# Request information for a Steam64_UID (Steam Persona)

**Method URL:** **HTTP/GET** https://lb.drof.space/v1/query-by-steam-identity-single?steamUID_64=%YOUR_INPUT%

**Authentication:** None

**Input Parameters:**

1. **steamUID_64:** SteamID (64-bit format) of a valid persona on the steam platform.

**Output:**

You will receive an output in JSON format. It isn't encoded in any way. Just raw data.

## Top-Level Response

| Field | Type | Description |
|---|---|---|
| success | boolean | Indicates whether your request could be completed at all. |
| data | object OR null | If given persona is currently hosting an opted-in cheat lobby, then this field will contain information about it. |
| correlated_history | object OR null | Aggregated historical data for any matching coordinator_id/SteamID within our DB |

## Data

| Field | Type | Description |
|---|---|---|
| coordinator_id | string | It's not really a coordinator ID, but rather just your SteamUID but formatted in SteamUID_32 + hexadecimal representation. |

| | | |
|---|---|---|
| party_members_present | number | Contains the amount of active players currently participating within a shared lobby. Because LMAOBOX constantly broadcasts how many players are in their opted-in & shared lobbies, this field can give you clues about how successful individual players are with recruitment of cheating peers. |
| lobby_type | string | LMAOBOX users will select this in their cheat UI themselves. It can be:<br>• Legit<br>• Rage<br>• Competitive<br>• Mann vs Machine |
| player_region | string | A region estimate calculated by LMAOBOX themselves and submitted when sharing lobby. |
| player_name | string | Because ingame names can differ from your actual steam name, my tracker also exposes this field. LMAOBOX shares your player name with their lobby sharing backend when you decide to opt in. |
| steamid | string | |
| persona_name | string | |
| profile_url | string | |
| community_banned | bool | |
| vac_banned | bool | |
| vac_bans | number | |
| game_bans | number | |
| days_since_last_ban | number | |
| economy_ban | string | |
| first_seen | string | |
| last_seen | string | |
| total_seconds_seen | number | Can be inaccurate and not necessarily based on seconds (dont ask why :D) |
| is_currently_active | boolean | If this player was active broadcasting within < 2,5 minutes, this field will be set to true. |

Revision #22
Created 2026-04-13 01:27:41 UTC by DROF
Updated 2026-04-15 18:40:41 UTC by DROF