Brawndo Go Client

This is the 3rd party dropoff go client for creating and viewing orders and adding tips.

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Using the client

Configuration

To configure things you will have to create both a Brawndo Client and a Transport. The client contains the methods that you can call while the transport will contain the information required to properly sign the requests.

```
import (
    "dropoff.com/brawndo"
)

var t brawndo.Transport

t.ApiURL = "https://sandbox-brawndo.dropoff.com/v1"

t.Host = "sandbox-brawndo.dropoff.com"

t.PublicKey = "91e9b320b18375927592759179d0b3d5415db4b80d4b553f46580a60119afc8"

t.SecretKey = "7f8fee62743d7febcda6482364826dfbeacbf4726f62d6fda26a3b906817482"

var b brawndo.Client

b.Transport = &t
```

- ApiURL the url of the brawndo api. This field is required.
- Host the api host. This field is required.
- PublicKey the public key of the user that will be using the client. This field is required.
- SecretKey the secret key of the user that will be using the client.

Getting Your Client Information

If you want to know your client id and name you can access this information via the info call.

If you are an enterprise client user, then this call will return all of the accounts that you are allowed to manage with your current account.

```
res, err := brawndo.Info()
```

A successful response will be a struct in this format:

```
type GetInfoManagedClient struct {
  CompanyName
                 string
 Ιd
                 string
 Level
                 int
 Children
                []*GetInfoManagedClient
}
type GetInfoClient struct {
  CompanyName string
  Ιd
                 string
}
type GetInfoUser struct {
 FirstName string
               string
 LastName
 Ιd
                 string
}
type InfoResponseData struct {
 User
                *GetInfoUser
 Client
                *GetInfoClient
 ManagedClients *GetInfoManagedClient
}
type InfoResponse struct { // The response
  Data
                 *InfoResponseData
}
```

The main sections in Data are User, Client, and ManagedClients.

The User info shows basic information about the Dropoff user that the used keys represent.

The Client info shows basic information about the Dropoff Client that the user belongs to who's keys are being used.

The ManagedClients info shows a hierarchical structure of all clients that can be managed by the user who's keys are being used.

Enterprise Managed Clients

In the above info example you see that keys for a user in an enterprise client are being used. It has clients that can be managed as it's descendants.

The hierarchy could look something like this:

Let's say I was using keys for a user in **EnterpriseCo Europe**, then the returned hierarchy would be:

```
EnterpriseCo Europe (1111111111112)

- EnterpriseCo Paris (1111111111111)

- EnterpriseCo London (1111111111113)

- EnterpriseCo Milan (1111111111114)
```

Note that You can no longer see the **EnterpriseCo Global** ancestor and anything descending and including **EnterpriseCo NA**.

So what does it mean to manage an enterprise client? This means that you can:

- Get estimates for that client.
- Place an order for that client.
- · Cancel an order for that client.
- View existing orders placed for that client.
- Create, update, and delete tips for orders placed for that client.

All you have to do is specify the id of the client that you want to act on. So if wanted to place orders for **EnterpriseCo Paris** I would make sure to include that clients id: "111111111111".

The following api documentation will show how to do this.

Getting Pricing Estimates

Before you place an order you will first want to estimate the distance, eta, and cost for the delivery. The client provides a **getEstimate** function for this operation.

```
var req brawndo.EstimateRequest
_, zone := time.Now().Zone()

req.Origin = "2517 Thornton Rd, Austin, TX 78704"

req.Destination = "800 Brazos St, Austin, TX 78704"

req.UTCOffset = zone

req.ReadyTimestamp = -1

req.CompanyId = ""
```

- **Origin** the origin (aka the pickup location) of the order. Required.
- **Destination** the destination (aka the delivery location) of the order. Required.
- **UTCOffset** the utc offset of the timezone where the order is taking place. Value is in seconds. Required.
- ReadyTimestamp the unix timestamp (in seconds) representing when the order is ready to be picked
 up. If not set we assume immediate availability for pickup.
- * Companyld if you are using brawndo as an enterprise client that manages other dropoff clients you can specify the managed client id who's estimate you want here. This is optional and only works for enterprise clients.

```
res, err := b.Estimate(origin, destination, o, ready)
```

This is the structure of a successful response:

```
type EstimateServiceType struct {
    ETA, Distance, Price string
}

type EstimateData struct {
    ETA, Distance, ServiceType string
    Asap, TwoHr, FourHr *EstimateServiceType
}

type EstimateResponse struct { // This is the response
    Data    *EstimateData
    Success bool
    Timestamp string
}
```

- Success if true the request was processed successfully, if false, it could not be processed.
- Timestamp the time at which the request completed.
- Data contains pricing info
- **ServiceType** the service type that the pricing reflects. Can be standard, holiday, or after_hr.
- Asap contains pricing for asap delivery from the ready time.
- TwoHr contains pricing for delivery within two hours of the ready time.
- FourHr contains pricing for delivery within four hours of the ready time.
- AllDay the pricing for an order that needs to delivered by end of business on a weekday...
- ETA the estimated time (in seconds) it will take to go from the origin to the destination.
- **Distance** the distance from the origin to the destination. In miles.
- Price the price of the delivery for the time frame and service type.

Placing an order

Given a successful estimate call, and a window that you like, then the order can be placed. An order requires origin information, destination information, and specifics about the order.

New Order Structure

In order to create a new order you would instantiate a CreateOrderRequest struct:

```
type CreateOrderRequest struct {
   Details     *CreateOrderDetails
   Origin     *CreateOrderAddress
   Destination *CreateOrderAddress
   CompanyId     string
}
```

- . Details contains data specific to the order
- Origin contains data specific to the origin (pickup location) of the order
- Destination contains data specific to the destination (dropoff location) of the order
- * Companyld if you are using brawndo as an enterprise client that manages other dropoff clients you can specify the managed client id who you would like to create an order for. This is optional and only works for enterprise clients.

Origin and Destination data.

The Origin and Destination contain information regarding the addresses in the order. You would instantiate a CreateOrderAddress struct for each one

```
type CreateOrderAddress struct {
    CompanyName
                    string
    Email
                    string
    Phone
                    string
    FirstName
                    string
   LastName
                    string
    AddressLine1
                    string
    AddressLine2
                    string
    City
                    string
    State
                    string
                    string
    Zip
    Remarks
                    string
                    float64
    Lat
                    float64
    Lng
}
```

- CompanyName the name of the business for the origin or destination. Required.
- Email the email address for the origin or destination. Required.
- Phone the contact number at the origin or destination. Required.
- FirstName the first name of the contact at the origin or destination. Required.
- LastName the last name of the contact at the origin or destination. Required.
- AddressLine1 the street information for the origin or destination. Required.
- AddressLine2 additional information for the address for the origin or destination (ie suite number).
 Optional.
- City the city for the origin or destination. Required.
- State the state for the origin or destination. Required.
- Zip the zip code for the origin or destination. Required.
- Remarks additional instructions for the origin or destination. Optional.
- Lat the latitude for the origin or destination. Required.

* Lng - the longitude for the origin or destination. Required.

Order details data.

The Details contain information about the order

```
type CreateOrderDetails struct {
   Quantity int64
   Weight
               int64
   ETA
               string
              string
   Distance
   Price
                string
               int64
   ReadyDate
   Type
                string
   ReferenceCode string
   ReferenceName string
}
```

- Quantity the number of packages in the order. Required.
- Weight the weight of the packages in the order. Required.
- **ETA** the eta from the origin to the destination. Should use the value retrieved in the getEstimate call. Required.
- **Distance** the distance from the origin to the destination. Should use the value retrieved in the getEstimate call. Required.
- Price the price for the order. Should use the value retrieved in the getEstimate call.. Required.

- ReadyDate the unix timestamp (seconds) indicating when the order can be picked up. Can be up to 60 days into the future. Required.
- **Type** the order window. Can be asap, two*hr, four*hr depending on the ready_date. Required.
- **ReferenceName** a field for your internal referencing. Optional.

* ReferenceCode - a field for your internal referencing. Optional.

Once this data is created, you can create the order.

```
var cor brawndo.CreateOrderRequest
var cor det brawndo.CreateOrderDetails
var cor_o, cor_d brawndo.CreateOrderAddress
cor det.Quantity = 1
cor det.Weight = 5
cor det.ETA = "448.5"
cor det.Distance = "0.64"
cor det.Price = "13.99"
cor_det.ReadyDate = time.Now().Unix()
cor_det.Type = "two_hr"
cor det.ReferenceCode = "reference code 0001"
cor det.ReferenceName = "reference name"
cor_o.CompanyName = "Dropoff GO Origin"
cor o.Email = "noreply+origin@dropoff.com"
cor o.Phone = "5124744877"
cor_o.FirstName = "Napoleon"
cor_o.LastName = "Bonner"
cor o.AddressLine1 = "117 San Jacinto Blvd"
//cor_o.AddressLine2 = ""
cor_o.City = "Austin"
cor_o.State = "TX"
cor \ o.Zip = "78701"
cor o.Lat = 30.263706
cor o.Lng = -97.741703
cor o.Remarks = "Be nice to napoleon"
cor_d.CompanyName = "Dropoff GO Destination"
cor d.Email = "noreply+destination@dropoff.com"
cor d.Phone = "5555554444"
cor d.FirstName = "Del"
```

```
cor_d.LastName = "Fitzgitibit"
cor_d.AddressLine1 = "800 Brazos Street"
cor_d.AddressLine2 = "250"
cor_d.City = "Austin"
cor_d.State = "TX"
cor_d.Zip = "78701"
cor_d.Lat = 30.269967
cor_d.Lng = -97.740838
//cor_d.Remarks = "Optional remarks"

cor.Details = &cor_det
cor.Destination = &cor_d
cor.Origin = &cor_o

res,err := b.CreateOrder(&cor)
```

The data in the return value will contain the id of the new order as well as the url where you can track the order progress.

```
type CreateOrderData struct {
   OrderId
             string
   ShortId
             string
   URL
             string
}
type CreateOrderResponse struct { // this is returned
             string
   Message
   Timestamp string
   Success bool
             *CreateOrderData
   Data
}
```

Cancelling an order

```
var req brawndo.OrderRequest

req.OrderId = "abcdef1234567890fedcba"
req.CompanyId = ""

res, err := b.CancelOrder(&req)
```

• Orderld - the id of the order to cancel.

* Companyld - if you are using brawndo as an enterprise client that manages other dropoff clients you can specify the managed client id who you would like to cancel an order for. This is optional and only works for enterprise clients.

An order can be cancelled in these situations

- 1. The order was placed less than **ten minutes** ago.
- 2. The order ready time is more than **one hour** away.
- 3. The order has not been picked up.
- 4. The order has not been cancelled.

Getting a specific order

```
var req brawndo.OrderRequest

req.OrderId = order_id
req.CompanyId = company_id

res, err := b.GetOrder(&req)
```

- OrderId the id of the order to view.
- * Companyld if you are using brawndo as an enterprise client that manages other dropoff clients you can specify the managed client id who you would like to get an order for. This is optional and only works for enterprise clients.

This will return a GetOrderResponse struct

```
type GetOrderResponse struct {
   Data *GetOrderData
   Success bool
   Timestamp string
}
```

- Data contains specifics about the order
- Success true if the order was retrieved, false otherwise.

* Timestamp - the time that the opration completed

The struct for GetOrderData looks like this:

```
type GetOrderData struct {
   Details *GetOrderDetails
   Origin *GetOrderAddress
   Destination *GetOrderAddress
}
```

- . Details contains data specific to the order
- Origin contains data specific to the origin (pickup location) of the order

* Destination - contains data specific to the destination (dropoff location) of the order

The struct for GetOrderDetails looks like this:

```
type GetOrderDetails struct {
   OrderId
                       string
   CustomerName
                       string
   Price
                       string
   Distance
                       string
   Ouantity
                       int64
   Weight
                       int64
   Market
                       string
   ServiceType
                       string
   TimeFrame
                       string
   Timezone
                       string
   UTCOffsetMinutes
                      int64
   CreateDate
                       int64
   UpdateDate
                     int64
   ReadyForPickupDate int64
                       int64
   OrderStatusCode
   OrderStatusName
                       string
   ReferenceCode
                       string
   ReferenceName
                       string
}
```

- Orderld the id of the order
- CustomerName the name of the client that placed the order.
- Price the price for the order.
- **Distance** the distance from the origin to the destination.
- Quantity the number of packages in the order.
- Weight the weight of the packages in the order.
- Market the market that the order was in.
- **ServiceType** the service type of the order, can be standard, holiday, or after_hr.
- **TimeFrame** the order window. Can be asap, two*hr, four*hr depending on the ready_date.
- TimeZone the timezone of the order.
- UTCOffsetMinutes the UTC offset of the timezone the order was in.
- **CreateDate** the time the order was created. unix timestamp.
- UpdateDate the time the order was updated. unix timestamp.
- ReadyForPickupDate the time the order was ready to be picked up. unix timestamp.
- OrderStatusCode the current status code for the order.
 - -1000 is cancelled.
 - 0 is submitted.
 - 1000 is assigned.
 - 2000 is pickedup.

- 3000 is delivered.
- OrderStatusName a string description of the status.
- ReferenceName a field for your internal referencing.

* ReferenceCode - a field for your internal referencing.

The struct for GetOrderAddress looks like this:

```
type GetOrderAddress struct {
   CompanyName
                  string
   FirstName
                  string
   LastName
                  string
   AddressLine1 string
   AddressLine2 string
   City
                  string
   State
                  string
   Zip
                  string
                  float64
   Lng
                  float64
   Lat
   Email
                  string
   Phone
                  string
                  int64
   CreateDate
   UpdateDate
                  int64
}
```

- CompanyName the name of the business for the address.
- FirstName the first name of the contact at the address.
- LastName the last name of the contact at the address.
- AddressLine1 the street information for the address.
- AddressLine2 additional street information for the address.
- City the city for the address.
- State the state for the address.
- **Zip** the zip code for the address.
- Lat the latitude for the address.
- Lng the longitude for the address.
- Email the email address for the address.
- Phone the contact number at the address.
- CreateDate the unix timestamp of creation.
- **UpdateDate** the unix timestamp of the last update.

* Remarks - additional instructions for the address.

Getting a page of orders

```
// Get an the first order page for the client your keys represent
 var req brawndo.OrderRequest
 res, err := b.GetOrderPage(&req)
// Get an the order page after the given key for the client your keys represent
  var reg brawndo.OrderReguest
  req.LastKey = "1234567890abcdeffedcbakdjsaynzcvjkdsauiadfsjkfasdkjfsadkjadfshk"
  res, err := b.GetOrderPage(&req)
// Get an the first order page for a managed client if you are an enterprise client
 var req brawndo.OrderRequest
 req.CompanyId = "1234567890abcdeffedcba"
 res, err := b.GetOrderPage(&req)
// Get an the order page after the given key for a managed client if you are an ente
rprise client
 var req brawndo.OrderRequest
 req.CompanyId = "1234567890abcdeffedcba"
  req.LastKey = "1234567890abcdeffedcbakdjsaynzcvjkdsauiadfsjkfasdkjfsadkjadfshk"
  res, err := b.GetOrderPage(&req)
```

- LastKey the key that marks the next page of orders. optional.
- * Companyld if you are using brawndo as an enterprise client that manages other dropoff clients you can specify the managed client id who you would like to get a page of orders for. This is optional and only works for enterprise clients.

This will return a GetOrdersResponse struct when successful

```
type GetOrdersResponse struct {
  Total    int64
  Count    int64
  LastKey    string
  Data    []*GetOrderData
  Success    bool
  Timestamp  string
}
```

Use **LastKey** to get the subsequent page of orders.

Tips

You can create, delete, and read tips for individual orders. Please note that tips can only be created or deleted for orders that were delivered within the current billing period. Tips are paid out to our agents and will appear as an order adjustment charge on your invoice after the current billing period has expired. Tip amounts must not be zero or negative. You are limited to one tip per order.

Creating a tip

Tip creation requires specifying an order id and an amount.

```
var req brawndo.OrderTipRequest
req.OrderId = "12345abcdef67890fedcba"
req.Amount = "7.50"
req.CompanyId = ""

res, err := b.CreateOrderTip(&req)
```

- Orderld the order id you want to add the tip to.
- Amount the amount of the tip.
- * Companyld if you are using brawndo as an enterprise client that manages other dropoff clients you can specify the managed client id who who has an order you want to add a tip to. This is optional and only works for enterprise

clients.

Response Struct:

```
type TipResponseData struct {
 Amount
               string
 Description string
 CreateDate string
 UpdateDate string
}
type TipResponse struct {
 Message
               string
 Timestamp
              string
 Success
              bool
  Tip
               *TipResponseData
}
```

Deleting a tip

Tip deletion requires specifying an order id.

```
var req brawndo.OrderTipRequest
req.OrderId = "12345abcdef67890fedcba"
req.CompanyId = ""

res, err := b.DeleteOrderTip(&req)
```

Response Struct:

```
type DeleteTipResponse struct {
   Message string
   Timestamp string
   Success bool
}
```

• Orderld - the order id you want to delete the tip from.

* Companyld - if you are using brawndo as an enterprise

client that manages other dropoff clients you can specify the managed client id who who has an order you want to remove a tip from. This is optional and only works for enterprise clients.

Reading a tip

Tip reading requires specifying an order id.

```
var req brawndo.OrderTipRequest
req.OrderId = "12345abcdef67890fedcba"
req.CompanyId = ""

res, err := b.GetOrderTip(&req)
```

- Orderld the order id who's tip you want to see.
- * Companyld if you are using brawndo as an enterprise client that manages other dropoff clients you can specify the managed client id who who has an order who's tip you want to see. This is optional and only works for enterprise clients.

Response Struct:

```
type GetTipResponse struct {
  Amount     string
  Description     string
  CreateDate     string
  UpdateDate     string
}
```

Webhooks

You may register a server route with Dropoff to receive real time updates related to your orders.

Your endpoint must handle a post, and should verify the X-Dropoff-Key with the client key given to you when registering the endpoint.

The body of the post should be signed using the HMAC-SHA-512 hashing algorithm combined with the client secret give to you when registering the endpoint.

The format of a post from Dropoff will be:

```
{
    count : 2,
    data : [ ]
}
```

- count contains the number of items in the data array.
- data is an array of events regarding orders and agents processing those orders.

Backoff algorithm

If your endpoint is unavailable Dropoff will try to resend the events in this manner:

- Retry 1 after 10 seconds
- Retry 2 after twenty seconds
- · Retry 3 after thirty seconds
- · Retry 4 after one minute
- Retry 5 after five minutes
- Retry 6 after ten minutes
- Retry 7 after fifteen minutes
- · Retry 8 after twenty minutes
- Retry 9 after thirty minutes
- · Retry 10 after forty five minutes
- All subsequent retries will be after one hour until 24 hours have passed

If all retries have failed then the cached events will be forever gone from this plane of existence.

Events

There are two types of events that your webhook will receive, order update events and agent location events.

All events follow this structure:

```
{
   event_name : <the name of the event ORDER_UPDATED or AGENT_LOCATION>
   data : { ... }
}
```

- event_name is either ORDER_UPDATED or AGENT_LOCATION
- data contains the event specific information

Order Update Event

This event will be triggered when the order is either:

- · Accepted by an agent.
- Picked up by an agent.
- Delivered by an agent.
- · Cancelled.

This is an example of an order update event

```
{
    event_name: 'ORDER_UPDATED',
    data: {
        order_status_code: 1000,
        company_id: '7df2b0bdb418157609c0d5766fb7fb12',
        timestamp: '2015-05-15T12:52:55+00:00',
        order_id: 'klAb-zwm8-mYz',
        agent_id: 'b7aa983243ccbfa43410888dd205c298'
    }
}
```

- orderstatuscode can be -1000 (cancelled), 1000 (accepted), 2000 (picked up), or 3000 (delivered)
- company_id is your company id.
- **timestamp** is a utc timestamp of when the order occured.
- order_id is the id of the order.
- agent_id is the id of the agent that is carrying out your order.

Agent Location Update Event

This event is triggered when the location of an agent that is carrying out your order has changed.

```
{
    event_name: 'AGENT_LOCATION',
    data: {
        agent_avatar: 'https://s3.amazonaws.com/com.dropoff.alpha.app.workerphoto/b7a
    a983243ccbfa43410888dd205c298/worker_photo.png?AWSAccessKeyId=AKIAJN2ULWKTZXXEOQDA&Ex
    pires=1431695270&Signature=AFKNQdT331h1EddrGp0kINAR4uw%3D',
        latitude: 30.2640713,
        longitude: -97.7469492,
        order_id: 'klAb-zwm8-mYz',
        timestamp: '2015-05-15T12:52:50+00:00',
        agent_id: 'b7aa983243ccbfa43410888dd205c298'
    }
}
```

- agent_avatar is an image url you can use to show the agent. It expires in 15 minutes.
- latitude and longitude reflect the new coordinates of the agent.
- timestamp is a utc timestamp of when the order occured.
- order_id is the id of the order.
- agent_id is the id of the agent that is carrying out your order.

Managed Client Events

If you have registered a webhook with an enterprise client that can manager other clients, then the webhook will also receive all events for any managed clients.

So in our hierarchical <u>example</u> at the start, if a webhook was registered for **EnterpriseCo Global**, it would receive all events for:

- EnterpriseCo Global
- EnterpriseCo Europe
- EnterpriseCo Paris
- EnterpriseCo London
- EnterpriseCo Milan
- EnterpriseCo NA
- EnterpriseCo Chicago
- EnterpriseCo New York
- EnterpriseCo Los Angeles

Simulating an order

You can simulate an order via the brawndo api in order to test your webhooks.

The simulation will create an order, assign it to a simulation agent, and move the agent from pickup to the destination.

You can only run a simulation once every fifteen minutes.

```
res, err := b.SimulateOrder(market)
```

The struct response is:

- Orderld the id of the simulated order.
- OrderDetailsUrl the url of the order details page.
- **Timestamp** the timestamp that the simulation request was completed.

* Success - true if the simulation was started.