Users API Overview

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Users

Tags: 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 endpoint available to call through the Eyelit MES Public API relating specifically to the 'Users', 'User Group' and 'Teams' functionality. The endpoint covered is listed in Table 1.

Table 1 - Summary of User-Related Public API Endpoints

API Endpoint	High Level Description
/api/Team/List	Reads existing Teams within Eyelit MES and returns a payload
/api/UserGroup/List	Reads existing User Groups within Eyelit MES and returns a payload
/api/User/List	Reads existing User Accounts within Eyelit MES and returns a payload
/api/User/Upsert	Creates a User Account or updates a User Account that already exists within Eyelit MES
/api/User/Delete	Deletes an existing User Account if it has not been used
/api/User/AssignGroup	Assigns existing User Accounts to existing User Groups
/api/User/UnassignGroup	Unassigns existing User Accounts from existing User Groups