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You're using an outdated browser which may cause issues with website display. It's recommended to upgrade or switch to a different one. It seems that you're experiencing problems with your Hypixel API request. The code isn't the issue, but rather when executed it always returns "Failed to fetch server status from Hypixel API". This might be due to the api key being blank or possibly not set as an application key from the developer page. According to the Hypixel API documentation, you need a website for applying, which is not the case in your project since it's meant for local file use and sending notifications directly to your pc. Some users have suggested checking if the request format is correct, particularly including the api key in the header of the request. The new Hypixel API update requires providing the key under an 'API-Key' header instead of passing it as a URL parameter. For example code or further guidance, you may want to share your programming language and someone can assist you. One user has also pointed out that there's an IP whitelist available but this isn't the issue here. Another recommendation is to read more about the API update on the Hypixel website. `time.time(): return cache[cache key][response][player][uuid]` # Make the API request `response = requests.get(base_url + endpoint, params=params)` # Check if the request was successful if `response.status_code == 200`: # Parse the JSON response `data = response.json()` # Store the response in the cache with a 10 minute expiration `cache[cache key] = { 'response': data, 'expiration': time.time() + 600 }` # Cache for 10 minutes } `return data[player][uuid]` else: `print(f"API request failed with status code {response.status_code}")` return None # Example usage `player_name = 'PLAYERNAME'` `uuid = get_player_uuid(player_name)` if `uuid`: `print(f"The UUID of {player_name} is {uuid}")` I've found a simpler way to check if a player is online using a developer key, which can be used for testing purposes. The issue was that I had the API key and the UUID mixed up, thinking that the UUID was required as a header in the request. Instead of using a full application key, we can use a developer key, which is publicly accessible and doesn't count towards the rate limit. This makes sense since testing is part of development. To get started, you'll need to import the necessary libraries and find a player's UUID using PlayerDB or another API. Then, make a GET request to the Hypixel API with the UUID as a header and check if the response indicates the player is online. # Update player status and notification `true` `previous_online_status = is_online` `status_message = f'{player_name} is currently {'Online' if is_online else 'Offline'}` `print(status_message)` # Reset notification flag when online and show error message when offline if `is_online`: `notification_shown = False` else: `pync.notify("Error Message")` # Fetch player status with a timeout for failed connections else: `print(f"Failed to fetch status for {player_name}).` Status code: `{response.status_code}` # Periodically check for player online status `time.sleep(polling_interval)`

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