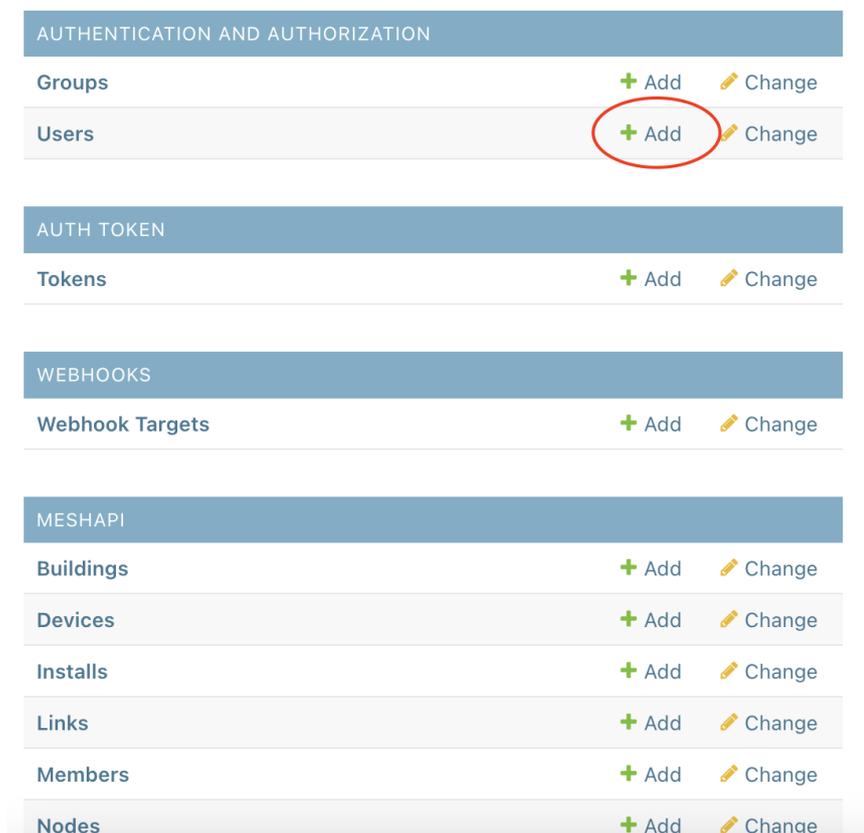


# How to onboard applications to MeshDB

## Adding a new user for an application

Navigate to the admin portal at [db.grandsvc.mesh.nycmesh.net/admin/](https://db.grandsvc.mesh.nycmesh.net/admin/) and select add user

Welcome to MeshDB Admin Portal



The screenshot displays the MeshDB Admin Portal interface. It features several sections with blue headers and white content areas. The 'AUTHENTICATION AND AUTHORIZATION' section is expanded, showing 'Groups' and 'Users' with '+ Add' and 'Change' icons. The 'Users' '+ Add' icon is circled in red. Other sections include 'AUTH TOKEN' with 'Tokens', 'WEBHOOKS' with 'Webhook Targets', and 'MESHAPI' with 'Buildings', 'Devices', 'Installs', 'Links', 'Members', and 'Nodes'. Each item in these sections has '+ Add' and 'Change' icons.

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

Chosen user permissions

Filter

- meshapi | building | Can view building
- meshapi | install | Can view install
- meshapi | member | Can view member

Choose all

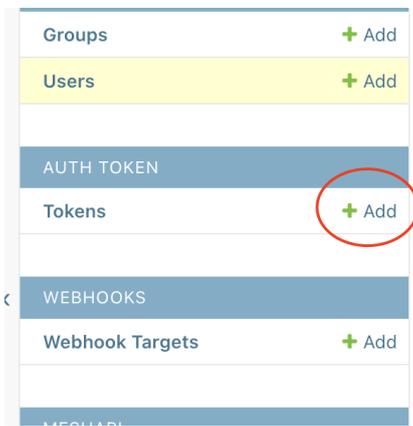
Remove all

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



## Add Token

User:    

---

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
MESHAPI	
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:

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.

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