

BoM API Overview

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Recipe BoM
Tags: API API

Eyelit offers integration with third-party applications through the use of a Public API. A series of endpoints are exposed and can be called by an external system (normally a middleware provider) to make changes directly within a given instance of the Eyelit software. The calls to these endpoints are performed through the use of pre-formatted JSON packets and are authorised through OAuth 2.0. For detail on the authorisation process, see [Authentication](#).

This documentation provides technical information on the endpoints available to call through the Eyelit MES Public API relating specifically to the 'BoM' functionality. The endpoints covered are listed in Table 1.

Table 1 - Summary of BoM-Related Public API Endpoints

API Endpoint	High Level Description
/api/BomType/List	Reads existing Bom Types within Eyelit MES and returns a payload
/api/BomType/Upsert	Creates a Bom Type or updates a Bom Type that already exists within Eyelit MES
/api/BomType/Delete	Deletes an existing Bom Type if it has not been used
/api/Bom/List	Reads existing Boms within Eyelit MES and returns a payload
/api/Bom/Upsert	Creates a Bom or updates a Bom that already exists within Eyelit MES
/api/Bom/Delete	Deletes an existing Bom if it has not been used
/api/BomVersion/List	Reads existing Bom Versions within Eyelit MES and returns a payload
/api/BomVersion/Upsert	Creates a Bom Version or updates a Bom Version that already exists within Eyelit MES
/api/BomVersion/Delete	Deletes an existing Bom Version if it has not been used
/api/BomSlot/List	Reads existing Bom Slots within Eyelit MES and returns a payload
/api/BomSlot/ListCandidates	Reads existing Bom slot candidates within Eyelit MES and returns a payload
/api/BomSlot/ListProperties	Reads existing Bom slot properties within Eyelit MES and returns a payload
/api/BomSlot/Upsert	Creates a Bom slot or updates a Bom slot that already exists within Eyelit MES
/api/BomSlot/UpsertCandidates	Creates a Bom slot candidate or updates a Bom slot candidate that already exists within Eyelit MES
/api/BomSlot/UpsertProperties	Sets the value of a Bom slot property
/api/BomSlot/Delete	Deletes an existing Bom slot if it has not been used
/api/BomSlot/ClearProperty	Clears the value from a Bom slot property
/api/BomSlot/DeleteCandidate	Deletes an existing Bom slot candidate if it has not been used

