steam community market

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CHAPTER 1

market.py

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 suceess. :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 suceess. :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 suceess. :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 containg 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.

CHAPTER 2

enums.py

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.

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