

Gifts

Functionality for sending and receiving Gifts to Users. See: [Send and receive Gifts](#)

Gift

Describes a Gift. All properties on this class become `read-only` after `send()` is called.

Properties

Name	Type	Description	Attributes
<code>expiry</code>	number	Gift expiry time in milliseconds. Default: no expiry.	
<code>sender</code>	User	User that this Gift is from. Must be a real user account.	<code>required</code>
<code>recipient</code>	User	User that this Gift is to. Must be a real user account.	<code>required</code>
<code>contents</code>	Item	Item inside this Gift. Gifting currency is no longer supported.	<code>required</code>
<code>state</code>	string	Whether a Gift has been sent or not. Typically used in an event loop. Values: <ul style="list-style-type: none"><code>AWAITING_SEND</code><code>PENDING</code><code>SENT</code>	<code>read-only</code>
<code>status</code>	string	Whether a Gift has been opened or not. Typically used in an event loop. Values: <ul style="list-style-type: none"><code>NOT_OPENED</code><code>OPENED</code><code>ERROR</code>	<code>read-only</code>
<code>handler</code>	Function	Function called when a <code>DONE</code> event occurs for this Gift.	

Functions

`new()`

`static`

`constructor`

Creates a new Gift.

```
1 | gift = lib.Gift.new()
```

RETURNS

Name	Type	Description
gift	Gift	New Gift.

send()

Sends a Gift to a User. Must be constructed using `new()`.

```
1 | gift:send()
```

PARAMETERS

Name	Type	Description
gift	Gift	Gift to send.

withdraw()

Withdraws a Gift sent to a User. Only works for Gifts that have not been opened.

```
1 | withdrawn = gift:withdraw()
```

PARAMETERS

Name	Type	Description
gift	Gift	Gift to withdraw.

RETURNS

Name	Type	Description
withdrawn	bool	Returns <code>true</code> if withdrawn successfully, <code>false</code> otherwise.