
csgo Documentation

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Supports Python 2.7+ and 3.4+.

Module based on [steam](#) for interacting with CSGO's Game Coordinator.

As always contributions and suggestions are welcome. Just visit the [repository on github](#).

1.1 User Guide

This part of the documentation is a quick start for writing applications that interact with the game coordinator for CSGO.

1.1.1 Initialization

This is the minimal code we need to get a session with the game coordinator.

```
from steam.client import SteamClient
from csgo.client import CSGOClient

client = SteamClient()
cs = CSGOClient(client)

@client.on('logged_on')
def start_csgo():
    cs.launch()

@cs.on('ready')
def gc_ready():
    # send messages to gc
    pass

client.cli_login()
client.run_forever()
```

You won't see any output running the code above.
In order to peek inside we need to setup debug logging.

See the *Configure console logging* section

1.1.2 Sending/Receiving messages

Let's request profile of the currently logged on user. We only need the account id. If need to convert from steam id or any other format see [SteamID](#).

```
from csgo.enums import ECsgoGCMsg

# send request message
self.send(ECsgoGCMsg.EMsgGCCStrike15_v2_ClientRequestPlayersProfile, {
    'account_id': cs.account_id,
    'request_level': 32,
})

# listen for the response
response, = cs.wait_event(ECsgoGCMsg.EMsgGCCStrike15_v2_PlayersProfile, timeout=10)
player_profile = response.account_profiles[0]
```

Alternatively, we can do the same using one of the methods from *features*, which implements that particular request for us. Specifically *csgo.features.player.Player.request_player_profile*

```
cs.request_player_profile(cs.account_id)
response, = cs.wait_event('player_profile')
```

```
>>> str(response)
account_id: 12345678
ranking {
  account_id: 12345678
  rank_id: 0
  wins: 123
}
commendation {
  cmd_friendly: 1
  cmd_teaching: 2
  cmd_leader: 3
}
medals {
  medal_team: 0
  medal_combat: 0
  medal_weapon: 0
  medal_global: 0
  medal_arms: 0
}
player_level: 1
player_cur_xp: 262840000
```

1.1.3 Working with events

The module makes use of *gevent* and *gevent-eventemitter*. Events work similarly to *EventEmitter* in javascript. Nevertheless, here is quick rundown.

To catch an event we need to register a callback

```
@cs.on('my event')
def do_stuff(a, b):
    print "Hey!"

cs.on('my event', do_stuff)
cs.once('my event', do_stuff)  # call do_stuff just one time
cs.wait_event('my event')      # blocks and returns arguments, if any
```

Note: `wait_event` may block forever, so use the `timeout` parameter

Emitting an event is just as simple.

```
cs.emit("my event")
cs.emit("my event", 1, [3,4,5])  # optional arguments
```

That's it. For more details see [gevent-eventemitter](#).

1.1.4 Configure console logging

Here is a basic configuration to get debug messages in the console.

```
import logging

logging.basicConfig(format='[% (asctime)s] %(levelname)s %(name)s: %(message)s',
                    ↪ level=logging.DEBUG)
```

When we run the program and the console output should look something like this:

```
[2016-01-01 12:34:56,000] DEBUG CMClient: Connect initiated.
[2016-01-01 12:34:56,000] DEBUG Connection: Attempting connection to ('208.78.164.13',
↪ 27018)
[2016-01-01 12:34:56,000] DEBUG Connection: Connected.
[2016-01-01 12:34:56,000] DEBUG CMClient: Emit event: 'connected'
[2016-01-01 12:34:56,000] DEBUG SteamClient: Emit event: 'connected'
[2016-01-01 12:34:56,000] DEBUG SteamClient: Attempting login
[2016-01-01 12:34:56,000] DEBUG CMClient: Incoming: <Msg <EMsg.ChannelEncryptRequest:
↪ 1303>>
[2016-01-01 12:34:56,000] DEBUG CMClient: Emit event: <EMsg.ChannelEncryptRequest:
↪ 1303>
...
```


2.1 csgo API

Documentation related to various APIs available in this package.

2.1.1 msg

Various utility function for dealing with messages.

`csgo.msg.get_emsg_enum(msg)`

Attempts to find the Enum for the given `int`

Parameters `emsg (int)` – integer corresponding to a Enum

Returns Enum if found, `emsg` if not

Return type Enum, `int`

`csgo.msg.find_proto(msg)`

Attempts to find the protobuf message for a given Enum

Parameters `emsg (Enum)` – Enum corresponding to a protobuf message

Returns protobuf message class

2.1.2 enums

class `csgo.common_enums.ESOType`

`CSOEconItem = 1`

`CSOPersonaDataPublic = 2`

`CSOItemRecipe = 5`

```
CSOEconGameAccountClient = 7
CSOEconItemDropRateBonus = 38
CSOEconItemEventTicket = 40
CSOAccountSeasonalOperation = 41
CSOEconDefaultEquippedDefinitionInstanceClient = 43
CSOEconCoupon = 45
CSOQuestProgress = 46
```

```
class csgo.common_enums.EXPBonusFlag
```

```
    EarnedXpThisPeriod = 1
    FirstReward = 2
    Msg_YourReportGotConvicted = 4
    Msg_YouPartiedWithCheaters = 8
    PrestigeEarned = 16
    ChinaGovernmentCert = 32
    OverwatchBonus = 268435456
    BonusBoostConsumed = 536870912
    ReducedGain = 1073741824
```

```
class csgo.proto_enums.ECommunityItemAttribute
```

```
    Invalid = 0
    CardBorder = 1
    Level = 2
    IssueNumber = 3
    TradableTime = 4
    StorePackageID = 5
    CommunityItemAppID = 6
    CommunityItemType = 7
    ProfileModiferEnabled = 8
    ExpiryTime = 9
```

```
class csgo.proto_enums.ECommunityItemClass
```

```
    Invalid = 0
    Badge = 1
    GameCard = 2
    ProfileBackground = 3
    Emoticon = 4
```

```

BoosterPack = 5
Consumable = 6
GameGoo = 7
ProfileModifier = 8
Scene = 9
SalienItem = 10
class csgo.proto_enums.ECsgoGCMsg

    EMsgGCCStrike15_v2_Base = 9100
    EMsgGCCStrike15_v2_MatchmakingStart = 9101
    EMsgGCCStrike15_v2_MatchmakingStop = 9102
    EMsgGCCStrike15_v2_MatchmakingClient2ServerPing = 9103
    EMsgGCCStrike15_v2_MatchmakingGC2ClientUpdate = 9104
    EMsgGCCStrike15_v2_MatchmakingGC2ServerReserve = 9105
    EMsgGCCStrike15_v2_MatchmakingServerReservationResponse = 9106
    EMsgGCCStrike15_v2_MatchmakingGC2ClientReserve = 9107
    EMsgGCCStrike15_v2_MatchmakingServerRoundStats = 9108
    EMsgGCCStrike15_v2_MatchmakingClient2GCHello = 9109
    EMsgGCCStrike15_v2_MatchmakingGC2ClientHello = 9110
    EMsgGCCStrike15_v2_MatchmakingServerMatchEnd = 9111
    EMsgGCCStrike15_v2_MatchmakingGC2ClientAbandon = 9112
    EMsgGCCStrike15_v2_MatchmakingServer2GCKick = 9113
    EMsgGCCStrike15_v2_MatchmakingGC2ServerConfirm = 9114
    EMsgGCCStrike15_v2_MatchmakingGCOperationalStats = 9115
    EMsgGCCStrike15_v2_MatchmakingGC2ServerRankUpdate = 9116
    EMsgGCCStrike15_v2_MatchmakingOperator2GCBlogUpdate = 9117
    EMsgGCCStrike15_v2_ServerNotificationForUserPenalty = 9118
    EMsgGCCStrike15_v2_ClientReportPlayer = 9119
    EMsgGCCStrike15_v2_ClientReportServer = 9120
    EMsgGCCStrike15_v2_ClientCommendPlayer = 9121
    EMsgGCCStrike15_v2_ClientReportResponse = 9122
    EMsgGCCStrike15_v2_ClientCommendPlayerQuery = 9123
    EMsgGCCStrike15_v2_ClientCommendPlayerQueryResponse = 9124
    EMsgGCCStrike15_v2_WatchInfoUsers = 9126
    EMsgGCCStrike15_v2_ClientRequestPlayersProfile = 9127
    EMsgGCCStrike15_v2_PlayersProfile = 9128

```

```
EMsgGCCStrike15_v2_PlayerOverwatchCaseUpdate = 9131
EMsgGCCStrike15_v2_PlayerOverwatchCaseAssignment = 9132
EMsgGCCStrike15_v2_PlayerOverwatchCaseStatus = 9133
EMsgGCCStrike15_v2_GC2ClientTextMsg = 9134
EMsgGCCStrike15_v2_Client2GC2TextMsg = 9135
EMsgGCCStrike15_v2_MatchEndRunRewardDrops = 9136
EMsgGCCStrike15_v2_MatchEndRewardDropsNotification = 9137
EMsgGCCStrike15_v2_ClientRequestWatchInfoFriends2 = 9138
EMsgGCCStrike15_v2_MatchList = 9139
EMsgGCCStrike15_v2_MatchListRequestCurrentLiveGames = 9140
EMsgGCCStrike15_v2_MatchListRequestRecentUserGames = 9141
EMsgGCCStrike15_v2_GC2ServerReservationUpdate = 9142
EMsgGCCStrike15_v2_ClientVarValueNotificationInfo = 9144
EMsgGCCStrike15_v2_TournamentMatchRewardDropsNotification = 9145
EMsgGCCStrike15_v2_MatchListRequestTournamentGames = 9146
EMsgGCCStrike15_v2_MatchListRequestFullGameInfo = 9147
EMsgGCCStrike15_v2_GiftsLeaderboardRequest = 9148
EMsgGCCStrike15_v2_GiftsLeaderboardResponse = 9149
EMsgGCCStrike15_v2_ServerVarValueNotificationInfo = 9150
EMsgGCToGCReloadVersions = 9151
EMsgGCCStrike15_v2_ClientSubmitSurveyVote = 9152
EMsgGCCStrike15_v2_Server2GCCClientValidate = 9153
EMsgGCCStrike15_v2_MatchListRequestLiveGameForUser = 9154
EMsgGCCStrike15_v2_Server2GCPureServerValidationFailure = 9155
EMsgGCCStrike15_v2_Client2GCEconPreviewDataBlockRequest = 9156
EMsgGCCStrike15_v2_Client2GCEconPreviewDataBlockResponse = 9157
EMsgGCCStrike15_v2_AccountPrivacySettings = 9158
EMsgGCCStrike15_v2_SetMyActivityInfo = 9159
EMsgGCCStrike15_v2_MatchListRequestTournamentPredictions = 9160
EMsgGCCStrike15_v2_MatchListUploadTournamentPredictions = 9161
EMsgGCCStrike15_v2_DraftSummary = 9162
EMsgGCCStrike15_v2_ClientRequestJoinFriendData = 9163
EMsgGCCStrike15_v2_ClientRequestJoinServerData = 9164
EMsgGCCStrike15_v2_ClientRequestNewMission = 9165
EMsgGCCStrike15_v2_GC2ServerNotifyXPRewarded = 9166
EMsgGCCStrike15_v2_GC2ClientTournamentInfo = 9167
```

EMsgGC_GlobalGame_Subscribe = 9168
EMsgGC_GlobalGame_Unsubscribe = 9169
EMsgGC_GlobalGame_Play = 9170
EMsgGCCStrike15_v2_AcknowledgePenalty = 9171
EMsgGCCStrike15_v2_Client2GCRequestPrestigeCoin = 9172
EMsgGCCStrike15_v2_GC2ClientGlobalStats = 9173
EMsgGCCStrike15_v2_Client2GCStreamUnlock = 9174
EMsgGCCStrike15_v2_FantasyRequestClientData = 9175
EMsgGCCStrike15_v2_FantasyUpdateClientData = 9176
EMsgGCCStrike15_v2_GCToClientSteamdatagramTicket = 9177
EMsgGCCStrike15_v2_ClientToGCRequestTicket = 9178
EMsgGCCStrike15_v2_ClientToGCRequestElevate = 9179
EMsgGCCStrike15_v2_GlobalChat = 9180
EMsgGCCStrike15_v2_GlobalChat_Subscribe = 9181
EMsgGCCStrike15_v2_GlobalChat_Unsubscribe = 9182
EMsgGCCStrike15_v2_ClientAuthKeyCode = 9183
EMsgGCCStrike15_v2_GotvSyncPacket = 9184
EMsgGCCStrike15_v2_ClientPlayerDecalSign = 9185
EMsgGCCStrike15_v2_ClientLogonFatalError = 9187
EMsgGCCStrike15_v2_ClientPollState = 9188
EMsgGCCStrike15_v2_Party_Register = 9189
EMsgGCCStrike15_v2_Party_Unregister = 9190
EMsgGCCStrike15_v2_Party_Search = 9191
EMsgGCCStrike15_v2_Party_Invite = 9192
EMsgGCCStrike15_v2_Account_RequestCoPlays = 9193
EMsgGCCStrike15_v2_ClientGCRankUpdate = 9194
EMsgGCCStrike15_v2_ClientRequestOffers = 9195
EMsgGCCStrike15_v2_ClientAccountBalance = 9196
EMsgGCCStrike15_v2_ClientPartyJoinRelay = 9197
EMsgGCCStrike15_v2_ClientPartyWarning = 9198
EMsgGCCStrike15_v2_MatchmakingServerMatchEndPartial = 9199
EMsgGCCStrike15_v2_SetEventFavorite = 9200
EMsgGCCStrike15_v2_GetEventFavorites_Request = 9201
EMsgGCCStrike15_v2_GetEventFavorites_Response = 9203
EMsgGCCStrike15_v2_ClientRequestSouvenir = 9204

```
class csgo.proto_enums.ECsgoSteamUserStat

    XpEarnedGames = 1
    MatchWinsCompetitive = 2
    SurvivedDangerZone = 3

class csgo.proto_enums.EGCGBaseClientMsg

    EMsgGCClientWelcome = 4004
    EMsgGCServerWelcome = 4005
    EMsgGCClientHello = 4006
    EMsgGCServerHello = 4007
    EMsgGCClientConnectionStatus = 4009
    EMsgGCServerConnectionStatus = 4010
    EMsgGCClientHelloPartner = 4011
    EMsgGCClientHelloPW = 4012
    EMsgGCClientHelloR2 = 4013
    EMsgGCClientHelloR3 = 4014
    EMsgGCClientHelloR4 = 4015

class csgo.proto_enums.EGCItemCustomizationNotification

    NameItem = 1006
    UnlockCrate = 1007
    XRayItemReveal = 1008
    XRayItemClaim = 1009
    CasketTooFull = 1011
    CasketContents = 1012
    CasketAdded = 1013
    CasketRemoved = 1014
    CasketInvFull = 1015
    NameBaseItem = 1019
    RemoveItemName = 1030
    RemoveSticker = 1053
    ApplySticker = 1086
    StatTrakSwap = 1088
    ActivateFanToken = 9178
    ActivateOperationCoin = 9179
    GraffitiUnseal = 9185
```

```
GenerateSouvenir = 9204
class csgo.proto_enums.EGCItemMsg

    EMsgGCBase = 1000
    EMsgGCSetItemPosition = 1001
    EMsgGCCraft = 1002
    EMsgGCCraftResponse = 1003
    EMsgGCDelete = 1004
    EMsgGCVerifyCacheSubscription = 1005
    EMsgGCNameItem = 1006
    EMsgGCUnlockCrate = 1007
    EMsgGCUnlockCrateResponse = 1008
    EMsgGCPaintItem = 1009
    EMsgGCPaintItemResponse = 1010
    EMsgGCGoldenWrenchBroadcast = 1011
    EMsgGCMOTDRequest = 1012
    EMsgGCMOTDRequestResponse = 1013
    EMsgGCAddItemToSocket_DEPRECATED = 1014
    EMsgGCAddItemToSocketResponse_DEPRECATED = 1015
    EMsgGCAddSocketToBaseItem_DEPRECATED = 1016
    EMsgGCAddSocketToItem_DEPRECATED = 1017
    EMsgGCAddSocketToItemResponse_DEPRECATED = 1018
    EMsgGCNameBaseItem = 1019
    EMsgGCNameBaseItemResponse = 1020
    EMsgGCRemoveSocketItem_DEPRECATED = 1021
    EMsgGCRemoveSocketItemResponse_DEPRECATED = 1022
    EMsgGCCustomizeItemTexture = 1023
    EMsgGCCustomizeItemTextureResponse = 1024
    EMsgGCUseItemRequest = 1025
    EMsgGCUseItemResponse = 1026
    EMsgGCGiftedItems_DEPRECATED = 1027
    EMsgGCRemoveItemName = 1030
    EMsgGCRemoveItemPaint = 1031
    EMsgGCGiftWrapItem = 1032
    EMsgGCGiftWrapItemResponse = 1033
    EMsgGCDeliverGift = 1034
```

```
EMsgGCDeliverGiftResponseGiver = 1035
EMsgGCDeliverGiftResponseReceiver = 1036
EMsgGCUnwrapGiftRequest = 1037
EMsgGCUnwrapGiftResponse = 1038
EMsgGCSetItemStyle = 1039
EMsgGCUsedClaimCodeItem = 1040
EMsgGCSortItems = 1041
EMsgGC_RevolvingLootList_DEPRECATED = 1042
EMsgGCLookupAccount = 1043
EMsgGCLookupAccountResponse = 1044
EMsgGCLookupAccountName = 1045
EMsgGCLookupAccountNameResponse = 1046
EMsgGCUpdateItemSchema = 1049
EMsgGCRemoveCustomTexture = 1051
EMsgGCRemoveCustomTextureResponse = 1052
EMsgGCRemoveMakersMark = 1053
EMsgGCRemoveMakersMarkResponse = 1054
EMsgGCRemoveUniqueCraftIndex = 1055
EMsgGCRemoveUniqueCraftIndexResponse = 1056
EMsgGCSaxxyBroadcast = 1057
EMsgGCBackpackSortFinished = 1058
EMsgGCAdjustItemEquippedState = 1059
EMsgGCCollectItem = 1061
EMsgGCItemAcknowledged_DEPRECATED = 1062
EMsgGC_ReportAbuse = 1065
EMsgGC_ReportAbuseResponse = 1066
EMsgGCNameItemNotification = 1068
EMsgGCApplyConsumableEffects = 1069
EMsgGCConsumableExhausted = 1070
EMsgGCShowItemsPickedUp = 1071
EMsgGCClientDisplayNotification = 1072
EMsgGCApplyStrangePart = 1073
EMsgGC_IncrementKillCountAttribute = 1074
EMsgGC_IncrementKillCountResponse = 1075
EMsgGCApplyPennantUpgrade = 1076
EMsgGCSetItemPositions = 1077
```

EMsgGCApplyEggEssence = 1078
EMsgGCNameEggEssenceResponse = 1079
EMsgGCPaintKitItem = 1080
EMsgGCPaintKitBaseItem = 1081
EMsgGCPaintKitItemResponse = 1082
EMsgGCGiftedItems = 1083
EMsgGCUnlockItemStyle = 1084
EMsgGCUnlockItemStyleResponse = 1085
EMsgGCApplySticker = 1086
EMsgGCItemAcknowledged = 1087
EMsgGCStatTrakSwap = 1088
EMsgGCUserTrackTimePlayedConsecutively = 1089
EMsgGCItemCustomizationNotification = 1090
EMsgGCModifyItemAttribute = 1091
EMsgGCCasketItemAdd = 1092
EMsgGCCasketItemExtract = 1093
EMsgGCCasketItemLoadContents = 1094
EMsgGCTradingBase = 1500
EMsgGCTrading_InitiateTradeRequest = 1501
EMsgGCTrading_InitiateTradeResponse = 1502
EMsgGCTrading_StartSession = 1503
EMsgGCTrading_SetItem = 1504
EMsgGCTrading_RemoveItem = 1505
EMsgGCTrading_UpdateTradeInfo = 1506
EMsgGCTrading_SetReadiness = 1507
EMsgGCTrading_ReadinessResponse = 1508
EMsgGCTrading_SessionClosed = 1509
EMsgGCTrading_CancelSession = 1510
EMsgGCTrading_TradeChatMsg = 1511
EMsgGCTrading_ConfirmOffer = 1512
EMsgGCTrading_TradeTypingChatMsg = 1513
EMsgGCServerBrowser_FavoriteServer = 1601
EMsgGCServerBrowser_BlacklistServer = 1602
EMsgGCServerRentalsBase = 1700
EMsgGCItemPreviewCheckStatus = 1701
EMsgGCItemPreviewStatusResponse = 1702

EMsgGCItemPreviewRequest = 1703
EMsgGCItemPreviewRequestResponse = 1704
EMsgGCItemPreviewExpire = 1705
EMsgGCItemPreviewExpireNotification = 1706
EMsgGCItemPreviewItemBoughtNotification = 1707
EMsgGCDev_NewItemRequest = 2001
EMsgGCDev_NewItemRequestResponse = 2002
EMsgGCDev_PaintKitDropItem = 2003
EMsgGCStoreGetUserData = 2500
EMsgGCStoreGetUserDataResponse = 2501
EMsgGCStorePurchaseInit_DEPRECATED = 2502
EMsgGCStorePurchaseInitResponse_DEPRECATED = 2503
EMsgGCStorePurchaseFinalize = 2504
EMsgGCStorePurchaseFinalizeResponse = 2505
EMsgGCStorePurchaseCancel = 2506
EMsgGCStorePurchaseCancelResponse = 2507
EMsgGCStorePurchaseQueryTxn = 2508
EMsgGCStorePurchaseQueryTxnResponse = 2509
EMsgGCStorePurchaseInit = 2510
EMsgGCStorePurchaseInitResponse = 2511
EMsgGCBannedWordListRequest = 2512
EMsgGCBannedWordListResponse = 2513
EMsgGCToGCBannedWordListBroadcast = 2514
EMsgGCToGCBannedWordListUpdated = 2515
EMsgGCToGCDirtySDOCache = 2516
EMsgGCToGCDirtyMultipleSDOCache = 2517
EMsgGCToGCUpdateSQLKeyValue = 2518
EMsgGCToGCIsTrustedServer = 2519
EMsgGCToGCIsTrustedServerResponse = 2520
EMsgGCToGCBroadcastConsoleCommand = 2521
EMsgGCServerVersionUpdated = 2522
EMsgGCApplyAutograph = 2523
EMsgGCToGCWebAPIAccountChanged = 2524
EMsgGCRequestAnnouncements = 2525
EMsgGCRequestAnnouncementsResponse = 2526
EMsgGCRequestPassportItemGrant = 2527

```
    EMsgGCClientVersionUpdated = 2528
    EMsgGCAdjustItemEquippedStateMulti = 2529
class csgo.proto_enums.EGCMsgResponse

    EGCMsgResponseOK = 0
    EGCMsgResponseDenied = 1
    EGCMsgResponseServerError = 2
    EGCMsgResponseTimeout = 3
    EGCMsgResponseInvalid = 4
    EGCMsgResponseNoMatch = 5
    EGCMsgResponseUnknownError = 6
    EGCMsgResponseNotLoggedIn = 7
    EGCMsgFailedToCreate = 8
    EGCMsgLimitExceeded = 9
    EGCMsgCommitUnfinalized = 10
class csgo.proto_enums.EGCSysMsg

    EGCSysMsgInvalid = 0
    EGCSysMsgMulti = 1
    EGCSysMsgGenericReply = 10
    EGCSysMsgSystemBase = 50
    EGCSysMsgAchievementAwarded = 51
    EGCSysMsgConCommand = 52
    EGCSysMsgStartPlaying = 53
    EGCSysMsgStopPlaying = 54
    EGCSysMsgStartGameserver = 55
    EGCSysMsgStopGameserver = 56
    EGCSysMsgWGRequest = 57
    EGCSysMsgWGResponse = 58
    EGCSysMsgGetUserGameStatsSchema = 59
    EGCSysMsgGetUserGameStatsSchemaResponse = 60
    EGCSysMsgGetUserStatsDEPRECATED = 61
    EGCSysMsgGetUserStatsResponse = 62
    EGCSysMsgAppInfoUpdated = 63
    EGCSysMsgValidateSession = 64
    EGCSysMsgValidateSessionResponse = 65
    EGCSysMsgLookupAccountFromInput = 66
```

```
EGCMsgSendHTTPRequest = 67
EGCMsgSendHTTPRequestResponse = 68
EGCMsgPreTestSetup = 69
EGCMsgRecordSupportAction = 70
EGCMsgGetAccountDetails_DEPRECATED = 71
EGCMsgReceiveInterAppMessage = 73
EGCMsgFindAccounts = 74
EGCMsgPostAlert = 75
EGCMsgGetLicenses = 76
EGCMsgGetUserStats = 77
EGCMsgGetCommands = 78
EGCMsgGetCommandsResponse = 79
EGCMsgAddFreeLicense = 80
EGCMsgAddFreeLicenseResponse = 81
EGCMsgGetIPLocation = 82
EGCMsgGetIPLocationResponse = 83
EGCMsgSystemStatsSchema = 84
EGCMsgGetSystemStats = 85
EGCMsgGetSystemStatsResponse = 86
EGCMsgSendEmail = 87
EGCMsgSendEmailResponse = 88
EGCMsgGetEmailTemplate = 89
EGCMsgGetEmailTemplateResponse = 90
EGCMsgGrantGuestPass = 91
EGCMsgGrantGuestPassResponse = 92
EGCMsgGetAccountDetails = 93
EGCMsgGetAccountDetailsResponse = 94
EGCMsgGetPersonaNames = 95
EGCMsgGetPersonaNamesResponse = 96
EGCMsgMultiplexMsg = 97
EGCMsgMultiplexMsgResponse = 98
EGCMsgWebAPIRegisterInterfaces = 101
EGCMsgWebAPIJobRequest = 102
EGCMsgWebAPIJobRequestHttpResponse = 104
EGCMsgWebAPIJobRequestForwardResponse = 105
EGCMsgMemCachedGet = 200
```

```

EGCMsgMemCachedGetResponse = 201
EGCMsgMemCachedSet = 202
EGCMsgMemCachedDelete = 203
EGCMsgMemCachedStats = 204
EGCMsgMemCachedStatsResponse = 205
EGCMsgMasterSetDirectory = 220
EGCMsgMasterSetDirectoryResponse = 221
EGCMsgMasterSetWebAPIRouting = 222
EGCMsgMasterSetWebAPIRoutingResponse = 223
EGCMsgMasterSetClientMsgRouting = 224
EGCMsgMasterSetClientMsgRoutingResponse = 225
EGCMsgSetOptions = 226
EGCMsgSetOptionsResponse = 227
EGCMsgSystemBase2 = 500
EGCMsgGetPurchaseTrustStatus = 501
EGCMsgGetPurchaseTrustStatusResponse = 502
EGCMsgUpdateSession = 503
EGCMsgGCAccountVacStatusChange = 504
EGCMsgCheckFriendship = 505
EGCMsgCheckFriendshipResponse = 506
EGCMsgGetPartnerAccountLink = 507
EGCMsgGetPartnerAccountLinkResponse = 508
EGCMsgDPPartnerMicroTxns = 512
EGCMsgDPPartnerMicroTxnsResponse = 513
EGCMsgVacVerificationChange = 518
EGCMsgAccountPhoneNumberChange = 519
EGCMsgInviteUserToLobby = 523
EGCMsgGetGamePersonalDataCategoriesRequest = 524
EGCMsgGetGamePersonalDataCategoriesResponse = 525
EGCMsgGetGamePersonalDataEntriesRequest = 526
EGCMsgGetGamePersonalDataEntriesResponse = 527
EGCMsgTerminateGamePersonalDataEntriesRequest = 528
EGCMsgTerminateGamePersonalDataEntriesResponse = 529
class csgo.proto_enums.EGCToGCMsg

    EGCToGCMsgMasterAck = 150

```

```
EGCToGCMsgMasterAckResponse = 151
EGCToGCMsgRouted = 152
EGCToGCMsgRoutedReply = 153
EMsgUpdateSessionIP = 154
EMsgRequestSessionIP = 155
EMsgRequestSessionIPResponse = 156
EGCToGCMsgMasterStartupComplete = 157
class csgo.proto_enums.ESOMsg

    Create = 21
    Update = 22
    Destroy = 23
    CacheSubscribed = 24
    CacheUnsubscribed = 25
    UpdateMultiple = 26
    CacheSubscriptionCheck = 27
    CacheSubscriptionRefresh = 28
class csgo.proto_enums.ESteamPaymentRuleType

    EPaymentRuleTypeComposite = 0
    EPaymentRuleTypeWorkshop = 1
    EPaymentRuleTypeServiceProvider = 2
    EPaymentRuleTypePartner = 3
    EPaymentRuleTypeSpecialPayment = 4
class csgo.proto_enums.EUnlockStyle

    UnlockStyle_Succeeded = 0
    UnlockStyle_Failed_PreReq = 1
    UnlockStyle_Failed_CantAfford = 2
    UnlockStyle_Failed_CantCommit = 3
    UnlockStyle_Failed_CantLockCache = 4
    UnlockStyle_Failed_CantAffordAttrib = 5
class csgo.proto_enums.GCClientLauncherType

    DEFAULT = 0
    PERFECTWORLD = 1
class csgo.proto_enums.GCConnectionStatus
```

```
HAVE_SESSION = 0
GC_GOING_DOWN = 1
NO_SESSION = 2
NO_SESSION_IN_LOGON_QUEUE = 3
NO_STEAM = 4
```

2.1.3 sharecode

`csgo.sharecode.decode(code)`

Decodes a match share code

Parameters `code` (*str*) – match share code (e.g. CSGO-Ab1cD-xYz23-7bcD9-uVZ23-12aBc)

Raises `ValueError`

Returns dict with matchid, outcomeid and token

Return type `dict`

```
{'matchid': 0,
 'outcomeid': 0,
 'token': 0
}
```

`csgo.sharecode.encode(matchid, outcomeid, token)`

Encodes (matchid, outcomeid, token) to match share code

Parameters

- `matchid` (*int*) – match id
- `outcomeid` (*int*) – outcome id
- `token` (*int*) – token

Returns match share code (e.g. CSGO-Ab1cD-xYz23-7bcD9-uVZ23-12aBc)

Return type `str`

2.1.4 client

Only the most essential features to `csgo.client.CSGOClient` are found here. Every other feature is inherited from the `csgo.features` package and it's submodules.

class `csgo.client.CSGOClient(steam_client)`

Bases: `steam.client.gc.GameCoordinator`, `csgo.features.FeatureBase`

Parameters `steam_client` (`steam.client.SteamClient`) – Instance of the steam client

`app_id = 730`

enable pretty print of messages in debug logging

`launcher = 0`

main client app id

`current_jobid = 0`

launcher type (used for access to PW) See: `csgo.enums.GCClientLauncherType`

connection_status = 2

True when we have a session with GC

account_id

Account ID of the logged-in user in the steam client

steam_id

`steam.steamid.SteamID` of the logged-in user in the steam client

wait_msg (*event*, *timeout=None*, *raises=None*)

Wait for a message, similiar to `wait_event()`

Parameters

- **event** (*ECsgoGCMsg* or job id) – event id
- **timeout** (*int*) – seconds to wait before timeout
- **raises** (*bool*) – On timeout when `False` returns `None`, else raise `gevent.Timeout`

Returns returns a message or `None`

Return type `None`, or *proto message*

Raises `gevent.Timeout`

send_job (**args*, ***kwargs*)

Send a message as a job

Exactly the same as `send()`

Returns jobid event identifier

Return type `str`

send (*emsg*, *data={}*, *proto=None*)

Send a message

Parameters

- **emsg** – Enum for the message
- **data** (*dict*) – data for the proto message
- **proto** – (optional) manually specify protobuf, other it's detected based on `emsg`

launch ()

Launch CSGO and establish connection with the game coordinator

`ready` event will fire when the session is ready. If the session is lost `notready` event will fire. Alternatively, `connection_status` event can be monitored for changes.

exit ()

Close connection to CSGO's game coordinator

2.1.5 features

This package contains all high level features of `csgo.client.CSGOClient`.

match

class `csgo.features.match.Match`

Bases: `object`

request_matchmaking_stats()

Request matchmaking statistics

Response event: `matchmaking_stats`

Parameters `message` (*proto message*) – `CMsgGCCStrike15_v2_MatchmakingGC2ClientHello`

request_current_live_games()

Request current live games

Response event: `current_live_games`

Parameters `message` (*proto message*) – `CMsgGCCStrike15_v2_MatchList`

request_live_game_for_user(*account_id*)

Request recent games for a specific user

Parameters `account_id` (*int*) – account id of the user

Response event: `live_game_for_user`

Parameters `message` (*proto message*) – `CMsgGCCStrike15_v2_MatchList`

request_full_match_info(*matchid*, *outcomeid*, *token*)

Request full match info. The parameters can be decoded from a match `ShareCode`

Parameters

- `matchid` (*int*) – match id
- `outcomeid` (*int*) – outcome id
- `token` (*int*) – token

Response event: `full_match_info`

Parameters `message` (*proto message*) – `CMsgGCCStrike15_v2_MatchList`

request_recent_user_games(*account_id*)

Request recent games for a specific user

Parameters `account_id` (*int*) – account id of the user

Response event: `recent_user_games`

Parameters `message` (*proto message*) – `CMsgGCCStrike15_v2_MatchList`

request_watch_info_friends(*account_ids*, *request_id=1*, *serverid=0*, *matchid=0*)

Request watch info for friends

Parameters

- `account_ids` (*list*) – list of account ids
- `request_id` (*int*) – request id, used to match reponse with request (default: 1)
- `serverid` (*int*) – server id
- `matchid` (*int*) – match id

Response event: `watch_info`

Parameters **message** (*proto message*) – CMsgGCCStrike15_v2_WatchInfoUsers

player

class csgo.features.player.Player

Bases: `object`

ranks_map = {0: 'Not Ranked', 1: 'Silver I', 2: 'Silver II', 3: 'Silver III', 4:
dict mapping rank id to name

wingman_ranks_map = {0: 'Not Ranked', 1: 'Silver I', 2: 'Silver II', 3: 'Silver II
dict mapping wingman rank id to name

dangerzone_ranks_map = {0: 'Hidden', 1: 'Lab Rat I', 2: 'Lab Rat II', 3: 'Sprintin
dict mapping dangerzone rank id to name

levels_map = {0: 'Not Recruited', 1: 'Recruit', 2: 'Private', 3: 'Private', 4: 'P
dict mapping level to name

request_player_profile (*account_id*, *request_level=32*)

Request player profile

Parameters

- **account_id** (*int*) – account id
- **request_level** (*int*) – no clue what this is used for; if you do, please make pull request

Response event: `player_profile`

Parameters **message** (*proto message*) – CMsgGCC-Strike15_v2_MatchmakingGC2ClientHello

items

class csgo.features.items.Items

Bases: `object`

request_preview_data_block (*s*, *a*, *d*, *m*)

Request item preview data block

The parameters can be taken from `inspect` links either from an inventory or market. The market has the `m` paramter, while the inventory one has `s`. Set the missing one to 0. Example inpspect links:

```
steam://rungame/730/765xxxxxxxxxxxxx/+csgo_econ_action_preview
↪%20S11111111111111111111A2222222222D3333333333333333333``
steam://rungame/730/765xxxxxxxxxxxxx/+csgo_econ_action_preview
↪%20M44444444444444444444A2222222222D3333333333333333333``
```

Parameters

- **s** (*int*) – steam id of owner (set to 0 if not available)
- **a** (*int*) – item id
- **d** (*int*) – UNKNOWN
- **m** (*int*) – market id (set to 0 if not available)

Response event: `item_data_block`

Parameters **message** (*proto message*) – `CEconItemPreviewDataBlock`

sharedobjects

Essentially a `dict` containing shared object caches. The objects are read-only, so don't change any values. The instance reference of individual objects will remain the same thought their lifetime. Individual objects can be accessed via their key, if they have one.

Note: Some cache types don't have a key and only hold one object instance. Then only the the cache type is needed to access it. (e.g. `CSOEconGameAccountClient`)

```
csgo_client.socache[ESOType.CSOEconItem]          # dict with item objects, key = 
↪ item id
csgo_client.socache[ESOType.CSOEconItem][123456]  # item object

csgo_client.socache[ESOType.CSOEconGameAccountClient] # returns a 

```

Events will be fired when individual objects are updated. Event key is a tuple` in the following format: (event, cache_type).

The available events are new, updated, and removed. Each event has a single parameter, which is the object instance. Even when removed, there is object instance returned, usually only with the key field filled.

```
@csgo_client.socache.on(('new', ESOType.CSOEconItem))
def got_a_new_item(obj):
    print "Got a new item! Yay"
    print obj

# access the item via socache at any time
print csgo_client.socache[ESOType.CSOEconItem][obj.id]
```

`csgo.features.sharedobjects.find_so_proto(type_id)`

Resolves proto message for given type_id

Parameters **type_id** (`csgo.enums.ESOType`) – SO type

Returns proto message or *None*

class `csgo.features.sharedobjects.NO_KEY`

`csgo.features.sharedobjects.get_so_key_fields(desc)`

`csgo.features.sharedobjects.get_key_for_object(obj)`

class `csgo.features.sharedobjects.SOBase`

Bases: `object`

class `csgo.features.sharedobjects.SOCache(csgo_client, logger_name)`

Bases: `eventemitter.EventEmitter, dict`

class `ESOType`

Bases: `enum.IntEnum`

`CSOAccountSeasonalOperation = 41`

`CSOEconCoupon = 45`

`CSOEconDefaultEquippedDefinitionInstanceClient = 43`

```
CSOEconGameAccountClient = 7
CSOEconItem = 1
CSOEconItemDropRateBonus = 38
CSOEconItemEventTicket = 40
CSOItemRecipe = 5
CSOPersonaDataPublic = 2
CSOQuestProgress = 46
```

emit (*event*, **args*)

Emit event with some arguments

Parameters

- **event** (*any type*) – event identifier
- **args** – any or no arguments

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