get\_volume** (*name: str, app\_id*)

Gets the volume of an item.

**Parameters**

- **name** (*str*) – The name of the item how it appears on the Steam Community Market.
- **app\_id** (*int, ESteamCurrency*) – The AppID of the game the item is from.

**Returns** The volume if success, *None* otherwise.

**Return type** *Optional[int]*

New in version 1.2.0.

**get\_prices** (*name: str, app\_id*)

Gets the lowest and/or median price of an item, if they exist.

**Parameters**

- **name** (*str*) – The name of the item how it appears on the Steam Community Market.
- **app\_id** (*int, ESteamCurrency*) – The AppID of the game the item is from.

**Returns** The lowest and/or median price of the item, if success. :class: *None* otherwise.

**Return type** *Optional[dict]*

New in version 1.2.0.

**get\_lowest\_price** (*name: str, app\_id*)

Gets the lowest price of an item.

**Parameters**

- **name** (*str*) – The name of the item how it appears on the Steam Community Market.
- **app\_id** (*int, ESteamCurrency*) – The AppID of the game the item is from.

**Returns** The lowest price of the item, if success. :class: *None* otherwise.

**Return type** *Optional[Union[float, str]]*

New in version 1.2.0.

**get\_median\_price** (*name: str, app\_id*)

Gets the median price of an item.

**Parameters**

- **name** (*str*) – The name of the item how it appears on the Steam Community Market.
- **app\_id** (*int, ESteamCurrency*) – The AppID of the game the item is from.

**Returns** The median price of the item, if success. :class: *None* otherwise.

**Return type** *Optional[Union[float, str]]*

New in version 1.2.0.

**get\_overviews\_from\_dict** (*items: dict*) → *dict*

Gets the overview of each item in the dict.

**Parameters** **items** (*dict*) – A dict containing item names and AppIDs. There is an example on how this dict should be constructed in `example.py`.

**Returns** An overview of each item.

**Return type** dict

New in version 1.1.0.

**price\_to\_float** (*value: str*)

Converts a price from *str* to float

**Parameters** *value* (*str*) – A price

**Returns** float if currency is not in UNSUPPORTED\_CURRENCY

**Return type** Optional[Union[float, str]]

**has\_invalid\_name** (*name: str*) → bool

Checks if given item name is invalid.

**Parameters** *name* (*str*) – The name of the item how it appears on the Steam Community Market.

**Returns** True if the item name is invalid, False otherwise.

**Return type** bool

**fix\_name** (*name: str*) → str

Replaces “/” with “-” and returns the item name.

**Parameters** *name* (*str*) – The name of the item how it appears on the Steam Community Market.

**Returns** The correct item name.

**Return type** str

## 1.2 UNSUPPORTED\_CURRENCY

```
"RUB",
"VND",
"KRW",
"CLP",
"PEN",
"COP",
"CRC"
```

These currencies are supported, but won't be converted to float due to “weird” formatting.

```
from steam_community_market import Market

market = Market("RUB")

market.get_lowest_price("Mann Co. Supply Crate Key", 440)
```

```
163,80 p.
```

New in version 1.2.0.





### 2.1 ESteamCurrency

```
class steam_community_market.ESteamCurrency
```

    An enumeration.

```
    USD = 1
```

```
    GBP = 2
```

```
    EUR = 3
```

```
    CHF = 4
```

```
    RUB = 5
```

```
    PLN = 6
```

```
    BRL = 7
```

```
    JPY = 8
```

```
    NOK = 9
```

```
    IDR = 10
```

```
    MYR = 11
```

```
    PHP = 12
```

```
    SGD = 13
```

```
    THB = 14
```

```
    VND = 15
```

```
    KRW = 16
```

```
    TRY = 17
```

```
    UAH = 18
```

**MXN = 19**  
**CAD = 20**  
**AUD = 21**  
**NZD = 22**  
**CNY = 23**  
**INR = 24**  
**CLP = 25**  
**PEN = 26**  
**COP = 27**  
**ZAR = 28**  
**HKD = 29**  
**TWD = 30**  
**SAR = 31**  
**AED = 32**  
**ARS = 34**  
**ILS = 35**  
**KZT = 37**  
**KWD = 38**  
**QAR = 39**  
**CRC = 40**  
**UYU = 41**

BYN enum seems to not be supported anymore (BYN = 36).

Changed in version 1.2.0.

New in version 1.0.0.

## 2.2 AppID

**class** steam\_community\_market.AppID  
An enumeration.

**DOTA2 = 570**  
**STEAM = 753**  
**RUST = 252490**  
**CSGO = 730**  
**TF2 = 440**

New in version 1.2.0.

## CHAPTER 3

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