

REST Client

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Chapter 1

Getting Started

To get started open the sample scene (Sample Scene\Sample.Unity). The sample contains one button that performs a RESTful GET to a NASA API, and displays the results on a Canvas.

The following code executes the call as a coroutine and handles the response when it arrives. This is done with the following code snippet:

```
StartCoroutine(rest
    .SetBaseUrl("https://api.nasa.gov")
    .ResourceAt("planetary/apod")
    .AddQueryStringParameter("api_key", "<API Key Here, obtained
                                     from https://api.nasa.gov/#getting-started>")
    .Get(response =>
        {
            if (response == null)
            {
                Debug.LogError("Problem communicating with Rest API");
            }
            else
            {
                OutputResult.text = response.Resource["title"] + "\n" +
                                    response.Resource["explanation"];
            }
        }
    ));
```

NOTE: Always execute REST API calls in a coroutine, the call will take many frames to complete and this will prevent dropped frames.

The second part of this example shows how to handle errors.

This is done with the following code snippet:

```
void OnRestError(object boxedError)
{
    var restError = boxedError as RestException;

    if (restError != null)
    {
        if (restError.ErrorRaw != null)
        {
            OutputResult.text = "Rest Error: " + restError.ErrorRaw["message"];
        }
        else if (restError.ErrorListRaw != null)
        {
            OutputResult.text = "Rest Error: " + String.Join("|", Array.ConvertAll(
                restError.ErrorListRaw.ToArray(), x => x.ToString()));
        }
    }
}
```

```
        }
        else
        {
            OutputResult.text = "Rest Error: " + restError.Message;
        }
    }
}
```

This is an example that shows how to parse every expected type of error payload, most likely you would want to focus on handling for error codes that are expected from the REST service you are targeting.

The rest of this manual contains detailed documentation of the methods available in this library. Please contact support@zecil.com with any questions, problems, or suggestions.

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Exception	
Assets.REST_Client.Scripts.RestException	13
Assets.REST_Client.Scripts.BadRequestException	9
Assets.REST_Client.Scripts.ForbiddenException	10
Assets.REST_Client.Scripts.HttpErrorException	11
Assets.REST_Client.Scripts.NotFoundException	12
Assets.REST_Client.Scripts.ServerInternalErrorException	35
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MonoBehaviour	
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Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Assets.REST_Client.Scripts.BadRequestException	9
Exception thrown when the server responds with 400 error code	
Assets.REST_Client.Scripts.ForbiddenException	10
Exception thrown when the server responds with 403 error code	
Assets.REST_Client.Scripts.HttpErrorException	11
Exception thrown when an unknown http protocol error has occurred	
Assets.REST_Client.Scripts.NotFoundException	12
Exception thrown when the server responds with 404 error code	
Assets.REST_Client.Scripts.RestException	13
Base Rest Exception that all custom exceptions for the REST Client derive from	
Assets.REST_Client.Scripts.RestFactory	15
Factory class used to generate REST Request class and inject desired configuration	
Assets.REST_Client.Scripts.RestManager	17
Class used to make REST calls, add this to a GameObject and reuse this for multiple REST calls, if multiple simultaneous calls are required create multiple managers, each RestManager is intended for sequential use.	
Assets.REST_Client.Scripts.RestRequest	22
A Request to Send over the selected HttpInterface	
Assets.REST_Client.Scripts.RestResponse	29
The Response received after a REST call is completed	
Assets.REST_Client.Scripts.ServerInternalErrorException	35
Exception thrown when the server responds with 500 error code	
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Exception thrown when unable to communicate with the server	
Assets.REST_Client.Scripts.UnauthorizedException	37
Exception thrown when the server responds with 401 error code	
Assets.REST_Client.Scripts.WrongResponseFormatException	39
Exception thrown when we are unable to parse the response as valid json	

Chapter 4

Namespace Documentation

4.1 Assets Namespace Reference

Namespaces

- namespace [REST_Client](#)

4.2 Assets.REST_Client Namespace Reference

Namespaces

- namespace [Scripts](#)

4.3 Assets.REST_Client.Scripts Namespace Reference

Classes

- class [BadRequestException](#)
Exception thrown when the server responds with 400 error code
- class [ForbiddenException](#)
Exception thrown when the server responds with 403 error code
- class [HttpErrorException](#)
Exception thrown when an unknown http protocol error has occurred
- class [NotFoundException](#)
Exception thrown when the server responds with 404 error code
- class [RestException](#)
Base Rest Exception that all custom exceptions for the REST Client derive from
- class [RestFactory](#)
Factory class used to generate REST Request class and inject desired configuration
- class [RestManager](#)
Class used to make REST calls, add this to a GameObject and reuse this for multiple REST calls, if multiple simultaneous calls are required create multiple managers, each [RestManager](#) is intended for sequential use.
- class [RestRequest](#)

- A Request to Send over the selected HttpInterface*

 - class [RestResponse](#)

The Response received after a REST call is completed
 - class [ServerInternalErrorException](#)

Exception thrown when the server responds with 500 error code
 - class [ServerNotAvailableException](#)

Exception thrown when unable to communicate with the server
 - class [UnauthorizedException](#)

Exception thrown when the server responds with 401 error code
 - class [WrongResponseFormatException](#)

Exception thrown when we are unable to parse the response as valid json

Enumerations

- enum [AuthType](#) { [AuthType.None](#), [AuthType.Client](#), [AuthType.Bearer](#), [AuthType.Bare](#) }

Authorization Type Used when connecting to REST Service

4.3.1 Enumeration Type Documentation

4.3.1.1 AuthType

```
enum Assets.REST_Client.Scripts.AuthType [strong]
```

Authorization Type Used when connecting to REST Service

Enumerator

None	No Authorization
Client	Client Authentication, used for 2-legged Authentication in OAuth 2
Bearer	Bearer Authorization in the Authorization Header for this call
Bare	Bare Authorization used for custom Authorization Scheme in the Authorization Header

Chapter 5

Class Documentation

5.1 Assets.REST_Client.Scripts.BadRequestException Class Reference

Exception thrown when the server responds with 400 error code

Inherits [Assets.REST_Client.Scripts.RestException](#).

Public Member Functions

- [BadRequestException](#) (int status, object error, string tag)
Constructor used to create exception

Protected Member Functions

- override void [Parse](#) ()

Additional Inherited Members

5.1.1 Detailed Description

Exception thrown when the server responds with 400 error code

5.1.2 Constructor & Destructor Documentation

5.1.2.1 BadRequestException()

```
Assets.REST_Client.Scripts.BadRequestException.BadRequestException (
    int status,
    object error,
    string tag )
```

Constructor used to create exception

Parameters

<i>status</i>	HTTP Status Code
<i>error</i>	Boxed object containing the errors
<i>tag</i>	Tag Associated with Request

5.1.3 Member Function Documentation**5.1.3.1 Parse()**

```
override void Assets.REST_Client.Scripts.BadRequestException.Parse ( ) [protected], [virtual]
```

Reimplemented from [Assets.REST_Client.Scripts.RestException](#).

5.2 Assets.REST_Client.Scripts.ForbiddenException Class Reference

Exception thrown when the server responds with 403 error code

Inherits [Assets.REST_Client.Scripts.RestException](#).

Public Member Functions

- [ForbiddenException](#) (int status, object error, string tag)
Constructor used to create exception

Protected Member Functions

- override void [Parse](#) ()

Additional Inherited Members**5.2.1 Detailed Description**

Exception thrown when the server responds with 403 error code

5.2.2 Constructor & Destructor Documentation**5.2.2.1 ForbiddenException()**

```
Assets.REST_Client.Scripts.ForbiddenException.ForbiddenException (
    int status,
    object error,
    string tag )
```

Constructor used to create exception

Parameters

<i>status</i>	HTTP Status Code
<i>error</i>	Boxed object containing the errors
<i>tag</i>	Tag Associated with Request

5.2.3 Member Function Documentation

5.2.3.1 Parse()

```
override void Assets.REST_Client.Scripts.ForbiddenException.Parse ( ) [protected], [virtual]
```

Reimplemented from [Assets.REST_Client.Scripts.RestException](#).

5.3 Assets.REST_Client.Scripts.HttpErrorException Class Reference

Exception thrown when an unknown http protocol error has occurred

Inherits [Assets.REST_Client.Scripts.RestException](#).

Public Member Functions

- [HttpErrorException](#) (object error, string tag)
Constructor used to create exception

Public Attributes

- string [UnparsedResponse](#)

Additional Inherited Members

5.3.1 Detailed Description

Exception thrown when an unknown http protocol error has occurred

5.3.2 Constructor & Destructor Documentation

5.3.2.1 HttpErrorException()

```
Assets.REST_Client.Scripts.HttpErrorException.HttpErrorException (
    object error,
    string tag )
```

Constructor used to create exception

Parameters

<i>error</i>	Boxed object containing the errors
<i>tag</i>	Tag Associated with Request

5.3.3 Member Data Documentation

5.3.3.1 UnparsedResponse

```
string Assets.REST_Client.Scripts.HttpErrorException.UnparsedResponse
```

5.4 Assets.REST_Client.Scripts.NotFoundException Class Reference

Exception thrown when the server responds with 404 error code

Inherits [Assets.REST_Client.Scripts.RestException](#).

Public Member Functions

- [NotFoundException](#) (int status, object error, string tag)
Constructor used to create exception

Protected Member Functions

- override void [Parse](#) ()

Additional Inherited Members

5.4.1 Detailed Description

Exception thrown when the server responds with 404 error code

5.4.2 Constructor & Destructor Documentation

5.4.2.1 NotFoundException()

```
Assets.REST_Client.Scripts.NotFoundException.NotFoundException (
    int status,
    object error,
    string tag )
```

Constructor used to create exception

Parameters

<i>status</i>	HTTP Status Code
<i>error</i>	Boxed object containing the errors
<i>tag</i>	Tag Associated with Request

5.4.3 Member Function Documentation

5.4.3.1 Parse()

```
override void Assets.REST_Client.Scripts.NotFoundException.Parse ( ) [protected], [virtual]
```

Reimplemented from [Assets.REST_Client.Scripts.RestException](#).

5.5 Assets.REST_Client.Scripts.RestException Class Reference

Base Rest Exception that all custom exceptions for the REST Client derive from

Inherits Exception.

Inherited by [Assets.REST_Client.Scripts.BadRequestException](#), [Assets.REST_Client.Scripts.ForbiddenException](#), [Assets.REST_Client.Scripts.HttpErrorException](#), [Assets.REST_Client.Scripts.NotFoundException](#), [Assets.REST_Client.Scripts.ServerNotAvailableException](#), [Assets.REST_Client.Scripts.UnauthorizedException](#), and [Assets.REST_Client.Scripts.WrongResponseFormatException](#).

Public Member Functions

- [RestException](#) (int status, object error, string tag)
Constructor that takes information from more specific exception and populates it into the correct fields of the base class.
- override string [ToString](#) ()
Convert the error information into a human readable string

Public Attributes

- int [Status](#)
HTTP Status Code
- Hashtable [ErrorRaw](#)
HashTable of Errors
- ArrayList [ErrorListRaw](#)
List of Errors
- string [Tag](#)
Tag Associated with Request

Protected Member Functions

- virtual void [Parse](#) ()

5.5.1 Detailed Description

Base Rest Exception that all custom exceptions for the REST Client derive from

5.5.2 Constructor & Destructor Documentation

5.5.2.1 RestException()

```
Assets.REST_Client.Scripts.RestException.RestException (
    int status,
    object error,
    string tag )
```

Constructor that takes information from more specific exception and populates it into the correct fields of the base class.

Parameters

<i>status</i>	HTTP Status Code
<i>error</i>	Boxed object containing the errors
<i>tag</i>	Tag Associated with Request

5.5.3 Member Function Documentation

5.5.3.1 Parse()

```
virtual void Assets.REST_Client.Scripts.RestException.Parse ( ) [protected], [virtual]
```

Reimplemented in [Assets.REST_Client.Scripts.ServerInternalErrorException](#), [Assets.REST_Client.Scripts.NotFoundException](#), [Assets.REST_Client.Scripts.ForbiddenException](#), [Assets.REST_Client.Scripts.UnauthorizedException](#), and [Assets.REST_Client.Scripts.BadRequestException](#).

5.5.3.2 ToString()

```
override string Assets.REST_Client.Scripts.RestException.ToString ( )
```

Convert the error information into a human readable string

Returns

human readable string

5.5.4 Member Data Documentation

5.5.4.1 ErrorListRaw

`ArrayList Assets.REST_Client.Scripts.RestException.ErrorListRaw`

List of Errors

5.5.4.2 ErrorRaw

`Hashtable Assets.REST_Client.Scripts.RestException.ErrorRaw`

HashTable of Errors

5.5.4.3 Status

`int Assets.REST_Client.Scripts.RestException.Status`

HTTP Status Code

5.5.4.4 Tag

`string Assets.REST_Client.Scripts.RestException.Tag`

Tag Associated with Request

5.6 Assets.REST_Client.Scripts.RestFactory Class Reference

Factory class used to generate REST Request class and inject desired configuration

Static Public Member Functions

- static `IHttpRequest` [GetRequest](#) (`GameObject` parent, `RestMethod` method, `string` url, `byte[]` body)
Generate a IHttpRequest Object of the configured HTTP library. You should never have to call this, it is handled by REST Manager
- static void [DestroyRequest](#) (`IHttpRequest` request)
Used to cleanup the component after the request is completed

Properties

- static Uri [Proxy](#) [get, set]
Specify Proxy used for network communication

5.6.1 Detailed Description

Factory class used to generate REST Request class and inject desired configuration

Currently only WebHttpRequest is supported so this is always injected without configuration, this factory is used to extend support to other HTTP libraries

5.6.2 Member Function Documentation

5.6.2.1 DestroyRequest()

```
static void Assets.REST_Client.Scripts.RestFactory.DestroyRequest (
    IHttpRequest request ) [static]
```

Used to cleanup the component after the request is completed

Parameters

<i>request</i>	The request to cleanup
----------------	------------------------

5.6.2.2 GetRequest()

```
static IHttpRequest Assets.REST_Client.Scripts.RestFactory.GetRequest (
    GameObject parent,
    RestMethod method,
    string url,
    byte [] body ) [static]
```

Generate a IHttpRequest Object of the configured HTTP library. You should never have to call this, it is handled by REST Manager

Parameters

<i>parent</i>	GameObject to notify on events
<i>method</i>	REST Method used for execution
<i>url</i>	url of the service to call
<i>body</i>	body of the service to call

Returns

5.6.3 Property Documentation

5.6.3.1 Proxy

```
Uri Assets.REST_Client.Scripts.RestFactory.Proxy [static], [get], [set]
```

Specify Proxy used for network communication

5.7 Assets.REST_Client.Scripts.RestManager Class Reference

Class used to make REST calls, add this to a GameObject and reuse this for multiple REST calls, if multiple simultaneous calls are required create multiple managers, each [RestManager](#) is intended for sequential use.

Inherits MonoBehaviour.

Public Member Functions

- [RestManager SetBaseUrl](#) (string url)
Set the base URL for the REST call, this must include the protocol and should not contain a trailing slash
- [RestManager ConfigClientAuth](#) (string clientId, string clientSecret)
Use Client Authentication for this call, used for 2-legged Authentication in OAuth 2
- [RestManager ConfigBareClientAuth](#) (string clientAuthString)
Use Authorization Header for this call with a custom Authorization Scheme
- [RestManager ConfigBearerAuth](#) (string accessToken)
Use Bearer Authorization in the Authorization Header for this call
- [RestRequest ResourceAt](#) (string resourceName)
Rest Resource to access
- string [GetClientId](#) ()
Retrieve configured ClientId for Client Authentication
- string [GetClientSecret](#) ()
Retrieve configured ClientSecret for Client Authentication
- string [GetAccessToken](#) ()
Retrieve configured value for Access Token used for Bearer Client Authentication
- string [GetBareClientAuth](#) ()
Retrieve configured value for Custom Authorization

Static Public Member Functions

- static void [SetProxy](#) (string proxy)
Configure a proxy for future calls to [RestManager](#). Set this to null to disable a configured proxy.

5.7.1 Detailed Description

Class used to make REST calls, add this to a GameObject and reuse this for multiple REST calls, if multiple simultaneous calls are required create multiple managers, each [RestManager](#) is intended for sequential use.

5.7.2 Member Function Documentation

5.7.2.1 ConfigBareClientAuth()

```
RestManager Assets.REST_Client.Scripts.RestManager.ConfigBareClientAuth (
    string clientAuthString )
```

Use Authorization Header for this call with a custom Authorization Scheme

Parameters

<i>clientAuthString</i>	value to send in the Authorization Header
-------------------------	---

Returns

This [RestManager](#) allowing for Fluent API consumption

5.7.2.2 ConfigBearerAuth()

```
RestManager Assets.REST_Client.Scripts.RestManager.ConfigBearerAuth (
    string accessToken )
```

Use Bearer Authorization in the Authorization Header for this call

Parameters

<i>accessToken</i>	bearer token to send to service
--------------------	---------------------------------

Returns

This [RestManager](#) allowing for Fluent API consumption

5.7.2.3 ConfigClientAuth()

```
RestManager Assets.REST_Client.Scripts.RestManager.ConfigClientAuth (
    string clientId,
    string clientSecret )
```

Use Client Authentication for this call, used for 2-legged Authentication in OAuth 2

Parameters

<i>clientId</i>	client_id provided by service admin
<i>clientSecret</i>	client_secret provided by service admin

Returns

This [RestManager](#) allowing for Fluent API consumption

5.7.2.4 GetAccessToken()

```
string Assets.REST_Client.Scripts.RestManager.GetAccessToken ( )
```

Retrieve configured value for Access Token used for Bearer Client Authentication

Returns

string containing Bearer Authorization

5.7.2.5 GetBareClientAuth()

```
string Assets.REST_Client.Scripts.RestManager.GetBareClientAuth ( )
```

Retrieve configured value for Custom Authorization

Returns

string containing Custom Authorization

5.7.2.6 GetClientId()

```
string Assets.REST_Client.Scripts.RestManager.GetClientId ( )
```

Retrieve configured ClientId for Client Authentication

Returns

string containing ClientId

5.7.2.7 GetClientSecret()

```
string Assets.REST_Client.Scripts.RestManager.GetClientSecret ( )
```

Retrieve configured ClientSecret for Client Authentication

Returns

string containing ClientSecret

5.7.2.8 ResourceAt()

```
RestRequest Assets.REST_Client.Scripts.RestManager.ResourceAt (
    string resourceName )
```

Rest Resource to access

Parameters

<i>resourceName</i>	Name of resource to access
---------------------	----------------------------

"customers/addresses/home

Returns

[RestRequest](#) ready for Execution allowing for Fluent API consumption

5.7.2.9 SetBaseUrl()

```
RestManager Assets.REST_Client.Scripts.RestManager.SetBaseUrl (
    string url )
```

Set the base URL for the REST call, this must include the protocol and should not contain a trailing slash

Parameters

<i>url</i>	The Base URL of the REST Service
------------	----------------------------------

"https://api.nasa.gov"

Returns

This [RestManager](#) allowing for Fluent API consumption

5.7.2.10 SetProxy()

```
static void Assets.REST_Client.Scripts.RestManager.SetProxy (
    string proxy ) [static]
```

Configure a proxy for future calls to [RestManager](#). Set this to null to disable a configured proxy.

Parameters

<i>proxy</i>	The Url of the proxy
--------------	----------------------

5.8 Assets.REST_Client.Scripts.RestRequest Class Reference

A Request to Send over the selected HttpInterface

Public Member Functions

- [RestRequest](#) ([RestManager](#) restParams, GameObject objectToNotify, string baseUrl, string resourceName)
Used by the REST Manager to create a REST Request object. You should not need to create this directly.
- [RestRequest WithClientAuth](#) ()
Use Client Authentication for this call, details specified by the REST Manager.
- [RestRequest WithBareClientAuth](#) ()
Use Authorization Header for this call with custom Authorization Scheme, details specified by the REST Manager.
- [RestRequest WithBearerAuth](#) ()
Use Bearer Authorization in the Authorization Header for this call, details specified by the REST Manager.
- [RestRequest WithTag](#) (string requestTag)
Tag associated with this request that is returned with the response, used to differentiate between multiple REST Request Responses
- [RestRequest SetSampleRate](#) (int rate)
Audio Sample Rate when body contains Audio Sample
- [RestRequest AddFilterParameter](#) (string key, object value)
Use this to add filter paramter to your query string, each will appear as part of the filter=[key]=[value] parameter on the query string
- [RestRequest AddQueryStringParameter](#) (string key, object value)
Use this to add paramter to your query string, each will appear as part of the &[key]=[value] parameter on the query string
- [RestRequest AddHeader](#) (string key, object value)
Add a header to the REST Request
- [RestRequest ResourceByld](#) (string id)
Request a resource by id
- IEnumerator [Get](#) (Action< [RestResponse](#) > callback=null)
Execute a Get to the REST service use the parameters specified in this object
- IEnumerator [Post](#) (RestBody body=null, Action< [RestResponse](#) > callback=null)
Execute a Post to the REST service use the parameters specified in this object
- IEnumerator [Put](#) (RestBody body=null, Action< [RestResponse](#) > callback=null)
Execute a Put to the REST service use the parameters specified in this object
- IEnumerator [Delete](#) (RestBody body=null, Action< [RestResponse](#) > callback=null)
Execute a Delete to the REST service use the parameters specified in this object

Properties

- string [Path](#) [get]
Full Uri used to access the resource
- string [RequestTag](#) [get]
Tag associated with this request that will appear in the response event
- int [AudioSampleRate](#) [get]
Audio Sample Rate when body contains Audio Sample
- GameObject [ObjectToNotify](#) [get]
Object to recieve event on completion of Rest Request

5.8.1 Detailed Description

A Request to Send over the selected HttpInterface

5.8.2 Constructor & Destructor Documentation

5.8.2.1 RestRequest()

```
Assets.REST_Client.Scripts.RestRequest.RestRequest (
    RestManager restParams,
    GameObject objectToNotify,
    string baseUrl,
    string resourceName )
```

Used by the REST Manager to create a REST Request object. You should not need to create this directly.

Parameters

<i>restParams</i>	params used to populate the REST Request object
<i>objectToNotify</i>	GameObject that received events for this REST Request
<i>baseUrl</i>	Base URL of the REST service being called
<i>resourceName</i>	Resource Name of the REST service being called

5.8.3 Member Function Documentation

5.8.3.1 AddFilterParameter()

```
RestRequest Assets.REST_Client.Scripts.RestRequest.AddFilterParameter (
    string key,
    object value )
```

Use this to add filter paramter to your query string, each will appear as part of the filter=[key]=[value] parameter on the query string

Parameters

<i>key</i>	Key of the filter parameter to add
<i>value</i>	Value of the filter parameter to add

Returns

This [RestRequest](#) allowing for Fluent API consumption

5.8.3.2 AddHeader()

```
RestRequest Assets.REST_Client.Scripts.RestRequest.AddHeader (
    string key,
    object value )
```

Add a header to the REST Request

Parameters

<i>key</i>	Key of the header to add
<i>value</i>	Value of the header to add

Returns

This [RestRequest](#) allowing for Fluent API consumption

5.8.3.3 AddQueryStringParameter()

```
RestRequest Assets.REST_Client.Scripts.RestRequest.AddQueryStringParameter (
    string key,
    object value )
```

Use this to add paramter to your query string, each will appear as part of the `&[key]=[value]` parameter on the query string

Parameters

<i>key</i>	Key of the parameter to add
<i>value</i>	Value of the parameter to add

Returns

This [RestRequest](#) allowing for Fluent API consumption

5.8.3.4 Delete()

```
IEnumerator Assets.REST_Client.Scripts.RestRequest.Delete (
    RestBody body = null,
    Action< RestResponse > callback = null )
```

Execute a Delete to the REST service use the parameters specified in this object

Parameters

<i>body</i>	Body of the request
<i>callback</i>	Method to call on execution completion

Returns

IEnumerator suitable for call using StartCoroutine

5.8.3.5 Get()

```
IEnumerator Assets.REST_Client.Scripts.RestRequest.Get (
    Action< RestResponse > callback = null )
```

Execute a Get to the REST service use the parameters specified in this object

Parameters

<i>callback</i>	Method to call on execution completion
-----------------	--

Returns

IEnumerator suitable for call using StartCoroutine

5.8.3.6 Post()

```
IEnumerator Assets.REST_Client.Scripts.RestRequest.Post (
    RestBody body = null,
    Action< RestResponse > callback = null )
```

Execute a Post to the REST service use the parameters specified in this object

Parameters

<i>body</i>	Body of the request
<i>callback</i>	Method to call on execution completion

Returns

IEnumerator suitable for call using StartCoroutine

5.8.3.7 Put()

```
IEnumerator Assets.REST_Client.Scripts.RestRequest.Put (
    RestBody body = null,
    Action< RestResponse > callback = null )
```

Execute a Put to the REST service use the parameters specified in this object

Parameters

<i>body</i>	Body of the request
<i>callback</i>	Method to call on execution completion

Returns

IEnumerator suitable for call using StartCoroutine

5.8.3.8 ResourceById()

```
RestRequest Assets.REST_Client.Scripts.RestRequest.ResourceById (
    string id )
```

Request a resource by id

Parameters

<i>id</i>	id of the resource requested
-----------	------------------------------

Returns

This [RestRequest](#) allowing for Fluent API consumption

5.8.3.9 SetSampleRate()

```
RestRequest Assets.REST_Client.Scripts.RestRequest.SetSampleRate (
    int rate )
```

Audio Sample Rate when body contains Audio Sample

Parameters

<i>rate</i>	Waveform sample rate
-------------	----------------------

Returns

This [RestRequest](#) allowing for Fluent API consumption

5.8.3.10 WithBareClientAuth()

[RestRequest](#) `Assets.REST_Client.Scripts.RestRequest.WithBareClientAuth ()`

Use Authorization Header for this call with custom Authorization Scheme, details specified by the REST Manager.

Returns

This [RestRequest](#) allowing for Fluent API consumption

5.8.3.11 WithBearerAuth()

[RestRequest](#) `Assets.REST_Client.Scripts.RestRequest.WithBearerAuth ()`

Use Bearer Authorization in the Authorization Header for this call, details specified by the REST Manager.

Returns

This [RestRequest](#) allowing for Fluent API consumption

5.8.3.12 WithClientAuth()

[RestRequest](#) `Assets.REST_Client.Scripts.RestRequest.WithClientAuth ()`

Use Client Authentication for this call, details specified by the REST Manager.

Returns

This [RestRequest](#) allowing for Fluent API consumption

5.8.3.13 WithTag()

[RestRequest](#) `Assets.REST_Client.Scripts.RestRequest.WithTag (
string requestTag)`

Tag associated with this request that is returned with the response, used to differentiate between multiple REST Request Responses

Parameters

<i>requestTag</i>	string containing Tag to associated with call
-------------------	---

Returns

This [RestRequest](#) allowing for Fluent API consumption

5.8.4 Property Documentation

5.8.4.1 AudioSampleRate

```
int Assets.REST_Client.Scripts.RestRequest.AudioSampleRate [get]
```

Audio Sample Rate when body contains Audio Sample

5.8.4.2 ObjectToNotify

```
GameObject Assets.REST_Client.Scripts.RestRequest.ObjectToNotify [get]
```

Object to recieve event on completion of Rest Request

5.8.4.3 Path

```
string Assets.REST_Client.Scripts.RestRequest.Path [get]
```

Full Uri used to access the resource

5.8.4.4 RequestTag

```
string Assets.REST_Client.Scripts.RestRequest.RequestTag [get]
```

Tag associated with this request that will appear in the response event

5.9 Assets.REST_Client.Scripts.RestResponse Class Reference

The Response received after a REST call is completed

Public Member Functions

- [RestResponse](#) (IHttpRequest httpRequest, string body, Hashtable result, string tag)
Constructor used to create this [RestResponse](#) object
- [RestResponse](#) (IHttpRequest httpRequest, string body, ArrayList result, string tag)
Constructor used to create this [RestResponse](#) object
- [RestResponse](#) (IHttpRequest httpRequest, string body, byte[] result, string tag)
Constructor used to create this [RestResponse](#) object if the response contains a byte array
- [RestResponse](#) (IHttpRequest httpRequest, string body, string tag)
Constructor used to create this [RestResponse](#) object
- [RestResponse](#) (IHttpRequest httpRequest, string tag)
Constructor used to create this [RestResponse](#) object if response does not contain a body
- [RestResponse](#) (IHttpRequest httpRequest, [RestException](#) exception, string tag)
Constructor used to create this [RestResponse](#) object

Properties

- bool [IsList](#) [get]
True if this is an ArrayList stored in ResourceList, False if this is a Hashtable stored in Resource
- bool [HasError](#) [get]
Ture if this results contains an error, otherwise false
- Hashtable [Resource](#) [get]
The resource returned from the call formatted for easy consumption
- ArrayList [ResourceList](#) [get]
The resource returned from the call formatted for easy consumption
- byte [] [Bytes](#) [get]
The resource returned from the call formatted for easy consumption
- string [Body](#) [get]
Body of the response
- [RestException](#) [Exception](#) [get]
Exception generate by request if this resulted in an error
- int [Status](#) [get]
HTTP Status Code of the response
- string [Tag](#) [get]
Tag associated with original request
- IHttpRequest [HttpRequest](#) [get]
Original Request that this is the response to

5.9.1 Detailed Description

The Response received after a REST call is completed

5.9.2 Constructor & Destructor Documentation

5.9.2.1 RestResponse() [1/6]

```
Assets.REST_Client.Scripts.RestResponse.RestResponse (
    IHttpRequest httpRequest,
    string body,
    Hashtable result,
    string tag )
```

Constructor used to create this [RestResponse](#) object

Parameters

<i>httpRequest</i>	Original Request that this is the response to
<i>body</i>	Body of the response
<i>result</i>	The resource returned from the call formatted for easy consumption
<i>tag</i>	Tag associated with original request

5.9.2.2 RestResponse() [2/6]

```
Assets.REST_Client.Scripts.RestResponse.RestResponse (
    IHttpRequest httpRequest,
    string body,
    ArrayList result,
    string tag )
```

Constructor used to create this [RestResponse](#) object

Parameters

<i>httpRequest</i>	Original Request that this is the response to
<i>body</i>	Body of the response
<i>result</i>	The resource returned from the call formatted for easy consumption
<i>tag</i>	Tag associated with original request

5.9.2.3 RestResponse() [3/6]

```
Assets.REST_Client.Scripts.RestResponse.RestResponse (
    IHttpRequest httpRequest,
    string body,
    byte [] result,
    string tag )
```

Constructor used to create this [RestResponse](#) object if the response contains a byte array

Parameters

<i>httpRequest</i>	Original Request that this is the response to
<i>body</i>	Body of the response
<i>result</i>	The resource returned from the call formatted for easy consumption
<i>tag</i>	Tag associated with original request

5.9.2.4 RestResponse() [4/6]

```
Assets.REST_Client.Scripts.RestResponse.RestResponse (
    IHttpRequest httpRequest,
    string body,
    string tag )
```

Constructor used to create this [RestResponse](#) object

Parameters

<i>httpRequest</i>	Original Request that this is the response to
<i>body</i>	Body of the response
<i>tag</i>	Tag associated with original request

5.9.2.5 RestResponse() [5/6]

```
Assets.REST_Client.Scripts.RestResponse.RestResponse (
    IHttpRequest httpRequest,
    string tag )
```

Constructor used to create this [RestResponse](#) object if response does not contain a body

Parameters

<i>httpRequest</i>	Original Request that this is the response to
<i>tag</i>	Tag associated with original request

5.9.2.6 RestResponse() [6/6]

```
Assets.REST_Client.Scripts.RestResponse.RestResponse (
    IHttpRequest httpRequest,
    RestException exception,
    string tag )
```

Constructor used to create this [RestResponse](#) object

Parameters

<i>httpRequest</i>	Original Request that this is the response to
<i>exception</i>	exception returned instead of a valid response
<i>tag</i>	Tag associated with original request

5.9.3 Property Documentation

5.9.3.1 Body

```
string Assets.REST_Client.Scripts.RestResponse.Body [get]
```

Body of the response

5.9.3.2 Bytes

```
byte [] Assets.REST_Client.Scripts.RestResponse.Bytes [get]
```

The resource returned from the call formatted for easy consumption

5.9.3.3 Exception

```
RestException Assets.REST_Client.Scripts.RestResponse.Exception [get]
```

Exception generate by request if this resulted in an error

5.9.3.4 HasError

```
bool Assets.REST_Client.Scripts.RestResponse.HasError [get]
```

Ture if this results contains an error, otherwise false

5.9.3.5 HttpRequest

```
IHttpRequest Assets.REST_Client.Scripts.RestResponse.HttpRequest [get]
```

Original Request that this is the response to

5.9.3.6 IsList

```
bool Assets.REST_Client.Scripts.RestResponse.IsList [get]
```

True if this is an ArrayList stored in ResourceList, False if this is a Hashtable stored in Resource

5.9.3.7 Resource

```
Hashtable Assets.REST_Client.Scripts.RestResponse.Resource [get]
```

The resource returned from the call formatted for easy consumption

5.9.3.8 ResourceList

```
ArrayList Assets.REST_Client.Scripts.RestResponse.ResourceList [get]
```

The resource returned from the call formatted for easy consumption

5.9.3.9 Status

```
int Assets.REST_Client.Scripts.RestResponse.Status [get]
```

HTTP Status Code of the response

5.9.3.10 Tag

```
string Assets.REST_Client.Scripts.RestResponse.Tag [get]
```

Tag associated with original request

5.10 Assets.REST_Client.Scripts.ServerInternalErrorException Class Reference

Exception thrown when the server responds with 500 error code

Inherits [Assets.REST_Client.Scripts.RestException](#).

Public Member Functions

- [ServerInternalErrorException](#) (int status, object error, string tag)
Constructor used to create exception

Protected Member Functions

- override void [Parse](#) ()

Additional Inherited Members

5.10.1 Detailed Description

Exception thrown when the server responds with 500 error code

5.10.2 Constructor & Destructor Documentation

5.10.2.1 ServerInternalErrorException()

```
Assets.REST_Client.Scripts.ServerInternalErrorException.ServerInternalErrorException (
    int status,
    object error,
    string tag )
```

Constructor used to create exception

Parameters

<i>status</i>	HTTP Status Code
<i>error</i>	Boxed object containing the errors
<i>tag</i>	Tag Associated with Request

5.10.3 Member Function Documentation

5.10.3.1 Parse()

```
override void Assets.REST_Client.Scripts.ServerInternalErrorException.Parse ( ) [protected],
[virtual]
```

Reimplemented from [Assets.REST_Client.Scripts.RestException](#).

5.11 Assets.REST_Client.Scripts.ServerNotAvailableException Class Reference

Exception thrown when unable to communicate with the server

Inherits [Assets.REST_Client.Scripts.RestException](#).

Public Member Functions

- [ServerNotAvailableException](#) (string tag)
Constructor used to create exception

Additional Inherited Members

5.11.1 Detailed Description

Exception thrown when unable to communicate with the server

5.11.2 Constructor & Destructor Documentation

5.11.2.1 ServerNotAvailableException()

```
Assets.REST_Client.Scripts.ServerNotAvailableException.ServerNotAvailableException (
    string tag )
```

Constructor used to create exception

Parameters

<i>tag</i>	Tag Associated with Request
------------	-----------------------------

5.12 Assets.REST_Client.Scripts.UnauthorizedException Class Reference

Exception thrown when the server responds with 401 error code

Inherits [Assets.REST_Client.Scripts.RestException](#).

Public Member Functions

- [UnauthorizedException](#) (int status, object error, string tag)
Constructor used to create exception

Public Attributes

- new string [Message](#)

Protected Member Functions

- override void [Parse](#) ()

5.12.1 Detailed Description

Exception thrown when the server responds with 401 error code

5.12.2 Constructor & Destructor Documentation

5.12.2.1 UnauthorizedException()

```
Assets.REST_Client.Scripts.UnauthorizedException.UnauthorizedException (
    int status,
    object error,
    string tag )
```

Constructor used to create exception

Parameters

<i>status</i>	HTTP Status Code
<i>error</i>	Boxed object containing the errors
<i>tag</i>	Tag Associated with Request

5.12.3 Member Function Documentation

5.12.3.1 Parse()

```
override void Assets.REST_Client.Scripts.UnauthorizedException.Parse ( ) [protected], [virtual]
```

Reimplemented from [Assets.REST_Client.Scripts.RestException](#).

5.12.4 Member Data Documentation

5.12.4.1 Message

```
new string Assets.REST_Client.Scripts.UnauthorizedException.Message
```

5.13 Assets.REST_Client.Scripts.WrongResponseFormatException Class Reference

Exception thrown when we are unable to parse the response as valid json

Inherits [Assets.REST_Client.Scripts.RestException](#).

Public Member Functions

- [WrongResponseFormatException](#) (object error, string tag)
Constructor used to create exception

Public Attributes

- string [UnparsedResponse](#)

Additional Inherited Members

5.13.1 Detailed Description

Exception thrown when we are unable to parse the response as valid json

5.13.2 Constructor & Destructor Documentation

5.13.2.1 WrongResponseFormatException()

```
Assets.REST_Client.Scripts.WrongResponseFormatException.WrongResponseFormatException (
    object error,
    string tag )
```

Constructor used to create exception

Parameters

<i>error</i>	Boxed object containing the errors
<i>tag</i>	Tag Associated with Request

5.13.3 Member Data Documentation

5.13.3.1 UnparsedResponse

`string Assets.REST_Client.Scripts.WrongResponseFormatException.UnparsedResponse`

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