Lapzbot Documentation

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**class lapzbot.Bot**

This is the main lapzbot class. Its of type discord.Bot(). It has got 3 options which can be passed on to it before running the bot. These are prefix(command prefix), key(osu api key) and hchid(help channel id).

**on_ready()**

This function is called once lapzbot logs in to discord and its Server list is populated.

**Returns** This function returns a status message when it is ready.

**Return type** discord.Client.change_status()

**musicplayer.load**(self, message)

This function is called when the user uses load command.

**Parameters**

- **self (discord.Client())** – An instance of lapzbot is passed onto this function.
- **message (discord.Message())** – The message object while this function was called.

**Returns** This function returns nothing.

**musicplayer.make_save_path**(title, savedir='audio_dl_caches')

This function creates the save paths for the downloaded songs.

**Parameters**

- **savedir (str)** – The downloaded songs will be saved in this relative directory.
- **title (str)** – The filename with which the song will be saved.

**musicplayer.pause**(self, message)

This function is called when the player uses pause command.

**Parameters**

- **self (discord.Client())** – An instance of lapzbot is passed onto this function.
- **message (discord.Message())** – The message object while this function was called.

**Returns** This function returns nothing.

**musicplayer.play**(self, message)

This function is called when the player uses play command.

**Parameters**

- **self (discord.Client())** – An instance of lapzbot is passed onto this function.
- **message (discord.Message())** – The message object while this function was called.

**Returns** This function returns nothing.

**musicplayer.playlist**(self, message)

This function is called when the player uses playlist command. The playlist command currently displays the list of songs inside the audio_library folder.

**Parameters**

- **self (discord.Client())** – An instance of lapzbot is passed onto this function.
- **message (discord.Message())** – The message object while this function was called.

**Returns** This function returns nothing
musicplayer.resume (self, message)

This function is called when the player uses resume command.

Parameters

- **self** (discord.Client()) – An instance of lapzbot is passed onto this function.
- **message** (discord.Message()) – The message object while this function was called.

Returns This function returns nothing.

musicplayer.stop (self, message)

This function is called when the player uses stop command.

Parameters

- **self** (discord.Client()) – An instance of lapzbot is passed onto this function.
- **message** (discord.Message()) – The message object while this function was called.

Returns This function returns nothing.

osu.stats (instring, keystring)

This function uses the OSU API to return user statistics.

Parameters

- **instring** (discord.Message()) – The message object while this function was called.
- **keystring** (str) – OSU API Key

Returns User stats

Return type str

osu.top (instring, keystring)

This function uses the OSU API to return user top 5 plays.

Parameters

- **instring** (discord.Message()) – The message object while this function was called.
- **keystring** (str) – OSU API Key

Returns User top plays

Return type str

guessgame.guess (self, message)

Number guessing game.

Parameters

- **self** (discord.Client()) – An instance of lapzbot is passed onto this function.
- **message** (discord.Message()) – The message object while this function was called.

Returns This function returns nothing.

chatemotes.main (self, message, prefix)

Chat emoticons that are displayed inside lapzbot.

Parameters

- **self** (discord.Client()) – An instance of lapzbot is passed onto this function.
- **message** (discord.Message()) – The message object while this function was called.
• **prefix**(str) – Command prefix
  
  **Returns**  Emoticon image
  
  **Return type**  png

  **triviagame**.**quiz**(self, message)
  
  Trivia quiz game.

  **Parameters**

  • **self**(discord.Client()) – An instance of lapzbot is passed onto this function.
  
  • **message**(discord.Message()) – The message object while this function was called.

  **Returns**  This function returns nothing.

  **eightball**.**main**(self, message)
  
  8ball game. Ask any question to lapzbot and it gives a randomly selected answer is given.

  **Parameters**

  • **self**(discord.Client()) – An instance of lapzbot is passed onto this function.
  
  • **message**(discord.Message()) – The message object while this function was called.

  **Returns**  Randomly generated answer
  
  **Return type**  str
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