
Useless-Lavalink Documentation

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tekulvw Cog-Creators jotonedev

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A Lavalink client library written for Python 3.9 using the AsyncIO framework. This is a fork of [Red-Lavalink](#).

To install:

```
pip install useless_lavalink
```


USAGE

```
import lavalink
from discord.ext.commands import Bot

bot = Bot()

@bot.event
async def on_ready():
    await lavalink.initialize(bot)
    await lavalink.add_node(
        bot, host='localhost', password='password', ws_port=2333
    )

async def search_and_play(voice_channel, search_terms):
    player = await lavalink.connect(voice_channel)
    tracks = await player.search_yt(search_terms)
    player.add(tracks[0])
    await player.play()
```


SHUFFLING

```
def shuffle_queue(player_id, forced=True):
    player = lavalink.get_player(player_id)
    if not forced:
        player.maybe_shuffle(sticky_songs=0)
        """
        `player.maybe_shuffle` respects `player.shuffle`
        And will only shuffle if `player.shuffle` is True.

        `player.maybe_shuffle` should be called every time
        you would expect the queue to be shuffled.

        `sticky_songs=0` will shuffle every song in the queue.
        """
    else:
        player.force_shuffle(sticky_songs=3)
        """
        `player.force_shuffle` does not respect `player.shuffle`
        And will always shuffle the queue.

        `sticky_songs=3` will shuffle every song after the first 3 songs in the queue.
        """
```

When shutting down, be sure to do the following:

```
await lavalink.close(bot)
```

2.1 API Reference

2.1.1 Main functions

await `lavalink.initialize(bot: discord.ext.commands.bot.Bot)`
Setup event and update listener

Important: This function must only be called AFTER the bot has received its “on_ready” event!

Parameters `bot` (`discord.ext.commands.Bot`) – An instance of a discord *Bot* object.

```
await lavalink.add_node(bot: discord.ext.commands.bot.Bot, host: str, password: str, ws_port: int, timeout: int = 30, resume_key: Optional[str] = None, resume_timeout: int = 60)
```

Create and initialize a new node

Important: This function must only be called AFTER the initialize function

Parameters

- **bot** (*discord.ext.commands.Bot*) – An instance of a discord *Bot* object.
- **host** (*str*) – The hostname or IP address of the Lavalink node.
- **password** (*str*) – The password of the Lavalink node.
- **ws_port** (*int*) – The websocket port on the Lavalink Node.
- **timeout** (*int*) – Amount of time to allow retries to occur, *None* is considered forever.
- **resume_key** (*Optional[str]*) – A resume key used for resuming a session upon re-establishing a WebSocket connection to Lavalink.
- **resume_timeout** (*int*) – How long the node should wait for a connection while disconnected before clearing all players.

```
await lavalink.connect(channel: discord.channel.VoiceChannel, deafen: bool = False)
```

Connects to a discord voice channel.

This is the publicly exposed way to connect to a discord voice channel. The *initialize()* function must be called first!

Parameters

- **deafen** (*bool*) – Prevent the bot from listening others
- **channel** (*discord.VoiceChannel*) – The channel to move to

Returns The created Player object.

Return type *Player*

Raises *IndexError* – If there are no available lavalink nodes ready to connect to discord.

```
lavalink.get_player(guild_id: int) → lavalink.player.Player
```

Get the player of a guild

Parameters **guild_id** (*int*) – The guild id

Returns The player of the given guild id

Return type *Player*

```
await lavalink.close(bot: discord.ext.commands.bot.Bot)
```

Closes the lavalink connection completely.

Parameters **bot** (*discord.ext.commands.Bot*) –

```
lavalink.register_event_listener(coro: Callable[[...], Awaitable[None]])
```

Registers a coroutine to receive lavalink event information.

This coroutine will accept three arguments: *Player*, *LavalinkEvents*, and possibly an extra. The value of the extra depends on the value of the second argument.

If the second argument is *LavalinkEvents.TRACK_END*, the extra will be a *TrackEndReason*.

If the second argument is `LavalinkEvents.TRACK_EXCEPTION`, the extra will be a dictionary with message, cause, and severity keys.

If the second argument is `LavalinkEvents.TRACK_STUCK`, the extra will be the threshold milliseconds that the track has been stuck for.

If the second argument is `LavalinkEvents.TRACK_START`, the extra will be a track identifier string.

If the second argument is any other value, the third argument will not exist.

Parameters `coro` (coroutine) – A coroutine function that accepts the arguments listed above.

Raises `TypeError` – If `coro` is not a coroutine.

`lavalink.register_update_listener(coro: Callable[[...], Awaitable[None]])`

Registers a coroutine to receive lavalink player update information.

This coroutine will accept two arguments: an instance of `Player` and an instance of `PlayerState`.

Parameters `coro` (coroutine) –

Raises `TypeError` – If `coro` is not a coroutine.

`lavalink.register_stats_listener(coro: Callable[[...], Awaitable[None]])`

Registers a coroutine to receive lavalink server stats information.

This coroutine will accept a single argument which will be an instance of `Stats`.

Parameters `coro` (coroutine) –

Raises `TypeError` – If `coro` is not a coroutine.

`lavalink.unregister_event_listener(coro: Callable[[...], Awaitable[None]])`

Unregisters coroutines from being event listeners.

Parameters `coro` (coroutine) –

`lavalink.unregister_update_listener(coro: Callable[[...], Awaitable[None]])`

Unregisters coroutines from being player update listeners.

Parameters `coro` (coroutine) –

`lavalink.unregister_stats_listener(coro: Callable[[...], Awaitable[None]])`

Unregisters coroutines from being server stats listeners.

Parameters `coro` (coroutine) –

`lavalink.all_players() → Tuple[lavalink.player.Player]`

Get all the players

`lavalink.all_connected_players() → Tuple[lavalink.player.Player]`

Get all the connected players

`lavalink.active_players() → Tuple[lavalink.player.Player]`

Get all the active players

`lavalink.utils.format_time(time)`

Formats the given time into HH:MM:SS

2.1.2 Enums

```
class lavalink.LavalinkEvents(value)
    An enumeration of the Lavalink Track Events.

    TRACK_END = 'TrackEndEvent'
        The track playback has ended.

    TRACK_EXCEPTION = 'TrackExceptionEvent'
        There was an exception during track playback.

    TRACK_STUCK = 'TrackStuckEvent'
        Track playback got stuck during playback.

    TRACK_START = 'TrackStartEvent'
        The track playback started.

    WEBSOCKET_CLOSED = 'WebSocketClosedEvent'
        Websocket has been closed.

    FORCED_DISCONNECT = 'ForcefulDisconnectEvent'
        Connection has been disconnect, do not attempt to reconnect.

    QUEUE_END = 'QueueEndEvent'
        This is a custom event generated by this library to denote the end of all tracks in the queue.

class lavalink.TrackEndReason(value)
    The reasons why track playback has ended.

    FINISHED = 'FINISHED'
        The track reached the end, or the track itself ended with an exception.

    LOAD_FAILED = 'LOAD_FAILED'
        The track failed to start, throwing an exception before providing any audio.

    STOPPED = 'STOPPED'
        The track was stopped due to the player being stopped.

    REPLACED = 'REPLACED'
        The track stopped playing because a new track started playing.

    CLEANUP = 'CLEANUP'
        The track was stopped because the cleanup threshold for the audio player was reached.

class lavalink.FiltersOp(value)
    An enumeration of all filters available to use

    VOLUME = 'volume'
        Manage song volume

    EQUALIZER = 'equalizer'
        Edit equalizer

    KARAOKE = 'karaoke'
        Remove vocals

    TIMESCALE = 'timescale'
        Changes the speed, pitch, and rate

    TREMOLO = 'tremolo'
        Create a shuddering effect

    VIBRATO = 'vibrato'
        Produce a pulsating change of the pitch
```

ROTATION = 'rotation'

Audio Panning

DISTORTION = 'distortion'

Distortion effect

CHANNEL_MIX = 'channelMix'

Mixes both channels (left and right)

LOW_PASS = 'lowPass'

Higher frequencies get suppressed, while lower frequencies pass through this filter

class lavalink.**NodeState**(*value*)

An enumeration.

CONNECTING = 0

The client is connecting to the node

READY = 1

The node is ready to send and receive requests

RECONNECTING = 2

The connection with the node was lost. Now it's reconnecting with it

DISCONNECTING = 3

Closing connection with the node

class lavalink.**PlayerState**(*value*)

An enumeration.

CREATED = -1

Player was created

CONNECTING = 0

The client is connecting to the player

READY = 1

The player is ready to reproduce

NODE_BUSY = 2

The node cannot respond to the player requests

RECONNECTING = 3

The connection with the player was lost. Now it's reconnecting with it

DISCONNECTING = 4

Closing connection with the player

2.1.3 Player

class lavalink.**Player**(*client: Bot = None, channel: discord.VoiceChannel = None, node: Node = None, ssl: bool = False*)

The Player class represents the current state of playback. It also is used to control playback and queue tracks.

The existence of this object guarantees that the bot is connected to a voice channel.

channel

The channel the bot is connected to.

Type discord.VoiceChannel

queue

list of `Track`

Type `deque[Track]`

position

The seeked position in the track of the current playback.

Type `int`

current

The current playing track

Type `Track`

repeat

Repeat the current track

Type `bool`

loop_queue

Repeat the current queue

Type `bool`

shuffle

The newly added tracks to the queue gets shuffled

Type `bool`

property is_auto_playing: bool

Current status of playback

property is_playing: bool

Current status of playback

property paused: bool

Player's paused state.

property volume: int

The current volume.

property ready: bool

Whether the underlying node is ready for requests.

property connected: bool

Whether the player is ready to be used.

await on_voice_server_update(data: dict[str, Any])

Send voice server update data to the node

Parameters `data (dict[str, Any])` – The data to send

await on_voice_state_update(data: dict)

Send voice state update data to the node

Parameters `data (dict[str, Any])` – The data to send

await wait_until_ready(timeout: Optional[float] = None, no_raise: bool = False) → bool

Waits for the underlying node to become ready.

Parameters

- **timeout** (`Optional[float]`) – The time to wait for the node to get ready. A timeout of `None` means to wait indefinitely.

- **no_raise** (*bool*) – If no_raise is set, returns false when a timeout occurs instead of propagating TimeoutError.

await connect(*timeout: float = 2.0, reconnect: bool = False, deafen: bool = False*)

Connects to the voice channel associated with this Player.

Parameters

- **deafen** (*bool*) – Prevent the bot from listening others'
- **timeout** (*float*) – Actually is not used, but must be present to match the signature
- **reconnect** (*bool*) – Actually is not used, but must be present to match the signature

await move_to(*channel: discord.channel.VoiceChannel, deafen: bool = False*)

Moves this player to a voice channel.

Parameters

- **deafen** (*bool*) – Prevent the bot from listening others
- **channel** (*discord.VoiceChannel*) – The channel to move to

Raises **TypeError** – If the channel is in another guild

await disconnect(*force: bool = False*)

Disconnects this player from its voice channel.

Parameters **force** (*bool*) – Force the player to disconnect

store(*key: Union[str, int], value: Any*)

Stores a metadata value by key.

Parameters

- **key** (*Union[str, int]*) –
- **value** (*Any*) –

fetch(*key: Union[str, int], default: Optional[Any] = None*) → *Any*

Returns a stored metadata value.

Parameters

- **key** – Used to store metadata.
- **default** – Optional, used if the key doesn't exist.

Returns If the key doesn't exist returns the default value, otherwise the set value

Return type *Any*

await update_state(*state: lavalink.enums.PlayerState*)

Change the current player state :param state: The state to set :type state: PlayerState

await handle_event(*event: lavalink.enums.LavalinkEvents, extra: Any*)

Handles various Lavalink Events.

If the event is TRACK END, extra will be TrackEndReason.

If the event is TRACK EXCEPTION, extra will be the string reason.

If the event is TRACK STUCK, extra will be the threshold ms.

Parameters

- **event** (*node.LavalinkEvents*) –
- **extra** (*Any*) –

await handle_player_update(state: [lavalink.tuples.PositionTime](#))

Handles player updates from lavalink.

Parameters state ([websocket.PlayerState](#)) –

add(requester: [discord.user.User](#), track: [lavalink.rest_api.Track](#))

Adds a track to the queue.

Parameters

- **requester** ([discord.User](#)) – Who requested the track.
- **track** ([Track](#)) – Result from any of the lavalink track search methods.

maybe_shuffle(sticky_songs: *int* = 1)

Shuffle

force_shuffle(sticky_songs: *int* = 1)

Shuffle the queue

await play()

Starts playback from lavalink.

await stop()

Stops playback from lavalink.

Important: This method will clear the queue.

await skip()

Skips to the next song.

await pause(pause: *bool* = True, timed: *Optional[int]* = None)

Pauses the current song.

Parameters

- **pause** (*bool*) – Set to False to resume.
- **timed** (*Optional[int]*) – If an int is given the op will be called after it.

await set_volume(volume: *int*)

Sets the volume of Lavalink.

Parameters volume (*int*) – Between 0 and 150

await seek(position: *int*)

If the track allows it, seeks to a position.

Parameters position (*int*) – Between 0 and track length.

await bass_boost()

Bass boost the song

await nightcore()

Apply the effect nightcore on the song

await random_distortion()

Apply a random distortion

Warning: It can be extremely painful to listen to

await reset_filter()

Remove any applied filter

await equalizer(*band*: *int*, *gain*: *float* = 0.25)

Change the equalizer

Parameters

- **band** (*int*) – 0 x 14
- **gain** (*float*) – is the multiplier for the given band -0.25 x 1

cleanup()

This method *must* be called to ensure proper clean-up during a disconnect.

It is advisable to call this from within `disconnect()` when you are completely done with the voice protocol instance.

This method removes it from the internal state cache that keeps track of currently alive voice clients. Failure to clean-up will cause subsequent connections to report that it's still connected.

await get_tracks(*query*: *str*) → `Tuple[lavalink.rest_api.Track, ...]`

Gets tracks from lavalink.

Parameters **query** (*str*) –

Return type `Tuple[Track, ...]`

await karaoke(*level*: *float* = 1.0, *mono_level*: *float* = 1.0, *filter_band*: *float* = 220.0, *filter_width*: *float* = 100.0)

Remove the vocals

Parameters

- **level** (*float*) – how much to filter
- **mono_level** (*float*) – how much to filter
- **filter_band** (*float*) – the frequency band to filter
- **filter_width** (*float*) – the frequency width to filter

await load_tracks(*query*: *str*) → `lavalink.rest_api.LoadResult`

Executes a loadtracks request. Only works on Lavalink V3.

Parameters **query** (*str*) –

Return type `LoadResult`

await search_sc(*query*: *str*) → `lavalink.rest_api.LoadResult`

Gets track results from SoundCloud from Lavalink.

Parameters **query** (*str*) –

Return type list of Track

await search_yt(*query*: *str*) → `lavalink.rest_api.LoadResult`

Gets track results from YouTube from Lavalink.

Parameters **query** (*str*) –

Return type list of Track

await rotation(*rotation*: `Optional[int]` = None)

Rotates the sound around the stereo channels/user headphones Audio Panning

Parameters **rotation** (*Optional* [*int*]) – The frequency of the audio rotating around the listener in Hz

await timescale(*speed: float = 1.0, pitch: float = 1.0, rate: float = 1.0*)

Changes the speed, pitch, and rate

Parameters

- **speed** (*float*) – Should be ≥ 0
- **pitch** (*float*) – Should be ≥ 0
- **rate** (*float*) – Should be ≥ 0

await vibrato(*frequency: float = 2.0, depth: float = 0.5*)

Oscillates the pitch.

Parameters

- **frequency** (*float*) – $0 < x \leq 14$
- **depth** (*float*) – $0 < x \leq 1$

await tremolo(*frequency: float = 2.0, depth: float = 0.5*)

Uses amplification to create a shuddering effect. Oscillates the volume

Parameters

- **frequency** (*float*) – Should be ≥ 0
- **depth** (*float*) – $0 < x \leq 1$

await distortion(*sin_offset: float = 0, sin_scale: float = 1, cos_offset: float = 0, cos_scale: float = 1, tan_offset: float = 0, tan_scale: float = 1, offset: float = 0, scale: float = 1*)

Distortion effect

Parameters

- **sin_offset** (*int*) –
- **sin_scale** (*int*) –
- **cos_offset** (*float*) –
- **cos_scale** (*float*) –
- **tan_offset** (*float*) –
- **tan_scale** (*float*) –
- **offset** (*float*) –
- **scale** (*float*) –

await channel_mix(*left_to_left: float = 1.0, left_to_right: float = 0.0, right_to_left: float = 0.0, right_to_right: float = 1.0*)

Mixes both channels (left and right)

Parameters

- **left_to_left** (*float*) –
- **left_to_right** (*float*) –
- **right_to_left** (*float*) –
- **right_to_right** (*float*) –

await low_pass(*smoothing: float = 20.0*)

Higher frequencies get suppressed, while lower frequencies pass through this filter

Parameters **smoothing** (*float*) – how much to suppress

2.1.4 Node

class lavalink.Node(*_loop: asyncio.base_events.BaseEventLoop, event_handler: Callable, host: str, password: str, port: int, user_id: int, num_shards: int, resume_key: Optional[str] = None, resume_timeout: int = 60, bot: Optional[discord.ext.commands.bot.Bot] = None*)

await connect(*timeout: Optional[int] = None, ssl: bool = False*)

Connects to the Lavalink player event websocket.

Parameters

- **ssl** (*bool*) – Whether to use the wss:// protocol.
- **timeout** (*int*) – Time after which to timeout on attempting to connect to the Lavalink websocket, None is considered never, but the underlying code may stop trying past a certain point.

Raises **asyncio.TimeoutError** – If the websocket failed to connect after the given time.

property lavalink_major_version: str

Get the major version of the lavalink node

property ready: bool

Whether the underlying node is ready for requests.

await listener()

Listener task for receiving ops from Lavalink.

await create_player(*channel: Union[discord.channel.VoiceChannel, discord.channel.StageChannel], deafen: bool = False*) → *lavalink.player.Player*

Connects to a discord voice channel.

This function is safe to repeatedly call as it will return an existing player if there is one.

Parameters

- **deafen** –
- **channel** –

Returns The created Player object.

Return type *Player*

get_player(*guild_id: int*) → *lavalink.player.Player*

Gets a Player object from a guild ID.

Parameters **guild_id** (*int*) – Discord guild ID.

Return type *Player*

Raises **KeyError** – If that guild does not have a Player, e.g. is not connected to any voice channel.

add_player(*guild_id: int, player: lavalink.player.Player*)

Register a player

remove_player(*player: lavalink.player.Player*)

Remove a player

await disconnect()

Shuts down and disconnects the websocket.

await destroy_guild(guild_id: int)

Disconnect from a guild and delete the player

Parameters **guild_id** (int) –

await stop(guild_id: int)

Stop the player on the given guild id

Parameters **guild_id** (int) –

await play(guild_id: int, track: lavalink.rest_api.Track, replace: bool = True, start: int = 0, pause: bool = False)

Start playing on the given guild id

Parameters

- **guild_id** (int) –
- **track** (Track) – The track to play
- **replace** (bool) – If set to true, stop the current song and play the given one
- **start** (int) – The number of milliseconds to offset the track by
- **pause** (bool) – Pause the current track

await pause(guild_id: int, paused: bool)

Pause the current track

Parameters

- **guild_id** (int) –
- **paused** (bool) – If set to True pause the track, otherwise unpause it

await volume(guild_id: int, _volume: int)

Set the volume of the track :param guild_id: :type guild_id: int :param _volume: Volume may range from 0 to 1000 :type _volume: int

await seek(guild_id: int, position: int)

Seek the current track

Parameters

- **guild_id** (int) –
- **position** (int) – The position is in milliseconds.

await equalizer(guild_id: int, bands: list[lavalink.tuples.EqualizerBands])

Set the equalizer

Parameters

- **guild_id** (int) –
- **bands** (list[EqualizerBands]) – A list of bands to change

await karaoke(guild_id: int, level: float = 1.0, mono_level: float = 1.0, filter_band: float = 220.0, filter_width: float = 100.0)

Uses equalization to eliminate part of a band, usually targeting vocals.

Parameters

- **guild_id** (int) –

- **level** (*float*) – how much to filter
- **mono_level** (*float*) – how much to filter
- **filter_band** (*float*) – the frequency band to filter
- **filter_width** (*float*) – the frequency width to filter

await time_scale(*guild_id: int, speed: float = 1.0, pitch: float = 1.0, rate: float = 1.0*)

Changes the speed, pitch, and rate. All default to 1.

Parameters

- **guild_id** (*int*) –
- **speed** (*float*) – Should be ≥ 0
- **pitch** (*float*) – Should be ≥ 0
- **rate** (*float*) – Should be ≥ 0

await tremolo(*guild_id: int, frequency: float = 2.0, depth: float = 0.5*)

Uses amplification to create a shuddering effect, where the volume quickly oscillates.

Parameters

- **guild_id** (*int*) –
- **frequency** (*float*) – Should be ≥ 0
- **depth** (*float*) – $0 < x \leq 1$

await vibrato(*guild_id: int, frequency: float = 2.0, depth: float = 0.5*)

Similar to tremolo. While tremolo oscillates the volume, vibrato oscillates the pitch.

Parameters

- **guild_id** (*int*) –
- **frequency** (*float*) – $0 < x \leq 14$
- **depth** (*float*) – $0 < x \leq 1$

await rotation(*guild_id: int, rotation: int = 0*)

Rotates the sound around the stereo channels/user headphones aka Audio Panning. It can produce an effect similar to: <https://youtu.be/QB9EB8mTKcc> (without the reverb)

Parameters

- **guild_id** (*int*) –
- **rotation** (*Optional[int]*) – The frequency of the audio rotating around the listener in Hz

await distortion(*guild_id: int, sin_offset: int = 0, sin_scale: int = 1, cos_offset: int = 0, cos_scale: int = 1, tan_offset: int = 0, tan_scale: int = 1, offset: int = 0, scale: int = 1*)

Distortion effect

Parameters

- **guild_id** (*int*) –
- **sin_offset** (*int*) –
- **sin_scale** (*int*) –
- **cos_offset** (*float*) –
- **cos_scale** (*float*) –

- `tan_offset (float)` –
- `tan_scale (float)` –
- `offset (float)` –
- `scale (float)` –

await channel_mix(*guild_id: int*, *left_to_left: float = 1.0*, *left_to_right: float = 0.0*, *right_to_left: float = 0.0*, *right_to_right: float = 1.0*)

Mixes both channels (left and right), with a configurable factor on how much each channel affects the other. With the defaults, both channels are kept independent from each other. Setting all factors to 0.5 means both channels get the same audio. :param guild_id: :type guild_id: int :param left_to_left: :type left_to_left: float :param left_to_right: :type left_to_right: float :param right_to_left: :type right_to_left: float :param right_to_right: :type right_to_right: float

await low_pass(*guild_id: int*, *smoothing: float = 0.0*)

Higher frequencies get suppressed, while lower frequencies pass through this filter, thus the name low pass.

Parameters

- **guild_id** (*int*) –
- **smoothing** (*float*) – how much to suppress

await reset_filter(*guild_id: int*)

Remove any applied filter

Parameters **guild_id** (*int*) –

class lavalink.NodeStats(*data: dict[str, Any]*)

The NodeStats class contains the performance stats of a certain node

uptime

Type *int*

players

Type *int*

playing_players

Type *int*

memory_free

Type *int*

memory_used

Type *int*

memory_allocated

Type *int*

memory_reservable

Type *int*

cpu_cores

Type *int*

system_load

Type *float*

lavalink_load

Type *float*

frames_sent

Type *int*

frames_nulled

Type *int*

frames_deficit

Type *int*

class `lavalink.Stats`(*memory: dict[str, int]*, *players: int*, *active_players: int*, *cpu: dict[str, Union[str, float]]*,
uptime: int)

The NodeStats class contains the performance stats of a certain node

uptime

Type *int*

players

Type *int*

active_players

Type *int*

memory

Type *MemoryInfo*

cpu_info

Type *CPUInfo*

2.1.5 Rest API

```
class lavalink.rest_api.Track(data: dict[str, Any])
    Information about a Lavalink track.

    requester
        The user who requested the track.

        Type discord.User

    track_identifier
        Track identifier used by the Lavalink player to play tracks.

        Type str

    identifier
        Track identifier on YouTube

        Type str

    seekable
        Boolean determining if seeking can be done on this track.

        Type bool

    author
        The author of this track.

        Type str

    length
        The length of this track in milliseconds.

        Type int

    is_stream
        Determines whether Lavalink will stream this track.

        Type bool

    position
        Current seeked position to begin playback.

        Type int

    title
        Title of this track.

        Type str

    uri
        The playback url of this track.

        Type str

    start_timestamp
        The track start time in milliseconds as provided by the query.

        Type int

    property thumbnail: Optional[str]
        Returns a thumbnail URL for YouTube tracks.

class lavalink.rest_api.RESTClient(player: Player, ssl: bool = False)
    Client class used to access the REST endpoints on a Lavalink node.
```


player

The player to use

Type *Player*

node

The node used by the player

Type *Node*

state

The current player state

Type *PlayerState*

await load_tracks(*query: str*) → *lavalink.rest_api.LoadResult*

Executes a loadtracks request. Only works on Lavalink V3.

Parameters *query* (*str*) –

Return type *LoadResult*

await get_tracks(*query: str*) → *Tuple[lavalink.rest_api.Track, ...]*

Gets tracks from lavalink.

Parameters *query* (*str*) –

Return type *Tuple[Track, ...]*

await search_yt(*query: str*) → *lavalink.rest_api.LoadResult*

Gets track results from YouTube from Lavalink.

Parameters *query* (*str*) –

Return type list of *Track*

await search_sc(*query: str*) → *lavalink.rest_api.LoadResult*

Gets track results from SoundCloud from Lavalink.

Parameters *query* (*str*) –

Return type list of *Track*

class *lavalink.rest_api.LoadResult*(*data: dict[str, Any]*)

The result of a load_tracks request.

load_type

The result of the loadtracks request

Type *LoadType*

playlist_info

The playlist information detected by Lavalink

Type *Optional[PlaylistInfo]*

tracks

The tracks that were loaded, if any

Type *tuple[Track, ...]*

property exception_message: *Optional[str]*

On Lavalink V3, if there was an exception during a load or get tracks call this property will be populated with the error message. If there was no error this property will be *None*.

2.1.6 Tuples

```
class lavalink.tuples.PositionTime(position, time, connected)
    position: int
        Alias for field number 0

    time: int
        Alias for field number 1

    connected: bool
        Alias for field number 2

class lavalink.tuples.MemoryInfo(reservable, used, free, allocated)
    reservable: int
        Alias for field number 0

    used: int
        Alias for field number 1

    free: int
        Alias for field number 2

    allocated: int
        Alias for field number 3

class lavalink.tuples.CPUInfo(cores, systemLoad, lavalinkLoad)
    cores: int
        Alias for field number 0

    systemLoad: float
        Alias for field number 1

    lavalinkLoad: float
        Alias for field number 2

class lavalink.tuples.EqualizerBands(band, gain)
    band: int
        Alias for field number 0

    gain: float
        Alias for field number 1

class lavalink.tuples.PlaylistInfo(name, selectedTrack)
    name: str
        Alias for field number 0

    selectedTrack: int
        Alias for field number 1
```

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