Microsoft Store App Update Automation: Technical Flow Documentation

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1 Introduction

This document describes the technical flow for automating Microsoft Store app updates using the autoPublisher CLI. It covers the API endpoints used, the structure of payloads, and the sequence of operations performed to update an app submission.

2 Update Flow Overview

The update process for a Microsoft Store app via automation consists of the following high-level steps:

- 1. Authenticate and obtain an access token.
- 2. Delete any existing in-progress submission.
- 3. Create a new submission.
- 4. Prepare and update submission metadata.
- 5. Upload package and media assets.
- 6. Commit the submission.
- 7. Poll for submission status.

3 APIs Used

All API calls are made to the Microsoft Store Dev Center API (https://manage.devcenter.microsoft.com/v1.0/my/). Authentication uses Azure AD OAuth2.

• Token Endpoint: https://login.microsoftonline.com/\{tenantId\}/oauth2/token

- Get App Data: GET applications/{productId}
- Delete Submission: DELETE applications/{productId}/submissions/{submissionId}
- Create Submission: POST applications/{productId}/submissions
- Get Submission Metadata: GET applications/{productId}/submissions/{submissionId}
- Update Submission Metadata: PUT applications/{productId}/submissions/{submissionId}
- Commit Submission: POST applications/{productId}/submissions/{submissionId}/commit
- $\bullet \ \ Get \ Submission \ Status: \ \texttt{GET} \ \ applications/\{\texttt{productId}\}/\texttt{submissions}/\{\texttt{submissionId}\}/\texttt{status} \\$

4 Authentication

OAuth2 client credentials flow is used. The following payload is sent to the token endpoint:

```
grant_type=client_credentials
client_id=<client-id>
client_secret=<client-secret>
resource=https://manage.devcenter.microsoft.com
```

The resulting access_token is used as a Bearer token in all subsequent API requests.

5 Submission Metadata Payload

The main payload for updating a submission is a JSON object matching the ApplicationSubmissionRequest schema. Only a subset of fields are required for updates. Example structure:

```
],
  "ApplicationPackages": [
      "FileName": "myapp.msixbundle",
      "FileStatus": "PendingUpload"
    }
 ],
  "Trailers": [
      "VideoFileName": "Trailer_demo.mp4",
      "TrailerAssets": {
        "en-us": {
          "Title": "demo",
          "ImageList": [
              "FileName": "TrailerImage_demo.png",
              "Description": null
        }
      }
    }
 ]
}
```

Note: Fields like ApplicationPackages and Images must be managed carefully. Existing assets are marked PendingDelete, and new assets are added with PendingUpload.

6 Sequence of API Calls

- 1. Authenticate: Obtain access token.
- 2. **Get Current Submission:** GET applications/{productId} to check for pending submissions.
- 3. **Delete Submission:** If a pending submission exists, DELETE it.
- 4. Create Submission: POST to create a new submission.
- 5. Get Metadata: GET submission metadata for the new submission.
- 6. Update Metadata: PUT updated metadata payload.

- 7. **Upload Assets:** Use the fileUploadUrl from metadata to upload the package via Azure Blob Storage.
- 8. Commit Submission: POST to commit the submission.
- 9. Poll Status: GET status until published or failed.

7 Error Handling

Common errors include:

- InvalidState: Submission is not in a modifiable state. Solution: Delete and recreate the submission.
- Schema Errors: Payload does not match expected schema. Solution: Validate JSON structure and field types.
- Authentication Errors: Invalid credentials or expired token.

8 References

- Microsoft Store Submission API Overview
- Create and manage app submissions