

# API

How to remotely interact with UBuild!

- [Basic Usage](#)
- [Retrieving Information](#)
- [Sending Information](#)

# Basic Usage

Welcome to the UBuild API, a remote interaction service within the UBuild tool. This API allows you to interact with the UBuild application via API endpoints.

The UBuild API can be configured to work locally (within a LAN) or can be port-forwarded to be accessed from the internet. For security, by default, you must use an API key defined within the `api.config`. *(see more about configuring the API [here](#)) (this can be disabled if only using UBuild within a LAN)*

Included within each UBuild release is a [Postman](#) collection that you can import (`documentation/UBuild.postman_collection.json`), this collection will setup all UBuild endpoints within a UBuild Collection in Postman.

The UBuild API will automatically start when the application begins, so-long as the UBuild application is open- you will be able to use the API.

# Retrieving Information

Using the UBuild API you can retrieve information using the HTTP GET method.

## Methods

Below are the endpoints you can use to retrieve information from UBuild:

### /queue

Get all the currently queued builds.

**Accepts:**

- Query/Params
  - "token" - The user's access token. (optional; depending on api.config)

**Returns:**

- A JSON array of objects representing queued builds.
- 

### /report

Gets a build reporting matching the UID provided.

**Accepts:**

- Query/Params
  - "token" - The user's access token. (optional; defined in api.config)
  - "uid" - The UID of the build for which you want to receive a report.

**Returns:**

- A JSON object representing the build report.
- 

### /reports

Gets all currently stored build reports.

**Accepts:**

- Query/Params
  - "token" - The user's access token. (optional; defined in api.config)

**Returns:**

- A JSON array of objects representing build reports.

# Sending Information

You can send information to the UBuild API to add builds to the queue, cancel builds and if needed; you can even shut down UBuild.

## Methods

Below are the endpoints you can use to retrieve information from UBuild:

### /queue/add

Add a build to the queue.

#### Accepts:

- Query/Params
  - "token" - The user's access token. (optional; depending on api.config)
- Body
  - Basic Example:

```
{
  "ProjectFilename": "Scary Stories (git)",
  "PresetName": "Steam",
  "PlatformName": "Windows"
}
```

- Advanced Example: (*with Preset overrides*)

```
{
  "ProjectFilename": "",
  "PresetName": "",
  "PlatformName": "",
  "ProjectOverrides": {
    "ProjectFolder": "",
    "GitUser": "",
    "GitToken": "",
    "GitBranch": "",
    "UnityFolder": ""
  }
}
```

```
},
"PresetOverrides": {
  "MethodToExecute": "",
  "AdditionalBuildArgs": [],
  "BuildFolder": "",
  "IncludeFilesFromFolder": "",
  "ExcludeFilesFromBuild": [],
  "ExcludeFoldersFromBuild": [],
  "DeleteBuildExceptZip": false,
  "CompressToZip": false,
  "ForcePullFreshProject": false
}
}
```

**Returns:**

- A plain-text message with the result of the operation. (200 = success)
- 

## /queue/cancel-current

This will cancel the currently in-progress build.

**Accepts:**

- Query/Params
  - "token" - The user's access token. (optional; depending on api.config)

**Returns:**

- A plain-text message with the result of the operation. (200 = success)
- 

## /queue/cancel-all

This will cancel all builds within the queue.

**Accepts:**

- Query/Params
  - "token" - The user's access token. (optional; depending on api.config)

**Returns:**

- A plain-text message with the result of the operation. (200 = success)