

# Code Examples



Developers please use <https://api-stage.bimplus.net/v2> (stage version of Bimplus API) and <http://portal-stage.bimplus.net/> (stage version of Shop /Portal) for testing purposes. The production version of the portal is located under <https://portal.bimplus.net/> and the base url of the API is different for the production version.

## Postman examples

1. **Please install Postman and import attached postman collections**  
[BimPlus.postman\\_collection.json](#)

[postman\\_globals.json](#)  
[Production.postman\\_environment.json](#)  
[Stage.postman\\_environment.json](#)

if you don't know how it works show this video



2. **Set Postman authentication direct to OIDC server, avoiding authentication request on start.**

Postman supports OpenID authentication and can receive tokens directly from OIDC server.

Open request group (or even down to single request), select Authorization page, set authorisation type 'OAuth 2.0' and configure OIDC Bim+ server.

Overview **Authorization** Pre-request Script Tests

This authorization method will be used for every request in this folder. You can override this by specifying one in the request.

|                                                                                                                                  |                 |
|----------------------------------------------------------------------------------------------------------------------------------|-----------------|
| Type                                                                                                                             | OAuth 2.0       |
| The authorization data will be automatically generated when you send the request. <a href="#">Learn more about authorization</a> |                 |
| Add auth data to                                                                                                                 | Request Headers |

Then create Configure new token. Take server names from answer on discovery URL. Preferably use variables to specify different servers for different environments.

## Configure New Token

|                         |                                                             |
|-------------------------|-------------------------------------------------------------|
| Token Name              | Keycloak                                                    |
| Grant type              | Authorization Code                                          |
| Callback URL ⓘ          | https://oauth.pstmn.io/v1/callback                          |
|                         | <input checked="" type="checkbox"/> Authorize using browser |
| Auth URL ⓘ              | https://login-dev.allplan.com/realms,...                    |
| Access Token URL ⓘ      | https://login-dev.allplan.com/realms,...                    |
| Client ID ⓘ             | bimplus-client                                              |
| Client Secret ⓘ         | Client Secret                                               |
| Scope ⓘ                 | e.g. read:org                                               |
| State ⓘ                 | State                                                       |
| Client Authentication ⓘ | Send as Basic Auth header                                   |

Click "Get New Access Token". Token should be loaded in token field.  
Set "Auto-refresh Token" above to ON.

3. [Example for Ifc Import, creation of new revisions and final revision compare](#)



4. [Example for creating Modeldata](#)  
by using Geometry templates controller, objects controller and geometry types  
install additional postman collection



Some mp4, which shows usage of geometry templates, csg and mesh data



CreateMe...data.mp4



Create Ge...s Api.mp4



Create Rooms.mp4

5. [Example for Attribute management and PSet definitions](#)



MCS Prop...sets.mp4



Attributes.postman\_collection.json



MGE\_AttributeTem...eDefinitions.mp4

6. [Example for creating Alignments with REST API](#)

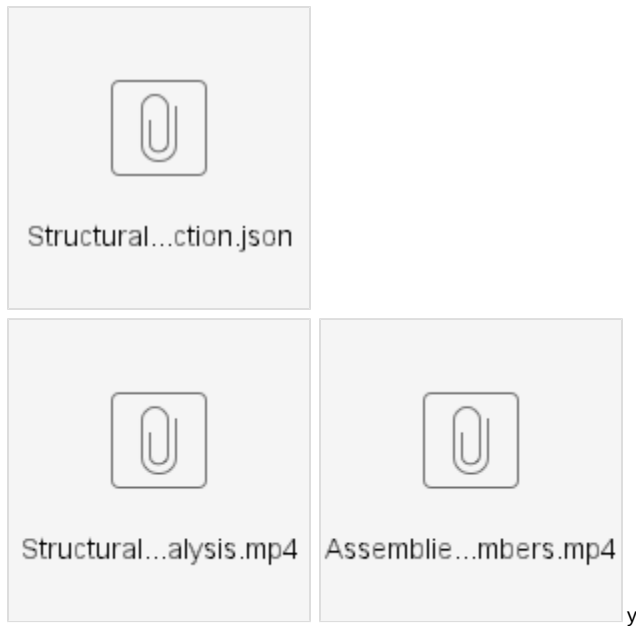


Alignments.mp4



Alignments...ction.json

7. [Example for creating StructuralAnalysis Modeldata with REST API](#)  
you can find the same example as .NET Implementation using BIF assemblies under  
<https://github.com/Bimplus/bimplus-dotnet-demo>



## C# demo projects

[BimPlusCube.zip](#) --> It explains how to create project data (nodes, geometry etc)

[BimPlusDemo.zip](#) --> It explains how to create project data (nodes, geometry etc) It explains how to authenticate, get your teams, get your project, how to create a project, how to get the project\_id of your created project, create a model under the same project and upload an ifc file.

## PHP Rest Client

[BimplusRestClient.php](#) (PHP REST client)

```
// Example 1: Hello function (no accessToken needed)
// -----
$url = 'https://api-stage.bimplus.net/v2/hello';
$verb = 'GET';

// Create object
$request = new BimplusRestClient(
    $url,
    $verb
);

// Execute
$request->execute();
$response = $request->getResponse();

echo '<pre>';
print_r(json_decode($response));
echo '</pre>';

// Example 2: Get user data
// -----
$userId = 'xxxxxxxxxxxxxxxxxxxxxxxxxxxx'; // Bimplus userID
$url = 'https://api-stage.bimplus.net/v2/users/' . $userId;
$verb = 'GET';
$accessToken = 'xxxxxxxxxxxxxxxxxxxxxxxxxxxx'; // accessToken

// Create object
$request = new BimplusRestClient(
    $url,
    $verb,
```

```

        $accessToken
    );

    // Execute
    $request->execute();
    $response = $request->getResponse();

    echo '<pre>';
    print_r(json_decode($response));
    echo '</pre>';

    // Example 3: Update user data
    // -----
    $userId = 'xxxxxxxxxxxxxxxxxxxxxxxxxxxx'; // Bimplus userID
    $url = 'https://api-stage.bimplus.net/v2/users/' . $userId;
    $verb = 'PUT';
    $accessToken = 'xxxxxxxxxxxxxxxxxxxxxxxxxxxx'; // accessToken
    $requestBody = array(
        'email' => 'new.email@allplan.com'
    );

    // Create object
    $request = new BimplusRestClient(
        $url,
        $verb,
        $accessToken,
        $requestBody
    );

    // Execute
    $request->execute();
    $response = $request->getResponse();

    echo '<pre>';
    print_r(json_decode($response));
    echo '</pre>';

```

## A Simple Javascript example

```

jQuery(document).ready(function() {
    jQuery("#datagrid").jqGrid({
        datatype : 'json',
        type : "GET",
        ajaxGridOptions : {
            contentType : "application/json"
        },
        loadBeforeSend : function(xhr) {
            xhr.setRequestHeader('Authorization', 'BimPlus 199c55110e2044b88e21a0c1cbb02fe3')
        },
        url : 'http://api-dev.bimplus.net/v2/teams',
        colNames : ['ID', 'Name', 'Slug', 'Status'],
        colModel : [{
            name : 'id',
            width : 200,
            align : "center",
            sortable : true
        }, {
            name : 'name',
            width : 200,
            align : "center",
            sortable : true
        }, {
            name : 'slug',
            width : 200,
            align : "center",
            sortable : true
        }, {
            name : 'status',
            width : 200,
            align : "center",
            sortable : true
        }
    ],
    jsonReader : {
        repeatitems : false,
        root : function(obj) {
            return obj;
        },
        page : function(obj) {
            return 1;
        },
        total : function(obj) {
            return 1;
        },
        records : function(obj) {
            return obj.length;
        }
    },
    rowNum : 10,
    rowList : [10, 20, 30],
    pager : '#pager10',
    viewrecords : true,
    caption : "Bimplus Team Details",
    }).navGrid('#navGrid');
})
window.setTimeout(refreshGrid, 5000);
function refreshGrid() {
    var grid = jQuery("#datagrid");
    grid.trigger("reloadGrid");
    window.setTimeout(refreshGrid, 5000);
}

```

## ObjectiveC (iPad) Examples

## Authentication

Find out how many teams I am part of

Get team project list

Get project details

Get project topology

Get project disciplines

Upload project thumbnail

Create an issue in the project

Get the issue list from the project

Delete all the issues from the project

Create a new pin for the issue

Get all the pins of the issue

Create/Upload a new attachment for the issue

Get the attachment list from the issue

## Authentication

### ObjectiveC

## JSON

```
CommunicationSingleton *CSS = [CommunicationSingleton sharedInstance];

// building the json object
if ([emailString length] != 0) && ([passwordString length] != 0)
{
    NSMutableURLRequest *request = [[NSMutableURLRequest alloc] init];
    NSString *requestURLString = [NSString stringWithFormat:@"%s@authorize",[CSS getDefaultAPIURL]];
    [request setURL:[NSURL URLWithString:requestURLString]];
    [request setHTTPMethod:@"POST"];
    [request setValue:@"application/json" forHTTPHeaderField:@"Content-Type"];

    NSString *requestBodyString = [NSString stringWithFormat:@"%s{\\\"user_id\\\": \\\"%@\\\", \\\"password\\\": \\\"%@\\\", \\\"client_id\\\": \\\"%@\\\"}",emailString,passwordString,[NSUserDefaults standardUserDefaults] objectForKey:@"ClientIdentificationForAuthorizationPurposes"];
    [request setHTTPBody:[requestBodyString dataUsingEncoding:NSUTF8StringEncoding]];
    [request setTimeoutInterval:60];

    __block BOOL loginFailed = NO;

    __block BOOL invalidUser = NO;

    dispatch_async(dispatch_get_global_queue(DISPATCH_QUEUE_PRIORITY_HIGH, 0), ^(void){

        //build an info object and convert to json
        NSError *requestError;
        NSHTTPURLResponse *responseHTTP;

        NSData *response = [NSURLConnection sendSynchronousRequest:request returningResponse:&responseHTTP error:&requestError];

        if ([responseHTTP statusCode] == 200)
        {
            NSDictionary *tempdict = [NSJSONSerialization JSONObjectWithData:response options:NSJSONReadingMutableContainers error:&requestError];
            [CSS setUpAuthenticationForType:[tempdict valueForKey:@"token_type"] withID:[tempdict valueForKey:@"access_token"]];

            // authorization was successfull

        } else {

            loginFailed = YES;

            if (requestError.code == -1012) {

                // Failed because it's an invalid user

                invalidUser = YES;

            } else {

                // check if project list stored on device.
                // if yes, start offline mode

            }

        }

    });
}
```

Find out how many teams I am part of

## ObjectiveC

### JSON

```
CommunicationSingleton *CSS = [CommunicationSingleton sharedInstance];

//build an info object and convert to json
NSError *requestError;
NSHTTPURLResponse *responseHTTP;

NSMutableURLRequest *requestForSlug = [[NSMutableURLRequest alloc] init];

NSString *teamRequestString = [NSString stringWithFormat:@"%s@teams", [CSS getDefaultAPIURL]];
[requestForSlug setURL:[NSURL URLWithString:teamRequestString]];
[requestForSlug setHTTPMethod:@"GET"];
[requestForSlug setValue:@"application/json" forHTTPHeaderField:@"Content-Type"];
[requestForSlug setValue:[CSS getAuthorization] forHTTPHeaderField:@"Authorization"];

NSData *responseForSlug = [NSURLConnection sendSynchronousRequest:requestForSlug returningResponse:
&responseHTTP error:&requestError];
[requestForSlug release];

if ([responseHTTP statusCode] == 200) {
    // Success. Team names array.
    NSArray *tempdictForSlug = [NSJSONSerialization JSONObjectWithData:responseForSlug options:
NSJSONReadingMutableContainers error:&requestError];
    NSLog(@"How many teams I am part of: %d", [tempdictForSlug count]);
}else{
    // Login Failed.
}
}
```

## Get team project list

### ObjectiveC

## JSON

```
CommunicationSingleton *CSS = [CommunicationSingleton sharedInstance];

//build an info object and convert to json
NSError *requestError;
NSHTTPURLResponse *responseHTTP;

//get projectList
NSMutableURLRequest *requestForProjectList = [[NSMutableURLRequest alloc] init];

NSString *projectListRequestString = [NSString stringWithFormat:@"%%%@%/projects",[CSS getDefaultAPIURL],
[CSS getSlug]];
[requestForProjectList setURL:[NSURL URLWithString:projectListRequestString]];
[requestForProjectList setHTTPMethod:@"GET"];
[requestForProjectList setValue:@"application/json" forHTTPHeaderField:@"Content-Type"];
[requestForProjectList setValue:[CSS getAuthorization] forHTTPHeaderField:@"Authorization"];

NSData *responseForProjectList = [NSURLConnection sendSynchronousRequest:requestForProjectList
returningResponse:&responseHTTP error:&requestError];

[requestForProjectList release];

if (responseForProjectList == NULL) {

    // Login Failed
}
else {

    NSError *error;
    NSArray *projectList = [NSJSONSerialization JSONObjectWithData:responseForProjectList options:
NSJSONReadingMutableContainers error:&error];

    BOOL success = [[ProjectManager sharedInstance] loadProjectsFromData:projectList];

    if (!success){

        // Failed to Load Projects List

    }

}
```

## Get project details

### ObjectiveC

## JSON

```
//build an info object and convert to json
NSError *requestError;
NSHTTPURLResponse *responseHTTP;
NSError *dictError;

//Get project details

NSMutableURLRequest *requestForProjectDetails;
requestForProjectDetails = [[NSMutableURLRequest alloc] init];

[requestForProjectDetails setURL:[NSURL URLWithString:[NSString stringWithFormat:@"%%%@/projects/%@",
[CSS getDefaultAPIURL],[CSS getSlug],proj.mID]]];
[requestForProjectDetails setHTTPMethod:@"GET"];
[requestForProjectDetails setValue:@"application/json" forHTTPHeaderField:@"Content-Type"];
[requestForProjectDetails setValue:[CSS getAuthorization] forHTTPHeaderField:@"Authorization"];

NSData *responseForProjectDetails = [NSURLConnection sendSynchronousRequest:requestForProjectDetails
returningResponse:&responseHTTP error:&requestError];
[requestForProjectDetails release];

if (responseHTTP.statusCode == 200) {

    // Success, we have a project detail dictionary
    NSDictionary *projectDetails = [NSJSONSerialization JSONObjectWithData:responseForProjectDetails
options:NULL error:&dictError];

    // Time to process this project details as you want/need
    [proj processProjectDetails:projectDetails];

}else{
    // Download Failed
    return;
}
```

## Get project topology

### ObjectiveC

## JSON

```
//build an info object and convert to json
NSError *requestError;
NSHTTPURLResponse *responseHTTP;

NSString* requestString = [[NSString alloc] initWithFormat:@"%@@%/projects/%@/topology",[CSS
getDefaultAPIURL],[CSS getSlug], mProjectID];

NSMutableURLRequest *requestForProjectsTree = [[NSMutableURLRequest alloc] init];
[requestForProjectsTree setURL:[NSURL URLWithString:requestString]];
[requestString release];

[requestForProjectsTree setHTTPMethod:@"GET"];
[requestForProjectsTree setValue:@"application/json" forHTTPHeaderField:@"Content-Type"];
[requestForProjectsTree setValue:[CommunicationSingleton sharedInstance] getAuthorization]
forHTTPHeaderField:@"Authorization"];

NSData *response = [NSURLConnection sendSynchronousRequest:requestForProjectsTree returningResponse:
&responseHTTP error:&requestError];
[requestForProjectsTree release];

NSString *path = [[proj getProjectFolderPath] stringByAppendingPathComponent:[NSString stringWithFormat:
:@"%@.topology", mProjectID]];

if ([responseHTTP statusCode] == 200)
{
    // Save project topology locally.
    [response writeToFile:path atomically:NO];

    // Load project topology to memory.
    [proj loadTopologyFromData:response];
} else {

    // If Failed

    // Check if we have the last used topology for this project is available offline (remember that
this is could not be the last version)
    if ([[NSFileManager defaultManager] fileExistsAtPath:path]) {
        // Loading project topology offline

        NSData* data = [NSData dataWithContentsOfFile:path];
        [proj loadTopologyFromData:data];

    } else {
        // Download Failed + Local Storage not available
    }
}
```

## Get project disciplines

### ObjectiveC

## JSON

```
Project* proj = [[ProjectManager sharedInstance] getProjectbyID:mProjectID];

maxNodes = [[proj getAllNodesWithoutParents] count];

// Don't download nodes data if we want to download them dynamically
// we are still going to need the parents
```

```

if ( ![[NSUserDefaults standardUserDefaults] valueForKey:kDownloadNodesDynamically] boolValue] ) {

    dispatch_async(dispatch_get_main_queue(), ^(void){

        mDownloadManager = [[DownloadManager alloc] init];
        mDownloadManager.delegate = self;

        //get disciplines
        NSArray *disciplineIds = proj.projectsDisciplineIDs;
        for (int i = 0; i < [disciplineIds count]; i++) {
            [mDownloadManager downloadFiles:[proj getAllNodesWithoutParents] forProject:mProjectID
forDiscipline:[disciplineIds objectAtIndex:i]];
        }

        if ([disciplineIds count] < 1) {
            [mDownloadManager downloadFiles:[proj getAllNodesWithoutParents] forProject:mProjectID
forDiscipline:NULL];
        }

    });
}

```

In "downloadFiles" method there are some logic and data storage operations and for each of the discipline you can call this snippet:

```

NodeHeaderDatas *nodeDatas = [mFilesToProcess objectAtIndex:0];
NSString *nodeidForAPICall = nodeDatas.nodeID;

CommunicationSingleton *CSS = [CommunicationSingleton sharedInstance];
NSMutableURLRequest *requestForNodeData = [[NSMutableURLRequest alloc] init];
NSString *nodesURL;
if (nodeDatas.disciplineForDownloading != NULL) {
    nodesURL = [NSString stringWithFormat:
        @"%@/objects/%@/disciplines/%@/geometries/threejs",
        [CSS getDefaultAPIURL],
        [CSS getSlug],
        nodeidForAPICall,
        nodeDatas.disciplineForDownloading];
}else{
    nodesURL = [NSString stringWithFormat:
        @"%@/objects/%@/geometries/threejs",
        [CSS getDefaultAPIURL],
        [CSS getSlug],
        nodeidForAPICall];
}
[requestForNodeData setURL:[NSURL URLWithString:nodesURL]];
[requestForNodeData setHTTPMethod:@"GET"];
[requestForNodeData setValue:@"application/json" forHTTPHeaderField:@"Content-Type"];
[requestForNodeData setValue:[CSS getAuthorization] forHTTPHeaderField:@"Authorization"];

if(requestForNodeData){
    mConnection = [[NSURLConnection alloc] initWithRequest:requestForNodeData delegate:self
startImmediately:YES];
}
if (!mConnection)
{
    // Connection Failed
}
else
{
    [mConnection scheduleInRunLoop:[NSRunLoop currentRunLoop] forMode:NSRunLoopCommonModes];
    [mConnection start];
}
[requestForNodeData release];

```

## Upload project thumbnail

### ObjectiveC

#### JSON

```
CommunicationSingleton *CSS = [CommunicationSingleton sharedSingleton];
NSString *urlString = [[CSS getDefaultAPIURL] stringByAppendingFormat:@"%@@/projects/%@/thumbnail", [CSS getSlug],
currentProject.mID];
MultiPartFormCommunication *MPC = [MultiPartFormCommunication sharedSingleton];
if (![MPC uploadImage:imagePlaceholder.image withExtension:@"jpeg" withFileName:@"thumbnail" ToURLString:
urlString]){
[[ProjectManager sharedProjectManager] addUnUploadedThumbnailsProjectIdToList:currentProject.mID];
}
```

See the [bottom of the page](#) to see the uploadImage method

## Create an issue in the project

### ObjectiveC

#### JSON

```
CommunicationSingleton *CSS = [CommunicationSingleton sharedSingleton];
//get its dictionary:
NSMutableDictionary *currentIssueData = [self getIssueInformationForIssueId:ISSUE_ID];

//create nsdata for uploading:
NSError *error;
NSData *dataForCurrentIssue = [NSJSONSerialization dataWithJSONObject:currentIssueData options:
NSJSONWritingPrettyPrinted error:&error];

//create issue request:
NSMutableURLRequest *uploadRequestForCurrentIssue;
uploadRequestForCurrentIssue = [[NSMutableURLRequest alloc] init];

NSString *urlStringForIssue = [NSString stringWithFormat:@"%@@@/projects/%@/issues",
[CSS getDefaultAPIURL],
[CSS getSlug],
self.mID];

[uploadRequestForCurrentIssue setURL:[NSURL URLWithString:urlStringForIssue]];
[uploadRequestForCurrentIssue setHTTPMethod:@"POST"];
[uploadRequestForCurrentIssue setValue:@"application/json" forHTTPHeaderField:@"Content-Type"];
[uploadRequestForCurrentIssue setValue:[CSS getAuthorization] forHTTPHeaderField:@"Authorization"];
[uploadRequestForCurrentIssue setHTTPBody:dataForCurrentIssue];

NSHTTPURLResponse *responseHTTPForCurrentIssue;

NSData *responseForCurrentIssue = [NSURLConnection sendSynchronousRequest:uploadRequestForCurrentIssue
returningResponse:&responseHTTPForCurrentIssue error:&error];
[uploadRequestForCurrentIssue release];

if ([responseHTTPForCurrentIssue statusCode] == 201) {
// Success, issue uploaded
}else{
// Error, upload failed
}
```

## Get the issue list from the project

ObjectiveC

### JSON

```
CommunicationSingleton *CSS = [CommunicationSingleton sharedInstance];
//create issue request:
NSMutableURLRequest *issueListRequest;
issueListRequest = [[NSMutableURLRequest alloc] init];

NSString *urlStringForIssue = [NSString stringWithFormat:@"%%%%/projects/%%/issues",
                               [CSS getDefaultAPIURL],
                               [CSS getSlug],
                               self.mID];

DLog(@"%@", urlStringForIssue);
[issueListRequest setURL:[NSURL URLWithString:urlStringForIssue]];
[issueListRequest setHTTPMethod:@"GET"];
[issueListRequest setValue:@"application/json" forHTTPHeaderField:@"Content-Type"];
[issueListRequest setValue:[CSS getAuthorization] forHTTPHeaderField:@"Authorization"];

NSHTTPURLResponse *responseHTTPForIssueList;
NSError *error;

NSData *rawIssueList = [NSURLConnection sendSynchronousRequest:issueListRequest returningResponse:
&responseHTTPForIssueList error:&error];
[issueListRequest release];

if ([responseHTTPForIssueList statusCode] == 200) {
    NSMutableArray *issueList = [NSJSONSerialization JSONObjectWithData:rawIssueList options:
NSJSONReadingMutableContainers error:&error];
    return issueList;
}else{
    return NULL;
}
```

## Delete all the issues from the project

ObjectiveC

## JSON

```
//delete it form the server
CommunicationSingleton *CSS = [CommunicationSingleton sharedSingleton];
//create issue request:
NSMutableURLRequest *deleteRequest = [[NSMutableURLRequest alloc] init];

NSString *urlStringForIssue = [NSString stringWithFormat:@"%%%@/issues/%@",
                                [CSS getDefaultAPIURL],
                                [CSS getSlug],
                                issueid];

[deleteRequest setURL:[NSURL URLWithString:urlStringForIssue]];
[deleteRequest setHTTPMethod:@"DELETE"];
[deleteRequest setValue:@"application/json" forHTTPHeaderField:@"Content-Type"];
[deleteRequest setValue:[CSS getAuthorization] forHTTPHeaderField:@"Authorization"];

NSHTTPURLResponse *responseHTTPForDeletion;
[NSURLConnection sendSynchronousRequest:deleteRequest returningResponse:&responseHTTPForDeletion error:
&error];
[deleteRequest release];

if ([responseHTTPForDeletion statusCode] == 200) {

    //successful deletion
    return 0;

} else {

    //add it to a deletion list
    [self addIssueToUnDeletedIssueList:issueid];

    return 1;

}
```

## Create a new pin for the issue

ObjectiveC

## JSON

```
CommunicationSingleton *CSS = [CommunicationSingleton sharedSingleton];

NSMutableDictionary *pinData = [self getPinDataForPinId:PIN_ID inIssue:ISSUE_ID];

//remove the id and the objectsParent id since they are unrequired data for the server:
NSString *oldObjectsParentID = [pinData objectForKey:@"objectsParentId"];
[pinData removeObjectForKey:@"objectsParentId"];
NSString *oldPinId = [pinData objectForKey:@"id"];
[pinData removeObjectForKey:@"id"];

//set the new issue id:
[pinData setObject:newCurrentIssueId forKey:@"issueId"];

//create nsdata for uploading:
NSData *dataForCurrentPin = [NSJSONSerialization dataWithJSONObject:pinData options:
NSJSONWritingPrettyPrinted error:&error];

//create pin request:
NSMutableURLRequest *uploadRequestForCurrentPin;
uploadRequestForCurrentPin = [[NSMutableURLRequest alloc] init];

NSString *urlStringForPin = [NSString stringWithFormat:@"%@@@/issues/%@/pins",
                             [CSS getDefaultAPIURL],
                             [CSS getSlug],
                             self.newCurrentIssueID];

[uploadRequestForCurrentPin setURL:[NSURL URLWithString:urlStringForPin]];
[uploadRequestForCurrentPin setHTTPMethod:@"POST"];
[uploadRequestForCurrentPin setValue:@"application/json" forHTTPHeaderField:@"Content-Type"];
[uploadRequestForCurrentPin setValue:[CSS getAuthorization] forHTTPHeaderField:@"Authorization"];
[uploadRequestForCurrentPin setHTTPBody:dataForCurrentPin];
NSHTTPURLResponse *responseHTTPForCurrentPin;

NSData *responseForCurrentPin = [NSURLConnection sendSynchronousRequest:uploadRequestForCurrentPin
returningResponse:&responseHTTPForCurrentPin error:&error];
[uploadRequestForCurrentPin release];

if ([responseHTTPForCurrentPin statusCode] == 201) {
    // success
} else {
    // Upload Failed
}
```

## Get all the pins of the issue

### ObjectiveC

## JSON

```
CommunicationSingleton *CSS = [CommunicationSingleton sharedSingleton];
//create issue request:
NSMutableURLRequest *pinListRequest;
pinListRequest = [[NSMutableURLRequest alloc] init];

NSString *urlStringForIssue = [NSString stringWithFormat:@"%@@@/issues/%@/pins",
                                [CSS getDefaultAPIURL],
                                [CSS getSlug],
                                issueid];

DLog(@"%@", urlStringForIssue);
[pinListRequest setURL:[NSURL URLWithString:urlStringForIssue]];
[pinListRequest setHTTPMethod:@"GET"];
[pinListRequest setValue:@"application/json" forHTTPHeaderField:@"Content-Type"];
[pinListRequest setValue:[CSS getAuthorization] forHTTPHeaderField:@"Authorization"];

NSHTTPURLResponse *responseHTTPForPinList;
NSError *error;

NSData *rawPinList = [NSURLConnection sendSynchronousRequest:pinListRequest returningResponse:
&responseHTTPForPinList error:&error];
[pinListRequest release];

if ([responseHTTPForPinList statusCode] == 200) {
    NSMutableArray *pinList = [NSJSONSerialization JSONObjectWithData:rawPinList options:
NSJSONReadingMutableContainers error:&error];
    return pinList;
}else{
    return NULL;
}
```

## Create/Upload a new attachment for the issue

### ObjectiveC

## JSON

```
NSString *attachmentURL = [[CSS getDefaultAPIURL] stringByAppendingFormat:@"%@@/issues/%@/attachments", [CSS
getSlug],currentIssueId];
MultiPartFormCommunication *MPC = [MultiPartFormCommunication sharedSingleton];
NSString *imageName = [NSString stringWithFormat:@"issueImage%f",[NSDate date] timeIntervalSince1970]];
if ([MPC uploadImage:issueImage withExtension:@"jpeg" withFileName:imageName ToURLString:attachmentURL])
{
    //succesful uploading
}else{
    //unsuccesful uploading store the issue image in a list:
}
```

See the [bottom of the page](#) to see the uploadImage method

## Get the attachment list from the issue

### ObjectiveC

## JSON

```
CommunicationSingleton *CSS = [CommunicationSingleton sharedSingleton];
NSMutableURLRequest *attachmentsRequest;
attachmentsRequest = [[NSMutableURLRequest alloc] init];

NSString *urlStringForIssue = [NSString stringWithFormat:@"%%%@/issues/%@/attachments",
                                [CSS getDefaultAPIURL],
                                [CSS getSlug],
                                issueid];

DLog(@"%@", urlStringForIssue);
[attachmentsRequest setURL:[NSURL URLWithString:urlStringForIssue]];
[attachmentsRequest setHTTPMethod:@"GET"];
[attachmentsRequest setValue:@"application/json" forHTTPHeaderField:@"Content-Type"];
[attachmentsRequest setValue:[CSS getAuthorization] forHTTPHeaderField:@"Authorization"];

NSHTTPURLResponse *responseHTTPForAttachments;
NSError *error;

NSData *rawAttachmentsList = [NSURLConnection sendSynchronousRequest:attachmentsRequest returningResponse:
&responseHTTPForAttachments error:&error];
[attachmentsRequest release];

if ([responseHTTPForAttachments statusCode] == 200) {
    NSMutableArray *attachmentsList = [NSJSONSerialization JSONObjectWithData:rawAttachmentsList options:
NSJSONReadingMutableContainers error:&error];
    if ([attachmentsList count] > 0) {
        return attachmentsList;
    }else{
        return NULL;
    }
}else{
    return NULL;
}
```

## Upload image utility method for ObjectiveC

### ObjectiveC

## JSON

```
- (BOOL)uploadImage:(UIImage*)image withExtension:(NSString*)ext withFileName:(NSString*)fileName ToURLString:
(NSString*)urlString{

    CommunicationSingleton *CSS = [CommunicationSingleton sharedSingleton];
    NSURL *url = [NSURL URLWithString:urlString];
    NSMutableURLRequest *request = [NSMutableURLRequest requestWithURL:url];
    // Method
    [request setHTTPMethod:@"POST"];

    // Set headers
    NSString *boundary = @"AaB03x";
    NSString *contentType = [NSString stringWithFormat:@"multipart/form-data; boundary=%@", boundary];

    [request setValue:[CSS getAuthorization] forHTTPHeaderField:@"Authorization"];
    [request addValue:contentType forHTTPHeaderField:@"Content-Type"];

    // FORM
    NSData *dataForTestImage = UIImageJPEGRepresentation(image, 1.0);
    NSMutableData *body = [NSMutableData data];

    [body appendData:[NSString stringWithFormat:@"--%@\r\n", boundary] dataUsingEncoding:
NSUTF8StringEncoding];
```

```

        [body appendData:[NSString stringWithFormat:@"Content-Disposition: form-data; name=\"file\"; filename=\"%@. %@\"\\r\\n", fileName,ext] dataUsingEncoding:NSUTF8StringEncoding]];
        [body appendData:@"Content-Type: application/octet-stream\\r\\n\\r\\n" dataUsingEncoding:NSUTF8StringEncoding];
        [body appendData:dataForTestImage];

        // fileName
        [body appendData:[NSString stringWithFormat:@"\\r\\n--%@--\\r\\n", boundary] dataUsingEncoding:NSUTF8StringEncoding];
        [body appendData:[NSString stringWithFormat:@"Content-Disposition: form-data; name=\"fileName\"\\r\\n\\r\\n%@. %@", fileName,ext] dataUsingEncoding:NSUTF8StringEncoding]];

        // type
        [body appendData:[NSString stringWithFormat:@"\\r\\n--%@--\\r\\n", boundary] dataUsingEncoding:NSUTF8StringEncoding];
        [body appendData:[NSString stringWithFormat:@"Content-Disposition: form-data; name=\"type\"\\r\\n\\r\\nimage/%@", ext] dataUsingEncoding:NSUTF8StringEncoding]];

        // size
        [body appendData:[NSString stringWithFormat:@"\\r\\n--%@--\\r\\n", boundary] dataUsingEncoding:NSUTF8StringEncoding];
        [body appendData:[NSString stringWithFormat:@"Content-Disposition: form-data; name=\"size\"\\r\\n\\r\\n%d", [dataForTestImage length]] dataUsingEncoding:NSUTF8StringEncoding]];

        // objectIds
        [body appendData:[NSString stringWithFormat:@"\\r\\n--%@--\\r\\n", boundary] dataUsingEncoding:NSUTF8StringEncoding];
        [body appendData:[NSString stringWithFormat:@"Content-Disposition: form-data; name=\"objectIds\"\\r\\n\\r\\n%@, @" dataUsingEncoding:NSUTF8StringEncoding]];

        // End
        [body appendData:[NSString stringWithFormat:@"\\r\\n--%@--\\r\\n", boundary] dataUsingEncoding:NSUTF8StringEncoding];

        [request setHTTPBody:body];

        NSHTTPURLResponse* response;
        NSError* err;
        [NSURLConnection sendSynchronousRequest:request
                        returningResponse:&response
                        error:&err];

        if ([response statusCode] == 201) {
            return true;
        }else{
            return false;
        }
    }
}

```