eyeson API CHEATSHEET

docs.eyeson.com

AUTHORIZATION

```
BASE URL: https://api.eyeson.team/
HEADERS: Authorization: YOUR_API_KEY
```

A running meeting requires authorization with an ACCESS_KEY

ROOM

Start meeting

Initialize meeting room with <api_key>. Response contains <access_key> and <guest_token>.

```
POST /rooms
```

Authorization: <api_key>, required: user[name], options[sfu_mode]=disabled, options[widescreen]=true

Parameters

id, name, user[id], user[name], user[avatar], options[show_names], options[show_label], options[exit_url], options[recording_available], options[broadcast_available], options[reaction_available], options[layout_available], options[guest_token_available], options[lock_available], options[kick_available], options[sfu_mode], options[widescreen], options[background_color], options[audio_insert], options[audio_insert_position][x], options[audio_insert_position][y], options[custom_fields][locale], options[custom_fields][logo], options[custom_fields][hide_chat], options[custom_fields][virtual_background], options[custom_fields][virtual_background_allow_guest], options[custom_fields][virtual_background_image]

Lock meeting

```
POST /rooms/<access_key>/lock
```

End meeting

```
DELETE /rooms/<access_key>
```

Force stop meeting

```
DELETE /rooms/<room_id>
HEADERS Authorization
```

Get details of current meeting

```
GET /rooms/<access_key>
```

Get list of current running meetings

```
GET /rooms
HEADERS Authorization
```

USERS

Fetch user details

```
GET /rooms/<access_key>/users/<client_id>
```

Join

From API-Response: links[GUI]
https://app.eyeson.team/?ACCESS_KEY

Register user

```
POST /rooms
```

REQUIRED id, user[name], RECOMMENDED user[id]

Register guest user

```
POST /guests/<guest_token>
```

Kick

```
DELETE /rooms/<access_key>/users/<user_id>
```

LAYERS

PNG / WEBP - 1280x960 (Default) or 1280x720 (Widescreen)

Add layer

```
POST /rooms/<access_key>/layers
```

Image from web url as overlay

```
curl -X POST \
  -d "url=https://www.domain.com/file.webp" \
  -d "z-index=1" \
  "https://api.eyeson.team/rooms/$ACCESS_KEY/layers"
```

Local image in background

```
curl -X POST \
  -F "file=@path/to/local/file.png" \
  -F "z-index=-1" \
  "https://api.eyeson.team/rooms/$ACCESS_KEY/layers"
```

Clear layer

```
DELETE /rooms/<access_key>/layers/<z-index>
```

LAYOUT

Set a layout

```
POST /rooms/<access_key>/layout
```

VALID names: one, two, four, six, nine, present-lower-3, present-upper-6, present-two-upper-6, present-upper-right-9, present-vertical-9

Custom layout

User spots are filled in order and can overlap

```
POST /rooms/<access_key>/layout
```

map = [[x,y,width, height,(object_fit)],[...]]“

object_fit: cover, contain, auto (narrow videos get contain)

Position users

Their placement in the user list is what matters

```
users[] = ""
users[] = $USER_ID
users[] = ""
users[] = ""
```

Freeze position

Empty spots won‘t get filled

```
layout = custom
```

Voice activation

Active speakers replace inactive ones

```
voice_activation = true
```

PLAYBACK

Only webm files can be looped. Optimal conversion via ffmpeg:

```
ffmpeg -i input.mp4 -r 25 -g 50 -c:v libvpx -b:v 5M -c:a
libvorbis output.webm
```

Start

```
POST /rooms/<access_key>/
playbacks
```

Stop

```
DELETE /rooms/<access_key>/
playbacks/<play_id>
```

Example

```
curl -X POST \
  -d "audio=true" \
  -d "play_id=demo-video" \
  -d "url=https://myapp.com/playback.webm" \
  "https://api.eyeson.team/rooms/$ACCESS_KEY/playbacks"
```

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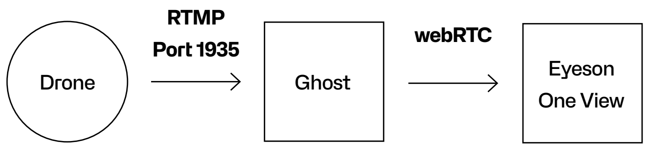
Full documentation at docs.eyeson.com

ADD DRONE OR RTMP SOURCE

1. Download Go Host Streaming Client (Ghost)
   https://github.com/eyeson-team/ghost/releases
2. Set drone to stream to IP of Ghost machine (use ngrok if necessary), RTMP, port 1935

```
./rtmp-server_<OS_VERSION>.exe --user Drone
https://app.eyeson.team/?guest=[$GUEST_TOKEN]
```

3. Drone joins call



PERMALINK

Create a persistent link for a call

Create permalink

```
POST /permalink
HEADERS Authorization
```

Update permalink

```
PUT /permalink/<permalink_id>
HEADERS Authorization
```

Get list of permalinks

```
GET /permalink
HEADERS Authorization
```

Delete permalink

```
DELETE /permalink/<permalink_id>
HEADERS Authorization
```

Register host user to permalink

Host users can start a meeting, only give away guest links.

```
POST /permalink/<permalink_id>/users
```

Remove host user from permalink

```
DELETE /permalink/<permalink_id>/users/<user_token>
```

Start meeting from permalink

```
POST /permalink/<user_token>
```

Register guest user

```
POST /guests/<guest_token>
```

SNAPSHOTS & RECORDINGS

You will need to have the id to retrieve a recording or a snapshot. You can list all the recordings and snapshots in regular intervals. Alternatively, use the observer.

Start / Stop recording

```
POST /rooms/<access_key>/recording
DELETE /rooms/<access_key>/recording
```

Retrieve recording

```
GET /recordings/<recording_id>
```

Get list of recordings of a certain room

```
GET /rooms/<room_id>/recordings
```

Create snapshot

```
POST /rooms/<access_key>/snapshot
```

Retrieve snapshot

```
GET /rooms/<access_key>/snapshots/<snapshot_id>
```

Get list of snapshots of a certain room

```
GET /rooms/<room_id>/snapshots
```

OBSERVER

Get call metadata via the Observer, a one-way WebSocket using Rails ActionCable (with AnyCable as its successor).

https://api.eyeson.team/rt?room_id=<room_id>
(can be wss:// protocol in some cases)
api_key=`<YOUR_API_KEY>`
Subscribe to `RoomChannel`

Event types

```
room_update
participant_update
recording_update
snapshot_update
```

```
broadcasts_update
options_update
playback_update
presentation_update
```

```
podium_update
chat
custom
lock
```

FORWARD STREAM

The API URL must contain the `ROOM_ID` in contrast to `ACCESS_KEY` in other API calls. `FORWARD_ID` MUST be unique for each forward!

Forward source

```
POST /rooms/<ROOM_ID>/forward/source
```

Forward MCU One View

```
POST /rooms/<ROOM_ID>/forward/mcu
```

Forward playback

```
POST /rooms/<ROOM_ID>/forward/playback
```

End forward

```
DELETE /rooms/<ROOM_ID>/forward/<FORWARD_ID>
```

NOTES