
Telethon Documentation

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Lonami

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| | | |
|----------|--|----------|
| 1 | What is this? | 3 |
| 2 | How should I use the documentation? | 5 |
| 2.1 | Installation | 5 |
| 2.2 | Signing In | 6 |
| 2.3 | Quick-Start | 8 |
| 2.4 | Updates | 9 |
| 2.5 | Next Steps | 11 |
| 2.6 | FAQ | 11 |
| 2.7 | Client Reference | 14 |
| 2.8 | Events Reference | 17 |
| 2.9 | Objects Reference | 20 |
| 2.10 | String-based Debugging | 24 |
| 2.11 | Entities | 25 |
| 2.12 | Updates in Depth | 30 |
| 2.13 | Session Files | 33 |
| 2.14 | The Full API | 35 |
| 2.15 | RPC Errors | 38 |
| 2.16 | Mastering asyncio | 39 |
| 2.17 | A Word of Warning | 44 |
| 2.18 | Working with Chats and Channels | 44 |
| 2.19 | Users | 48 |
| 2.20 | Working with messages | 49 |
| 2.21 | Projects using Telethon | 50 |
| 2.22 | Philosophy | 51 |
| 2.23 | Test Servers | 51 |
| 2.24 | Project Structure | 52 |
| 2.25 | Coding Style | 52 |
| 2.26 | Understanding the Type Language | 53 |
| 2.27 | Tips for Porting the Project | 53 |
| 2.28 | Telegram API in Other Languages | 53 |
| 2.29 | Changelog (Version History) | 54 |
| 2.30 | Wall of Shame | 112 |
| 2.31 | Compatibility and Convenience | 113 |
| 2.32 | TelegramClient | 116 |
| 2.33 | Update Events | 116 |

| | | |
|------|----------------------------|-----|
| 2.34 | Custom package | 116 |
| 2.35 | Utilities | 118 |
| 2.36 | API Errors | 118 |
| 2.37 | Sessions | 118 |
| 2.38 | Connection Modes | 118 |
| 2.39 | Helpers | 119 |

```
from telethon.sync import TelegramClient, events

with TelegramClient('name', api_id, api_hash) as client:
    client.send_message('me', 'Hello, myself!')
    print(client.download_profile_photo('me'))

    @client.on(events.NewMessage(pattern='(?i).*Hello'))
    async def handler(event):
        await event.reply('Hey!')

client.run_until_disconnected()
```

- Are you new here? Jump straight into *Installation*!
- Looking for the method reference? See *Client Reference*.
- Did you upgrade the library? Please read *Changelog (Version History)*.
- Used Telethon before v1.0? See *Compatibility and Convenience*.
- Need the full API reference? <https://lonamiwebs.github.io/Telethon/>.

CHAPTER 1

What is this?

Telegram is a popular messaging application. This library is meant to make it easy for you to write Python programs that can interact with Telegram. Think of it as a wrapper that has already done the heavy job for you, so you can focus on developing an application.

How should I use the documentation?

If you are getting started with the library, you should follow the documentation in order by pressing the “Next” button at the bottom-right of every page.

You can also use the menu on the left to quickly skip over sections.

2.1 Installation

Telethon is a Python library, which means you need to download and install Python from <https://www.python.org/downloads/> if you haven’t already. Once you have Python installed, run:

```
pip3 install -U telethon --user
```

To install or upgrade the library to the latest version.

2.1.1 Installing Development Versions

If you want the *latest* unreleased changes, you can run the following command instead:

```
pip3 install -U https://github.com/LonamiWebs/Telethon/archive/master.zip --user
```

Note: The development version may have bugs and is not recommended for production use. However, when you are [reporting a library bug](#), you should try if the bug still occurs in this version.

2.1.2 Verification

To verify that the library is installed correctly, run the following command:

```
python3 -c 'import telethon; print(telethon.__version__)'
```

The version number of the library should show in the output.

2.1.3 Optional Dependencies

If `cryptg` is installed, **the library will work a lot faster**, since encryption and decryption will be made in C instead of Python. If your code deals with a lot of updates or you are downloading/uploading a lot of files, you will notice a considerable speed-up (from a hundred kilobytes per second to several megabytes per second, if your connection allows it). If it's not installed, `pyaes` will be used (which is pure Python, so it's much slower).

If `pillow` is installed, large images will be automatically resized when sending photos to prevent Telegram from failing with “invalid image”. Official clients also do this.

If `aiohttp` is installed, the library will be able to download `WebDocument` media files (otherwise you will get an error).

If `hachoir` is installed, it will be used to extract metadata from files when sending documents. Telegram uses this information to show the song's performer, artist, title, duration, and for videos too (including size). Otherwise, they will default to empty values, and you can set the attributes manually.

2.2 Signing In

Before working with Telegram's API, you need to get your own API ID and hash:

1. [Login to your Telegram account](#) with the phone number of the developer account to use.
2. Click under API Development tools.
3. A *Create new application* window will appear. Fill in your application details. There is no need to enter any *URL*, and only the first two fields (*App title* and *Short name*) can currently be changed later.
4. Click on *Create application* at the end. Remember that your **API hash is secret** and Telegram won't let you revoke it. Don't post it anywhere!

Note: This API ID and hash is the one used by *your application*, not your phone number. You can use this API ID and hash with *any* phone number or even for bot accounts.

2.2.1 Editing the Code

This is a little introduction for those new to Python programming in general.

We will write our code inside `hello.py`, so you can use any text editor that you like. To run the code, use `python3 hello.py` from the terminal.

Important: Don't call your script `telethon.py`! Python will try to import the client from there and it will fail with an error such as “`ImportError: cannot import name 'TelegramClient' ...`”.

2.2.2 Signing In

We can finally write some code to log into our account!

```
from telethon.sync import TelegramClient

# Use your own values from my.telegram.org
api_id = 12345
api_hash = '0123456789abcdef0123456789abcdef'

# The first parameter is the .session file name (absolute paths allowed)
with TelegramClient('anon', api_id, api_hash) as client:
    client.send_message('me', 'Hello, myself!')
```

In the first line, we import the class name so we can create an instance of the client. Then, we define variables to store our API ID and hash conveniently.

At last, we create a new `TelegramClient` instance and call it `client`. We can now use the client variable for anything that we want, such as sending a message to ourselves.

Using a `with` block is the preferred way to use the library. It will automatically `start()` the client, logging or signing up if necessary.

If the `.session` file already existed, it will not login again, so be aware of this if you move or rename the file!

2.2.3 Signing In as a Bot Account

You can also use Telethon for your bots (normal bot accounts, not users). You will still need an API ID and hash, but the process is very similar:

```
from telethon.sync import TelegramClient

api_id = 12345
api_hash = '0123456789abcdef0123456789abcdef'
bot_token = '12345:0123456789abcdef0123456789abcdef'

# We have to manually call "start" if we want a explicit bot token
bot = TelegramClient('bot', api_id, api_hash).start(bot_token=bot_token)

# But then we can use the client instance as usual
with bot:
    ...
```

To get a bot account, you need to talk with [@BotFather](#).

2.2.4 Signing In behind a Proxy

If you need to use a proxy to access Telegram, you will need to [install PySocks](#) and then change:

```
TelegramClient('anon', api_id, api_hash)
```

with

```
TelegramClient('anon', api_id, api_hash, proxy=(socks.SOCKS5, '127.0.0.1', 4444))
```

(of course, replacing the IP and port with the IP and port of the proxy).

The `proxy=` argument should be a tuple, a list or a dict, consisting of parameters described in [PySocks usage](#).

2.3 Quick-Start

Let's see a longer example to learn some of the methods that the library has to offer. These are known as “friendly methods”, and you should always use these if possible.

```
from telethon.sync import TelegramClient

# Remember to use your own values from my.telegram.org!
api_id = 12345
api_hash = '0123456789abcdef0123456789abcdef'

with TelegramClient('anon', api_id, api_hash) as client:
    # Getting information about yourself
    me = client.get_me()

    # "me" is an User object. You can pretty-print
    # any Telegram object with the "stringify" method:
    print(me.stringify())

    # When you print something, you see a representation of it.
    # You can access all attributes of Telegram objects with
    # the dot operator. For example, to get the username:
    username = me.username
    print(username)
    print(me.phone)

    # You can print all the dialogs/conversations that you are part of:
    for dialog in client.iter_dialogs():
        print(dialog.name, 'has ID', dialog.id)

    # You can send messages to yourself...
    client.send_message('me', 'Hello, myself!')
    # ...to some chat ID
    client.send_message(-100123456, 'Hello, group!')
    # ...to your contacts
    client.send_message('+34600123123', 'Hello, friend!')
    # ...or even to any username
    client.send_message('TelethonChat', 'Hello, Telethon!')

    # You can, of course, use markdown in your messages:
    message = client.send_message(
        'me',
        'This message has bold, `code`, __italics__ and '
        'a [nice website](https://lonamiwebs.github.io)!',
        link_preview=False
    )

    # Sending a message returns the sent message object, which you can use
    print(message.raw_text)

    # You can reply to messages directly if you have a message object
    message.reply('Cool!')
```

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```

# Or send files, songs, documents, albums...
client.send_file('me', '/home/me/Pictures/holidays.jpg')

# You can print the message history of any chat:
for message in client.iter_messages('me'):
    print(message.id, message.text)

# You can download media from messages, too!
# The method will return the path where the file was saved.
if message.photo:
    path = message.download_media()
    print('File saved to', path)

```

Here, we show how to sign in, get information about yourself, send messages, files, getting chats, printing messages, and downloading files.

You should make sure that you understand what the code shown here does, take note on how methods are called and used and so on before proceeding. We will see all the available methods later on.

2.4 Updates

Updates are an important topic in a messaging platform like Telegram. After all, you want to be notified when a new message arrives, when a member joins, when someone starts typing, etc. For that, you can use **events**.

Important: It is strongly advised to enable logging when working with events, since exceptions in event handlers are hidden by default. Please add the following snippet to the very top of your file:

```

import logging
logging.basicConfig(format='[%(levelname)s %(asctime)s] %(name)s: %(message)s',
                    level=logging.WARNING)

```

2.4.1 Getting Started

Let's start things with an example to automate replies:

```

from telethon import TelegramClient, events

client = TelegramClient('anon', api_id, api_hash)

@client.on(events.NewMessage)
async def my_event_handler(event):
    if 'hello' in event.raw_text:
        await event.reply('hi!')

client.start()
client.run_until_disconnected()

```

This code isn't much, but there might be some things unclear. Let's break it down:

```
from telethon import TelegramClient, events

client = TelegramClient('anon', api_id, api_hash)
```

This is normal creation (of course, pass session name, API ID and hash). Nothing we don't know already.

```
@client.on(events.NewMessage)
```

This Python decorator will attach itself to the `my_event_handler` definition, and basically means that *on* a `NewMessage` *event*, the callback function you're about to define will be called:

```
async def my_event_handler(event):
    if 'hello' in event.raw_text:
        await event.reply('hi!')
```

If a `NewMessage` event occurs, and `'hello'` is in the text of the message, we `reply()` to the event with a `'hi!'` message.

Note: Event handlers **must** be `async def`. After all, Telethon is an asynchronous library based on `asyncio`, which is a safer and often faster approach to threads.

You **must** `await` all method calls that use network requests, which is most of them.

2.4.2 More Examples

Replying to messages with hello is fun, but, can we do more?

```
@client.on(events.NewMessage(outgoing=True, pattern=r'\.save'))
async def handler(event):
    if event.is_reply:
        replied = await event.get_reply_message()
        sender = replied.sender
        await client.download_profile_photo(sender)
        await event.respond('Saved your photo {}'.format(sender.username))
```

We could also get replies. This event filters outgoing messages (only those that we send will trigger the method), then we filter by the regex `r'\.save'`, which will match messages starting with `".save"`.

Inside the method, we check whether the event is replying to another message or not. If it is, we get the reply message and the sender of that message, and download their profile photo.

Let's delete messages which contain "heck". We don't allow swearing here.

```
@client.on(events.NewMessage(pattern=r'(?i).*heck'))
async def handler(event):
    await event.delete()
```

With the `r'(?i).*heck'` regex, we match case-insensitive "heck" anywhere in the message. Regex is very powerful and you can learn more at <https://regexone.com/>.

So far, we have only seen the `NewMessage`, but there are many more which will be covered later. This is only a small introduction to updates.

2.4.3 Entities

When you need the user or chat where an event occurred, you **must** use the following methods:

Events are like messages, but don't have all the information a message has! When you manually get a message, it will have all the information it needs. When you receive an update about a message, it **won't** have all the information, so you have to **use the methods**, not the properties.

Make sure you understand the code seen here before continuing! As a rule of thumb, remember that new message events behave just like message objects, so you can do with them everything you can do with a message object.

2.5 Next Steps

These basic first steps should have gotten you started with the library.

By now, you should know how to call friendly methods and how to work with the returned objects, how things work inside event handlers, etc.

Next, we will see a quick reference summary of *all* the methods and properties that you will need when using the library. If you follow the links there, you will expand the documentation for the method and property, with more examples on how to use them.

Therefore, **you can find an example on every method** of the client to learn how to use it, as well as a description of all the arguments.

After that, we will go in-depth with some other important concepts that are worth learning and understanding.

From now on, you can keep pressing the “Next” button if you want, or use the menu on the left, since some pages are quite lengthy.

2.6 FAQ

Let's start the quick references section with some useful tips to keep in mind, with the hope that you will understand why certain things work the way that they do.

Contents

- [FAQ](#)
 - *Code without errors doesn't work*
 - *How can I except FloodWaitError?*
 - *My account was deleted/limited when using the library*
 - *How can I use a proxy?*
 - *How do I access a field?*
 - *AttributeError: 'coroutine' object has no attribute 'id'*
 - *sqlite3.OperationalError: database is locked*
 - *event.chat or event.sender is None*
 - *Can I use Flask with the library?*

2.6.1 Code without errors doesn't work

Then it probably has errors, but you haven't enabled logging yet. To enable logging, at the following code to the top of your main file:

```
import logging
logging.basicConfig(format='[% (levelname)s 5s/% (asctime)s] %(name)s: %(message)s',
                    level=logging.WARNING)
```

You can change the logging level to be something different, from less to more information:

```
level=logging.CRITICAL # won't show errors (same as disabled)
level=logging.ERROR    # will only show errors that you didn't handle
level=logging.WARNING  # will also show messages with medium severity, such as
↳ internal Telegram issues
level=logging.INFO     # will also show informational messages, such as connection
↳ or disconnections
level=logging.DEBUG    # will show a lot of output to help debugging issues in the
↳ library
```

See the official Python documentation for more information on [logging](#).

2.6.2 How can I except FloodWaitError?

You can use all errors from the API by importing:

```
from telethon import errors
```

And except them as such:

```
try:
    client.send_message(chat, 'Hi')
except errors.FloodWaitError as e:
    # e.seconds is how many seconds you have
    # to wait before making the request again.
    print('Flood for', e.seconds)
```

2.6.3 My account was deleted/limited when using the library

The library will only do things that you tell it to do. If you use the library with bad intentions, Telegram will hopefully ban you.

However, you may also be part of a limited country, such as Iran or Russia. In that case, we have bad news for you. Telegram is much more likely to ban these numbers, as they are often used to spam other accounts, likely through the use of libraries like this one. The best advice we can give you is to not abuse the API, like calling many requests really quickly, and to sign up with these phones through an official application.

We have also had reports from Kazakhstan and China, where connecting would fail. To solve these connection problems, you should use a proxy.

Telegram may also ban virtual (VoIP) phone numbers, as again, they're likely to be used for spam.

If you want to check if your account has been limited, simply send a private message to [@SpamBot](#) through Telegram itself. You should notice this by getting errors like `PeerFloodError`, which means you're limited, for instance, when sending a message to some accounts but not others.

For more discussion, please see [issue 297](#).

2.6.4 How can I use a proxy?

This was one of the first things described in *Signing In*.

2.6.5 How do I access a field?

This is basic Python knowledge. You should use the dot operator:

```
me = client.get_me()
print(me.username)
#      ^ we used the dot operator to access the username attribute

result = client(functions.photos.GetUserPhotosRequest(
    user_id='me',
    offset=0,
    max_id=0,
    limit=100
))

# Working with list is also pretty basic
print(result.photos[0].sizes[-1].type)
#      ^      ^ ^      ^ ^
#      /      / /      / \ type
#      /      / /      \ last size
#      /      / \ list of sizes
# access /      \ first photo from the list
# the... \ list of photos
#
# To print all, you could do (or mix-and-match):
for photo in result.photos:
    for size in photo.sizes:
        print(size.type)
```

2.6.6 AttributeError: 'coroutine' object has no attribute 'id'

You either forgot to:

```
import telethon.sync
#      ^^^^^ import sync
```

Or:

```
async def handler(event):
    me = await client.get_me()
    #      ^^^^^ note the await
    print(me.username)
```

2.6.7 sqlite3.OperationalError: database is locked

An older process is still running and is using the same 'session' file.

This error occurs when **two or more clients use the same session**, that is, when you write the same session name to be used in the client:

- You have an older process using the same session file.
- You have two different scripts running (interactive sessions count too).
- You have two clients in the same script running at the same time.

The solution is, if you need two clients, use two sessions. If the problem persists and you're on Linux, you can use `fuser my.session` to find out the process locking the file. As a last resort, you can reboot your system.

If you really dislike SQLite, use a different session storage. There is an entire section covering that at [Session Files](#).

2.6.8 event.chat or event.sender is None

Telegram doesn't always send this information in order to save bandwidth. If you need the information, you should fetch it yourself, since the library won't do unnecessary work unless you need to:

```
async def handler(event):
    chat = await event.get_chat()
    sender = await event.get_sender()
```

2.6.9 Can I use Flask with the library?

Yes, if you know what you are doing. However, you will probably have a lot of headaches to get threads and asyncio to work together. Instead, consider using [Quart](#), an asyncio-based alternative to [Flask](#).

2.7 Client Reference

This page contains a summary of all the important methods and properties that you may need when using Telethon. They are sorted by relevance and are not in alphabetical order.

You should use this page to learn about which methods are available, and if you need an usage example or further description of the arguments, be sure to follow the links.

Contents

- [Client Reference](#)
 - [TelegramClient](#)
 - * [Auth](#)
 - * [Base](#)
 - * [Messages](#)
 - * [Uploads](#)
 - * [Downloads](#)
 - * [Dialogs](#)
 - * [Users](#)
 - * [Chats](#)
 - * [Parse Mode](#)

- * *Updates*
- * *Bots*
- * *Buttons*
- * *Account*

2.7.1 TelegramClient

This is a summary of the methods and properties you will find at *TelegramClient*.

Auth

| |
|-------------------|
| start |
| send_code_request |
| sign_in |
| sign_up |
| log_out |
| edit_2fa |

Base

| |
|--------------|
| connect |
| disconnect |
| is_connected |
| disconnected |
| loop |

Messages

| |
|-----------------------|
| send_message |
| edit_message |
| delete_messages |
| forward_messages |
| iter_messages |
| get_messages |
| send_read_acknowledge |

Uploads

| |
|-------------|
| send_file |
| upload_file |

Downloads

download_media

download_profile_photo

download_file

Dialogs

iter_dialogs

get_dialogs

archive

iter_drafts

get_drafts

conversation

Users

get_me

is_bot

is_user_authorized

get_entity

get_input_entity

get_peer_id

Chats

iter_participants

get_participants

iter_admin_log

get_admin_log

action

Parse Mode

parse_mode

Updates

on

run_until_disconnected

add_event_handler

remove_event_handler

list_event_handlers

catch_up

Bots

inline_query

Buttons

build_reply_markup

Account

takeout

end_takeout

2.8 Events Reference

Here you will find a quick summary of all the methods and properties that you can access when working with events.

You can access the client that creates this event by doing `event.client`, and you should view the description of the events to find out what arguments it allows on creation and its **attributes** (the properties will be shown here).

It is important to remember that **all events subclass** `ChatGetter`!

Contents

- *Events Reference*
 - *ChatGetter*
 - *CallbackQuery*
 - *ChatAction*
 - *InlineQuery*
 - *MessageDeleted*
 - *MessageEdited*
 - *MessageRead*
 - *NewMessage*
 - *Raw*
 - *UserUpdate*

2.8.1 ChatGetter

All events subclass `ChatGetter`, which means all events have (and you can access to):

chat

input_chat

chat_id

is_private

Continued on next page

Table 14 – continued from previous page

| |
|-----------------------------|
| <code>is_group</code> |
| <code>is_channel</code> |
| <code>get_chat</code> |
| <code>get_input_chat</code> |

2.8.2 CallbackQuery

Full documentation for the `CallbackQuery`.

| |
|----------------------------|
| <code>id</code> |
| <code>message_id</code> |
| <code>data</code> |
| <code>chat_instance</code> |
| <code>via_inline</code> |
| <code>respond</code> |
| <code>reply</code> |
| <code>edit</code> |
| <code>delete</code> |
| <code>answer</code> |
| <code>get_message</code> |

2.8.3 ChatAction

Full documentation for the `ChatAction`.

| |
|---------------------------------|
| <code>added_by</code> |
| <code>kicked_by</code> |
| <code>user</code> |
| <code>input_user</code> |
| <code>user_id</code> |
| <code>users</code> |
| <code>input_users</code> |
| <code>user_ids</code> |
| <code>respond</code> |
| <code>reply</code> |
| <code>delete</code> |
| <code>get_pinned_message</code> |
| <code>get_added_by</code> |
| <code>get_kicked_by</code> |
| <code>get_user</code> |
| <code>get_input_user</code> |
| <code>get_users</code> |
| <code>get_input_users</code> |

2.8.4 InlineQuery

Full documentation for the `InlineQuery`.

| |
|---------|
| id |
| text |
| offset |
| geo |
| builder |
| answer |

2.8.5 MessageDeleted

Full documentation for the `MessageDeleted`.

It only has the `deleted_id` and `deleted_ids` attributes (in addition to the chat if the deletion happened in a channel).

2.8.6 MessageEdited

Full documentation for the `MessageEdited`.

This event is the same as `NewMessage`, but occurs only when an edit happens.

2.8.7 MessageRead

Full documentation for the `MessageRead`.

| |
|--------------|
| inbox |
| message_ids |
| get_messages |
| is_read |

2.8.8 NewMessage

Full documentation for the `NewMessage`.

Note that the new message event **should be treated as** a normal `Message`, with the following exceptions:

- `pattern_match` is the match object returned by `pattern=`.
- `message` is **not** the message string. It's the `Message` object.

Remember, this event is just a proxy over the message, so while you won't see its attributes and properties, you can still access them.

2.8.9 Raw

Raw events are not actual events. Instead, they are the raw `Update` object that Telegram sends. You normally shouldn't need these.

2.8.10 UserUpdate

Full documentation for the `UserUpdate`.

A lot of fields are attributes and not properties, so they are not shown here.

| |
|-----------------------------|
| <code>user</code> |
| <code>input_user</code> |
| <code>user_id</code> |
| <code>get_user</code> |
| <code>get_input_user</code> |

2.9 Objects Reference

This is the quick reference for those objects returned by client methods or other useful modules that the library has to offer. They are kept in a separate page to help finding and discovering them.

Remember that this page only shows properties and methods, **not attributes**. Make sure to open the full documentation to find out about the attributes.

Contents

- *Objects Reference*
 - *Message*
 - * *Properties*
 - * *Methods*
 - *File*
 - *Conversation*
 - *AdminLogEvent*
 - *Button*
 - *InlineResult*
 - *Utils*

2.9.1 Message

The `Message` type is very important, mostly because we are working with a library for a *messaging* platform, so messages are widely used: in events, when fetching history, replies, etc.

Properties

Note: We document *custom properties* here, not all the attributes of the `Message` (which is the information Telegram actually returns).

| |
|-----------------------|
| <code>text</code> |
| <code>raw_text</code> |

Continued on next page

Table 20 – continued from previous page

| |
|------------------------------|
| <code>is_reply</code> |
| <code>forward</code> |
| <code>buttons</code> |
| <code>button_count</code> |
| <code>file</code> |
| <code>photo</code> |
| <code>document</code> |
| <code>web_preview</code> |
| <code>audio</code> |
| <code>voice</code> |
| <code>video</code> |
| <code>video_note</code> |
| <code>gif</code> |
| <code>sticker</code> |
| <code>contact</code> |
| <code>game</code> |
| <code>geo</code> |
| <code>invoice</code> |
| <code>poll</code> |
| <code>venue</code> |
| <code>action_entities</code> |
| <code>via_bot</code> |
| <code>via_input_bot</code> |
| <code>client</code> |

Methods

| |
|--------------------------------|
| <code>respond</code> |
| <code>reply</code> |
| <code>forward_to</code> |
| <code>edit</code> |
| <code>delete</code> |
| <code>get_reply_message</code> |
| <code>click</code> |
| <code>download_media</code> |
| <code>get_entities_text</code> |
| <code>get_buttons</code> |

2.9.2 File

The `File` type is a wrapper object returned by `Message.file`, and you can use it to easily access a document's attributes, such as its name, bot-API style file ID, etc.

| |
|---------------------|
| <code>id</code> |
| <code>name</code> |
| <code>width</code> |
| <code>height</code> |
| <code>size</code> |

Continued on next page

Table 22 – continued from previous page

| |
|-------------|
| duration |
| title |
| performer |
| emoji |
| sticker_set |

2.9.3 Conversation

The `Conversation` object is returned by the `client.conversation()` method to easily send and receive responses like a normal conversation.

| |
|--------------|
| send_message |
| send_file |
| mark_read |
| get_response |
| get_reply |
| get_edit |
| wait_read |
| wait_event |
| cancel |

2.9.4 AdminLogEvent

The `AdminLogEvent` object is returned by the `client.iter_admin_log()` method to easily iterate over past “events” (deleted messages, edits, title changes, leaving members...)

These are all the properties you can find in it:

| |
|----------------------|
| id |
| date |
| user_id |
| action |
| old |
| new |
| changed_about |
| changed_title |
| changed_username |
| changed_photo |
| changed_sticker_set |
| changed_message |
| deleted_message |
| changed_admin |
| changed_restrictions |
| changed_invites |
| joined |
| joined_invite |
| left |
| changed_hide_history |
| changed_signatures |

Continued on next page

Table 24 – continued from previous page

| |
|--|
| <code>changed_pin</code> |
| <code>changed_default_banned_rights</code> |
| <code>stopped_poll</code> |

2.9.5 Button

The `Button` class is used when you login as a bot account to send messages with reply markup, such as inline buttons or custom keyboards.

These are the static methods you can use to create instances of the markup:

| |
|-------------------------------|
| <code>inline</code> |
| <code>switch_inline</code> |
| <code>url</code> |
| <code>text</code> |
| <code>request_location</code> |
| <code>request_phone</code> |
| <code>clear</code> |
| <code>force_reply</code> |

2.9.6 InlineResult

The `InlineResult` object is returned inside a list by the `client.inline_query()` method to make an inline query to a bot that supports being used in inline mode, such as `@like`.

Note that the list returned is in fact a *subclass* of a list called `InlineResults`, which, in addition of being a list (iterator, indexed access, etc.), has extra attributes and methods.

These are the constants for the types, properties and methods you can find the individual results:

| |
|-----------------------------|
| <code>ARTICLE</code> |
| <code>PHOTO</code> |
| <code>GIF</code> |
| <code>VIDEO</code> |
| <code>VIDEO_GIF</code> |
| <code>AUDIO</code> |
| <code>DOCUMENT</code> |
| <code>LOCATION</code> |
| <code>VENUE</code> |
| <code>CONTACT</code> |
| <code>GAME</code> |
| <code>type</code> |
| <code>message</code> |
| <code>title</code> |
| <code>description</code> |
| <code>url</code> |
| <code>photo</code> |
| <code>document</code> |
| <code>click</code> |
| <code>download_media</code> |

2.9.7 Utils

The `telethon.utils` module has plenty of methods that make using the library a lot easier. Only the interesting ones will be listed here.

| |
|----------------------------------|
| <code>get_display_name</code> |
| <code>get_extension</code> |
| <code>get_inner_text</code> |
| <code>get_peer_id</code> |
| <code>resolve_id</code> |
| <code>pack_bot_file_id</code> |
| <code>resolve_bot_file_id</code> |
| <code>resolve_invite_link</code> |

2.10 String-based Debugging

Debugging is *really* important. Telegram's API is really big and there is a lot of things that you should know. Such as, what attributes or fields does a result have? Well, the easiest thing to do is printing it:

```
user = client.get_entity('Lonami')
print(user)
```

That will show a huge **string** similar to the following:

```
User(id=10885151, is_self=False, contact=False, mutual_contact=False, deleted=False,
↳bot=False, bot_chat_history=False, bot_nochats=False, verified=False,
↳restricted=False, min=False, bot_inline_geo=False, access_hash=123456789012345678,
↳first_name='Lonami', last_name=None, username='Lonami', phone=None,
↳photo=UserProfilePhoto(photo_id=123456789012345678, photo_small=FileLocation(dc_
↳id=4, volume_id=1234567890, local_id=1234567890, secret=123456789012345678), photo_
↳big=FileLocation(dc_id=4, volume_id=1234567890, local_id=1234567890,
↳secret=123456789012345678)), status=UserStatusOffline(was_online=datetime.
↳datetime(2018, 1, 2, 3, 4, 5, tzinfo=datetime.timezone.utc)), bot_info_version=None,
↳restriction_reason=None, bot_inline_placeholder=None, lang_code=None)
```

That's a lot of text. But as you can see, all the properties are there. So if you want the username you **don't use regex** or anything like splitting `str(user)` to get what you want. You just access the attribute you need:

```
username = user.username
```

Can we get better than the shown string, though? Yes!

```
print(user.stringify())
```

Will show a much better:

```
User(
  id=10885151,
  is_self=False,
  contact=False,
  mutual_contact=False,
  deleted=False,
  bot=False,
```

(continues on next page)

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```

bot_chat_history=False,
bot_nochats=False,
verified=False,
restricted=False,
min=False,
bot_inline_geo=False,
access_hash=123456789012345678,
first_name='Lonami',
last_name=None,
username='Lonami',
phone=None,
photo=UserProfilePhoto(
    photo_id=123456789012345678,
    photo_small=FileLocation(
        dc_id=4,
        volume_id=123456789,
        local_id=123456789,
        secret=-123456789012345678
    ),
    photo_big=FileLocation(
        dc_id=4,
        volume_id=123456789,
        local_id=123456789,
        secret=123456789012345678
    )
),
status=UserStatusOffline(
    was_online=datetime.datetime(2018, 1, 2, 3, 4, 5, tzinfo=datetime.timezone.
↪utc)
),
bot_info_version=None,
restriction_reason=None,
bot_inline_placeholder=None,
lang_code=None
)

```

Now it's easy to see how we could get, for example, the `was_online` time. It's inside `status`:

```
online_at = user.status.was_online
```

You don't need to print everything to see what all the possible values can be. You can just search in <http://lonamiwebs.github.io/Telethon/>.

Remember that you can use Python's `isinstance` to check the type of something. For example:

```

from telethon import types

if isinstance(user.status, types.UserStatusOffline):
    print(user.status.was_online)

```

2.11 Entities

The library widely uses the concept of “entities”. An entity will refer to any `User`, `Chat` or `Channel` object that the API may return in response to certain methods, such as `GetUsersRequest`.

Note: When something “entity-like” is required, it means that you need to provide something that can be turned into an entity. These things include, but are not limited to, usernames, exact titles, IDs, [Peer](#) objects, or even entire [User](#), [Chat](#) and [Channel](#) objects and even phone numbers **from people you have in your contact list**.

To “encounter” an ID, you would have to “find it” like you would in the normal app. If the peer is in your dialogs, you would need to `client.get_dialogs()`. If the peer is someone in a group, you would similarly `client.get_participants(group)`.

Once you have encountered an ID, the library will (by default) have saved their `access_hash` for you, which is needed to invoke most methods. This is why sometimes you might encounter this error when working with the library. You should except `ValueError` and run code that you know should work to find the entity.

Contents

- [Entities](#)
 - [What is an Entity?](#)
 - [Getting Entities](#)
 - [Entities vs. Input Entities](#)
 - [Full Entities](#)
 - [Accessing Entities](#)
 - [Summary](#)

2.11.1 What is an Entity?

A lot of methods and requests require *entities* to work. For example, you send a message to an *entity*, get the username of an *entity*, and so on.

There are a lot of things that work as entities: usernames, phone numbers, chat links, invite links, IDs, and the types themselves. That is, you can use any of those when you see an “entity” is needed.

Note: Remember that the phone number must be in your contact list before you can use it.

You should use, **from better to worse**:

1. Input entities. For example, `event.input_chat`, `message.input_sender`, or caching an entity you will use a lot with `entity = await client.get_input_entity(...)`.
2. Entities. For example, if you had to get someone’s username, you can just use `user` or `channel`. It will work. Only use this option if you already have the entity!
3. IDs. This will always look the entity up from the cache (the `*.session` file caches seen entities).
4. Usernames, phone numbers and links. The cache will be used too (unless you force a `client.get_entity()`), but may make a request if the username, phone or link has not been found yet.

In recent versions of the library, the following two are equivalent:

```
async def handler(event):
    await client.send_message(event.sender_id, 'Hi')
    await client.send_message(event.input_sender, 'Hi')
```

If you need to be 99% sure that the code will work (sometimes it's simply impossible for the library to find the input entity), or if you will reuse the chat a lot, consider using the following instead:

```
async def handler(event):
    # This method may make a network request to find the input sender.
    # Properties can't make network requests, so we need a method.
    sender = await event.get_input_sender()
    await client.send_message(sender, 'Hi')
    await client.send_message(sender, 'Hi')
```

2.11.2 Getting Entities

Through the use of the *Session Files*, the library will automatically remember the ID and hash pair, along with some extra information, so you're able to just do this:

```
# Dialogs are the "conversations you have open".
# This method returns a list of Dialog, which
# has the .entity attribute and other information.
#
# This part is IMPORTANT, because it feels the entity cache.
dialogs = client.get_dialogs()

# All of these work and do the same.
lonami = client.get_entity('lonami')
lonami = client.get_entity('t.me/lonami')
lonami = client.get_entity('https://telegram.dog/lonami')

# Other kind of entities.
channel = client.get_entity('telegram.me/joinchat/AAAAAEkk2WdoDrB4-Q8-gg')
contact = client.get_entity('+34xxxxxxxxx')
friend = client.get_entity(friend_id)

# Getting entities through their ID (User, Chat or Channel)
entity = client.get_entity(some_id)

# You can be more explicit about the type for said ID by wrapping
# it inside a Peer instance. This is recommended but not necessary.
from telethon.tl.types import PeerUser, PeerChat, PeerChannel

my_user = client.get_entity(PeerUser(some_id))
my_chat = client.get_entity(PeerChat(some_id))
my_channel = client.get_entity(PeerChannel(some_id))
```

Note: You **don't** need to get the entity before using it! Just let the library do its job. Use a phone from your contacts, username, ID or input entity (preferred but not necessary), whatever you already have.

All methods in the *TelegramClient* call `.get_input_entity()` prior to sending the request to save you from the hassle of doing so manually. That way, convenience calls such as `client.send_message('lonami', 'hi!')` become possible.

Every entity the library encounters (in any response to any call) will by default be cached in the `.session` file (an SQLite database), to avoid performing unnecessary API calls. If the entity cannot be found, additional calls like `ResolveUsernameRequest` or `GetContactsRequest` may be made to obtain the required information.

2.11.3 Entities vs. Input Entities

Note: This section is informative, but worth reading. The library will transparently handle all of these details for you.

On top of the normal types, the API also make use of what they call their `Input*` versions of objects. The input version of an entity (e.g. `InputPeerUser`, `InputChat`, etc.) only contains the minimum information that's required from Telegram to be able to identify who you're referring to: a `Peer`'s **ID** and **hash**. They are named like this because they are input parameters in the requests.

Entities' ID are the same for all user and bot accounts, however, the access hash is **different for each account**, so trying to reuse the access hash from one account in another will **not** work.

Sometimes, Telegram only needs to indicate the type of the entity along with their ID. For this purpose, `Peer` versions of the entities also exist, which just have the ID. You cannot get the hash out of them since you should not be needing it. The library probably has cached it before.

Peers are enough to identify an entity, but they are not enough to make a request with them use them. You need to know their hash before you can “use them”, and to know the hash you need to “encounter” them, let it be in your dialogs, participants, message forwards, etc.

Note: You *can* use peers with the library. Behind the scenes, they are replaced with the input variant. Peers “aren't enough” on their own but the library will do some more work to use the right type.

As we just mentioned, API calls don't need to know the whole information about the entities, only their ID and hash. For this reason, another method, `client.get_input_entity()` is available. This will always use the cache while possible, making zero API calls most of the time. When a request is made, if you provided the full entity, e.g. an `User`, the library will convert it to the required `InputPeer` automatically for you.

You should always favour `client.get_input_entity()` **over** `client.get_entity()` for this reason! Calling the latter will always make an API call to get the most recent information about said entity, but invoking requests don't need this information, just the `InputPeer`. Only use `client.get_entity()` if you need to get actual information, like the username, name, title, etc. of the entity.

To further simplify the workflow, since the version 0.16.2 of the library, the raw requests you make to the API are also able to call `client.get_input_entity()` wherever needed, so you can even do things like:

```
client(SendMessageRequest('username', 'hello'))
```

The library will call the `.resolve()` method of the request, which will resolve 'username' with the appropriated `InputPeer`. Don't worry if you don't get this yet, but remember some of the details here are important.

2.11.4 Full Entities

In addition to `PeerUser`, `InputPeerUser`, `User` (and its variants for chats and channels), there is also the concept of `UserFull`.

This full variant has additional information such as whether the user is blocked, its notification settings, the bio or about of the user, etc.

There is also `messages.ChatFull` which is the equivalent of full entities for chats and channels, with also the about section of the channel. Note that the `users` field only contains bots for the channel (so that clients can suggest commands to use).

You can get both of these by invoking `GetFullUser`, `GetFullChat` and `GetFullChannel` respectively.

2.11.5 Accessing Entities

Although it’s explicitly noted in the documentation that messages *subclass* `ChatGetter` and `SenderGetter`, some people still don’t get inheritance.

When the documentation says “Bases: `telethon.tl.custom.chatgetter.ChatGetter`” it means that the class you’re looking at, *also* can act as the class it bases. In this case, `ChatGetter` knows how to get the *chat* where a thing belongs to.

So, a `Message` is a `ChatGetter`. That means you can do this:

```
message.is_private
message.chat_id
message.get_chat()
# ...etc
```

`SenderGetter` is similar:

```
message.user_id
message.get_input_user()
message.user
# ...etc
```

Quite a few things implement them, so it makes sense to reuse the code. For example, all events (except raw updates) implement `ChatGetter` since all events occur in some chat.

2.11.6 Summary

TL;DR; If you’re here because of “*Could not find the input entity for*”, you must ask yourself “how did I find this entity through official applications”? Now do the same with the library. Use what applies:

```
with client:
    # Does it have an username? Use it!
    entity = client.get_entity(username)

    # Do you have a conversation open with them? Get dialogs.
    client.get_dialogs()

    # Are they participant of some group? Get them.
    client.get_participants('TelethonChat')

    # Is the entity the original sender of a forwarded message? Get it.
    client.get_messages('TelethonChat', 100)

    # NOW you can use the ID, anywhere!
    entity = client.get_entity(123456)
    client.send_message(123456, 'Hi!')
```

Once the library has “seen” the entity, you can use their **integer** ID. You can’t use entities from IDs the library hasn’t seen. You must make the library see them *at least once* and disconnect properly. You know where the entities are and you must tell the library. It won’t guess for you.

2.12 Updates in Depth

2.12.1 Properties vs. Methods

The event shown above acts just like a `custom.Message`, which means you can access all the properties it has, like `.sender`.

However events are different to other methods in the client, like `client.get_messages`. Events *may not* send information about the sender or chat, which means it can be `None`, but all the methods defined in the client always have this information so it doesn't need to be re-fetched. For this reason, you have `get_` methods, which will make a network call if necessary.

In short, you should do this:

```
@client.on(events.NewMessage)
async def handler(event):
    # event.input_chat may be None, use event.get_input_chat()
    chat = await event.get_input_chat()
    sender = await event.get_sender()
    buttons = await event.get_buttons()

async def main():
    async for message in client.iter_messages('me', 10):
        # Methods from the client always have these properties ready
        chat = message.input_chat
        sender = message.sender
        buttons = message.buttons
```

Notice, properties (`message.sender`) don't need an `await`, but methods (`message.get_sender`) **do** need an `await`, and you should use methods in events for these properties that may need network.

2.12.2 Events Without the client

The code of your application starts getting big, so you decide to separate the handlers into different files. But how can you access the client from these files? You don't need to! Just `events.register` them:

```
# handlers/welcome.py
from telethon import events

@events.register(events.NewMessage('(?!i)hello'))
async def handler(event):
    client = event.client
    await event.respond('Hey!')
    await client.send_message('me', 'I said hello to someone')
```

Registering events is a way of saying “this method is an event handler”. You can use `telethon.events.is_handler` to check if any method is a handler. You can think of them as a different approach to Flask's blueprints.

It's important to note that this does **not** add the handler to any client! You never specified the client on which the handler should be used. You only declared that it is a handler, and its type.

To actually use the handler, you need to `client.add_event_handler` to the client (or clients) where they should be added to:

```
# main.py
from telethon import TelegramClient
```

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```
import handlers.welcome

with TelegramClient(...) as client:
    client.add_event_handler(handlers.welcome.handler)
    client.run_until_disconnected()
```

This also means that you can register an event handler once and then add it to many clients without re-declaring the event.

2.12.3 Events Without Decorators

If for any reason you don't want to use `telethon.events.register`, you can explicitly pass the event handler to use to the mentioned `client.add_event_handler`:

```
from telethon import TelegramClient, events

async def handler(event):
    ...

with TelegramClient(...) as client:
    client.add_event_handler(handler, events.NewMessage)
    client.run_until_disconnected()
```

Similarly, you also have `client.remove_event_handler` and `client.list_event_handlers`.

The event argument is optional in all three methods and defaults to `events.Raw` for adding, and `None` when removing (so all callbacks would be removed).

Note: The event type is ignored in `client.add_event_handler` if you have used `telethon.events.register` on the callback before, since that's the point of using such method at all.

2.12.4 Stopping Propagation of Updates

There might be cases when an event handler is supposed to be used solitary and it makes no sense to process any other handlers in the chain. For this case, it is possible to raise a `telethon.events.StopPropagation` exception which will cause the propagation of the update through your handlers to stop:

```
from telethon.events import StopPropagation

@client.on(events.NewMessage)
async def _(event):
    # ... some conditions
    await event.delete()

    # Other handlers won't have an event to work with
    raise StopPropagation

@client.on(events.NewMessage)
async def _(event):
    # Will never be reached, because it is the second handler
    # in the chain.
    pass
```

Remember to check [Update Events](#) if you're looking for the methods reference.

2.12.5 Understanding asyncio

With `asyncio`, the library has several tasks running in the background. One task is used for sending requests, another task is used to receive them, and a third one is used to handle updates.

To handle updates, you must keep your script running. You can do this in several ways. For instance, if you are *not* running `asyncio`'s event loop, you should use `client.run_until_disconnected`:

```
import asyncio
from telethon import TelegramClient

client = TelegramClient(...)
...
client.run_until_disconnected()
```

Behind the scenes, this method is await'ing on the `client.disconnected` property, so the code above and the following are equivalent:

```
import asyncio
from telethon import TelegramClient

client = TelegramClient(...)

async def main():
    await client.disconnected

loop = asyncio.get_event_loop()
loop.run_until_complete(main())
```

You could also run `client.disconnected` until it completed.

But if you don't want to await, then you should know what you want to be doing instead! What matters is that you shouldn't let your script die. If you don't care about updates, you don't need any of this.

Notice that unlike `client.disconnected`, `client.run_until_disconnected` will handle `KeyboardInterrupt` with you. This method is special and can also be ran while the loop is running, so you can do this:

```
async def main():
    await client.run_until_disconnected()

loop.run_until_complete(main())
```

2.12.6 Sequential Updates

If you need to process updates sequentially (i.e. not in parallel), you should set `sequential_updates=True` when creating the client:

```
with TelegramClient(..., sequential_updates=True) as client:
    ...
```

2.13 Session Files

Contents

- *Session Files*
 - *What are Sessions?*
 - *Different Session Storage*
 - *Creating your Own Storage*
 - *String Sessions*

They are an important part for the library to be efficient, such as caching and handling your authorization key (or you would have to login every time!).

2.13.1 What are Sessions?

The first parameter you pass to the constructor of the *TelegramClient* is the *session*, and defaults to be the session name (or full path). That is, if you create a `TelegramClient('anon')` instance and connect, an `anon.session` file will be created in the working directory.

Note that if you pass a string it will be a file in the current working directory, although you can also pass absolute paths.

The session file contains enough information for you to login without re-sending the code, so if you have to enter the code more than once, maybe you're changing the working directory, renaming or removing the file, or using random names.

These database files using `sqlite3` contain the required information to talk to the Telegram servers, such as to which IP the client should connect, port, authorization key so that messages can be encrypted, and so on.

These files will by default also save all the input entities that you've seen, so that you can get information about a user or channel by just their ID. Telegram will **not** send their `access_hash` required to retrieve more information about them, if it thinks you have already seen them. For this reason, the library needs to store this information offline.

The library will by default too save all the entities (chats and channels with their name and username, and users with the phone too) in the session file, so that you can quickly access them by username or phone number.

If you're not going to work with updates, or don't need to cache the `access_hash` associated with the entities' ID, you can disable this by setting `client.session.save_entities = False`.

2.13.2 Different Session Storage

If you don't want to use the default SQLite session storage, you can also use one of the other implementations or implement your own storage.

To use a custom session storage, simply pass the custom session instance to *TelegramClient* instead of the session name.

Telethon contains three implementations of the abstract `Session` class:

- `MemorySession`: stores session data within memory.
- `SQLiteSession`: stores sessions within on-disk SQLite databases. Default.
- `StringSession`: stores session data within memory, but can be saved as a string.

You can import these from `telethon.sessions`. For example, using the `StringSession` is done as follows:

```
from telethon.sync import TelegramClient
from telethon.sessions import StringSession

with TelegramClient(StringSession(string), api_id, api_hash) as client:
    ... # use the client

    # Save the string session as a string; you should decide how
    # you want to save this information (over a socket, remote
    # database, print it and then paste the string in the code,
    # etc.); the advantage is that you don't need to save it
    # on the current disk as a separate file, and can be reused
    # anywhere else once you log in.
    string = client.session.save()

# Note that it's also possible to save any other session type
# as a string by using ``StringSession.save(session_instance)``:
client = TelegramClient('sqlite-session', api_id, api_hash)
string = StringSession.save(client.session)
```

There are other community-maintained implementations available:

- **SQLAlchemy**: stores all sessions in a single database via SQLAlchemy.
- **Redis**: stores all sessions in a single Redis data store.

2.13.3 Creating your Own Storage

The easiest way to create your own storage implementation is to use `MemorySession` as the base and check out how `SQLiteSession` or one of the community-maintained implementations work. You can find the relevant Python files under the `sessions/` directory in the Telethon's repository.

After you have made your own implementation, you can add it to the community-maintained session implementation list above with a pull request.

2.13.4 String Sessions

`StringSession` are a convenient way to embed your login credentials directly into your code for extremely easy portability, since all they take is a string to be able to login without asking for your phone and code (or faster start if you're using a bot token).

The easiest way to generate a string session is as follows:

```
from telethon.sync import TelegramClient
from telethon.sessions import StringSession

with TelegramClient(StringSession(), api_id, api_hash) as client:
    print(client.session.save())
```

Think of this as a way to export your authorization key (what's needed to login into your account). This will print a string in the standard output (likely your terminal).

Warning: Keep this string safe! Anyone with this string can use it to login into your account and do anything they want to do.

This is similar to leaking your `*.session` files online, but it is easier to leak a string than it is to leak a file.

Once you have the string (which is a bit long), load it into your script somehow. You can use a normal text file and `open(...).read()` it or you can save it in a variable directly:

```
string = '1aaNk8EX-YRfwoRsebUkugFvht6DUPi_Q25UOCzOAqzc...'
with TelegramClient(StringSession(string), api_id, api_hash) as client:
    client.send_message('me', 'Hi')
```

These strings are really convenient for using in places like Heroku since their ephemeral filesystem will delete external files once your application is over.

2.14 The Full API

Important: While you have access to this, you should always use the friendly methods listed on *Client Reference* unless you have a better reason not to, like a method not existing or you wanting more control.

The *TelegramClient* doesn't offer a method for every single request the Telegram API supports. However, it's very simple to *call* or *invoke* any request. Whenever you need something, don't forget to [check the documentation](#) and look for the [method you need](#). There you can go through a sorted list of everything you can do.

Note: The reason to keep both <https://lonamiwebs.github.io/Telethon> and this documentation alive is that the former allows instant search results as you type, and a “Copy import” button. If you like namespaces, you can also do `from telethon.tl import types, functions`. Both work.

Important: All the examples in this documentation assume that you have `from telethon import sync` or `import telethon.sync` for the sake of simplicity and that you understand what it does (see *Compatibility and Convenience* for more). Simply add either line at the beginning of your project and it will work.

You should also refer to the documentation to see what the objects (constructors) Telegram returns look like. Every constructor inherits from a common type, and that's the reason for this distinction.

Say `client.send_message()` didn't exist, we could [use the search](#) to look for “message”. There we would find `SendMessageRequest`, which we can work with.

Every request is a Python class, and has the parameters needed for you to invoke it. You can also call `help(request)` for information on what input parameters it takes. Remember to “Copy import to the clipboard”, or your script won't be aware of this class! Now we have:

```
from telethon.tl.functions.messages import SendMessageRequest
```

If you're going to use a lot of these, you may do:

```
from telethon.tl import types, functions
# We now have access to 'functions.messages.SendMessageRequest'
```

We see that this request must take at least two parameters, a `peer` of type `InputPeer`, and a message which is just a Python string.

How can we retrieve this `InputPeer`? We have two options. We manually construct one, for instance:

```
from telethon.tl.types import InputPeerUser

peer = InputPeerUser(user_id, user_hash)
```

Or we call `client.get_input_entity()`:

```
import telethon.sync
peer = client.get_input_entity('someone')
```

When you’re going to invoke an API method, most require you to pass an `InputUser`, `InputChat`, or so on, this is why using `client.get_input_entity()` is more straightforward (and often immediate, if you’ve seen the user before, know their ID, etc.). If you also **need** to have information about the whole user, use `client.get_entity()` instead:

```
entity = client.get_entity('someone')
```

In the later case, when you use the entity, the library will cast it to its “input” version for you. If you already have the complete user and want to cache its input version so the library doesn’t have to do this every time its used, simply call `telethon.utils.get_input_peer`:

```
from telethon import utils
peer = utils.get_input_peer(entity)
```

Note: Since v0.16.2 this is further simplified. The Request itself will call `client.get_input_entity` for you when required, but it’s good to remember what’s happening.

After this small parenthesis about `client.get_entity` versus `client.get_input_entity()`, we have everything we need. To invoke our request we do:

```
result = client(SendMessageRequest(peer, 'Hello there!'))
```

Message sent! Of course, this is only an example. There are over 250 methods available as of layer 80, and you can use every single of them as you wish. Remember to use the right types! To sum up:

```
result = client(SendMessageRequest(
    client.get_input_entity('username'), 'Hello there!'
))
```

This can further be simplified to:

```
result = client(SendMessageRequest('username', 'Hello there!'))
# Or even
result = client(SendMessageRequest(PeerChannel(id), 'Hello there!'))
```

Note: Note that some requests have a “hash” parameter. This is **not** your `api_hash`! It likely isn’t your `self-user.access_hash` either.

It’s a special hash used by Telegram to only send a difference of new data that you don’t already have with that request, so you can leave it to 0, and it should work (which means no hash is known yet).

For those requests having a “limit” parameter, you can often set it to zero to signify “return default amount”. This won’t work for all of them though, for instance, in “`messages.search`” it will actually return 0 items.

2.14.1 Requests in Parallel

The library will automatically merge outgoing requests into a single *container*. Telegram's API supports sending multiple requests in a single container, which is faster because it has less overhead and the server can run them without waiting for others. You can also force using a container manually:

```
async def main():

    # Letting the library do it behind the scenes
    await asyncio.wait([
        client.send_message('me', 'Hello'),
        client.send_message('me', ', '),
        client.send_message('me', 'World'),
        client.send_message('me', '.')
    ])

    # Manually invoking many requests at once
    await client([
        SendMessageRequest('me', 'Hello'),
        SendMessageRequest('me', ', '),
        SendMessageRequest('me', 'World'),
        SendMessageRequest('me', '.')
    ])
```

Note that you cannot guarantee the order in which they are run. Try running the above code more than one time. You will see the order in which the messages arrive is different.

If you use the raw API (the first option), you can use `ordered` to tell the server that it should run the requests sequentially. This will still be faster than going one by one, since the server knows all requests directly:

```
client([
    SendMessageRequest('me', 'Hello'),
    SendMessageRequest('me', ', '),
    SendMessageRequest('me', 'World'),
    SendMessageRequest('me', '.')
], ordered=True)
```

If any of the requests fails with a Telegram error (not connection errors or any other unexpected events), the library will raise `telethon.errors.common.MultiError`. You can except this and still access the successful results:

```
from telethon.errors import MultiError

try:
    client([
        SendMessageRequest('me', 'Hello'),
        SendMessageRequest('me', ', '),
        SendMessageRequest('me', 'World')
    ], ordered=True)
except MultiError as e:
    # The first and third requests worked.
    first = e.results[0]
    third = e.results[2]
    # The second request failed.
    second = e.exceptions[1]
```

2.15 RPC Errors

RPC stands for Remote Procedure Call, and when the library raises a `RPCError`, it's because you have invoked some of the API methods incorrectly (wrong parameters, wrong permissions, or even something went wrong on Telegram's server). All the errors are available in *API Errors*, but some examples are:

- `FloodWaitError` (420), the same request was repeated many times. Must wait `.seconds` (you can access this attribute). For example:

```
...
from telethon import errors

try:
    print(client.get_messages(chat)[0].text)
except errors.FloodWaitError as e:
    print('Have to sleep', e.seconds, 'seconds')
    time.sleep(e.seconds)
```

- `SessionPasswordNeededError`, if you have setup two-steps verification on Telegram.
- `CdnFileTamperedError`, if the media you were trying to download from a CDN has been altered.
- `ChatAdminRequiredError`, you don't have permissions to perform said operation on a chat or channel. Try avoiding filters, i.e. when searching messages.

The generic classes for different error codes are:

- `InvalidDCError` (303), the request must be repeated on another DC.
- `BadRequestError` (400), the request contained errors.
- `UnauthorizedError` (401), the user is not authorized yet.
- `ForbiddenError` (403), privacy violation error.
- `NotFoundError` (404), make sure you're invoking Request's!

If the error is not recognised, it will only be an `RPCError`.

You can refer to all errors from Python through the `telethon.errors` module. If you don't know what attributes they have, try printing their `dir` (like `print(dir(e))`).

2.15.1 Avoiding Limits

Don't spam. You won't get `FloodWaitError` or your account banned or deleted if you use the library *for legit use cases*. Make cool tools. Don't spam! Nobody knows the exact limits for all requests since they depend on a lot of factors, so don't bother asking.

Still, if you do have a legit use case and still get those errors, the library will automatically sleep when they are smaller than 60 seconds by default. You can set different "auto-sleep" thresholds:

```
client.flood_sleep_threshold = 0 # Don't auto-sleep
client.flood_sleep_threshold = 24 * 60 * 60 # Sleep always
```

You can also except it and act as you prefer:

```
from telethon.errors import FloodWaitError
try:
    ...
```

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```
except FloodWaitError as e:
    print('Flood waited for', e.seconds)
    quit(1)
```

VoIP numbers are very limited, and some countries are more limited too.

2.16 Mastering asyncio

Contents

- *Mastering asyncio*
 - *What’s asyncio?*
 - *Why asyncio?*
 - *What are asyncio basics?*
 - *What does telethon.sync do?*
 - *What are async, await and coroutines?*
 - *Can I use threads?*
 - *client.run_until_disconnected() blocks!*
 - *What else can asyncio do?*
 - *Why does client.start() work outside async?*
 - *Where can I read more?*

2.16.1 What’s asyncio?

`asyncio` is a Python 3’s built-in library. This means it’s already installed if you have Python 3. Since Python 3.5, it is convenient to work with asynchronous code. Before (Python 3.4) we didn’t have `async` or `await`, but now we do.

`asyncio` stands for *Asynchronous Input Output*. This is a very powerful concept to use whenever you work IO. Interacting with the web or external APIs such as Telegram’s makes a lot of sense this way.

2.16.2 Why asyncio?

Asynchronous IO makes a lot of sense in a library like Telethon. You send a request to the server (such as “get some message”), and thanks to `asyncio`, your code won’t block while a response arrives.

The alternative would be to spawn a thread for each update so that other code can run while the response arrives. That is *a lot* more expensive.

The code will also run faster, because instead of switching back and forth between the OS and your script, your script can handle it all. Avoiding switching saves quite a bit of time, in Python or any other language that supports asynchronous IO. It will also be cheaper, because tasks are smaller than threads, which are smaller than processes.

2.16.3 What are asyncio basics?

```
# First we need the asyncio library
import asyncio

# Then we need a loop to work with
loop = asyncio.get_event_loop()

# We also need something to run
async def main():
    for char in 'Hello, world!\n':
        print(char, end='', flush=True)
        await asyncio.sleep(0.2)

# Then, we need to run the loop with a task
loop.run_until_complete(main())
```

2.16.4 What does telethon.sync do?

The moment you import any of these:

```
from telethon import sync, ...
# or
from telethon.sync import ...
# or
import telethon.sync
```

The sync module rewrites most `async def` methods in Telethon to something similar to this:

```
def new_method():
    result = original_method()
    if loop.is_running():
        # the loop is already running, return the await-able to the user
        return result
    else:
        # the loop is not running yet, so we can run it for the user
        return loop.run_until_complete(result)
```

That means you can do this:

```
print(client.get_me().username)
```

Instead of this:

```
import asyncio
loop = asyncio.get_event_loop()
me = loop.run_until_complete(client.get_me())
print(me.username)
```

As you can see, it's a lot of boilerplate and noise having to type `run_until_complete` all the time, so you can let the magic module to rewrite it for you. But notice the comment above: it won't run the loop if it's already running, because it can't. That means this:

```
async def main():
    # 3. the loop is running here
```

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```

    print (
        client.get_me() # 4. this will return a coroutine!
        .username # 5. this fails, coroutines don't have usernames
    )

loop.run_until_complete( # 2. run the loop and the ``main()`` coroutine
    main() # 1. calling ``async def`` "returns" a coroutine
)

```

Will fail. So if you're inside an `async def`, then the loop is running, and if the loop is running, you must await things yourself:

```

async def main():
    print((await client.get_me()).username)

loop.run_until_complete(main())

```

2.16.5 What are async, await and coroutines?

The `async` keyword lets you define asynchronous functions, also known as coroutines, and also iterate over asynchronous loops or use `async` with:

```

import asyncio

async def main():
    # ^ this declares the main() coroutine function

    async with client:
        # ^ this is an asynchronous with block

        async for message in client.iter_messages(chat):
            # ^ this is a for loop over an asynchronous generator

            print(message.sender.username)

loop = asyncio.get_event_loop()
# ^ this assigns the default event loop from the main thread to a variable

loop.run_until_complete(main())
# ^ this runs the *entire* loop until the main() function finishes.
# While the main() function does not finish, the loop will be running.
# While the loop is running, you can't run it again.

```

The `await` keyword blocks the *current* task, and the loop can run other tasks. Tasks can be thought of as “threads”, since many can run concurrently:

```

import asyncio

async def hello(delay):
    await asyncio.sleep(delay) # await tells the loop this task is "busy"
    print('hello') # eventually the loop resumes the code here

async def world(delay):
    # the loop decides this method should run first
    await asyncio.sleep(delay) # await tells the loop this task is "busy"

```

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```
print('world') # eventually the loop finishes all tasks

loop = asyncio.get_event_loop() # get the default loop for the main thread
loop.create_task(world(2)) # create the world task, passing 2 as delay
loop.create_task(hello(delay=1)) # another task, but with delay 1
try:
    # run the event loop forever; ctrl+c to stop it
    # we could also run the loop for three seconds:
    # loop.run_until_complete(asyncio.sleep(3))
    loop.run_forever()
except KeyboardInterrupt:
    pass
```

The same example, but without the comment noise:

```
import asyncio

async def hello(delay):
    await asyncio.sleep(delay)
    print('hello')

async def world(delay):
    await asyncio.sleep(delay)
    print('world')

loop = asyncio.get_event_loop()
loop.create_task(world(2))
loop.create_task(hello(1))
loop.run_until_complete(asyncio.sleep(3))
```

2.16.6 Can I use threads?

Yes, you can, but you must understand that the loops themselves are not thread safe. and you must be sure to know what is happening. You may want to create a loop in a new thread and make sure to pass it to the client:

```
import asyncio
import threading

def go():
    loop = asyncio.new_event_loop()
    client = TelegramClient(..., loop=loop)
    ...

threading.Thread(target=go).start()
```

Generally, **you don't need threads** unless you know what you're doing. Just create another task, as shown above. If you're using the Telethon with a library that uses threads, you must be careful to use `threading.Lock` whenever you use the client, or enable the compatible mode. For that, see [Compatibility and Convenience](#).

You may have seen this error:

```
RuntimeError: There is no current event loop in thread 'Thread-1'.
```

It just means you didn't create a loop for that thread, and if you don't pass a loop when creating the client, it uses `asyncio.get_event_loop()`, which only works in the main thread.

2.16.7 client.run_until_disconnected() blocks!

All of what `client.run_until_disconnected()` does is run the `asyncio`'s event loop until the client is disconnected. That means *the loop is running*. And if the loop is running, it will run all the tasks in it. So if you want to run *other* code, create tasks for it:

```
from datetime import datetime

async def clock():
    while True:
        print('The time:', datetime.now())
        await asyncio.sleep(1)

loop.create_task(clock())
...
client.run_until_disconnected()
```

This creates a task for a clock that prints the time every second. You don't need to use `client.run_until_disconnected()` either! You just need to make the loop is running, somehow. `asyncio.run_forever` and `asyncio.run_until_complete` can also be used to run the loop, and Telethon will be happy with any approach.

Of course, there are better tools to run code hourly or daily, see below.

2.16.8 What else can asyncio do?

Asynchronous IO is a really powerful tool, as we've seen. There are plenty of other useful libraries that also use `asyncio` and that you can integrate with Telethon.

- `aiohttp` is like the infamous `requests` but asynchronous.
- `quart` is an asynchronous alternative to `Flask`.
- `aiocron` lets you schedule things to run things at a desired time, or run some tasks hourly, daily, etc.

And of course, `asyncio` itself! It has a lot of methods that let you do nice things. For example, you can run requests in parallel:

```
async def main():
    last, sent, download_path = await asyncio.gather(
        client.get_messages('TelethonChat', 10),
        client.send_message('TelethonOfftopic', 'Hey guys!'),
        client.download_profile_photo('TelethonChat')
    )

loop.run_until_complete(main())
```

This code will get the 10 last messages from `@TelethonChat`, send one to `@TelethonOfftopic`, and also download the profile photo of the main group. `asyncio` will run all these three tasks at the same time. You can run all the tasks you want this way.

A different way would be:

```
loop.create_task(client.get_messages('TelethonChat', 10))
loop.create_task(client.send_message('TelethonOfftopic', 'Hey guys!'))
loop.create_task(client.download_profile_photo('TelethonChat'))
```

They will run in the background as long as the loop is running too.

You can also [start an asyncio server](#) in the main script, and from another script, [connect to it](#) to achieve [Inter-Process Communication](#). You can get as creative as you want. You can program anything you want. When you use a library, you're not limited to use only its methods. You can combine all the libraries you want. People seem to forget this simple fact!

2.16.9 Why does `client.start()` work outside `async`?

Because it's so common that it's really convenient to offer said functionality by default. This means you can set up all your event handlers and start the client without worrying about loops at all.

Using the client in a `with` block, `start`, `run_until_disconnected`, and `disconnect` all support this.

2.16.10 Where can I read more?

Check out [my blog post](#) about `asyncio`, which has some more examples and pictures to help you understand what happens when the loop runs.

2.17 A Word of Warning

Full API is **not** how you are intended to use the library. You **should** always prefer the [Client Reference](#). However, not everything is implemented as a friendly method, so full API is your last resort.

If you select a method in [Client Reference](#), you will most likely find an example for that method. This is how you are intended to use the library.

Full API **will** break between different minor versions of the library, since Telegram changes very often. The friendly methods will be kept compatible between major versions.

If you need to see real-world examples, please refer to [Projects using Telethon](#).

2.18 Working with Chats and Channels

Note: These examples assume you have read [The Full API](#).

Contents

- [Working with Chats and Channels](#)
 - [Joining a chat or channel](#)
 - [Joining a public channel](#)
 - [Joining a private chat or channel](#)
 - [Adding someone else to such chat or channel](#)
 - [Checking a link without joining](#)
 - [Admin Permissions](#)
 - [Restricting Users](#)

- *Kicking a member*
- *Increasing View Count in a Channel*

2.18.1 Joining a chat or channel

Note that `Chat` are normal groups, and `Channel` are a special form of `Chat`, which can also be super-groups if their `megagroup` member is `True`.

2.18.2 Joining a public channel

Once you have the *entity* of the channel you want to join to, you can make use of the `JoinChannelRequest` to join such channel:

```
from telethon.tl.functions.channels import JoinChannelRequest
client(JoinChannelRequest(channel))

# In the same way, you can also leave such channel
from telethon.tl.functions.channels import LeaveChannelRequest
client(LeaveChannelRequest(input_channel))
```

For more on channels, check the `channels` namespace.

2.18.3 Joining a private chat or channel

If all you have is a link like this one: `https://t.me/joinchat/AAAAFFszQPyPEZ7wgxLtd`, you already have enough information to join! The part after the `https://t.me/joinchat/`, this is, `AAAAFFszQPyPEZ7wgxLtd` on this example, is the hash of the chat or channel. Now you can use `ImportChatInviteRequest` as follows:

```
from telethon.tl.functions.messages import ImportChatInviteRequest
updates = client(ImportChatInviteRequest('AAAAAEHbEkejzxUjAUCfYg'))
```

2.18.4 Adding someone else to such chat or channel

If you don't want to add yourself, maybe because you're already in, you can always add someone else with the `AddChatUserRequest`, which use is very straightforward, or `InviteToChannelRequest` for channels:

```
# For normal chats
from telethon.tl.functions.messages import AddChatUserRequest

# Note that ``user_to_add`` is NOT the name of the parameter.
# It's the user you want to add (``user_id=user_to_add``).
client(AddChatUserRequest(
    chat_id,
    user_to_add,
    fwd_limit=10 # Allow the user to see the 10 last messages
))

# For channels (which includes megagroups)
from telethon.tl.functions.channels import InviteToChannelRequest
```

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```
client(InviteToChannelRequest(
    channel,
    [users_to_add]
))
```

2.18.5 Checking a link without joining

If you don't need to join but rather check whether it's a group or a channel, you can use the `CheckChatInviteRequest`, which takes in the hash of said channel or group.

2.18.6 Admin Permissions

Giving or revoking admin permissions can be done with the `EditAdminRequest`:

```
from telethon.tl.functions.channels import EditAdminRequest
from telethon.tl.types import ChatAdminRights

# You need both the channel and who to grant permissions
# They can either be channel/user or input channel/input user.
#
# ChatAdminRights is a list of granted permissions.
# Set to True those you want to give.
rights = ChatAdminRights(
    post_messages=None,
    add_admins=None,
    invite_users=None,
    change_info=True,
    ban_users=None,
    delete_messages=True,
    pin_messages=True,
    invite_link=None,
    edit_messages=None
)

# Equivalent to:
#     rights = ChatAdminRights(
#         change_info=True,
#         delete_messages=True,
#         pin_messages=True
#     )

# Once you have a ChatAdminRights, invoke it
client(EditAdminRequest(channel, user, rights))

# User will now be able to change group info, delete other people's
# messages and pin messages.
#
# In a normal chat, you should do this instead:
from telethon.tl.functions.messages import EditChatAdminRequest

client(EditChatAdminRequest(chat_id, user, is_admin=True))
```

Note: Thanks to @Kyle2142 for pointing out that you **cannot** set all parameters to `True` to give a user full permis-

sions, as not all permissions are related to both broadcast channels/megagroups.

E.g. trying to set `post_messages=True` in a megagroup will raise an error. It is recommended to always use keyword arguments, and to set only the permissions the user needs. If you don't need to change a permission, it can be omitted (full list [here](#)).

2.18.7 Restricting Users

Similar to how you give or revoke admin permissions, you can edit the banned rights of a user through `EditBannedRequest` and its parameter `ChatBannedRights`:

```
from telethon.tl.functions.channels import EditBannedRequest
from telethon.tl.types import ChatBannedRights

from datetime import datetime, timedelta

# Restricting a user for 7 days, only allowing view/send messages.
#
# Note that it's "reversed". You must set to ``True`` the permissions
# you want to REMOVE, and leave as ``None`` those you want to KEEP.
rights = ChatBannedRights(
    until_date=timedelta(days=7),
    view_messages=None,
    send_messages=None,
    send_media=True,
    send_stickers=True,
    send_gifs=True,
    send_games=True,
    send_inline=True,
    embed_links=True
)

# The above is equivalent to
rights = ChatBannedRights(
    until_date=datetime.now() + timedelta(days=7),
    send_media=True,
    send_stickers=True,
    send_gifs=True,
    send_games=True,
    send_inline=True,
    embed_links=True
)

client(EditBannedRequest(channel, user, rights))
```

You can also use a `datetime` object for `until_date=`, or even a Unix timestamp. Note that if you ban someone for less than 30 seconds or for more than 366 days, Telegram will consider the ban to actually last forever. This is officially documented under <https://core.telegram.org/bots/api#restrictchatmember>.

2.18.8 Kicking a member

Telegram doesn't actually have a request to kick a user from a group. Instead, you need to restrict them so they can't see messages. Any date is enough:

```
from telethon.tl.functions.channels import EditBannedRequest
from telethon.tl.types import ChatBannedRights

client(EditBannedRequest(
    channel, user, ChatBannedRights(
        until_date=None,
        view_messages=True
    )
))
```

2.18.9 Increasing View Count in a Channel

It has been asked quite a few times (really, many), and while I don't understand why so many people ask this, the solution is to use `GetMessagesViewsRequest`, setting `increment=True`:

```
# Obtain `channel` through dialogs or through client.get_entity() or anyhow.
# Obtain `msg_ids` through `.get_messages()` or anyhow. Must be a list.

client(GetMessagesViewsRequest(
    peer=channel,
    id=msg_ids,
    increment=True
))
```

Note that you can only do this **once or twice a day** per account, running this in a loop will obviously not increase the views forever unless you wait a day between each iteration. If you run it any sooner than that, the views simply won't be increased.

2.19 Users

Note: These examples assume you have read *The Full API*.

Contents

- *Users*
 - *Retrieving full information*
 - *Updating your name and/or bio*
 - *Updating your username*
 - *Updating your profile photo*

2.19.1 Retrieving full information

If you need to retrieve the bio, biography or about information for a user you should use `GetFullUser`:

```
from telethon.tl.functions.users import GetFullUserRequest

full = client(GetFullUserRequest(user))
# or even
full = client(GetFullUserRequest('username'))

bio = full.about
```

See [UserFull](#) to know what other fields you can access.

2.19.2 Updating your name and/or bio

The first name, last name and bio (about) can all be changed with the same request. Omitted fields won't change after invoking [UpdateProfile](#):

```
from telethon.tl.functions.account import UpdateProfileRequest

client(UpdateProfileRequest(
    about='This is a test from Telethon'
))
```

2.19.3 Updating your username

You need to use `account.UpdateUsername`:

```
from telethon.tl.functions.account import UpdateUsernameRequest

client(UpdateUsernameRequest('new_username'))
```

2.19.4 Updating your profile photo

The easiest way is to upload a new file and use that as the profile photo through [UploadProfilePhoto](#):

```
from telethon.tl.functions.photos import UploadProfilePhotoRequest

client(UploadProfilePhotoRequest(
    client.upload_file('/path/to/some/file')
)))
```

2.20 Working with messages

Note: These examples assume you have read *The Full API*.

Contents

- *Working with messages*

2.20.1 Sending stickers

Stickers are nothing else than files, and when you successfully retrieve the stickers for a certain sticker set, all you will have are handles to these files. Remember, the files Telegram holds on their servers can be referenced through this pair of ID/hash (unique per user), and you need to use this handle when sending a “document” message. This working example will send yourself the very first sticker you have:

```
# Get all the sticker sets this user has
from telethon.tl.functions.messages import GetAllStickersRequest
sticker_sets = client(GetAllStickersRequest(0))

# Choose a sticker set
from telethon.tl.functions.messages import GetStickerSetRequest
from telethon.tl.types import InputStickerSetID
sticker_set = sticker_sets.sets[0]

# Get the stickers for this sticker set
stickers = client(GetStickerSetRequest(
    stickerset=InputStickerSetID(
        id=sticker_set.id, access_hash=sticker_set.access_hash
    )
))

# Stickers are nothing more than files, so send that
client.send_file('me', stickers.documents[0])
```

2.21 Projects using Telethon

This page lists some real world examples showcasing what can be built with the library.

Note: Do you have a project that uses the library or know of any that’s not listed here? Feel free to leave a comment at [issue 744](#) so it can be included in the next revision of the documentation!

2.21.1 telethon_examples/

[telethon_examples](#) / [LonamiWebs’ site](#)

This documentation is not the only place where you can find useful code snippets using the library. The main repository also has a folder with some cool examples (even a Tkinter GUI!) which you can download, edit and run to learn and play with them.

2.21.2 telegram-export

[telegram-export](#) / [expectocode’s GitHub](#)

A tool to download Telegram data (users, chats, messages, and media) into a database (and display the saved data).

2.21.3 mautrix-telegram

[mautrix-telegram / maunium's site](#)

A Matrix-Telegram hybrid puppeting/relaybot bridge.

2.21.4 TelegramTUI

[TelegramTUI / bad-day's GitHub](#)

A Telegram client on your terminal.

2.21.5 spotify_telegram_bio_updater

[spotify_telegram_bio_updater / pooltalks' Telegram](#)

Small project that updates the biography of a telegram user according to their current Spotify playback, or revert it if no playback is active.

2.22 Philosophy

The intention of the library is to have an existing MTProto library existing with hardly any dependencies (indeed, wherever Python is available, you can run this library).

Being written in Python means that performance will be nowhere close to other implementations written in, for instance, Java, C++, Rust, or pretty much any other compiled language. However, the library turns out to actually be pretty decent for common operations such as sending messages, receiving updates, or other scripting. Uploading files may be notably slower, but if you would like to contribute, pull requests are appreciated!

If `libssl` is available on your system, the library will make use of it to speed up some critical parts such as encrypting and decrypting the messages. Files will notably be sent and downloaded faster.

The main focus is to keep everything clean and simple, for everyone to understand how working with MTProto and Telegram works. Don't be afraid to read the source, the code won't bite you! It may prove useful when using the library on your own use cases.

2.23 Test Servers

To run Telethon on a test server, use the following code:

```
client = TelegramClient(None, api_id, api_hash)
client.session.set_dc(dc_id, '149.154.167.40', 80)
```

You can check your 'test ip' on <https://my.telegram.org>.

You should set `None` session so to ensure you're generating a new authorization key for it (it would fail if you used a session where you had previously connected to another data center).

Note that port 443 might not work, so you can try with 80 instead.

Once you're connected, you'll likely be asked to either sign in or sign up. Remember [anyone can access the phone you choose](#), so don't store sensitive data here.

Valid phone numbers are 99966XXXXY, where X is the `dc_id` and YYYY is any number you want, for example, 1234 in `dc_id = 2` would be 9996621234. The code sent by Telegram will be `dc_id` repeated five times, in this case, 22222 so we can hardcode that:

```
client = TelegramClient(None, api_id, api_hash)
client.session.set_dc(2, '149.154.167.40', 80)
client.start(
    phone='9996621234', code_callback=lambda: '22222'
)
```

2.24 Project Structure

2.24.1 Main interface

The library itself is under the `telethon/` directory. The `__init__.py` file there exposes the main `TelegramClient`, a class that servers as a nice interface with the most commonly used methods on Telegram such as sending messages, retrieving the message history, handling updates, etc.

The `TelegramClient` inherits from several mixing `Method` classes, since there are so many methods that having them in a single file would make maintenance painful (it was three thousand lines before this separation happened!). It's a "god object", but there is only a way to interact with Telegram really.

The `TelegramBaseClient` is an ABC which will support all of these mixins so they can work together nicely. It doesn't even know how to invoke things because they need to be resolved with user information first (to work with input entities comfortably).

The client makes use of the `network/mtprotosender.py`. The `MTPProtoSender` is responsible for connecting, reconnecting, packing, unpacking, sending and receiving items from the network. Basically, the low-level communication with Telegram, and handling MTPProto-related functions and types such as `BadSalt`.

The sender makes use of a `Connection` class which knows the format in which outgoing messages should be sent (how to encode their length and their body, if they're further encrypted).

2.24.2 Auto-generated code

The files under `telethon_generator/` are used to generate the code that gets placed under `telethon/tl/`. The parsers take in files in a specific format (such as `.tl` for objects and `.json` for errors) and spit out the generated classes which represent, as Python classes, the request and types defined in the `.tl` file. It also constructs an index so that they can be imported easily.

Custom documentation can also be generated to easily navigate through the vast amount of items offered by the API.

2.25 Coding Style

Basically, make it **readable**, while keeping the style similar to the code of whatever file you're working on.

Also note that not everyone has 4K screens for their primary monitors, so please try to stick to the 80-columns limit. This makes it easy to `git diff` changes from a terminal before committing changes. If the line has to be long, please don't exceed 120 characters.

For the commit messages, please make them *explanatory*. Not only they're helpful to troubleshoot when certain issues could have been introduced, but they're also used to construct the change log once a new version is ready.

If you don't know enough Python, I strongly recommend reading [Dive Into Python 3](#), available online for free. For instance, remember to do `if x is None` or `if x is not None` instead of `if x == None`!

2.26 Understanding the Type Language

Telegram's Type Language (also known as TL, found on `.tl` files) is a concise way to define what other programming languages commonly call classes or structs.

Every definition is written as follows for a Telegram object is defined as follows:

```
name#id argument_name:argument_type = CommonType
```

This means that in a single line you know what the `TLObject` name is. You know it's unique ID, and you know what arguments it has. It really isn't that hard to write a generator for generating code to any platform!

The generated code should also be able to *encode* the `TLObject` (let this be a request or a type) into bytes, so they can be sent over the network. This isn't a big deal either, because you know how the `TLObject`'s are made, and how the types should be serialized.

You can either write your own code generator, or use the one this library provides, but please be kind and keep some special mention to this project for helping you out.

This is only a introduction. The TL language is not *that* easy. But it's not that hard either. You're free to sniff the `telethon_generator/` files and learn how to parse other more complex lines, such as `flags` (to indicate things that may or may not be written at all) and `vector's`.

2.27 Tips for Porting the Project

If you're going to use the code on this repository to guide you, please be kind and don't forget to mention it helped you!

You should start by reading the source code on the [first release](#) of the project, and start creating a `MTPROTOsender`. Once this is made, you should write by hand the code to authenticate on the Telegram's server, which are some steps required to get the key required to talk to them. Save it somewhere! Then, simply mimic, or reinvent other parts of the code, and it will be ready to go within a few days.

Good luck!

2.28 Telegram API in Other Languages

Telethon was made for **Python**, and as far as I know, there is no *exact* port to other languages. However, there *are* other implementations made by awesome people (one needs to be awesome to understand the official Telegram documentation) on several languages (even more Python too), listed below:

2.28.1 C

Possibly the most well-known unofficial open source implementation out there by [@vysheng](#), `tgl`, and its console client `telegram-cli`. Latest development has been moved to [BitBucket](#).

C++

The newest (and official) library, written from scratch, is called `tdlib` and is what the Telegram X uses. You can find more information in the official documentation, published [here](#).

JavaScript

[@zerobias](#) is working on `telegram-mtproto`, a work-in-progress JavaScript library installable via `npm`.

Kotlin

`Kotlogram` is a Telegram implementation written in Kotlin (one of the official languages for `Android`) by [@badoualy](#), currently as a beta—yet working.

PHP

A PHP implementation is also available thanks to [@danog](#) and his `MadelineProto` project, with a very nice [online documentation](#) too.

Python

A fairly new (as of the end of 2017) Telegram library written from the ground up in Python by [@delivrance](#) and his `Pyrogram` library. There isn't really a reason to pick it over Telethon and it'd be kinda sad to see you go, but it would be nice to know what you miss from each other library in either one so both can improve.

Rust

Yet another work-in-progress implementation, this time for Rust thanks to [@JuanPotato](#) under the fancy name of `Vail`.

2.29 Changelog (Version History)

This page lists all the available versions of the library, in chronological order. You should read this when upgrading the library to know where your code can break, and where it can take advantage of new goodies!

List of All Versions

- *Changelog (Version History)*
 - *Fix-up for Photo Downloads (v1.7.1)*
 - *Easier Events (v1.7)*
 - * *Breaking Changes*
 - * *Additions*
 - * *New bugs*
 - * *Bug fixes*
 - * *Enhancements*

- *Tidying up Internals (v1.6)*
 - * *Breaking Changes*
 - * *Additions*
 - * *Bug fixes*
 - * *Enhancements*
 - * *Internal changes*
- *Layer Update (v1.5.5)*
 - * *Additions*
 - * *Bug fixes*
 - * *Enhancements*
- *Bug Fixes (v1.5.3)*
 - * *Breaking Changes*
 - * *Additions*
 - * *Bug fixes*
 - * *Enhancements*
- *Takeout Sessions (v1.5.2)*
 - * *Bug fixes*
- *object.to_json() (v1.5.1)*
 - * *Additions*
 - * *Bug fixes*
 - * *Enhancements*
- *Polls with the Latest Layer (v1.5)*
 - * *Breaking Changes*
 - * *Additions*
 - * *Bug fixes*
 - * *Enhancements*
 - * *Internal changes*
- *Error Descriptions in CSV files (v1.4.3)*
 - * *Bug fixes*
 - * *Enhancements*
 - * *Internal changes*
- *Bug Fixes (v1.4.2)*
 - * *Bug fixes*
 - * *Enhancements*
- *Connection Overhaul (v1.4)*

- * *Breaking Changes*
- * *Additions*
- * *Bug fixes*
- * *Enhancements*
- *Event Templates (v1.3)*
 - * *Breaking Changes*
 - * *Additions*
 - * *Bug fixes*
 - * *Enhancements*
 - * *Internal changes*
- *Conversations, String Sessions and More (v1.2)*
 - * *Additions*
 - * *Bug fixes*
 - * *Enhancements*
- *Better Custom Message (v1.1.1)*
 - * *Bug fixes*
- *Bot Friendly (v1.1)*
 - * *Additions*
 - * *Bug fixes*
 - * *Enhancements*
 - * *Internal changes*
- *New HTTP(S) Connection Mode (v1.0.4)*
 - * *Additions*
 - * *Bug fixes*
 - * *Enhancements*
 - * *Internal changes*
- *Iterate Messages in Reverse (v1.0.3)*
 - * *Additions*
 - * *Bug fixes*
- *Bug Fixes (v1.0.2)*
- *Bug Fixes (v1.0.1)*
 - * *Bug fixes*
- *Synchronous magic (v1.0)*
 - * *Breaking Changes*
 - * *Additions*

- * *Bug fixes*
- * *Enhancements*
- *Core Rewrite in asyncio (v1.0-rc1)*
 - * *Breaking Changes*
 - * *Additions*
 - * *Bug fixes*
 - * *Enhancements*
 - * *Internal changes*
- *Custom Message class (v0.19.1)*
 - * *Breaking Changes*
 - * *Additions*
 - * *Bug fixes*
 - * *Enhancements*
 - * *Internal changes*
- *Catching up on Updates (v0.19)*
 - * *Additions*
 - * *Bug fixes*
 - * *Enhancements*
 - * *Internal changes*
- *Pickle-able objects (v0.18.3)*
 - * *Breaking changes*
 - * *Additions*
 - * *Bug fixes*
 - * *Enhancements*
 - * *Internal changes*
- *Several bug fixes (v0.18.2)*
 - * *Additions*
 - * *Bug fixes*
- *Iterator methods (v0.18.1)*
 - * *Breaking changes*
 - * *Additions*
 - * *Bug fixes*
 - * *Enhancements*
 - * *Internal changes*
- *Sessions overhaul (v0.18)*

- * *Breaking changes*
- * *Additions*
- * *Bug fixes*
- * *Internal changes*
- *Further easing library usage (v0.17.4)*
 - * *Additions*
 - * *Bug fixes*
 - * *Internal changes*
- *New small convenience functions (v0.17.3)*
 - * *Additions*
 - * *Bug fixes*
 - * *Internal changes*
- *New small convenience functions (v0.17.2)*
 - * *Additions*
 - * *Bug fixes*
 - * *Internal changes*
- *Updates as Events (v0.17.1)*
- *Trust the Server with Updates (v0.17)*
 - * *Additions*
 - * *Enhancements*
 - * *Bug fixes*
- *New `.resolve()` method (v0.16.2)*
 - * *Additions*
 - * *Enhancements*
 - * *Bug fixes*
 - * *Internal changes*
- *MtProto 2.0 (v0.16.1)*
 - * *Additions*
 - * *Bug fixes*
 - * *Internal changes*
- *Sessions as sqlite databases (v0.16)*
 - * *Breaking changes*
 - * *Additions*
 - * *Bug fixes*
 - * *Internal changes*

- *IPv6 support (v0.15.5)*
 - * *Additions*
 - * *Enhancements*
 - * *Bug fixes*
- *General enhancements (v0.15.4)*
 - * *Additions*
 - * *Bug fixes*
 - * *Internal changes*
- *Bug fixes with updates (v0.15.3)*
- *Bug fixes and new small features (v0.15.2)*
 - * *Enhancements*
 - * *Bug fixes*
 - * *Internal changes*
- *Custom Entity Database (v0.15.1)*
 - * *Additions*
 - * *Enhancements*
 - * *Bug fixes*
- *Updates Overhaul Update (v0.15)*
 - * *Breaking changes*
 - * *Enhancements*
 - * *Bug fixes*
 - * *Internal changes*
- *Serialization bug fixes (v0.14.2)*
 - * *Bug fixes*
 - * *Internal changes*
- *Farewell, BinaryWriter (v0.14.1)*
 - * *Bug fixes*
 - * *Internal changes*
- *Several requests at once and upload compression (v0.14)*
 - * *Additions*
 - * *Enhancements*
 - * *Bug fixes*
- *Quick fix-up (v0.13.6)*
- *Attempts at more stability (v0.13.5)*
 - * *Bug fixes*

- * *Enhancements*
 - * *Internal changes*
- *More bug fixes and enhancements (v0.13.4)*
 - * *Additions*
 - * *Bug fixes*
 - * *Internal changes*
- *Bug fixes and enhancements (v0.13.3)*
 - * *Bug fixes*
 - * *Enhancements*
- *New way to work with updates (v0.13.2)*
 - * *Bug fixes*
- *Invoke other requests from within update callbacks (v0.13.1)*
- *Connection modes (v0.13)*
 - * *Additions*
 - * *Enhancements*
 - * *Deprecation*
- *Added verification for CDN file (v0.12.2)*
- *CDN support (v0.12.1)*
 - * *Bug fixes*
- *Newbie friendly update (v0.12)*
 - * *Breaking changes*
 - * *Additions*
 - * *Bug fixes*
- *get_input_* now works with vectors (v0.11.5)*
- *get_input_* everywhere (v0.11.4)*
- *Quick .send_message() fix (v0.11.3)*
- *Callable TelegramClient (v0.11.2)*
 - * *Bugs fixes*
- *Improvements to the updates (v0.11.1)*
 - * *Bug fixes*
- *Support for parallel connections (v0.11)*
 - * *Breaking changes*
 - * *Additions*
 - * *Bug fixes*
 - * *Internal changes*

- *JSON session file (v0.10.1)*
 - * *Additions*
 - * *Enhancements*
- *Full support for different DCs and ++stable (v0.10)*
 - * *Enhancements*
- *Stability improvements (v0.9.1)*
 - * *Enhancements*
- *General improvements (v0.9)*
 - * *Additions*
 - * *Bug fixes*
 - * *Internal changes*
- *Bot login and proxy support (v0.8)*
 - * *Additions*
 - * *Bug fixes*
- *Long-run bug fix (v0.7.1)*
- *Two factor authentication (v0.7)*
- *Updated pip version (v0.6)*
- *Ready, pip, go! (v0.5)*
- *Made InteractiveTelegramClient cool (v0.4)*
- *Media revolution and improvements to update handling! (v0.3)*
- *Handle updates in their own thread! (v0.2)*
- *First working alpha version! (v0.1)*

2.29.1 Fix-up for Photo Downloads (v1.7.1)

Published at 2019/04/24

Telegram changed the way thumbnails (which includes photos) are downloaded, so you can no longer use a `PhotoSize` alone to download a particular thumbnail size (this is a **breaking change**).

Instead, you will have to specify the new `thumb` parameter in `client.download_media()` to download a particular thumbnail size. This addition enables you to easily download thumbnails from documents, something you couldn't do easily before.

2.29.2 Easier Events (v1.7)

Published at 2019/04/22

| |
|-----------------------|
| Scheme layer used: 98 |
|-----------------------|

If you have been using Telethon for a while, you probably know how annoying the “Could not find the input entity for...” error can be. In this new version, the library will try harder to find the input entity for you!

That is, instead of doing:

```
@client.on(events.NewMessage)
async def handler(event):
    await client.download_profile_photo(await event.get_input_sender())
    # ..... needs await, it's a method ^^^^^^      ^^
```

You can now do:

```
@client.on(events.NewMessage)
async def handler(event):
    await client.download_profile_photo(event.input_sender)
    # ..... no await, it's a property! ^
    # It's also 12 characters shorter :)
```

And even the following will hopefully work:

```
@client.on(events.NewMessage)
async def handler(event):
    await client.download_profile_photo(event.sender_id)
```

A lot of people use IDs thinking this is the right way of doing it. Ideally, you would always use `input_*`, not `sender` or `sender_id` (and the same applies to chats). But, with this change, IDs will work just the same as `input_*` inside events.

This feature still needs some more testing, so please do open an issue if you find strange behaviour.

Breaking Changes

- The layer changed, and a lot of things did too. If you are using raw API, you should be careful with this. In addition, some attributes weren't of type `datetime` when they should be, which has been fixed.
- Due to the layer change, you can no longer download photos with just their `PhotoSize`. Version 1.7.1 introduces a new way to download thumbnails to work around this issue.
- `client.disconnect()` is now asynchronous again. This means you need to `await` it. You don't need to worry about this if you were using `with client` or `client.run_until_disconnected`. This should prevent the “pending task was destroyed” errors.

Additions

- New in-memory cache for input entities. This should mean a lot less of disk look-ups.
- New `client.action` method to easily indicate that you are doing some chat action:

```
async with client.action(chat, 'typing'):
    await asyncio.sleep(2) # type for 2 seconds
    await client.send_message(chat, 'Hello world! I type slow ^^')
```

You can also easily use this for sending files, playing games, etc.

New bugs

- Downloading photos is broken. This is fixed in v1.7.1.

Bug fixes

- Fix sending photos from streams/bytes.
- Fix unhandled error when sending requests that were too big.
- Fix edits that arrive too early on conversations.
- Fix `client.edit_message()` when trying to edit a file.
- Fix method calls on the objects returned by `client.iter_dialogs()`.
- Attempt at fixing `client.iter_dialogs()` missing many dialogs.
- `offset_date` in `client.iter_messages()` was being ignored in some cases. This has been worked around.
- Fix `callback_query.edit()`.
- Fix `CallbackQuery(func=...)` was being ignored.
- Fix `UserUpdate` not working for “typing” (and uploading file, etc.) status.
- Fix library was not expecting `IOError` from `PySocks`.
- Fix library was raising a generic `ConnectionError` and not the one that actually occurred.
- Fix the `blacklist_chats` parameter in `MessageRead` not working as intended.
- Fix `client.download_media(contact)`.
- Fix mime type when sending mp3 files.
- Fix forcibly getting the sender or chat from events would not always return all their information.
- Fix sending albums with `client.send_file()` was not returning the sent messages.
- Fix forwarding albums with `client.forward_messages()`.
- Some fixes regarding filtering updates from chats.
- Attempt at preventing duplicated updates.
- Prevent double auto-reconnect.

Enhancements

- Some improvements related to proxy connections.
- Several updates and improvements to the documentation, such as optional dependencies now being properly listed.
- You can now forward messages from different chats directly with `client.forward_messages`.

2.29.3 Tidying up Internals (v1.6)

Published at 2019/02/27

| |
|-----------------------|
| Scheme layer used: 95 |
|-----------------------|

First things first, sorry for updating the layer in the previous patch version. That should only be done between major versions ideally, but due to how Telegram works, it's done between minor versions. However raw API has and will

always be considered “unsafe”, this meaning that you should always use the convenience client methods instead. These methods don’t cover the full API yet, so pull requests are welcome.

Breaking Changes

- The layer update, of course. This didn’t really need a mention here.
- You can no longer pass a `batch_size` when iterating over messages. No other method exposed this parameter, and it was only meant for testing purposes. Instead, it’s now a private constant.
- `client.iter_*` methods no longer have a `_total` parameter which was supposed to be private anyway. Instead, they return a new generator object which has a `.total` attribute:

```
it = client.iter_messages(chat)
for i, message in enumerate(it, start=1):
    percentage = i / it.total
    print('{:.2%} {}'.format(percentage, message.text))
```

Additions

- You can now pass `phone` and `phone_code_hash` in `client.sign_up`, although you probably don’t need that.
- Thanks to the overhaul of all `client.iter_*` methods, you can now do:

```
for message in reversed(client.iter_messages('me')):
    print(message.text)
```

Bug fixes

- Fix `telethon.utils.resolve_bot_file_id`, which wasn’t working after the layer update (so you couldn’t send some files by bot file IDs).
- Fix sending albums as bot file IDs (due to image detection improvements).
- Fix `takeout()` failing when they need to download media from other DCs.
- Fix repeatedly calling `conversation.get_response()` when many messages arrived at once (i.e. when several of them were forwarded).
- Fixed connecting with `ConnectionTcpObfuscated`.
- Fix `client.get_peer_id('me')`.
- Fix warning of “missing sqlite3” when in reality it just had wrong tables.
- Fix a strange error when using too many IDs in `client.delete_messages()`.
- Fix `client.send_file` with the result of `client.upload_file`.
- When answering inline results, their order was not being preserved.
- Fix `events.ChatAction` detecting user leaves as if they were kicked.

Enhancements

- Cleared up some parts of the documentation.
- Improved some auto-casts to make life easier.
- Improved image detection. Now you can easily send `bytes` and streams of images as photos, unless you force document.
- Sending images as photos that are too large will now be resized before uploading, reducing the time it takes to upload them and also avoiding errors when the image was too large (as long as `pillow` is installed). The images will remain unchanged if you send it as a document.
- Treat `errors.RpcMcgetFailError` as a temporary server error to automatically retry shortly. This works around most issues.

Internal changes

- New common way to deal with retries (`retry_range`).
- Cleaned up the takeout client.
- Completely overhauled asynchronous generators.

2.29.4 Layer Update (v1.5.5)

Published at 2019/01/14

| |
|-----------------------|
| Scheme layer used: 93 |
|-----------------------|

There isn't an entry for v1.5.4 because it contained only one hot-fix regarding loggers. This update is slightly bigger so it deserves mention.

Additions

- New `supports_streaming` parameter in `client.send_file`.

Bug fixes

- Dealing with mimetypes should cause less issues in systems like Windows.
- Potentially fix alternative session storages that had issues with dates.

Enhancements

- Saner timeout defaults for conversations.
- `Path`-like files are now supported for thumbnails.
- Added new hot-keys to the online documentation at <https://lonamiwebs.github.io/Telethon/> such as `/` to search. Press `?` to view them all.

2.29.5 Bug Fixes (v1.5.3)

Published at 2019/01/14

Several bug fixes and some quality of life enhancements.

Breaking Changes

- `message.edit` now respects the previous message buttons or link preview being hidden. If you want to toggle them you need to explicitly set them. This is generally the desired behaviour, but may cause some bots to have buttons when they shouldn't.

Additions

- You can now “hide_via” when clicking on results from `client.inline_query` to @bing and @gif.
- You can now further configure the logger Telethon uses to suit your needs.

Bug fixes

- Fixes for ReadTheDocs to correctly build the documentation.
- Fix `UserEmpty` not being expected when getting the input variant.
- The message object returned when sending a message with buttons wouldn't always contain the `ReplyMarkup`.
- Setting email when configuring 2FA wasn't properly supported.
- `utils.resolve_bot_file_id` now works again for photos.

Enhancements

- Chat and channel participants can now be used as peers.
- Reworked README and examples at https://github.com/LonamiWebs/Telethon/tree/master/telethon_examples

2.29.6 Takeout Sessions (v1.5.2)

Published at 2019/01/05

You can now easily start takeout sessions (also known as data export sessions) through `client.takeout()`. Some of the requests will have lower flood limits when done through the takeout session.

Bug fixes

- The new `AdminLogEvent` had a bug that made it unusable.
- `client.iter_dialogs()` will now locally check for the offset date, since Telegram ignores it.
- Answering inline queries with media no works properly. You can now use the library to create inline bots and send stickers through them!

2.29.7 object.to_json() (v1.5.1)

Published at 2019/01/03

The library already had a way to easily convert the objects the API returned into dictionaries through `object.to_dict()`, but some of the fields are dates or bytes which JSON can't serialize directly.

For convenience, a new `object.to_json()` has been added which will by default format both of those problematic types into something sensible.

Additions

- New `client.iter_admin_log()` method.

Bug fixes

- `client.is_connected()` would be wrong when the initial connection failed.
- Fixed `UnicodeDecodeError` when accessing the text of messages with malformed offsets in their entities.
- Fixed `client.get_input_entity()` for integer IDs that the client has not seen before.

Enhancements

- You can now configure the reply markup when using `Button` as a bot.
- More properties for `Message` to make accessing media convenient.
- Downloading to `file=bytes` will now return a `bytes` object with the downloaded media.

2.29.8 Polls with the Latest Layer (v1.5)

Published at 2018/12/25

Scheme layer used: 91

This version doesn't really bring many new features, but rather focuses on updating the code base to support the latest available Telegram layer, 91. This layer brings polls, and you can create and manage them through Telethon!

Breaking Changes

- The layer change from 82 to 91 changed a lot of things in the raw API, so be aware that if you rely on raw API calls, you may need to update your code, in particular **if you work with files**. They have a new `file_reference` parameter that you must provide.

Additions

- New `client.is_bot()` method.

Bug fixes

- Markdown and HTML parsing now behave correctly with leading whitespace.
- HTTP connection should now work correctly again.
- Using `caption=None` would raise an error instead of setting no caption.
- `KeyError` is now handled properly when forwarding messages.
- `button.click()` now works as expected for `KeyboardButtonGame`.

Enhancements

- Some improvements to the search in the full API and generated examples.
- Using entities with `access_hash = 0` will now work in more cases.

Internal changes

- Some changes to the documentation and code generation.
- 2FA code was updated to work under the latest layer.

2.29.9 Error Descriptions in CSV files (v1.4.3)

Published at 2018/12/04

While this may seem like a minor thing, it's a big usability improvement.

Anyone who wants to update the documentation for known errors, or whether some methods can be used as a bot, user or both, can now be easily edited. Everyone is encouraged to help document this better!

Bug fixes

- `TimeoutError` was not handled during automatic reconnects.
- Getting messages by ID using `InputMessageReplyTo` could fail.
- Fixed `message.get_reply_message` as a bot when a user replied to a different bot.
- Accessing some document properties in a `Message` would fail.

Enhancements

- Accessing `events.ChatAction` properties such as input users may now work in more cases.

Internal changes

- Error descriptions and information about methods is now loaded from a CSV file instead of being part of several messy JSON files.

2.29.10 Bug Fixes (v1.4.2)

Published at 2018/11/24

This version also includes the v1.4.1 hot-fix, which was a single quick fix and didn't really deserve an entry in the changelog.

Bug fixes

- Authorization key wouldn't be saved correctly, requiring re-login.
- Conversations with custom events failed to be cancelled.
- Fixed `telethon.sync` when using other threads.
- Fix markdown/HTML parser from failing with leading/trailing whitespace.
- Fix accessing `chat_action_event.input_user` property.
- Potentially improved handling unexpected disconnections.

Enhancements

- Better default behaviour for `client.send_read_acknowledge`.
- Clarified some points in the documentation.
- Clearer errors for `utils.get_peer*`.

2.29.11 Connection Overhaul (v1.4)

Published at 2018/11/03

Yet again, a lot of work has been put into reworking the low level connection classes. This means `asyncio.open_connection` is now used correctly and the errors it can produce are handled properly. The separation between packing, encrypting and network is now abstracted away properly, so reasoning about the code is easier, making it more maintainable.

As a user, you shouldn't worry about this, other than being aware that quite a few changes were made in the insides of the library and you should report any issues that you encounter with this version if any.

Breaking Changes

- The threaded version of the library will no longer be maintained, primarily because it never was properly maintained anyway. If you have old code, stick with old versions of the library, such as 0.19.1.6.
- Timeouts no longer accept `timedelta`. Simply use seconds.
- The `callback` parameter from `telethon.tl.custom.button.Button.inline()` was removed, since it had always been a bad idea. Adding the callback there meant a lot of extra work for every message sent, and only registering it after the first message was sent! Instead, use `telethon.events.callbackquery.CallbackQuery`.

Additions

- New `dialog.delete()` method.
- New `conversation.cancel()` method.
- New `retry_delay` delay for the client to be used on auto-reconnection.

Bug fixes

- Fixed `Conversation.wait_event()`.
- Fixed replying with photos/documents on inline results.
- `client.is_user_authorized()` now works correctly after `client.logout()`.
- `dialog.is_group` now works for `ChatForbidden`.
- Not using `async` with `when` needed is now a proper error.
- `events.CallbackQuery` with string regex was not working properly.
- `client.get_entity('me')` now works again.
- Empty codes when signing in are no longer valid.
- Fixed file cache for in-memory sessions.

Enhancements

- Support `next_offset` in `inline_query.answer()`.
- Support `` mentions in HTML parse mode.
- New auto-casts for `InputDocument` and `InputChatPhoto`.
- Conversations are now exclusive per-chat by default.
- The request that caused a RPC error is now shown in the error message.
- New full API examples in the generated documentation.
- Fixed some broken links in the documentation.
- `client.disconnect()` is now synchronous, but you can still await it for consistency or compatibility.

2.29.12 Event Templates (v1.3)

Published at 2018/09/22

If you have worked with Flask templates, you will love this update, since it gives you the same features but even more conveniently:

```
# handlers/welcome.py
from telethon import events

@events.register(events.NewMessage('(?!i)hello'))
async def handler(event):
    client = event.client
    await event.respond('Hi!')
    await client.send_message('me', 'Sent hello to someone')
```

This will register the handler callback to handle new message events. Note that you didn't add this to any client yet, and this is the key point: you don't need a client to define handlers! You can add it later:

```
# main.py
from telethon import TelegramClient
import handlers.welcome

with TelegramClient(...) as client:
    # This line adds the handler we defined before for new messages
    client.add_event_handler(handlers.welcome.handler)
    client.run_until_disconnected()
```

This should help you to split your big code base into a more modular design.

Breaking Changes

- `.sender` is the `.chat` when the message is sent in a broadcast channel. This makes sense, because the sender of the message was the channel itself, but you now must take into consideration that it may be either a `User` or `Channel` instead of being `None`.

Additions

- New `MultiError` class when invoking many requests at once through `client([requests])`.
- New custom `func=` on all events. These will receive the entire event, and a good usage example is `func=lambda e: e.is_private`.
- New `.web_preview` field on messages. The `.photo` and `.document` will also return the media in the web preview if any, for convenience.
- Callback queries now have a `.chat` in most circumstances.

Bug fixes

- Running code with `python3 -O` would remove critical code from asserts.
- Fix some rare ghost disconnections after reconnecting.
- Fix strange behavior for `send_message(chat, Message, reply_to=foo)`.
- The `loop=` argument was being pretty much ignored.
- Fix `MemorySession` file caching.
- The logic for getting entities from their username is now correct.
- Fixes for sending stickers from `.webp` files in Windows, again.
- Fix disconnection without being logged in.
- Retrieving media from messages would fail.
- Getting some messages by ID on private chats.

Enhancements

- `iter_participants` will now use its `search=` as a symbol set when `aggressive=True`, so you can do `client.get_participants(group, aggressive=True, search='')`.
- The `StringSession` supports custom encoding.
- Callbacks for `telethon.client.auth.AuthMethods.start` can be `async`.

Internal changes

- Cherry-picked a commit to use `asyncio.open_connection` in the lowest level of the library. Do open issues if this causes trouble, but it should otherwise improve performance and reliability.
- Building and resolving events overhaul.

2.29.13 Conversations, String Sessions and More (v1.2)

Published at 2018/08/14

This is a big release! Quite a few things have been added to the library, such as the new `Conversation`. This makes it trivial to get tokens from `@BotFather`:

```
from telethon.tl import types

with client.conversation('BotFather') as conv:
    conv.send_message('/mybots')
    message = conv.get_response()
    message.click(0)
    message = conv.get_edit()
    message.click(0)
    message = conv.get_edit()
    for _, token in message.get_entities_text(types.MessageEntityCode):
        print(token)
```

In addition to that, you can now easily load and export session files without creating any on-disk file thanks to the `StringSession`:

```
from telethon.sessions import StringSession
string = StringSession.save(client.session)
```

Check out *Session Files* for more details.

For those who aren't able to install `cryptg`, the support for `libssl` has been added back. While interfacing `libssl` is not as fast, the speed when downloading and sending files should really be noticeably faster.

While those are the biggest things, there are still more things to be excited about.

Additions

- The mentioned method to start a new `client.conversation`.
- Implemented global search through `client.iter_messages` with `None` entity.
- New `client.inline_query` method to perform inline queries.

- Bot-API-style `file_id` can now be used to send files and download media. You can also access `telethon.utils.resolve_bot_file_id` and `telethon.utils.pack_bot_file_id` to resolve and create these file IDs yourself. Note that each user has its own ID for each file so you can't use a bot's `file_id` with your user, except stickers.
- New `telethon.utils.get_peer`, useful when you expect a [Peer](#).

Bug fixes

- UTC timezone for `telethon.events.userupdate.UserUpdate`.
- Bug with certain input parameters when iterating messages.
- RPC errors without parent requests caused a crash, and better logging.
- `incoming = outgoing = True` was not working properly.
- Getting a message's ID was not working.
- File attributes not being inferred for `open()`'ed files.
- Use `MemorySession` if `sqlite3` is not installed by default.
- Self-user would not be saved to the session file after signing in.
- `client.catch_up()` seems to be functional again.

Enhancements

- Updated documentation.
- Invite links will now use cache, so using them as entities is cheaper.
- You can reuse message buttons to send new messages with those buttons.
- `.to_dict()` will now work even on invalid `TLObject`'s.

2.29.14 Better Custom Message (v1.1.1)

Published at 2018/07/23

The `custom.Message` class has been rewritten in a cleaner way and overall feels less hacky in the library. This should perform better than the previous way in which it was patched.

The release is primarily intended to test this big change, but also fixes **Python 3.5.2 compatibility** which was broken due to a trailing comma.

Bug fixes

- Using `functools.partial` on event handlers broke updates if they had uncaught exceptions.
- A bug under some session files where the sender would export authorization for the same data center, which is unsupported.
- Some logical bugs in the custom message class.

2.29.15 Bot Friendly (v1.1)

Published at 2018/07/21

Two new event handlers to ease creating normal bots with the library, namely `events.InlineQuery` and `events.CallbackQuery` for handling `@InlineBot` queries or reacting to a button click. For this second option, there is an even better way:

```
from telethon.tl.custom import Button

async def callback(event):
    await event.edit('Thank you!')

bot.send_message(chat, 'Hello!',
                 buttons=Button.inline('Click me', callback))
```

You can directly pass the callback when creating the button.

This is fine for small bots but it will add the callback every time you send a message, so you probably should do this instead once you are done testing:

```
markup = bot.build_reply_markup(Button.inline('Click me', callback))
bot.send_message(chat, 'Hello!', buttons=markup)
```

And yes, you can create more complex button layouts with lists:

```
from telethon import events

global phone = ''

@bot.on(events.CallbackQuery)
async def handler(event):
    global phone
    if event.data == b'<':
        phone = phone[:-1]
    else:
        phone += event.data.decode('utf-8')

    await event.answer('Phone is now {}'.format(phone))

markup = bot.build_reply_markup([
    [Button.inline('1'), Button.inline('2'), Button.inline('3')],
    [Button.inline('4'), Button.inline('5'), Button.inline('6')],
    [Button.inline('7'), Button.inline('8'), Button.inline('9')],
    [Button.inline('+'), Button.inline('0'), Button.inline('<')],
])
bot.send_message(chat, 'Enter a phone', buttons=markup)
```

(Yes, there are better ways to do this). Now for the rest of things:

Additions

- New `custom.Button` class to help you create inline (or normal) reply keyboards. You must sign in as a bot to use the `buttons=` parameters.
- New events usable if you sign in as a bot: `events.InlineQuery` and `events.CallbackQuery`.
- New `silent` parameter when sending messages, usable in broadcast channels.

- Documentation now has an entire section dedicate to how to use the client's friendly methods at (*removed broken link*).

Bug fixes

- Empty `except` are no longer used which means sending a keyboard interrupt should now work properly.
- The `pts` of incoming updates could be `None`.
- UTC timezone information is properly set for `read_datetime`.
- Some infinite recursion bugs in the custom message class.
- `Updates` was being dispatched to raw handlers when it shouldn't.
- Using proxies and HTTPS connection mode may now work properly.
- Less flood waits when downloading media from different data centers, and the library will now detect them even before sending requests.

Enhancements

- Interactive sign in now supports signing in with a bot token.
- `timedelta` is now supported where a date is expected, which means you can e.g. `ban someone for timedelta(minutes=5)`.
- Events are only built once and reused many times, which should save quite a few CPU cycles if you have a lot of the same type.
- You can now click inline buttons directly if you know their data.

Internal changes

- When downloading media, the right sender is directly used without previously triggering migrate errors.
- Code reusing for getting the chat and the sender, which easily enables this feature for new types.

2.29.16 New HTTP(S) Connection Mode (v1.0.4)

Published at 2018/07/09

This release implements the HTTP connection mode to the library, which means certain proxies that only allow HTTP connections should now work properly. You can use it doing the following, like any other mode:

```
from telethon import TelegramClient, sync
from telethon.network import ConnectionHttp

client = TelegramClient(..., connection=ConnectionHttp)
with client:
    client.send_message('me', 'Hi!')
```

Additions

- `add_mark=` is now back on `utils.get_input_peer` and also on `client.get_input_entity()`.
- New `client.get_peer_id` convenience for `utils.get_peer_id(await client.get_input_entity(peer))`.

Bug fixes

- If several `TLMessage` in a `MessageContainer` exceeds 1MB, it will no longer be automatically turned into one. This basically means that e.g. uploading 10 file parts at once will work properly again.
- Documentation fixes and some missing `await`.
- Revert named argument for `client.forward_messages`

Enhancements

- New auto-casts to `InputNotifyPeer` and `chat_id`.

Internal changes

- Outgoing `TLMessage` are now pre-packed so if there's an error when serializing the raw requests, the library will no longer swallow it. This also means re-sending packets doesn't need to re-pack their bytes.

2.29.17 Iterate Messages in Reverse (v1.0.3)

Published at 2018/07/04

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|-----------------------|
| Scheme layer used: 82 |
|-----------------------|

Mostly bug fixes, but now there is a new parameter on `client.iter_messages` to support reversing the order in which messages are returned.

Additions

- The mentioned `reverse` parameter when iterating over messages.
- A new `sequential_updates` parameter when creating the client for updates to be processed sequentially. This is useful when you need to make sure that all updates are processed in order, such as a script that only forwards incoming messages somewhere else.

Bug fixes

- Count was always `None` for `message.button_count`.
- Some fixes when disconnecting upon dropping the client.
- Support for Python 3.4 in the sync version, and fix media download.
- Some issues with events when accessing the input chat or their media.
- Hachoir wouldn't automatically close the file after reading its metadata.

- Signing in required a named `code=` parameter, but usage without a name was really widespread so it has been reverted.

2.29.18 Bug Fixes (v1.0.2)

Published at 2018/06/28

Updated some asserts and parallel downloads, as well as some fixes for sync.

2.29.19 Bug Fixes (v1.0.1)

Published at 2018/06/27

And as usual, every major release has a few bugs that make the library unusable! This quick update should fix those, namely:

Bug fixes

- `client.start()` was completely broken due to a last-time change requiring named arguments everywhere.
- Since the rewrite, if your system clock was wrong, the connection would get stuck in an infinite “bad message” loop of responses from Telegram.
- Accessing the buttons of a custom message wouldn’t work in channels, which lead to fix a completely different bug regarding starting bots.
- Disconnecting could complain if the magic `telethon.sync` was imported.
- Successful automatic reconnections now ask Telegram to send updates to us once again as soon as the library is ready to listen for them.

2.29.20 Synchronous magic (v1.0)

Published at 2018/06/27

Important: If you come from Telethon pre-1.0 you **really** want to read *Compatibility and Convenience* to port your scripts to the new version.

The library has been around for well over a year. A lot of improvements have been made, a lot of user complaints have been fixed, and a lot of user desires have been implemented. It’s time to consider the public API as stable, and remove some of the old methods that were around until now for compatibility reasons. But there’s one more surprise!

There is a new magic `telethon.sync` module to let you use **all** the methods in the *TelegramClient* (and the types returned from its functions) in a synchronous way, while using `asyncio` behind the scenes! This means you’re now able to do both of the following:

```
import asyncio

async def main():
    await client.send_message('me', 'Hello!')

asyncio.get_event_loop().run_until_complete(main())
```

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```
# ...can be rewritten as:

from telethon import sync
client.send_message('me', 'Hello!')
```

Both ways can coexist (you need to await if the loop is running).

You can also use the magic `sync` module in your own classes, and call `sync.syncify(cls)` to convert all their `async def` into magic variants.

Breaking Changes

- `message.get_fwd_sender` is now in `message.forward`.
- `client.idle` is now `client.run_until_disconnected()`
- `client.add_update_handler` is now `client.add_event_handler`
- `client.remove_update_handler` is now `client.remove_event_handler`
- `client.list_update_handlers` is now `client.list_event_handlers`
- `client.get_message_history` is now `client.get_messages`
- `client.send_voice_note` is now `client.send_file` with `is_voice=True`.
- `client.invoke()` is now `client(...)`.
- `report_errors` has been removed since it's currently not used, and `flood_sleep_threshold` is now part of the client.
- The `update_workers` and `spawn_read_thread` arguments are gone. Simply remove them from your code when you create the client.
- Methods with a lot of arguments can no longer be used without specifying their argument. Instead you need to use named arguments. This improves readability and not needing to learn the order of the arguments, which can also change.

Additions

- `client.send_file` now accepts external `http://` and `https://` URLs.
- You can use the *TelegramClient* inside of `with` blocks, which will `client.start()` and `disconnect()` the client for you:

```
from telethon import TelegramClient, sync

with TelegramClient(name, api_id, api_hash) as client:
    client.send_message('me', 'Hello!')
```

Convenience at its maximum! You can even chain the `.start()` method since it returns the instance of the client:

```
with TelegramClient(name, api_id, api_hash).start(bot_token=token) as bot:
    bot.send_message(chat, 'Hello!')
```

Bug fixes

- There were some `@property async def` left, and some `await property`.
- “User joined” event was being treated as “User was invited”.
- SQLite’s cursor should not be closed properly after usage.
- `await` the updates task upon disconnection.
- Some bug in Python 3.5.2’s `asyncio` causing 100% CPU load if you forgot to call `client.disconnect()`. The method is called for you on object destruction, but you still should disconnect manually or use a `with` block.
- Some fixes regarding disconnecting on client deletion and properly saving the authorization key.
- Passing a class to `message.get_entities_text` now works properly.
- Iterating messages from a specific user in private messages now works.

Enhancements

- Both `client.start()` and `client.run_until_disconnected()` can be ran in both a synchronous way (without starting the loop manually) or from an `async def` where they need to have an `await`.

2.29.21 Core Rewrite in asyncio (v1.0-rc1)

Published at 2018/06/24

| |
|-----------------------|
| Scheme layer used: 81 |
|-----------------------|

This version is a major overhaul of the library internals. The core has been rewritten, cleaned up and refactored to fix some oddities that have been growing inside the library.

This means that the code is easier to understand and reason about, including the code flow such as conditions, exceptions, where to reconnect, how the library should behave, and separating different retry types such as disconnections or call fails, but it also means that **some things will necessarily break** in this version.

All requests that touch the network are now methods and need to have their `await` (or be ran until their completion).

Also, the library finally has the simple logo it deserved: a carefully hand-written `.svg` file representing a T following Python’s colours.

Breaking Changes

- If you relied on internals like the `MtProtoSender` and the `TelegramBareClient`, both are gone. They are now `MTPProtoSender` and `TelegramBaseClient` and they behave differently.
- Underscores have been renamed from filenames. This means `telethon.errors.rpc_error_list` won’t work, but you should have been using `telethon.errors` all this time instead.
- `client.connect` no longer returns `True` on success. Instead, you should except the possible `ConnectionError` and act accordingly. This makes it easier to not ignore the error.
- You can no longer set `retries=n` when calling a request manually. The limit works differently now, and it’s done on a per-client basis.

- Accessing `.sender`, `.chat` and similar may *not* work in events anymore, since previously they could access the network. The new rule is that properties are not allowed to make API calls. You should use `.get_sender()`, `.get_chat()` instead while using events. You can safely access properties if you get messages through `client.get_messages()` or other methods in the client.
- The above point means `reply_message` is now `.get_reply_message()`, and `fwd_from_entity` is now `get_fwd_sender()`. Also `forward` was gone in the previous version, and you should be using `fwd_from` instead.

Additions

- Telegram's Terms Of Service are now accepted when creating a new account. This can possibly help avoid bans. This has no effect for accounts that were created before.
- The [method reference](#) now shows which methods can be used if you sign in with a `bot_token`.
- There's a new `client.disconnected` future which you can wait on. When a disconnection occurs, you will now, instead letting it happen in the background.
- More configurable retries parameters, such as auto-reconnection, retries when connecting, and retries when sending a request.
- You can filter events `NewMessage` by sender ID, and also whether they are forwards or not.
- New `ignore_migrated` parameter for `client.iter_dialogs`.

Bug fixes

- Several fixes to `telethon.events.newmessage.NewMessage`.
- Removed named `length` argument in `to_bytes` for PyPy.
- Raw events failed due to not having `._set_client`.
- `message.get_entities_text` properly supports filtering, even if there are no message entities.
- `message.click` works better.
- The server started sending `DraftMessageEmpty` which the library didn't handle correctly when getting dialogs.
- The "correct" chat is now always returned from returned messages.
- `to_id` was not validated when retrieving messages by their IDs.
- `'__'` is no longer considered valid in usernames.
- The `fd` is removed from the reader upon closing the socket. This should be noticeable in Windows.
- `MessageEmpty` is now handled when searching messages.
- Fixed a rare infinite loop bug in `client.iter_dialogs` for some people.
- Fixed `TypeError` when there is no `.sender`.

Enhancements

- You can now delete over 100 messages at once with `client.delete_messages`.
- Signing in now accounts for `AuthRestartError` itself, and also handles `PasswordHashInvalidError`.

- `__all__` is now defined, so `from telethon import *` imports sane defaults (client, events and utils). This is however discouraged and should be used only in quick scripts.
- `pathlib.Path` is now supported for downloading and uploading media.
- Messages you send to yourself are now considered outgoing, unless they are forwarded.
- The documentation has been updated with a brand new `asyncio` crash course to encourage you use it. You can still use the threaded version if you want though.
- `.name` property is now properly supported when sending and downloading files.
- Custom `parse_mode`, which can now be set per-client, support `MessageEntityMentionName` so you can return those now.
- The session file is saved less often, which could result in a noticeable speed-up when working with a lot of incoming updates.

Internal changes

- The flow for sending a request is as follows: the `TelegramClient` creates a `MTPROTOsender` with a `Connection`, and the sender starts send and receive loops. Sending a request means enqueueing it in the sender, which will eventually pack and encrypt it with its `ConnectionState` instead of using the entire `Session` instance. When the data is packed, it will be sent over the `Connection` and ultimately over the `TcpClient`.
- Reconnection occurs at the `MTPROTOsender` level, and receiving responses follows a similar process, but now `asyncio.Future` is used for the results which are no longer part of all `TLObject`, instead are part of the `TLMessage` which simplifies things.
- Objects can no longer be `content_related` and instead subclass `TLRequest`, making the separation of concerns easier.
- The `TelegramClient` has been split into several mixin classes to avoid having a 3,000-lines-long file with all the methods.
- More special cases in the `MTPROTOsender` have been cleaned up, and also some attributes from the `Session` which didn't really belong there since they weren't being saved.
- The `telethon_generator/` can now convert `.tl` files into `.json`, mostly as a proof of concept, but it might be useful for other people.

2.29.22 Custom Message class (v0.19.1)

Published at 2018/06/03

Scheme layer used: 80

This update brings a new `telethon.tl.custom.message.Message` object!

All the methods in the `telethon.telegram_client.TelegramClient` that used to return a `Message` will now return this object instead, which means you can do things like the following:

```
msg = client.send_message(chat, 'Hello!')
msg.edit('Hello there!')
msg.reply('Good day!')
print(msg.sender)
```

Refer to its documentation to see all you can do, again, click `telethon.tl.custom.message.Message` to go to its page.

Breaking Changes

- The `telethon.network.connection.common.Connection` class is now an ABC, and the old `ConnectionMode` is now gone. Use a specific connection (like `telethon.network.connection.tcpabridged.ConnectionTcpAbridged`) instead.

Additions

- You can get messages by their ID with `telethon.telegram_client.TelegramClient.get_messages`'s `ids` parameter:

```
message = client.get_messages(chats, ids=123) # Single message
message_list = client.get_messages(chats, ids=[777, 778]) # Multiple
```

- More convenience properties for `telethon.tl.custom.dialog.Dialog`.
- New default `telethon.telegram_client.TelegramClient.parse_mode`.
- You can edit the media of messages that already have some media.
- New dark theme in the online `tl` reference, check it out at <https://lonamiwebs.github.io/Telethon/>.

Bug fixes

- Some IDs start with 1000 and these would be wrongly treated as channels.
- Some short usernames like `@vote` were being ignored.
- `telethon.telegram_client.TelegramClient.iter_messages`'s `from_user` was failing if no filter had been set.
- `telethon.telegram_client.TelegramClient.iter_messages`'s `min_id`/`max_id` was being ignored by Telegram. This is now worked around.
- `telethon.telegram_client.TelegramClient.catch_up` would fail with empty states.
- `telethon.events.newmessage.NewMessage` supports `incoming=False` to indicate `outgoing=True`.

Enhancements

- You can now send multiple requests at once while preserving the order:

```
from telethon.tl.functions.messages import SendMessageRequest
client([SendMessageRequest(chat, 'Hello 1!'),
        SendMessageRequest(chat, 'Hello 2!')], ordered=True)
```

Internal changes

- `without_rowid` is not used in SQLite anymore.
- Unboxed serialization would fail.

- Different default limit for `iter_messages` and `get_messages`.
- Some clean-up in the `telethon_generator/` package.

2.29.23 Catching up on Updates (v0.19)

Published at 2018/05/07

| |
|-----------------------|
| Scheme layer used: 76 |
|-----------------------|

This update prepares the library for catching up with updates with the new `telethon.telegram_client.TelegramClient.catch_up` method. This feature needs more testing, but for now it will let you “catch up” on some old updates that occurred while the library was offline, and brings some new features and bug fixes.

Additions

- Add `search`, `filter` and `from_user` parameters to `telethon.telegram_client.TelegramClient.iter_messages`.
- `telethon.telegram_client.TelegramClient.download_file` now supports a `None` path to return the file in memory and return its bytes.
- Events now have a `.original_update` field.

Bug fixes

- Fixed a race condition when receiving items from the network.
- A disconnection is made when “retries reached 0”. This hasn’t been tested but it might fix the bug.
- `reply_to` would not override `Message` object’s `reply` value.
- Add missing caption when sending `Message` with media.

Enhancements

- Retry automatically on `RpcCallFailError`. This error happened a lot when iterating over many messages, and retrying often fixes it.
- Faster `telethon.telegram_client.TelegramClient.iter_messages` by sleeping only as much as needed.
- `telethon.telegram_client.TelegramClient.edit_message` now supports omitting the entity if you pass a `Message`.
- `telethon.events.raw.Raw` can now be filtered by type.

Internal changes

- The library now distinguishes between `MTPProto` and `API` schemas.
- `State` is now persisted to the session file.
- Connection won’t retry forever.
- Fixed some errors and cleaned up the generation of code.

- Fixed typos and enhanced some documentation in general.
- Add auto-cast for `InputMessage` and `InputLocation`.

2.29.24 Pickle-able objects (v0.18.3)

Published at 2018/04/15

Now you can use Python's `pickle` module to serialize `RPCError` and any other `TLObject` thanks to [@vegeta1k95](#)! A fix that was fairly simple, but still might be useful for many people.

As a side note, the documentation at <https://lonamiwebs.github.io/Telethon> now lists known `RPCError` for all requests, so you know what to expect. This required a major rewrite, but it was well worth it!

Breaking changes

- `telethon.telegram_client.TelegramClient.forward_messages` now returns a single item instead of a list if the input was also a single item.

Additions

- New `telethon.events.message_read.MessageRead` event, to find out when and who read which messages as soon as it happens.
- Now you can access `.chat_id` on all events and `.sender_id` on some.

Bug fixes

- Possibly fix some bug regarding lost `GzipPacked` requests.
- The library now uses the “real” layer 75, hopefully.
- Fixed `.entities` name collision on updates by making it private.
- `AUTH_KEY_DUPLICATED` is handled automatically on connection.
- Markdown parser's offset uses `match.start()` to allow custom regex.
- Some filter types (as a type) were not supported by `telethon.telegram_client.TelegramClient.iter_participants`.
- `telethon.telegram_client.TelegramClient.remove_event_handler` works.
- `telethon.telegram_client.TelegramClient.start` works on all terminals.
- `InputPeerSelf` case was missing from `telethon.telegram_client.TelegramClient.get_input_entity`.

Enhancements

- The `parse_mode` for messages now accepts a callable.
- `telethon.telegram_client.TelegramClient.download_media` accepts web previews.
- `telethon.tl.custom.dialog.Dialog` instances can now be casted into `InputPeer`.
- Better logging when reading packages “breaks”.

- Better and more powerful `setup.py gen` command.

Internal changes

- The library won't call `.get_dialogs()` on entity not found. Instead, it will raise `ValueError()` so you can properly except it.
- Several new examples and updated documentation.
- `py:obj` is the default Sphinx's role which simplifies `.rst` files.
- `setup.py` now makes use of `python_requires`.
- Events now live in separate files.
- Other minor changes.

2.29.25 Several bug fixes (v0.18.2)

Published at 2018/03/27

Just a few bug fixes before they become too many.

Additions

- Getting an entity by its positive ID should be enough, regardless of their type (whether it's an `User`, a `Chat` or a `Channel`). Although wrapping them inside a `Peer` is still recommended, it's not necessary.
- New `client.edit_2fa` function to change your Two Factor Authentication settings.
- `.stringify()` and string representation for custom `Dialog/Draft`.

Bug fixes

- Some bug regarding `.get_input_peer`.
- `events.ChatAction` wasn't picking up all the pins.
- `force_document=True` was being ignored for albums.
- Now you're able to send `Photo` and `Document` as files.
- Wrong access to a member on chat forbidden error for `.get_participants`. An empty list is returned instead.
- `me/self` check for `.get[_input]_entity` has been moved up so if someone has "me" or "self" as their name they won't be retrieved.

2.29.26 Iterator methods (v0.18.1)

Published at 2018/03/17

All the `.get_` methods in the `TelegramClient` now have a `.iter_` counterpart, so you can do operations while retrieving items from them. For instance, you can `client.iter_dialogs()` and `break` once you find what you're looking for instead fetching them all at once.

Another big thing, you can get entities by just their positive ID. This may cause some collisions (although it's very unlikely), and you can (should) still be explicit about the type you want. However, it's a lot more convenient and less confusing.

Breaking changes

- The library only offers the default `SQLiteSession` again. See [Session Files](#) for more on how to use a different storage from now on.

Additions

- Events now override `__str__` and implement `.stringify()`, just like every other `TLObject` does.
- `events.ChatAction` now has `respond()`, `reply()` and `delete()` for the message that triggered it.
- `client.iter_participants()` (and its `client.get_participants()` counterpart) now expose the `filter` argument, and the returned users also expose the `.participant` they are.
- You can now use `client.remove_event_handler()` and `client.list_event_handlers()` similar how you could with normal updates.
- New properties on `events.NewMessage`, like `.video_note` and `.gif` to access only specific types of documents.
- The `Draft` class now exposes `.text` and `.raw_text`, as well as a new `Draft.send()` to send it.

Bug fixes

- `MessageEdited` was ignoring `NewMessage` constructor arguments.
- Fixes for `Event.delete_messages` which wouldn't handle `MessageService`.
- Bot API style IDs not working on `client.get_input_entity()`.
- `client.download_media()` didn't support `PhotoSize`.

Enhancements

- Less RPC are made when accessing the `.sender` and `.chat` of some events (mostly those that occur in a channel).
- You can send albums larger than 10 items (they will be sliced for you), as well as mixing normal files with photos.
- `TLObject` now have Python type hints.

Internal changes

- Several documentation corrections.
- `client.get_dialogs()` is only called once again when an entity is not found to avoid flood waits.

2.29.27 Sessions overhaul (v0.18)

Published at 2018/03/04

Scheme layer used: 75

The `Session`'s have been revisited thanks to the work of @tulir and they now use an `ABC` so you can easily implement your own!

The default will still be a `SQLiteSession`, but you might want to use the new `AlchemySessionContainer` if you need. Refer to the section of the documentation on *Session Files* for more.

Breaking changes

- `events.MessageChanged` doesn't exist anymore. Use the new `events.MessageEdited` and `events.MessageDeleted` instead.

Additions

- The mentioned addition of new session types.
- You can omit the event type on `client.add_event_handler` to use `Raw`.
- You can raise `StopPropagation` of events if you added several of them.
- `.get_participants()` can now get up to 90,000 members from groups with 100,000 if when `aggressive=True`, "bypassing" Telegram's limit.
- You now can access `NewMessage.Event.pattern_match`.
- Multiple captions are now supported when sending albums.
- `client.send_message()` has an optional `file=` parameter, so you can do `events.reply(file='/path/to/photo.jpg')` and similar.
- Added `.input_versions` to `events.ChatAction`.
- You can now access the public `.client` property on events.
- New `client.forward_messages`, with its own wrapper on events, called `event.forward_to(...)`.

Bug fixes

- Silly bug regarding `client.get_me(input_peer=True)`.
- `client.send_voice_note()` was missing some parameters.
- `client.send_file()` plays better with streams now.
- Incoming messages from bots weren't working with whitelists.
- Markdown's URL regex was not accepting newlines.
- Better attempt at joining background update threads.
- Use the right peer type when a marked integer ID is provided.

Internal changes

- Resolving `events.Raw` is now a no-op.
- Logging calls in the `TcpClient` to spot errors.
- `events` resolution is postponed until you are successfully connected, so you can attach them before starting the client.
- When an entity is not found, it is searched in *all* dialogs. This might not always be desirable but it's more comfortable for legitimate uses.
- Some non-persisting properties from the `Session` have been moved out.

2.29.28 Further easing library usage (v0.17.4)

Published at 2018/02/24

Some new things and patches that already deserved their own release.

Additions

- New `pattern` argument to `NewMessage` to easily filter messages.
- New `.get_participants()` convenience method to get members from chats.
- `.send_message()` now accepts a `Message` as the `message` parameter.
- You can now `.get_entity()` through exact name match instead username.
- Raise `ProxyConnectionError` instead looping forever so you can `except` it on your own code and behave accordingly.

Bug fixes

- `.parse_username` would fail with `www.` or a trailing slash.
- `events.MessageChanged` would fail with `UpdateDeleteMessages`.
- You can now send `b'byte strings'` directly as files again.
- `.send_file()` was not respecting the original captions when passing another message (or media) as the file.
- Downloading media from a different data center would always log a warning for the first time.

Internal changes

- Use `req_pq_multi` instead `req_pq` when generating `auth_key`.
- You can use `.get_me(input_peer=True)` if all you need is your self ID.
- New addition to the interactive client example to show peer information.
- Avoid special casing `InputPeerSelf` on some `NewMessage` events, so you can always safely rely on `.sender` to get the right ID.

2.29.29 New small convenience functions (v0.17.3)

Published at 2018/02/18

More bug fixes and a few others addition to make events easier to use.

Additions

- Use `hachoir` to extract video and audio metadata before upload.
- New `.add_event_handler`, `.add_update_handler` now deprecated.

Bug fixes

- `bot_token` wouldn't work on `.start()`, and changes to `password` (now it will ask you for it if you don't provide it, as `docstring` hinted).
- `.edit_message()` was ignoring the formatting (e.g. markdown).
- Added missing case to the `NewMessage` event for normal groups.
- Accessing the `.text` of the `NewMessage` event was failing due to a bug with the markdown unparser.

Internal changes

- `libssl` is no longer an optional dependency. Use `cryptg` instead, which you can find on <https://github.com/Lonami/cryptg>.

2.29.30 New small convenience functions (v0.17.2)

Published at 2018/02/15

Primarily bug fixing and a few welcomed additions.

Additions

- New convenience `.edit_message()` method on the `TelegramClient`.
- New `.edit()` and `.delete()` shorthands on the `NewMessage` event.
- Default to markdown parsing when sending and editing messages.
- Support for inline mentions when sending and editing messages. They work like inline urls (e.g. `[text] (@username)`) and also support the Bot-API style (see [here](#)).

Bug fixes

- Periodically send `GetStateRequest` automatically to keep the server sending updates even if you're not invoking any request yourself.
- HTML parsing was failing due to not handling surrogates properly.
- `.sign_up` was not accepting `int` codes.
- Whitelisting more than one chat on `events` wasn't working.

- Video files are sent as a video by default unless `force_document`.

Internal changes

- More logging calls to help spot some bugs in the future.
- Some more logic to retrieve input entities on events.
- Clarified a few parts of the documentation.

2.29.31 Updates as Events (v0.17.1)

Published at 2018/02/09

Of course there was more work to be done regarding updates, and it's here! The library comes with a new `events` module (which you will often import as `from telethon import TelegramClient, events`). This are pretty much all the additions that come with this version change, but they are a nice addition. Refer to (*removed broken link*) to get started with events.

2.29.32 Trust the Server with Updates (v0.17)

Published at 2018/02/03

The library trusts the server with updates again. The library will *not* check for duplicates anymore, and when the server kicks us, it will run `GetStateRequest` so the server starts sending updates again (something it wouldn't do unless you invoked something, it seems). But this update also brings a few more changes!

Additions

- `TLObject`'s override `__eq__` and `__ne__`, so you can compare them.
- Added some missing cases on `.get_input_entity()` and `peer` functions.
- `obj.to_dict()` now has a `'_'` key with the type used.
- `.start()` can also sign up now.
- More parameters for `.get_message_history()`.
- Updated list of RPC errors.
- HTML parsing thanks to [@tulir](#)! It can be used similar to markdown: `client.send_message(..., parse_mode='html')`.

Enhancements

- `client.send_file()` now accepts `Message`'s and `MessageMedia`'s as the `file` parameter.
- Some documentation updates and fixed to clarify certain things.
- New exact match feature on <https://lonamiwebs.github.io/Telethon>.
- Return as early as possible from `.get_input_entity()` and similar, to avoid penalizing you for doing this right.

Bug fixes

- `.download_media()` wouldn't accept a `Document` as parameter.
- The SQLite is now closed properly on disconnection.
- IPv6 addresses shouldn't use square braces.
- Fix regarding `.logout()`.
- The time offset wasn't being used (so having wrong system time would cause the library not to work at all).

2.29.33 New `.resolve()` method (v0.16.2)

Published at 2018/01/19

The `TLObject`'s (instances returned by the API and `Request`'s) have now acquired a new `.resolve()` method. While this should be used by the library alone (when invoking a request), it means that you can now use `Peer` types or even usernames where a `InputPeer` is required. The object now has access to the `client`, so that it can fetch the right type if needed, or access the session database. Furthermore, you can reuse requests that need "autocast" (e.g. you put `User` but `InputPeer` was needed), since `.resolve()` is called when invoking. Before, it was only done on object construction.

Additions

- Album support. Just pass a list, tuple or any iterable to `.send_file()`.

Enhancements

- `.start()` asks for your phone only if required.
- Better file cache. All files under 10MB, once uploaded, should never be needed to be re-uploaded again, as the sent media is cached to the session.

Bug fixes

- `setup.py` now calls `gen_tl` when installing the library if needed.

Internal changes

- The mentioned `.resolve()` to perform "autocast", more powerful.
- Upload and download methods are no longer part of `TelegramBareClient`.
- Reuse `.on_response()`, `__str__` and `.stringify()`. Only override `.on_response()` if necessary (small amount of cases).
- Reduced "autocast" overhead as much as possible. You shouldn't be penalized if you've provided the right type.

2.29.34 MtProto 2.0 (v0.16.1)

Published at 2018/01/11

Scheme layer used: 74

The library is now using MtProto 2.0! This shouldn't really affect you as an end user, but at least it means the library will be ready by the time MtProto 1.0 is deprecated.

Additions

- New `.start()` method, to make the library avoid boilerplate code.
- `.send_file` accepts a new optional `thumbnail` parameter, and returns the `Message` with the sent file.

Bug fixes

- The library uses again only a single connection. Less updates are be dropped now, and the performance is even better than using temporary connections.
- `without_rowid` will only be used on the `*.session` if supported.
- Phone code hash is associated with phone, so you can change your mind when calling `.sign_in()`.

Internal changes

- File cache now relies on the hash of the file uploaded instead its path, and is now persistent in the `*.session` file. Report any bugs on this!
- Clearer error when invoking `without` being connected.
- Markdown parser doesn't work on bytes anymore (which makes it cleaner).

2.29.35 Sessions as sqlite databases (v0.16)

Published at 2017/12/28

In the beginning, session files used to be pickle. This proved to be bad as soon as one wanted to add more fields. For this reason, they were migrated to use JSON instead. But this proved to be bad as soon as one wanted to save things like entities (usernames, their ID and hash), so now it properly uses `sqlite3`, which has been well tested, to save the session files! Calling `.get_input_entity` using a username no longer will need to fetch it first, so it's really 0 calls again. Calling `.get_entity` will always fetch the most up to date version.

Furthermore, nearly everything has been documented, thus preparing the library for [Read the Docs](#) (although there are a few things missing I'd like to polish first), and the `logging` are now better placed.

Breaking changes

- `.get_dialogs()` now returns a **single list** instead a tuple consisting of a **custom class** that should make everything easier to work with.
- `.get_message_history()` also returns a **single list** instead a tuple, with the `Message` instances modified to make them more convenient.

Both lists have a `.total` attribute so you can still know how many dialogs/messages are in total.

Additions

- The mentioned use of `sqlite3` for the session file.
- `.get_entity()` now supports lists too, and it will make as little API calls as possible if you feed it `InputPeer` types. Usernames will always be resolved, since they may have changed.
- `.set_proxy()` method, to avoid having to create a new `TelegramClient`.
- More date types supported to represent a date parameter.

Bug fixes

- Empty strings weren't working when they were a flag parameter (e.g., setting no last name).
- Fix invalid assertion regarding flag parameters as well.
- Avoid joining the background thread on disconnect, as it would be `None` due to a race condition.
- Correctly handle `None` dates when downloading media.
- `.download_profile_photo` was failing for some channels.
- `.download_media` wasn't handling `Photo`.

Internal changes

- `date` was being serialized as local date, but that was wrong.
- `date` was being represented as a `float` instead of an `int`.
- `.tl` parser wasn't stripping inline comments.
- Removed some redundant checks on `update_state.py`.
- Use a `synchronized queue` instead a hand crafted version.
- Use signed integers consistently (e.g. `salt`).
- Always read the corresponding `TLObject` from API responses, except for some special cases still.
- A few more `except` low level to correctly wrap errors.
- More accurate exception types.
- `invokeWithLayer(initConnection(X))` now wraps every first request after `.connect()`.

As always, report if you have issues with some of the changes!

2.29.36 IPv6 support (v0.15.5)

Published at 2017/11/16

| |
|-----------------------|
| Scheme layer used: 73 |
|-----------------------|

It's here, it has come! The library now **supports IPv6**! Just pass `use_ipv6=True` when creating a `TelegramClient`. Note that I could *not* test this feature because my machine doesn't have IPv6 setup. If you know IPv6 works in your machine but the library doesn't, please refer to [#425](#).

Additions

- IPv6 support.
- New method to extract the text surrounded by `MessageEntity`'s, in the `extensions.markdown` module.

Enhancements

- Markdown parsing is Done Right.
- Reconnection on failed invoke. Should avoid “number of retries reached 0” (#270).
- Some missing autocast to `Input*` types.
- The library uses the `NullHandler` for logging as it should have always done.
- `TcpClient.is_connected()` is now more reliable.

Bug fixes

- Getting an entity using their phone wasn't actually working.
- Full entities aren't saved unless they have an `access_hash`, to avoid some `None` errors.
- `.get_message_history` was failing when retrieving items that had messages forwarded from a channel.

2.29.37 General enhancements (v0.15.4)

Published at 2017/11/04

| |
|-----------------------|
| Scheme layer used: 72 |
|-----------------------|

This update brings a few general enhancements that are enough to deserve a new release, with a new feature: beta **markdown-like parsing** for `.send_message()`!

Additions

- `.send_message()` supports `parse_mode='md'` for **Markdown!** It works in a similar fashion to the official clients (defaults to double underscore/asterisk, like `**this**`). Please report any issues with emojis or enhancements for the parser!
- New `.idle()` method so your main thread can do useful job (listen for updates).
- Add missing `.to_dict()`, `__str__` and `.stringify()` for `TLMessage` and `MessageContainer`.

Bug fixes

- The list of known peers could end “corrupted” and have users with `access_hash=None`, resulting in `struct` error for it not being an integer. You shouldn't encounter this issue anymore.
- The warning for “added update handler but no workers set” wasn't actually working.
- `.get_input_peer` was ignoring a case for `InputPeerSelf`.
- There used to be an exception when logging exceptions (whoops) on update handlers.

- “Downloading contacts” would produce strange output if they had semicolons (;) in their name.
- Fix some cyclic imports and installing dependencies from the `git` repository.
- Code generation was using f-strings, which are only supported on Python 3.6.

Internal changes

- The `auth_key` generation has been moved from `.connect()` to `.invoke()`. There were some issues where `.connect()` failed and the `auth_key` was `None` so this will ensure to have a valid `auth_key` when needed, even if `BrokenAuthKeyError` is raised.
- Support for higher limits on `.get_history()` and `.get_dialogs()`.
- Much faster integer factorization when generating the required `auth_key`. Thanks @delivrance for making me notice this, and for the pull request.

2.29.38 Bug fixes with updates (v0.15.3)

Published at 2017/10/20

Hopefully a very ungrateful bug has been removed. When you used to invoke some request through update handlers, it could potentially enter an infinite loop. This has been mitigated and it's now safe to invoke things again! A lot of updates were being dropped (all those gzipped), and this has been fixed too.

More bug fixes include a [correct parsing](#) of certain `TLObjects` thanks to @stek29, and [some wrong calls](#) that would cause the library to crash thanks to @andr-04, and the `ReadThread` not re-starting if you were already authorized.

Internally, the `.to_bytes()` function has been replaced with `__bytes__` so now you can do `bytes(tlobject)`.

2.29.39 Bug fixes and new small features (v0.15.2)

Published at 2017/10/14

This release primarily focuses on a few bug fixes and enhancements. Although more stuff may have broken along the way.

Enhancements

- You will be warned if you call `.add_update_handler` with no `update_workers`.
- New customizable threshold value on the session to determine when to automatically sleep on flood waits. See `client.session.flood_sleep_threshold`.
- New `.get_drafts()` method with a custom `Draft` class by @JosXa.
- Join all threads when calling `.disconnect()`, to assert no dangling thread is left alive.
- Larger chunk when downloading files should result in faster downloads.
- You can use a callable key for the `EntityDatabase`, so it can be any filter you need.

Bug fixes

- `.get_input_entity` was failing for IDs and other cases, also making more requests than it should.
- Use `basename` instead `abspath` when sending a file. You can now also override the attributes.
- `EntityDatabase.__delitem__` wasn't working.
- `.send_message()` was failing with channels.
- `.get_dialogs(limit=None)` should now return all the dialogs correctly.
- Temporary fix for abusive duplicated updates.

Internal changes

- `MsgsAck` is now sent in a container rather than its own request.
- `.get_input_photo` is now used in the generated code.
- `.process_entities` was being called from more places than only `__call__`.
- `MtProtoSender` now relies more on the generated code to read responses.

2.29.40 Custom Entity Database (v0.15.1)

Published at 2017/10/05

The main feature of this release is that Telethon now has a custom database for all the entities you encounter, instead depending on `@lru_cache` on the `.get_entity()` method.

The `EntityDatabase` will, by default, **cache** all the users, chats and channels you find in memory for as long as the program is running. The session will, by default, save all key-value pairs of the entity identifiers and their hashes (since Telegram may send an ID that it thinks you already know about, we need to save this information).

You can **prevent** the `EntityDatabase` from saving users by setting `client.session.entities.enabled = False`, and prevent the `Session` from saving input entities at all by setting `client.session.save_entities = False`. You can also clear the cache for a certain user through `client.session.entities.clear_cache(entity=None)`, which will clear all if no entity is given.

Additions

- New method to `.delete_messages()`.
- New `ChannelPrivateError` class.

Enhancements

- `.sign_in` accepts phones as integers.
- Changing the IP to which you connect to is as simple as `client.session.server_address = 'ip'`, since now the server address is always queried from the session.

Bug fixes

- `.get_dialogs()` doesn't fail on Windows anymore, and returns the right amount of dialogs.
- `GeneralProxyError` should be passed to the main thread again, so that you can handle it.

2.29.41 Updates Overhaul Update (v0.15)

Published at 2017/10/01

After hundreds of lines changed on a major refactor, *it's finally here*. It's the **Updates Overhaul Update**; let's get right into it!

Breaking changes

- `.create_new_connection()` is gone for good. No need to deal with this manually since new connections are now handled on demand by the library itself.

Enhancements

- You can **invoke** requests from **update handlers**. And **any other thread**. A new temporary will be made, so that you can be sending even several requests at the same time!
- **Several worker threads** for your updates! By default, `None` will spawn. I recommend you to work with `update_workers=4` to get started, these will be polling constantly for updates.
- You can also change the number of workers at any given time.
- The library can now run **in a single thread** again, if you don't need to spawn any at all. Simply set `spawn_read_thread=False` when creating the `TelegramClient`!
- You can specify `limit=None` on `.get_dialogs()` to get **all** of them[1].
- **Updates are expanded**, so you don't need to check if the update has `.updates` or an inner `.update` anymore.
- All `InputPeer` entities are **saved in the session** file, but you can disable this by setting `save_entities=False`.
- New `.get_input_entity` method, which makes use of the above feature. You **should use this** when a request needs a `InputPeer`, rather than the whole entity (although both work).
- Assert that either all or `None` dependent-flag parameters are set before sending the request.
- Phone numbers can have dashes, spaces, or parenthesis. They'll be removed before making the request.
- You can override the phone and its hash on `.sign_in()`, if you're creating a new `TelegramClient` on two different places.

Bug fixes

- `.log_out()` was consuming all retries. It should work just fine now.
- The session would fail to load if the `auth_key` had been removed manually.
- `Updates.check_error` was popping wrong side, although it's been completely removed.
- `ServerError`'s will be **ignored**, and the request will immediately be retried.

- Cross-thread safety when saving the session file.
- Some things changed on a matter of when to reconnect, so please report any bugs!

Internal changes

- `TelegramClient` is now only an abstraction over the `TelegramBareClient`, which can only do basic things, such as invoking requests, working with files, etc. If you don't need any of the abstractions the `TelegramClient`, you can now use the `TelegramBareClient` in a much more comfortable way.
- `MtProtoSender` is not thread-safe, but it doesn't need to be since a new connection will be spawned when needed.
- New connections used to be cached and then reused. Now only their sessions are saved, as temporary connections are spawned only when needed.
- Added more RPC errors to the list.

[1]: Broken due to a condition which should had been the opposite (sigh), fixed 4 commits ahead on <https://github.com/LonamiWebs/Telethon/commit/62ea77cbeac7c42bfac85aa8766a1b5b35e3a76c>.

That's pretty much it, although there's more work to be done to make the overall experience of working with updates *even better*. Stay tuned!

2.29.42 Serialization bug fixes (v0.14.2)

Published at 2017/09/29

Bug fixes

- **Important**, related to the serialization. Every object or request that had to serialize a `True/False` type was always being serialized as `false`!
- Another bug that didn't allow you to leave as `None` flag parameters that needed a list has been fixed.

Internal changes

- Other internal changes include a somewhat more readable `.to_bytes()` function and pre-computing the flag instead using bit shifting. The `TLObject.constructor_id` has been renamed to `TLObject.CONSTRUCTOR_ID`, and `.subclass_of_id` is also uppercase now.

2.29.43 Farewell, BinaryWriter (v0.14.1)

Published at 2017/09/28

Version `v0.14` had started working on the new `.to_bytes()` method to dump the `BinaryWriter` and its usage on the `.on_send()` when serializing `TObjects`, and this release finally removes it. The speed up when serializing things to bytes should now be over twice as fast wherever it's needed.

Bug fixes

- This version is again compatible with Python 3.x versions **below 3.5** (there was a method call that was Python 3.5 and above).

Internal changes

- Using proper classes (including the generated code) for generating authorization keys and to write out `TLMessage`'s.

2.29.44 Several requests at once and upload compression (v0.14)

Published at 2017/09/27

New major release, since I've decided that these two features are big enough:

Additions

- Requests larger than 512 bytes will be **compressed through gzip**, and if the result is smaller, this will be uploaded instead.
- You can now send **multiple requests at once**, they're simply `*var_args` on the `.invoke()`. Note that the server doesn't guarantee the order in which they'll be executed!

Internally, another important change. The `.on_send` function on the `TLObject`s is **gone**, and now there's a new `.to_bytes()`. From my tests, this has always been over twice as fast serializing objects, although more replacements need to be done, so please report any issues.

Enhancements

- Implemented `.get_input_media` helper methods. Now you can even use another message as input media!

Bug fixes

- Downloading media from CDNs wasn't working (wrong access to a parameter).
- Correct type hinting.
- Added a tiny sleep when trying to perform automatic reconnection.
- Error reporting is done in the background, and has a shorter timeout.
- `setup.py` used to fail with wrongly generated code.

2.29.45 Quick fix-up (v0.13.6)

Published at 2017/09/23

Before getting any further, here's a quick fix-up with things that should have been on `v0.13.5` but were missed. Specifically, the **timeout when receiving** a request will now work properly.

Some other additions are a tiny fix when **handling updates**, which was ignoring some of them, nicer `__str__` and `.stringify()` methods for the `TLObject`'s, and not stopping the `ReadThread` if you try invoking something there (now it simply returns `None`).

2.29.46 Attempts at more stability (v0.13.5)

Published at 2017/09/23

Yet another update to fix some bugs and increase the stability of the library, or, at least, that was the attempt!

This release should really **improve the experience with the background thread** that the library starts to read things from the network as soon as it can, but I can't spot every use case, so please report any bug (and as always, minimal reproducible use cases will help a lot).

Bug fixes

- `setup.py` was failing on Python < 3.5 due to some imports.
- Duplicated updates should now be ignored.
- `.send_message` would crash in some cases, due to having a typo using the wrong object.
- "socket is None" when calling `.connect()` should not happen anymore.
- `BrokenPipeError` was still being raised due to an incorrect order on the `try/except` block.

Enhancements

- **Type hinting** for all the generated `Request`'s and `TLObjects`! IDEs like PyCharm will benefit from this.
- `ProxyConnectionError` should properly be passed to the main thread for you to handle.
- The background thread will only be started after you're authorized on Telegram (i.e. logged in), and several other attempts at polishing the experience with this thread.
- The `Connection` instance is only created once now, and reused later.
- Calling `.connect()` should have a better behavior now (like actually *trying* to connect even if we seemingly were connected already).
- `.reconnect()` behavior has been changed to also be more consistent by making the assumption that we'll only reconnect if the server has disconnected us, and is now private.

Internal changes

- `TLObject.__repr__` doesn't show the original TL definition anymore, it was a lot of clutter. If you have any complaints open an issue and we can discuss it.
- Internally, the '+' from the phone number is now stripped, since it shouldn't be included.
- Spotted a new place where `BrokenAuthKeyError` would be raised, and it now is raised there.

2.29.47 More bug fixes and enhancements (v0.13.4)

Published at 2017/09/18

Additions

- `TelegramClient` now exposes a `.is_connected()` method.
- Initial authorization on a new data center will retry up to 5 times by default.
- Errors that couldn't be handled on the background thread will be raised on the next call to `.invoke()` or `updates.poll()`.

Bug fixes

- Now you should be able to sign in even if you have `process_updates=True` and no previous session.
- Some errors and methods are documented a bit clearer.
- `.send_message()` could randomly fail, as the returned type was not expected.
- `TimeoutError` is now ignored, since the request will be retried up to 5 times by default.
- “-404” errors (`BrokenAuthKeyError`'s) are now detected when first connecting to a new data center.
- `BufferError` is handled more gracefully, in the same way as `InvalidChecksumError`'s.
- Attempt at fixing some “NoneType has no attribute...” errors (with the `.sender`).

Internal changes

- Calling `GetConfigRequest` is now made less often.
- The `initial_query` parameter from `.connect()` is gone, as it's not needed anymore.
- Renamed `all_tlobjects.layer` to `all_tlobjects.LAYER` (since it's a constant).
- The message from `BufferError` is now more useful.

2.29.48 Bug fixes and enhancements (v0.13.3)

Published at 2017/09/14

Bug fixes

- **Reconnection** used to fail because it tried invoking things from the `ReadThread`.
- Inferring **random ids** for `ForwardMessagesRequest` wasn't working.
- Downloading media from **CDNs** failed due to having forgotten to remove a single line.
- `TcpClient.close()` now has a “**threading.Lock**“, so `NoneType has no close()` should not happen.
- New **workaround** for `msg seqno too low/high`. Also, both `Session.id/seq` are not saved anymore.

Enhancements

- **Request will be retried** up to 5 times by default rather than failing on the first attempt.
- `InvalidChecksumError`'s are now **ignored** by the library.
- `TelegramClient.get_entity()` is now **public**, and uses the `@lru_cache()` decorator.
- New method to `“.send_voice_note()“`'s.
- Methods to send message and media now support a `“reply_to“` parameter.
- `.send_message()` now returns the **full message** which was just sent.

2.29.49 New way to work with updates (v0.13.2)

Published at 2017/09/08

This update brings a new way to work with updates, and it's begging for your **feedback**, or better names or ways to do what you can do now.

Please refer to the [wiki/Usage Modes](#) for an in-depth description on how to work with updates now. Notice that you cannot invoke requests from within handlers anymore, only the `v.0.13.1` patch allowed you to do so.

Bug fixes

- Periodic pings are back.
- The username regex mentioned on `UsernameInvalidError` was invalid, but it has now been fixed.
- Sending a message to a phone number was failing because the type used for a request had changed on layer 71.
- CDN downloads weren't working properly, and now a few patches have been applied to ensure more reliability, although I couldn't personally test this, so again, report any feedback.

2.29.50 Invoke other requests from within update callbacks (v0.13.1)

Published at 2017/09/04

| |
|--|
| Warning: This update brings some big changes to the update system, so please read it if you work with them! |
|--|

A silly “bug” which hadn't been spotted has now been fixed. Now you can invoke other requests from within your update callbacks. However **this is not advised**. You should post these updates to some other thread, and let that thread do the job instead. Invoking a request from within a callback will mean that, while this request is being invoked, no other things will be read.

Internally, the generated code now resides under a *lot* less files, simply for the sake of avoiding so many unnecessary files. The generated code is not meant to be read by anyone, simply to do its job.

Unused attributes have been removed from the `TLObject` class too, and `.sign_up()` returns the user that just logged in in a similar way to `.sign_in()` now.

2.29.51 Connection modes (v0.13)

Published at 2017/09/04

Scheme layer used: 71

The purpose of this release is to denote a big change, now you can connect to Telegram through different **connection modes**. Also, a **second thread** will *always* be started when you connect a `TelegramClient`, despite whether you'll be handling updates or ignoring them, whose sole purpose is to constantly read from the network.

The reason for this change is as simple as “*reading and writing shouldn't be related*”. Even when you're simply ignoring updates, this way, once you send a request you will only need to read the result for the request. Whatever Telegram sent before has already been read and outside the buffer.

Additions

- The mentioned different connection modes, and a new thread.
- You can modify the `Session` attributes through the `TelegramClient` constructor (using `**kwargs`).
- `RPCError`'s now belong to some request you've made, which makes more sense.
- `get_input_*` now handles `None` (default) parameters more gracefully (it used to crash).

Enhancements

- The low-level socket doesn't use a handcrafted timeout anymore, which should benefit by avoiding the arbitrary `sleep(0.1)` that there used to be.
- `TelegramClient.sign_in` will call `.send_code_request` if no code was provided.

Deprecation

- `.sign_up` does *not* take a `phone` argument anymore. Change this or you will be using `phone` as `code`, and it will fail! The definition looks like `def sign_up(self, code, first_name, last_name='')`.
- The old `JsonSession` finally replaces the original `Session` (which used `pickle`). If you were overriding any of these, you should only worry about overriding `Session` now.

2.29.52 Added verification for CDN file (v0.12.2)

Published at 2017/08/28

Since the Content Distributed Network (CDN) is not handled by Telegram itself, the owners may tamper these files. Telegram sends their `sha256` sum for clients to implement this additional verification step, which now the library has. If any CDN has altered the file you're trying to download, `CdnFileTamperedError` will be raised to let you know.

Besides this. `TLObject.stringify()` was showing bytes as lists (now fixed) and RPC errors are reported by default:

In an attempt to help everyone who works with the Telegram API, Telethon will by default report all Remote Procedure Call errors to [PWRTelegram](#), a public database anyone can query, made by [Daniil](#). All the information sent is a GET request with the error code, error message and method used.

Note: If you still would like to opt out, simply set `client.session.report_errors = False` to disable this feature. However Daniil would really thank you if you helped him (and everyone) by keeping it on!

2.29.53 CDN support (v0.12.1)

Published at 2017/08/24

The biggest news for this update are that downloading media from CDN's (you'll often encounter this when working with popular channels) now **works**.

Bug fixes

- The method used to download documents crashed because two lines were swapped.
- Determining the right path when downloading any file was very weird, now it's been enhanced.
- The `.sign_in()` method didn't support integer values for the code! Now it does again.

Some important internal changes are that the old way to deal with RSA public keys now uses a different module instead the old strange hand-crafted version.

Hope the new, super simple `README.rst` encourages people to use Telethon and make it better with either suggestions, or pull request. Pull requests are *super* appreciated, but showing some support by leaving a star also feels nice.

2.29.54 Newbie friendly update (v0.12)

Published at 2017/08/22

| |
|-----------------------|
| Scheme layer used: 70 |
|-----------------------|

This update is overall an attempt to make Telethon a bit more user friendly, along with some other stability enhancements, although it brings quite a few changes.

Breaking changes

- The `TelegramClient` methods `.send_photo_file()`, `.send_document_file()` and `.send_media_file()` are now a **single method** called `.send_file()`. It's also important to note that the **order** of the parameters has been **swapped**: first to *who* you want to send it, then the file itself.
- The same applies to `.download_msg_media()`, which has been renamed to `.download_media()`. The method now supports a `Message` itself too, rather than only `Message.media`. The specialized `.download_photo()`, `.download_document()` and `.download_contact()` still exist, but are private.

Additions

- Updated to **layer 70**!
- Both downloading and uploading now support **stream-like objects**.
- A lot **faster initial connection** if `sympy` is installed (can be installed through `pip`).

- `libssl` will also be used if available on your system (likely on Linux based systems). This speed boost should also apply to uploading and downloading files.
- You can use a **phone number** or an **username** for methods like `.send_message()`, `.send_file()`, and all the other quick-access methods provided by the `TelegramClient`.

Bug fixes

- Crashing when migrating to a new layer and receiving old updates should not happen now.
- `InputPeerChannel` is now casted to `InputChannel` automatically too.
- `.get_new_msg_id()` should now be thread-safe. No promises.
- Logging out on macOS caused a crash, which should be gone now.
- More checks to ensure that the connection is flagged correctly as either connected or not.

Note: Downloading files from CDN's will **not work** yet (something new that comes with layer 70).

That's it, any new idea or suggestion about how to make the project even more friendly is highly appreciated.

Note: Did you know that you can pretty print any result Telegram returns (called `TLObject`'s) by using their `.stringify()` function? Great for debugging!

2.29.55 `get_input_*` now works with vectors (v0.11.5)

Published at 2017/07/11

Quick fix-up of a bug which hadn't been encountered until now. Auto-cast by using `get_input_*` now works.

2.29.56 `get_input_*` everywhere (v0.11.4)

Published at 2017/07/10

For some reason, Telegram doesn't have enough with the `InputPeer`. There also exist `InputChannel` and `InputUser`! You don't have to worry about those anymore, it's handled internally now.

Besides this, every Telegram object now features a new default `.__str__` look, and also a `.stringify()` method to pretty format them, if you ever need to inspect them.

The library now uses the `DEBUG level` everywhere, so no more warnings or information messages if you had logging enabled.

The `no_webpage` parameter from `.send_message` has been renamed to `link_preview` for clarity, so now it does the opposite (but has a clearer intention).

2.29.57 Quick `.send_message()` fix (v0.11.3)

Published at 2017/07/05

A very quick follow-up release to fix a tiny bug with `.send_message()`, no new features.

2.29.58 Callable TelegramClient (v0.11.2)

Published at 2017/07/04

Scheme layer used: 68

There is a new preferred way to **invoke requests**, which you're encouraged to use:

```
# New!
result = client(SomeRequest())

# Old.
result = client.invoke(SomeRequest())
```

Existing code will continue working, since the old `.invoke()` has not been deprecated.

When you `.create_new_connection()`, it will also handle `FileMigrateError`'s for you, so you don't need to worry about those anymore.

Bugs fixes

- Fixed some errors when installing Telethon via `pip` (for those using either source distributions or a Python version 3.5).
- `ConnectionResetError` didn't flag sockets as closed, but now it does.

On a more technical side, `msg_id`'s are now more accurate.

2.29.59 Improvements to the updates (v0.11.1)

Published at 2017/06/24

Receiving new updates shouldn't miss any anymore, also, periodic pings are back again so it should work on the long run.

On a different order of things, `.connect()` also features a timeout. Notice that the `timeout=` is **not** passed as a **parameter** anymore, and is instead specified when creating the `TelegramClient`.

Bug fixes

- Fixed some name class when a request had a `.msg_id` parameter.
- The correct amount of random bytes is now used in DH request
- Fixed `CONNECTION_APP_VERSION_EMPTY` when using temporary sessions.
- Avoid connecting if already connected.

2.29.60 Support for parallel connections (v0.11)

Published at 2017/06/16

*This update brings a lot of changes, so it would be nice if you could **read the whole change log**!*

Breaking changes

- Every Telegram error has now its **own class**, so it's easier to fine-tune your `except`'s.
- Markdown parsing is **not part** of Telethon itself anymore, although there are plans to support it again through a some external module.
- The `.list_sessions()` has been moved to the `Session` class instead.
- The `InteractiveTelegramClient` is **not** shipped with `pip` anymore.

Additions

- A new, more **lightweight class** has been added. The `TelegramBareClient` is now the base of the normal `TelegramClient`, and has the most basic features.
- New method to `.create_new_connection()`, which can be ran **in parallel** with the original connection. This will return the previously mentioned `TelegramBareClient` already connected.
- Any file object can now be used to download a file (for instance, a `BytesIO()` instead a file name).
- Vales like `random_id` are now **automatically inferred**, so you can save yourself from the hassle of writing `generate_random_long()` everywhere. Same applies to `.get_input_peer()`, unless you really need the extra performance provided by skipping one `if` if called manually.
- Every type now features a new `.to_dict()` method.

Bug fixes

- Received errors are acknowledged to the server, so they don't happen over and over.
- Downloading media on different data centers is now up to **x2 faster**, since there used to be an `InvalidDCError` for each file part tried to be downloaded.
- Lost messages are now properly skipped.
- New way to handle the **result of requests**. The old `ValueError` *"The previously sent request must be resent. However, no request was previously sent (possibly called from a different thread)."* should not happen anymore.

Internal changes

- Some fixes to the `JsonSession`.
- Fixed possibly crashes if trying to `.invoke()` a `Request` while `.reconnect()` was being called on the `UpdatesThread`.
- Some improvements on the `TcpClient`, such as not switching between blocking and non-blocking sockets.
- The code now uses ASCII characters only.
- Some enhancements to `.find_user_or_chat()` and `.get_input_peer()`.

2.29.61 JSON session file (v0.10.1)

Published at 2017/06/07

This version is primarily for people to **migrate** their `.session` files, which are *pickled*, to the new *JSON* format. Although slightly slower, and a bit more vulnerable since it's plain text, it's a lot more resistant to upgrades.

Warning: You **must** upgrade to this version before any higher one if you've used Telethon v0.10. If you happen to upgrade to an higher version, that's okay, but you will have to manually delete the `*.session` file, and logout from that session from an official client.

Additions

- New `.get_me()` function to get the **current** user.
- `.is_user_authorized()` is now more reliable.
- New nice button to copy the `from telethon.tl.xxx.yyy import Yyy` on the online documentation.
- **More error codes** added to the `errors` file.

Enhancements

- Everything on the documentation is now, theoretically, **sorted alphabetically**.
- No second thread is spawned unless one or more update handlers are added.

2.29.62 Full support for different DCs and ++stable (v0.10)

Published at 2017/06/03

Working with **different data centers** finally *works*! On a different order of things, **reconnection** is now performed automatically every time Telegram decides to kick us off their servers, so now Telethon can really run **forever and ever**! In theory.

Enhancements

- **Documentation** improvements, such as showing the return type.
- The `msg_id too low/high` error should happen **less often**, if any.
- Sleeping on the main thread is **not done anymore**. You will have to except `FloodWaitError`'s.
- You can now specify your *own application version*, device model, system version and language code.
- Code is now more *pythonic* (such as making some members private), and other internal improvements (which affect the **updates thread**), such as using `logger` instead a bare `print()` too.

This brings Telethon a whole step closer to v1.0, though more things should preferably be changed.

2.29.63 Stability improvements (v0.9.1)

Published at 2017/05/23

Telethon used to crash a lot when logging in for the very first time. The reason for this was that the reconnection (or dead connections) were not handled properly. Now they are, so you should be able to login directly, without needing to delete the `*.session` file anymore. Notice that downloading from a different DC is still a WIP.

Enhancements

- Updates thread is only started after a successful login.
- Files meant to be ran by the user now use **shebangs** and proper permissions.
- In-code documentation now shows the returning type.
- **Relative import** is now used everywhere, so you can rename `telethon` to anything else.
- **Dead connections** are now **detected** instead entering an infinite loop.
- **Sockets** can now be **closed** (and re-opened) properly.
- Telegram decided to update the layer 66 without increasing the number. This has been fixed and now we're up-to-date again.

2.29.64 General improvements (v0.9)

Published at 2017/05/19

Scheme layer used: 66

Additions

- The **documentation**, available online [here](#), has a new search bar.
- Better **cross-thread safety** by using `threading.Event`.
- More improvements for running Telethon during a **long period of time**.

Bug fixes

- **Avoid a certain crash on login** (occurred if an unexpected object ID was received).
- Avoid crashing with certain invalid UTF-8 strings.
- Avoid crashing on certain terminals by using known ASCII characters where possible.
- The `UpdatesThread` is now a daemon, and should cause less issues.
- Temporary sessions didn't actually work (with `session=None`).

Internal changes

- `.get_dialogs(count=)` was renamed to `.get_dialogs(limit=)`.

2.29.65 Bot login and proxy support (v0.8)

Published at 2017/04/14

Additions

- **Bot login**, thanks to @JuanPotato for hinting me about how to do it.
- **Proxy support**, thanks to @exzhawk for implementing it.
- **Logging support**, used by passing `--telethon-log=DEBUG` (or `INFO`) as a command line argument.

Bug fixes

- Connection fixes, such as avoiding connection until `.connect()` is explicitly invoked.
- Uploading big files now works correctly.
- Fix uploading big files.
- Some fixes on the updates thread, such as correctly sleeping when required.

2.29.66 Long-run bug fix (v0.7.1)

Published at 2017/02/19

If you're one of those who runs Telethon for a long time (more than 30 minutes), this update by @strayge will be great for you. It sends periodic pings to the Telegram servers so you don't get disconnected and you can still send and receive updates!

2.29.67 Two factor authentication (v0.7)

Published at 2017/01/31

| |
|-----------------------|
| Scheme layer used: 62 |
|-----------------------|

If you're one of those who love security the most, these are good news. You can now use two factor authentication with Telethon too! As internal changes, the coding style has been improved, and you can easily use custom session objects, and various little bugs have been fixed.

2.29.68 Updated pip version (v0.6)

Published at 2016/11/13

| |
|-----------------------|
| Scheme layer used: 57 |
|-----------------------|

This release has no new major features. However, it contains some small changes that make using Telethon a little bit easier. Now those who have installed Telethon via `pip` can also take advantage of changes, such as less bugs, creating empty instances of `TLObject`s, specifying a timeout and more!

2.29.69 Ready, pip, go! (v0.5)

Published at 2016/09/18

Telethon is now available as a **Python package** <<https://pypi.python.org/pypi?name=Telethon>>‘__! Those are really exciting news (except, sadly, the project structure had to change *a lot* to be able to do that; but hopefully it won’t need to change much more, any more!)

Not only that, but more improvements have also been made: you’re now able to both **sign up** and **logout**, watch a pretty “Uploading/Downloading... x%” progress, and other minor changes which make using Telethon **easier**.

2.29.70 Made InteractiveTelegramClient cool (v0.4)

Published at 2016/09/12

Yes, really cool! I promise. Even though this is meant to be a *library*, that doesn’t mean it can’t have a good *interactive client* for you to try the library out. This is why now you can do many, many things with the InteractiveTelegramClient:

- **List dialogs** (chats) and pick any you wish.
- **Send any message** you like, text, photos or even documents.
- **List the latest messages** in the chat.
- **Download** any message’s media (photos, documents or even contacts!).
- **Receive message updates** as you talk (i.e., someone sent you a message).

It actually is an usable-enough client for your day by day. You could even add `libnotify` and `pop`, you’re done! A great cli-client with desktop notifications.

Also, being able to download and upload media implies that you can do the same with the library itself. Did I need to mention that? Oh, and now, with even less bugs! I hope.

2.29.71 Media revolution and improvements to update handling! (v0.3)

Published at 2016/09/11

Telegram is more than an application to send and receive messages. You can also **send and receive media**. Now, this implementation also gives you the power to upload and download media from any message that contains it! Nothing can now stop you from filling up all your disk space with all the photos! If you want to, of course.

2.29.72 Handle updates in their own thread! (v0.2)

Published at 2016/09/10

This version handles **updates in a different thread** (if you wish to do so). This means that both the low level `TcpClient` and the not-so-low-level `MtProtoSender` are now multi-thread safe, so you can use them with more than a single thread without worrying!

This also implies that you won’t need to send a request to **receive an update** (is someone typing? did they send me a message? has someone gone offline?). They will all be received **instantly**.

Some other cool examples of things that you can do: when someone tells you “*Hello*”, you can automatically reply with another “*Hello*” without even needing to type it by yourself :)

However, be careful with spamming!! Do **not** use the program for that!

2.29.73 First working alpha version! (v0.1)

Published at 2016/09/06

Scheme layer used: 55

There probably are some bugs left, which haven't yet been found. However, the majority of code works and the application is already usable! Not only that, but also uses the latest scheme as of now *and* handles way better the errors. This tag is being used to mark this release as stable enough.

2.30 Wall of Shame

This project has an [issues](#) section for you to file **issues** whenever you encounter any when working with the library. Said section is **not** for issues on *your* program but rather issues with Telethon itself.

If you have not made the effort to 1. read through the docs and 2. [look for the method you need](#), you will end up on the [Wall of Shame](#), i.e. all issues labeled “RTFM”:

rtfm Literally “Read The F–king Manual”; a term showing the frustration of being bothered with questions so trivial that the asker could have quickly figured out the answer on their own with minimal effort, usually by reading readily-available documents. People who say “RTFM!” might be considered rude, but the true rude ones are the annoying people who take absolutely no self-responsibility and expect to have all the answers handed to them personally.

“Damn, that’s the twelveth time that somebody posted this question to the messageboard today! RTFM, already!”

by Bill M. July 27, 2004

If you have indeed read the docs, and have tried looking for the method, and yet you didn't find what you need, **that’s fine**. Telegram’s API can have some obscure names at times, and for this reason, there is a “[question](#)” label with questions that are okay to ask. Just state what you’ve tried so that we know you’ve made an effort, or you’ll go to the Wall of Shame.

Of course, if the issue you’re going to open is not even a question but a real issue with the library (thankfully, most of the issues have been that!), you won't end up here. Don't worry.

2.30.1 Current winner

The current winner is [issue 213](#):

Issue:

i'm confused in working with Telethon library #213

 **Open** HoomanHP opened this issue a minute ago · 0 comments



HoomanHP commented a minute ago

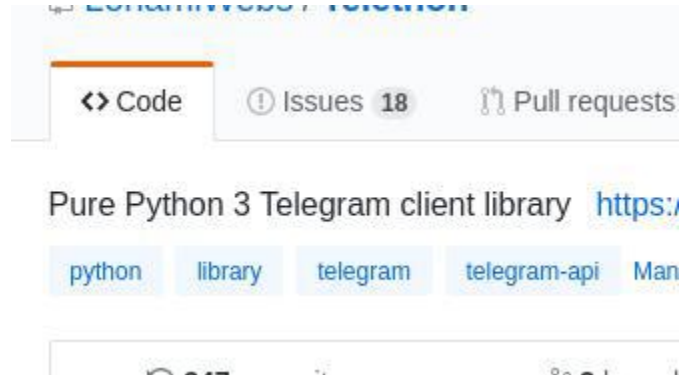


is this library written under python2? because i'm really confused

alt Winner issue

Winner issue

Answer:



alt Winner issue answer

Winner issue answer

2.31 Compatibility and Convenience

Telethon is an `asyncio` library. Compatibility is an important concern, and while it can't always be kept and mistakes happens, the *Changelog (Version History)* is there to tell you when these important changes happen.

Contents

- *Compatibility and Convenience*
 - *Compatibility*
 - *Convenience*
 - *Speed*
 - *Learning*

2.31.1 Compatibility

Some decisions when developing will inevitable be proven wrong in the future. One of these decisions was using threads. Now that Python 3.4 is reaching EOL and using `asyncio` is usable as of Python 3.5 it makes sense for a library like Telethon to make a good use of it.

If you have old code, **just use old versions** of the library! There is nothing wrong with that other than not getting new updates or fixes, but using a fixed version with `pip install telethon==0.19.1.6` is easy enough to do.

You might want to consider using *Virtual Environments* in your projects.

There's no point in maintaining a synchronous version because the whole point is that people don't have time to upgrade, and there has been several changes and clean-ups. Using an older version is the right way to go.

Sometimes, other small decisions are made. These all will be reflected in the *Changelog (Version History)* which you should read when upgrading.

If you want to jump the `asyncio` boat, here are some of the things you will need to start migrating really old code:

```
# 1. Import the client from telethon.sync
from telethon.sync import TelegramClient

# 2. Change this monster...
try:
    assert client.connect()
    if not client.is_user_authorized():
        client.send_code_request(phone_number)
        me = client.sign_in(phone_number, input('Enter code: '))

    ... # REST OF YOUR CODE
finally:
    client.disconnect()

# ...for this:
with client:
    ... # REST OF YOUR CODE

# 3. client.idle() no longer exists.
# Change this...
client.idle()
# ...to this:
client.run_until_disconnected()

# 4. client.add_update_handler no longer exists.
# Change this...
client.add_update_handler(handler)
# ...to this:
client.add_event_handler(handler)
```

In addition, all the update handlers must be `async def`, and you need to `await` method calls that rely on network requests, such as getting the chat or sender. If you don't use updates, you're done!

2.31.2 Convenience

Note: The entire documentation assumes you have done one of the following:

```
from telethon import TelegramClient, sync
# or
from telethon.sync import TelegramClient
```

This makes the examples shorter and easier to think about.

For quick scripts that don't need updates, it's a lot more convenient to forget about `asyncio` and just work with sequential code. This can prove to be a powerful hybrid for running under the Python REPL too.

```
from telethon.sync import TelegramClient
#           ^~~~~ note this part; it will manage the asyncio loop for you

with TelegramClient(...) as client:
    print(client.get_me().username)
    #     ^ notice the lack of await, or loop.run_until_complete().
    #     Since there is no loop running, this is done behind the scenes.
```

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```
#
message = client.send_message('me', 'Hi!')
import time
time.sleep(5)
message.delete()

# You can also have an hybrid between a synchronous
# part and asynchronous event handlers.
#
from telethon import events
@client.on(events.NewMessage(pattern='(?i)hi|hello'))
async def handler(event):
    await event.reply('hey')

client.run_until_disconnected()
```

Some methods, such as `with`, `start`, `disconnect` and `run_until_disconnected` work both in synchronous and asynchronous contexts by default for convenience, and to avoid the little overhead it has when using methods like sending a message, getting messages, etc. This keeps the best of both worlds as a sane default.

Note: As a rule of thumb, if you're inside an `async def` and you need the client, you need to `await` calls to the API. If you call other functions that also need API calls, make them `async def` and `await` them too. Otherwise, there is no need to do so with this mode.

2.31.3 Speed

When you're ready to micro-optimize your application, or if you simply don't need to call any non-basic methods from a synchronous context, just get rid of `telethon.sync` and work inside an `async def`:

```
import asyncio
from telethon import TelegramClient, events

async def main():
    async with TelegramClient(...) as client:
        print((await client.get_me()).username)
        # ^^^^^^^^^^^^^^^^^^^^^^^^^ notice these parenthesis
        # You want to ``await`` the call, not the username.
        #
        message = await client.send_message('me', 'Hi!')
        await asyncio.sleep(5)
        await message.delete()

        @client.on(events.NewMessage(pattern='(?i)hi|hello'))
        async def handler(event):
            await event.reply('hey')

        await client.run_until_disconnected()

loop = asyncio.get_event_loop()
loop.run_until_complete(main())
```

The `telethon.sync` magic module simply wraps every method behind:

```
loop = asyncio.get_event_loop()
loop.run_until_complete(main())
```

So that you don't have to write it yourself every time. That's the overhead you pay if you import it, and what you save if you don't.

2.31.4 Learning

You know the library uses `asyncio` everywhere, and you want to learn how to do things right. Even though `asyncio` is its own topic, the documentation wants you to learn how to use Telethon correctly, and for that, you need to use `asyncio` correctly too. For this reason, there is a section called *Mastering asyncio* that will introduce you to the `asyncio` world, with links to more resources for learning how to use it. Feel free to check that section out once you have read the rest.

2.32 TelegramClient

The `TelegramClient` aggregates several mixin classes to provide all the common functionality in a nice, Pythonic interface. Each mixin has its own methods, which you all can use.

In short, to create a client you must run:

```
import asyncio
from telethon import TelegramClient

async def main():
    client = await TelegramClient(name, api_id, api_hash).start()
    # Now you can use all client methods listed below, like for example...
    await client.send_message('me', 'Hello to myself!')

asyncio.get_event_loop().run_until_complete(main())
```

You **don't** need to import these `AuthMethods`, `MessageMethods`, etc. Together they are the `TelegramClient` and you can access all of their methods.

See *Client Reference* for a short summary.

2.33 Update Events

Every event (builder) subclasses `common.EventBuilder`, so all the methods in it can be used from any event builder/event instance.

2.34 Custom package

The `telethon.tl.custom` package contains custom classes that the library uses in order to make working with Telegram easier. Only those that you are supposed to use will be documented here. You can use undocumented ones at your own risk.

More often than not, you don't need to import these (unless you want type hinting), nor do you need to manually create instances of these classes. They are returned by client methods.

Contents

- *Custom package*
 - *AdminLogEvent*
 - *Button*
 - *ChatGetter*
 - *Conversation*
 - *Dialog*
 - *Draft*
 - *File*
 - *Forward*
 - *InlineBuilder*
 - *InlineResult*
 - *InlineResults*
 - *Message*
 - *MessageButton*
 - *SenderGetter*

2.34.1 AdminLogEvent

2.34.2 Button

2.34.3 ChatGetter

2.34.4 Conversation

2.34.5 Dialog

2.34.6 Draft

2.34.7 File

2.34.8 Forward

2.34.9 InlineBuilder

2.34.10 InlineResult

2.34.11 InlineResults

2.34.12 Message

2.34.13 MessageButton

2.34.14 SenderGetter

2.35 Utilities

These are the utilities that the library has to offer.

2.36 API Errors

These are the base errors that Telegram's API may raise.

See *RPC Errors* for a more friendly explanation.

2.37 Sessions

These are the different built-in session storage that you may subclass.

2.38 Connection Modes

The only part about network that you should worry about are the different connection modes, which are the following:

2.39 Helpers