
AsyncNT

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AsyncNT is an asynchronous way to fetch data from [nitrotype](#).

FEATURES

- Asyncio support
- Access to the Nitro Type API
- Rate limit of 10 requests per second
- Cache to speed up requests

Note: This project is under active development.

1.1 Usage

1.1.1 Installation

To use AsyncNT, first install it using pip:

```
$ pip install asyncnt
```

1.1.2 Getting Data

To retrieve data, you first need to create a `asyncnt.Session` object. Then, you can use `asyncnt.Session.get_racer()` and `asyncnt.Session.get_team()` to get a `asyncnt.Racer` object and a `asyncnt.Team` object, respectively.

1.1.3 Example

```
import asyncio
import asyncnt

async def main():
    #create a session
    async with asyncnt.Session() as session:
        #get a Racer object
        racer = await session.get_racer("travis")
        #print races the racer has
```

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```
print(racer.races)

#get a Team object
team = await session.get_team("NT")
#print team's daily speed
print(team.daily_speed)
```

1.2 Classes

1.2.1 Session Class

1.2.2 Racer Class

1.2.3 Team Class

1.2.4 RankedTeam Class

1.2.5 Car Class

1.2.6 Loot Class

1.3 Exceptions