

# A Secret Weapon For FiveM Servers

Asynchronous FiveM package for retrieving Player and Server infos utilizing the aiohttp package.

Use

Api Reference

FiveM

```
class FiveM(ip: str, port: int):
```

```
wait for players' raw() = list: /players.json endpoint - raw list of players waiting to get information() and dict: /info.json endpoint - raw text with server-info waiting to get dynamic raw() and dict: /dynamic.json endpoint - raw dict with server-info waiting to get players() = [Player>Returns parsed list of Player objects awaiting get_server_info() = Server: returns parsed server info Server
```

Player

Class Player:

```
name: player username id: player id ping: current player ping xbl_id: xbl id, None if not available steam_id: steam id, None if not available discord_id: discord id, None if not available live_id: live id, None if not available license_id: license id, None if not available
```

Server

Class Server:

```
hostname: servers hostname clients number of clients max_clients: maximum number of clients that can be allowed on a server game type map_name of servers game type server map name
```

- Python >= 3.6 aiohttp

## Issues and Features

If you're having problems or require additional features you can create an issue on [github](#).  
Fivem servers