

How to onboard applications to MeshDB

Adding a new user for an application

Navigate to the admin portal at db.grandsvc.mesh.nycmesh.net/admin/ and select add user

Welcome to MeshDB Admin Portal

AUTHENTICATION AND AUTHORIZATION		
Groups	+ Add	Change
Users	+ Add	Change
AUTH TOKEN		
Tokens	+ Add	Change
WEBHOOKS		
Webhook Targets	+ Add	Change
MESHAPI		
Buildings	+ Add	Change
Devices	+ Add	Change
Installs	+ Add	Change
Links	+ Add	Change
Members	+ Add	Change
Nodes	+ Add	Change

Make a new user specifically for the application, not just the author of the application. For example, if Andy is creating an application to measure member distance to link NYC kiosks, don't create a user called `AndyB`, create a user called `AndyB-LinkNYCKioskTool`. For the password, enter something secure, like a random password generated by your browser, but there is no need to save this password, we will use a token to authenticate this user.

Username:

AndyB-LinkNYCKioskTool

Required. 150 characters or fewer. Letters, digits and @/./+/-/_ only.

Password:

.....

Your password can't be too similar to your other personal information.

Your password must contain at least 8 characters.

Your password can't be a commonly used password.

Your password can't be entirely numeric.

Password confirmation:

.....

Enter the same password as before, for verification.

SAVE

Save and add another

Save and continue editing

Action: Go 0 of 32 selected

<input type="checkbox"/>	USERNAME	EMAIL ADDRESS	FIRST NAME	LAST NAME	ST
<input type="checkbox"/>	akashk				✓
<input type="checkbox"/>	andrewd				✓
<input type="checkbox"/>	AndrewD-JoinFormActivitySlackBot				✗
<input type="checkbox"/>	AndrewD-SupportBot				✗
<input type="checkbox"/>	andyb				✓
<input type="checkbox"/>	AndyB-LinkNYCKioskTool				✗
<input type="checkbox"/>	brainh				✓
<input type="checkbox"/>	chrism				✓
<input type="checkbox"/>	danielh				✓
<input type="checkbox"/>	DanielH-LineOfSightKMLTool				✗
<input type="checkbox"/>	danm				✓

Save the user, and then click on the username in the Users list to add the necessary permissions directly on the user object. Do not add the user to any groups. Do not grant the user Staff or Superuser permissions

Choose all

Remove all

The groups this user belongs to. A user will get all permissions granted to each of their groups. Hold down "Control", or "Command" on a Mac, to select more than one.

User permissions:

Available user permissions

Filter

admin | log entry | Can add log entry

admin | log entry | Can change log entry

admin | log entry | Can delete log entry

admin | log entry | Can view log entry

auth | group | Can add group

auth | group | Can change group

auth | group | Can delete group

auth | group | Can view group

auth | permission | Can add permission

auth | permission | Can change permission

auth | permission | Can delete permission

auth | permission | Can view permission

auth | user | Can add user

Choose all

Remove all

Chosen user permissions

Filter

meshapi | building | Can view building

meshapi | install | Can view install

meshapi | member | Can view member

Specific permissions for this user. Hold down "Control", or "Command" on a Mac, to select more than one.

Use the arrows or double click to select permissions from the list of all possible permissions the application could be granted. Most applications do not need change/delete/add permissions. In this example, we grant Andy's tool "view" access to the `Install`, `Building`, and `Member` tables. Save the changes you've made to the user object.

Adding an API token

Follow the instructions under *Adding a new user for the application* above. Then select "Add" next to Tokens. Select the user you just created in the dropdown provided

Groups	+ Add
Users	+ Add
AUTH TOKEN	
Tokens	+ Add
WEBHOOKS	
Webhook Targets	+ Add
MEASUREMENTS	

Add Token

User:

AndyB-LinkNYCKioskTool



SAVE

Save and add another

Save and continue editing

Save the new token, then send it to the author of the application. For more information on using this token to query the API, see the API docs here: <https://db.grandsvc.mesh.nycmesh.net/api-docs/swagger/>

Adding a new web hook recipient

Follow the instructions under *Adding a new user for the application* above. You may use the same "User" object for both tokens and web hooks if they are for the same application.

Select the "Add" button next to Webhook Targets, then use the magnifying glass icon to select the user you created for this application. Enter the target URL for the notification delivery (will be provided by the application owner). This URL will receive an HTTP POST request every time the selected event is fired.

Groups	+ Add
Users	+ Add
AUTH TOKEN	
Tokens	+ Add
WEBHOOKS	
Webhook Targets	+ Add
MESHAPl	
Buildings	+ Add
Devices	+ Add

Add Webhook Target

☒ Enabled

Should this webhook be used? This field be automatically changed by the system when too many consecutive failures are detected at the recipient

User:

Target URL:

Event:

building.created ▾

Headers:

```
{"Content-Type": "application/json"}
```

Select the appropriate event in the dropdown based on the event the application needs to receive, and save. If the application needs to receive more than one event type, add a separate webhook target for each event they need to receive.

Revision #8

Created 9 April 2024 16:14:17 by Andrew Dickinson

Updated 9 April 2024 16:59:47 by Andrew Dickinson