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# Halo reach stats gamertag

Hello, everyone! This week, a bit of a more entertaining update from the team at the Standard Library. Behind the scenes, we've worked pretty some brand new modules and tools that are going to continue to allow us to move even faster. We have shipping quality of life changes in Autocode on an almost daily basis. Just last week we added; better support for the object and order of object types in the param editor, the ability to set environment variables when deployed by GitHub, updated the integration of our Gmail, fixed a number of UI errors and more. However, I, personally, threw something together this weekend that I thought would be a bit of fun. Like many of you, stuck in with nowhere to go, I've found across a bit of Renaissance Gaming. Over the years I've played a lot of Halo, and as I started pinging friends to play, I found that I wanted some programming ability around Halo: The Master Chief Collection. Just for fun and to keep track of stats. So I rolled up my sleeves, dug into what resources were available, and started building an API. The result? We added a Halo Collection API: Master Chief on a weekend. It is now available in Autocode for immediate consumption. Halo: MCC API Halo: Master Chief Collection API can be found in standardlibrary.com/@halo/lib/mcc. Contains a few final points. games.history shows you a list of recent Halo: MCC games from gamertag/game variation games.latest shows you the latest Halo: MCC game from gamertag squad.activity shows you the activity of one or more group members, a group of friends that you can import from gamertag. He'll show you when they play together. statistics shows you a service record (global statistics) from the gamertag An example of the API squad.activity, for example: const lib = require('lib'); const mcc = lib.halo.mcc['@0.0.10']; let result = wait mcc.squad.activity({gamertgs: ['citizen kwho','threesided']}); He would return (if there was a game shared story between the two players)... { gamertgs: [ citizen kwho, threesided ], games: { gamertags: [ citizen kwho, threesided ], gamertagsAbsent: [], gameVariant: KOTH, mapId: 200, squadWon: true, playedAt: 2020-04-01T07:33:38.835Z, playedAtRecency: 8h 55m 38s ago, stats: [ { gamertag: citizenwho, won: true, score: 12, kills: 21, deaths: 6, assists: 8, headshots: 13, medals: 34, killDeathRatio: 3.5, headshotRate: 0.6190476190476191 }, { gamertag: threesided, won: true, score: 35, kills: 25, deaths: 5, assists: 4, headshots: 10, medals: 12, killDeathRatio: 5, headshotRate: 0.4 } } } } Using Halo: MCC I have created a custom Halo Stat Notifier that uses halo: MCC API and Autocode to automatically text you and/or your friend when you play Halo: Reach. You can deploy to Autocode to play around with it right from here: here: That's it, that's it! Little more than a fun update this week. We hope this inspires more people to take a crack at building their own fun APIs for the Standard Library and Autocode – we will definitely continue to! As usual, if you need help from us or the community, join us at Slack - click here. Keith Horwood Founder and CEO, Standard Halo Library - Halo Published by Halo/mcc ✨ Welcome to Halo: Master Chief Collection Stat Notifier! He did this during March 2020 – if you're lucky enough to be healthy, sometimes social distancing can get boring, and instead of texting my friends to play Halo with me I put the effort to write an automatic notification system around the Halo: MCC API. I hope you find it useful and/or fun! This project uses publicly available Halo: MCC game information and player statistics to send SMS messages to your team (friends) when you start playing Halo: Reach, tells them your stats, and then informs you about your stats after each game. To do this, we will use two tools provided by Standard Library, an API hosting platform that supports event triggers. All code here is fully setupable and can also be downloaded and run locally. How does Stat Notifier work? The stat notifier code can be found in functions/events/scheduler/minute.js, which will automatically develop as an API endpoint that gets activated every minute through standard library. Run an API every minute with Schedule: Minute event that ... Uses the halo.mcc.games.latest api to download the latest data from your game. Checks whether you have reported this data by still using the utilities.gv.get API, which is a key value store specific to the standard library account. If it's a new game, save game time using utils.gv.set for next time. If you haven't played in a while, prepare a group SMS to let all your friends know you're in a new session. Otherwise, just prepare a message to tell you what your stats are. Finally, send the SMS using utils.sms either to you or to your team. Installation is simple. You can click the button below to immediately open this project in Autocode. From here, you will be prompted with environment variables. You should use the following: GAMERTAG: The XBL gamertag you want to watch. e.g. Xx MyGamertag xX PHONE_NUMBERS: A list of phone numbers separated by to send SMS. The first one has to be yours, the rest could be your team. e.g. 14165550000,164755551337. Your team will only be notified after new sessions. Then just name your project and tap Start Project API from GitHub. NOTE: Your project has not yet been deployed. You can try it by navigating to functions/events/schedule/minute.js and clicking Run Code. You can expand at any time from the Expand button in the lower-left corner of the Auto Code IDE: How do I make changes? You can make changes to your project at any time autocode.com. The code for the Stat Notifier itself is quite simple, coming in well under 100 lines of code. If you open functions/events/schedule/minute.js autocode, you can see comments and comments about some lines of code and what they do. Some things to do ... console.log('Recover the last game Halo: Reach...') result.halo.gameHistory = await lib.halo.mcc['@0.0.10'].games.latest({ gamertag: GAMERTAG, game: 'Halo: Reach', gameVariant: 'All'}); This is the main code that speaks to the Halo Collection API: Master Chief. You can play with different end points by going to the Halo: MCC API documentation. console.log('Send me to the results of my game...') await Promise.all(phoneNumbers.map(phone =&gt; { return lib.utils.sms['@1.0.11']({ to: phone, body: '${newSessionMessage}' + '${result.halo.gameHistory.games[0].won ? '☝': '☝}' ${result.halo.gameHistory.gamertag} just ' + '${result.halo.gameHistory.games[0].won ? 'won' : 'lost'} a' + '${result.halo.gameHistory.games[0].gameVariant} game in Halo: Reach.' + '☝ Kills: ${result.halo.gameHistory.games[0].kills}' + '☝ Deaths: ${result.halo.gameHistory.games[0]. 0].deaths}' + '☝ KD: ${result.halo.gameHistory.games[0].killDeathRatio.toFixed(2)}' + '⏱ ${result.halo.gameHistory.games[0].playedAtRecency}' + '${newSessionFooter}}} })))? The above code is what creates your message and sends text messages out. The phoneNumbers variable comes from process.env.PHONE_NUMBERS, you can change environment variables at any time by opening env.json in Autocode. Thanks! From the team at Standard Library/Autocode to you, thank you for checking out this project. 🎮 If you're excited about what you can build with the Halo API or whatever, please let us know! Can you drop us a line in a few ways? On stdlib.com, click the Community tab -&gt; Slack at the top to request an invitation to the Slack community, where we can help at any time. Reach (no pun intended!) out on Twitter, @StandardLibrary 🏋 am Keith and you can knock me up on Twitter in @keithwhor. I'm a longtime halo fan and I had fun building this! © Standard Library of 2020 (Polybit Inc.) You see Halotracker Legacy site (legacy.halotracker.com) - Here you can continue to use Halo 4/Halo Reach/Halo 3 stats. For forums, groups, etc find us in Halotracker.com Note: This is only to be used to report spam, advertising, and problematic (harassment, combat, or rude) posts. Don't see anything on the halotracker. Any stat support or feeds for Mcc? You're talking about Halo: Reach specifically? Your Halo Waypoint account everything in terms of game, but does not omit some things. No, I mean websites like this? doesn't share player statistics for mcc at all? They're doing it. Mine can be found here, for example. However, as I said, don't bypass some things a little gives you a basic overview. Hmmm.☺ No combat stats?Ok. Thanks. im not worried about my stats because i know in 6 years i will delete them again. Waypoint has never been as good at stats as Bungie.net. Rip. My old GT – I feel like the way 343i handle stats on Halo Waypoint seems to be poorly designed, since there are too many flaws, generally it doesn't feel well organized and it's long overdue for a review. Waypoint has never been as good at stats as Bungie.net. Rip. My old GT – I feel like the way 343i handle stats on Halo Waypoint seems to be poorly designed, since there are too many flaws, generally it doesn't feel well organized and it's long overdue for a review. Wow, took a walk down memory lane and checked my H2 stats 🎮I 343 will work with halotracker on mcc reach stats. I guess they don't want to bother about MCC, but hopefully statistically they'll be back for infinity. Waypoint has never been as good as stats as Bungie.net. Rip. My old GT – I feel like the way 343i handle stats on Halo Waypoint seems to be poorly designed, since there are too many flaws, generally it doesn't feel well organized and it's long overdue for a review. Wow, took a walk down memory lane and checked my H2 stats 🎮I 343 will work with halotracker on mcc reach stats. I guess they don't want to bother about MCC, but hopefully statistically they'll be back for infinity. Yeh need a serious review. It reminds me that the 360 Halo Waypoint app was also more informative than the current Halo Waypoint website stats, even the MCC stats have been broken for a long time, it seems kind of basic. Halotracker Owner here ... We have a basic site here: is pretty basic, but as more halo titles come out, we'll add to it and you'll be able to see quite a bit of data separated by the halo version. Unfortunately it's matchmaking data only at the moment. Halotracker Owner here ... We have a basic site here: is pretty basic, but as more halo titles come out, we'll add to it and you'll be able to see quite a bit of data separated by the halo version. Unfortunately it's matchmaking data only at the moment. If you are the owner, I would personally like to thank you for years of enjoyment, is able to look at my stats. Thank you sir, not all heroes wear Mark V armor 😀 Halotracker Owner here... We have a basic site here: is pretty basic, but as more halo titles come out, we'll add to it and you'll be able to see quite a bit of data separated by the halo version. Unfortunately it's matchmaking data only at the moment. I tried the connection. Nothing comes but a blank screen for me? What about me? Owner here... We have a basic site here: is pretty basic, but as more halo titles come out, we'll add to it and you'll be able to see quite a bit of data separated by the halo version. Unfortunately it's matchmaking data only at the moment. I get an error message when I try to login ☝ I won't try again later tonight This site works for me, but I don't think my GT is registered in this new one since nothing comes in search. im not worried about my stats because i know in 6 years i will delete them again. Wait, did this happen? mccstats.com s not working. When I search for my player tag and my brother's gamertag, it doesn't appear. Just inconvenience error. I wish you show your XP grade at the waypoint point, like the other Halo games too. I appreciate the high capacity too, but XP and stats would be awesome! 17.303.302 xp/ 18,000,000 Page 2 ve heard good things about this site. @OP: I would like to check this site out. ve heard good things about this site. @OP: I would like to check this site out. He couldn't get it to work initially, but his work now. 😀 have plans to add battle and beef up statistics from multiplayer?... I guess ire limited by what they can get from 343 ...... In my opinion, what is missing with what you said in the title is the Firefight Stats with the K/D Ratio. In My Halo: Reach's Firefight's K/D Ratio in Halo MCC, I probably killed over a thousand enemies in total, and I died only once in total when I failed my first attempt at the Waterfront map with the gametype called Dem1999's Firefight. I hope you understand what I'm texting about. Hi, we also have basic tracker this is for Valorant, but we are working on integrating all the popular games. Games.