

HTTP status codes

URL: <https://docs.grassfish.com/apidocs/http-status-codes>

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Review the following table to learn more about status codes that the API returns.

HTTP status code	Name	Description
200	OK	Your request was successful.
201	Created	Your request was successful.
204	No content	Your request was successful. This occurs frequently, for example, when deleting a resource.
400	Bad request	The server can't process the request. This is usually due to a client error.
401	Unauthorized	The server requires authentication. In this case, the client usually needs to provide credentials.
403	Access denied	The server denies access, because the client is not allowed to perform the requested action.
404	Not found	The server can't find the requested resource. This can be due to a broken link or a resource that has been removed.
409	Conflict	There's a conflict between the current state of the resource and the new state that the client wants to set. Multiple users may be attempting to modify the same resource.
500	Unexpected error	An unexpected error has occurred on the server. This can happen, for example, when the server encounters a bug or a database error.

Troubleshooting

If you receive an error response, the following steps can help you identify and solve the issue:

- Ensure that the syntax and content of your request is correct.
- Check whether the requested address (URL) is correct.
- Ensure that you have sufficient user permissions in IXM One.
- Check whether your parameters are correct. For example, double-check the ID you specified in your request.
- Check the state of the resource in your request. For example, the spot you want to delete could be in use or the player whose InitBox you want to start is already initialized.
- Check whether the resource in your request has been removed or renamed.
- Clear the browser cache and cookies.