

Pirates of the Burning Sea Data API

Version 1.0.1; March 25, 2008

The *Pirates of the Burning Sea* Data API relies on retrieving XML fragments via the HTTP POST protocol. As a parameter in the POST, you must provide your API key in a field called *apikey* which contains the API Key assigned to your account and *userid* which contains the User ID for your account. You can obtain both of these at <http://www.burningsea.com/pages/developer>.

There are a number of URLs from which you can retrieve data. Each is explained below, along with information on the XML fragment returned by the URL and an explanation of the fields in that fragment. The following APIs are available:

Server Status Information - <http://data.burningsea.com/servers>

Server Status (Individual) Information - <http://data.burningsea.com/servers/serverName>

Landmark Status Information - <http://data.burningsea.com/servers/serverName/landmarks>

Landmark Status (Individual) Information - <http://data.burningsea.com/servers/serverName/landmarks/landmarkName>

Landmark Location - <http://data.burningsea.com/servers/serverName/landmarks/landmarkName/location>

Landmark Location (Translated) - <http://data.burningsea.com/servers/serverName/landmarks/landmarkName/location/xy>

Nation Scoreboard - <http://data.burningsea.com/servers/serverName/scoreboard>

ID Translations - <http://data.burningsea.com/static/strings>

The documentation below shows the URL to retrieve the information, a description and sample of the XML fragment and use, and a detailed description of the elements and fields in the XML fragment.

In order to not strain our data servers, you are required to cache the results of a given call for the Timeout length as given for each call (each call has a different duration). In any case, the web service caches each call's results for the time listed below, so you will not receive updated data if you retrieve the data faster than that.

Server Status Information

The Server Status Information URL retrieves information about server status for each server. It contains a **<ServerList>** element containing a series of **<server>** elements. Each **<server>** element contains a *name*, *status*, *version*, and optionally, *ENGLAND*, *SPAIN*, *FRANCE*, and *PIRATE* parameters.

URL: <http://data.burningsea.com/servers>

Cache Duration: 1 minute

```
<ServerList>
  <server name="serverA" status="Offline" version="1.02.20.00" />
  <server name="serverB" status="Online" version="1.02.22.00" ENGLAND="0" SPAIN="2" FRANCE="3"
PIRATE="0" />
  <server name="serverC" status="Online" version="1.02.17.00" ENGLAND="1" SPAIN="0" FRANCE="3" /
>
  <server name="serverD" status="Locked" version="1.02.20.00" ENGLAND="0" />
  <server name="serverE" status="Online" version="1.00.44.00" PIRATE="2" />
</ServerList>
```

Field Descriptions

name - The name ID of the server

status - The status of the server, either Offline, Online, or Locked

version - The version number of the game server running on this cluster

ENGLAND - The current English population on this server; either 0 (Light), 1 (Moderate), 2 (Heavy), or 3 (Very Heavy) *(optional)*

SPAIN - The current Spanish population on this server; either 0 (Light), 1 (Moderate), 2 (Heavy), or 3 (Very Heavy) *(optional)*

FRANCE - The current French population on this server; either 0 (Light), 1 (Moderate), 2 (Heavy), or 3 (Very Heavy) *(optional)*

PIRATE - The current Pirate population on this server; either 0 (Light), 1 (Moderate), 2 (Heavy), or 3 (Very Heavy) *(optional)*

Server Status (Individual) Information

The Server Status (Individual) URL retrieves information about server status for the server given by server ID. It contains a single **<server>** element as described in Server Status Information above.

URL: <http://data.burningsea.com/servers/serverName>

Cache Duration: 1 minute

```
<server name="serverC" status="Online" version="1.02.17.00" ENGLAND="1" SPAIN="0" FRANCE="3" />
```

Landmark Status Information

The port state XML contains **<PortList>** element, which in turn contains zero or more **<Port>** elements. The port elements detail information about a port on that server, including PvP state, server victory state, its location in the world, and so on. The **<Port>** element has a **<resources>** element containing one or more **<e>** elements, each of which contains the Resource ID of the resource.

URL: <http://data.burningsea.com/servers/serverName/landmarks>

Cache Duration: 10 minutes

```
<PortList>
  <Port name="Ambrgs" currOwner="ENGLAND" defaultOwner="ENGLAND" level="20" xPosition="-3030038"
zPosition="-369654" area="area_br_mid" conquerable="False" portState="LM_NORMAL"
piratePvPRange="0" fullPvPRange="0" englandUnrestPoints="0" spainUnrestPoints="0"
franceUnrestPoints="0" pirateUnrestPoints="0" attackerBattlePoints="0" ownerBattleConquest="0"
englandConquestPoints="0" spainConquestPoints="0" franceConquestPoints="0"
pirateConquestPoints="0" englandConquerCount="0" spainConquerCount="0" franceConquerCount="0"
pirateConquerCount="0">
  <resources />
</Port>
  <Port name="BellIsl" currOwner="FRANCE" defaultOwner="FRANCE" level="20" xPosition="-3435384"
zPosition="-1417884" area="area_fr_mid" conquerable="True" portState="LM_NORMAL"
piratePvPRange="0" fullPvPRange="0" englandUnrestPoints="0" spainUnrestPoints="0"
franceUnrestPoints="0" pirateUnrestPoints="0" attackerBattlePoints="0" ownerBattleConquest="0"
englandConquestPoints="0" spainConquestPoints="0" franceConquestPoints="0"
pirateConquestPoints="0" englandConquerCount="0" spainConquerCount="0" franceConquerCount="0"
pirateConquerCount="0">
  <resources>
    <e>PUBLIC_DOCK</e>
    <e>ORE_SULFUR</e>
    <e>ORE_COPPER</e>
    <e>ORE_SILVER</e>
    <e>FERTILE_SOIL</e>
  </resources>
</Port>
</PortList>
```

Field Descriptions

name - The name ID of the port
currOwner - The nation ID of the current owner of the port
defaultOwner - The nation ID of the default owner of the port
level - The level of the port (used for NPC spawns)
xPosition - The world x-position of the port, in centimeters
zPosition - The world z-position of the port, in centimeters
area - The region ID of the region this port is in
conquerable - *True* if this port is conquerable; *False*, otherwise
portState - The current unrest state ID of the port
piratePvPRange - The current radius of the pirate PvP ring in meters
fullPvPRange - The current radius of the inner full PvP ring in meters
timeOfLastUnrestChange - Timestamp of the last unrest change in the form "ddd MMM dd HH:mm:ss yyyy" (*optional*)
nationUnrestPoints - Unrest points earned by each player nation
timeOfLastBattle - Timestamp of last landmark battle in the form "ddd MMM dd HH:mm:ss yyyy" (*optional*)
battleStartDate - Timestamp in the future when next battle is scheduled in the form "ddd MMM dd HH:mm:ss yyyy" (*optional*)
attackerBattlePoints - Unrest points earned by the attacking nation while port is in contention (used in landmark battle)
ownerBattleConquest - Unrest points earned by the defending nation while port is in contention (used in landmark battle)
nationConquerCount - The number of times a player nation has conquered this port
nationConquestPoints - The number of NvN points each nation has earned for conquering this port

Landmark Status (Individual) Information

URL: <http://data.burningsea.com/servers/serverName/landmarks/landmarkName>

Cache Duration: 10 minutes

The Landmark Status (Individual) Information URL retrieves port information about an individual port (by server ID and port

ID). The format is the same as an individual **<Port>** element as described in Landmark Status Information, above.

```
<Port name="BelIsl" currOwner="FRANCE" defaultOwner="FRANCE" level="20" xPosition="-3435384"
zPosition="-1417884" area="area_fr_mid" conquerable="True" portState="LM_NORMAL"
piratePvPRange="0" fullPvPRange="0" englandUnrestPoints="0" spainUnrestPoints="0"
franceUnrestPoints="0" pirateUnrestPoints="0" attackerBattlePoints="0" ownerBattleConquest="0"
englandConquestPoints="0" spainConquestPoints="0" franceConquestPoints="0"
pirateConquestPoints="0" englandConquerCount="0" spainConquerCount="0" franceConquerCount="0"
pirateConquerCount="0">
  <resources>
    <e>PUBLIC_DOCK</e>
    <e>ORE_SULFUR</e>
    <e>ORE_COPPER</e>
    <e>ORE_SILVER</e>
    <e>FERTILE_SOIL</e>
  </resources>
</Port>
```

Landmark Location

URL: <http://data.burningsea.com/servers/serverName/landmarks/landmarkName/location>
Cache Duration: 60 minutes

The Landmark Location retrieves just the *xPosition* and *yPosition* fields on a **<Port>** element.

```
<Port xPosition="-3435384" zPosition="-1417884" piratePvPRange="0" fullPvPRange="0" />
```

Landmark Location (Translated)

URL: <http://data.burningsea.com/servers/serverName/landmarks/landmarkName/location/x/y>
Cache Duration: 60 minutes

The Landmark Location (Translated) retrieves just the *xPosition* and *yPosition* fields on a **<Port>** element, translated such that the *xPosition* and *yPosition* coordinates translate to a maximum viewport of *x,y*.

```
<Port xPosition="-3435384" zPosition="-1417884" piratePvPRange="0" fullPvPRange="0" />
```

Nation Scoreboard

Each nation in PotBS is fighting for supremacy of the Carribean. Victory for a nation is achieved by earning a set number of "Server Victory Points," earned through PvP and economic actions taken by members of each nation. The point totals of each nation are checked on a regular interval to see if one or more nations are above the victory threshold. Once victory is attained by one nation (or possibly two in the case of tie) there is a 24 hour PvP suppression period where no unrest can be earned. After which all of the ports are reset to their original owners and the members of the winning nation(s) receive special rewards. A full description of the PvP and server victory score board can be found in the following devlog: "PvP and Conquest Systems". The nation score board XML contains a single **<NationScoreBoard>** tag with set of attribute fields: round state, round number, and assorted point values for each player nation.

URL: <http://data.burningsea.com/servers/serverName/scoreboard>
Cache Duration: 60 minutes

```
<NationScoreBoard roundState="RVR_NORMAL" roundNumber="0" maxPoints="300"
supressContentionTime="Thu Nov 29 13:54:46 2007" nextVictoryCheckTime="Sat Dec 22 13:43:27 2007"
lastVictoryResetTime="Thu Nov 29 13:54:46 2007" englandBasePoints="20" spainBasePoints="20"
franceBasePoints="0" pirateBasePoints="20" englandBonusPoints="0" spainBonusPoints="0"
franceBonusPoints="0" pirateBonusPoints="0" englandVictoryPoints="0" spainVictoryPoints="0"
franceVictoryPoints="0" pirateVictoryPoints="0" englandOwnershipPoints="150"
spainOwnershipPoints="140" franceOwnershipPoints="150" pirateOwnershipPoints="140"
englandOwnedPorts="15" franceOwnedPorts="15" spainOwnedPorts="14" pirateOwnedPorts="14"
englandCapturePoints="0" spainCapturePoints="0" franceCapturePoints="0" pirateCapturePoints="0"
englandPortsCaptured="0" spainPortsCaptured="0" francePortsCaptured="0" piratePortsCaptured="0"
englandTotalPoints="170" spainTotalPoints="160" franceTotalPoints="150" pirateTotalPoints="160"
englandWonLast="False" spainWonLast="False" franceWonLast="False" pirateWonLast="False" />
```

Field Descriptions

roundState - The current server battle state; either *NORMAL* or *SUPPRESSION*

roundNumber - The current server round number
maxPoints - The number of points a nation needs to win the map
suppressContentionTime - When PvP suppression will end in the form "ddd MMM dd HH:mm:ss yyyy" (*optional, only during suppression period*)
nextVictoryCheckTime - When server victory will be checked in the form "ddd MMM dd HH:mm:ss yyyy" (*optional*)
lastVictoryResetTime - When server victory was declared in the form "ddd MMM dd HH:mm:ss yyyy" (*optional*)
nationBasePoints - Number of points each nation has
nationBonusPoints - Number of bonus points given to underdog nations
nationVictoryPoints - Number of points awarded for doing special missions and economic missions
nationOwnershipPoints - Number of points awarded for controlling ports
nationOwnedPorts - Number of ports controlled
nationCapturePoints - Number of points earned for winning landmark battles
nationPortsCaptured - Number of ports captured
nationTotalPoints - Total number of victory points for each nation
nationWonLast - *True* if this nation won the last round; *False*, otherwise

String Key Translations

URL: <http://data.burningsea.com/static/strings>
Cache Duration: 1 day

Several fields in the XML provided by the Data API return values as string keys, rather than as strings suitable for display. In general, when you write an application using the API, you should display translated strings, rather than the string keys directly. The ID Translations URL returns a series of string translations.

Using HTTP POST, you can pass in a *language* parameter; currently, the only values accepted are *en* and *en-us* (which return the same values).

While the cache duration on this API call is set to 1 day, this file rarely changes—you should store a copy of this file locally for reference. Changes to the file are announced in the Data Service Weblog.

The returned XML contains a single **<strings>** element containing a series of **<string>** elements. Each **<string>** element contains information about a single item in the system.

```
<strings>
  <string id="FERTILE_SOIL" name="Fertile Soil" desc="The rich soil of the Caribbean is well-
suited to general agriculture." />
</strings>
```

Field Descriptions

id - The string key for the item
name - The name (translated to the requested language) for the item
desc - A brief description of the item (translated to the requested language) (*optional*)