

# Account

## Properties

Name	Type	Description	Notes
<b>CreatedAt</b>	Pointer to <b>string</b>		[optional]
<b>Id</b>	Pointer to <b>string</b>		[optional]
<b>Name</b>	Pointer to <b>string</b>		[optional]
<b>Owner</b>	Pointer to <b>string</b>		[optional]
<b>UpdatedAt</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewAccount

```
func NewAccount() *Account
```

NewAccount instantiates a new Account object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewAccountWithDefaults

```
func NewAccountWithDefaults() *Account
```

NewAccountWithDefaults instantiates a new Account object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetCreatedAt

```
func (o *Account) GetCreatedAt() string
```

GetCreatedAt returns the CreatedAt field if non-nil, zero value otherwise.

### GetCreatedAtOk

```
func (o *Account) GetCreatedAtOk() (*string, bool)
```

GetCreatedAtOk returns a tuple with the CreatedAt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetCreatedAt

```
func (o *Account) SetCreatedAt(v string)
```

SetCreatedAt sets CreatedAt field to given value.

### HasCreatedAt

```
func (o *Account) HasCreatedAt() bool
```

HasCreatedAt returns a boolean if a field has been set.

### GetId

```
func (o *Account) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

## **GetIdOk**

```
func (o *Account) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetId**

```
func (o *Account) SetId(v string)
```

SetId sets Id field to given value.

## **HasId**

```
func (o *Account) HasId() bool
```

HasId returns a boolean if a field has been set.

## **GetName**

```
func (o *Account) GetName() string
```

GetName returns the Name field if non-nil, zero value otherwise.

## **GetNameOk**

```
func (o *Account) GetNameOk() (*string, bool)
```

GetNameOk returns a tuple with the Name field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetName**

```
func (o *Account) SetName(v string)
```

SetName sets Name field to given value.

## **HasName**

```
func (o *Account) HasName() bool
```

HasName returns a boolean if a field has been set.

## **GetOwner**

```
func (o *Account) GetOwner() string
```

GetOwner returns the Owner field if non-nil, zero value otherwise.

## **GetOwnerOk**

```
func (o *Account) GetOwnerOk() (*string, bool)
```

GetOwnerOk returns a tuple with the Owner field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetOwner**

```
func (o *Account) SetOwner(v string)
```

SetOwner sets Owner field to given value.

## HasOwner

```
func (o *Account) HasOwner() bool
```

HasOwner returns a boolean if a field has been set.

## GetUpdatedAt

```
func (o *Account) GetUpdatedAt() string
```

GetUpdatedAt returns the UpdatedAt field if non-nil, zero value otherwise.

## GetUpdatedAtOk

```
func (o *Account) GetUpdatedAtOk() (*string, bool)
```

GetUpdatedAtOk returns a tuple with the UpdatedAt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetUpdatedAt

```
func (o *Account) SetUpdatedAt(v string)
```

SetUpdatedAt sets UpdatedAt field to given value.

## HasUpdatedAt

```
func (o *Account) HasUpdatedAt() bool
```

HasUpdatedAt returns a boolean if a field has been set.

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# AccountUserInfo

## Properties

Name	Type	Description	Notes
<b>Space</b>	Pointer to <b>string</b>		[optional]
<b>User</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewAccountUserInfo

```
func NewAccountUserInfo() *AccountUserInfo
```

NewAccountUserInfo instantiates a new AccountUserInfo object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewAccountUserInfoWithDefaults

```
func NewAccountUserInfoWithDefaults() *AccountUserInfo
```

NewAccountUserInfoWithDefaults instantiates a new AccountUserInfo object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetSpace

```
func (o *AccountUserInfo) GetSpace() string
```

GetSpace returns the Space field if non-nil, zero value otherwise.

## GetSpaceOk

```
func (o *AccountUserInfo) GetSpaceOk() (*string, bool)
```

GetSpaceOk returns a tuple with the Space field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetSpace

```
func (o *AccountUserInfo) SetSpace(v string)
```

SetSpace sets Space field to given value.

## HasSpace

```
func (o *AccountUserInfo) HasSpace() bool
```

HasSpace returns a boolean if a field has been set.

## GetUser

```
func (o *AccountUserInfo) GetUser() string
```

GetUser returns the User field if non-nil, zero value otherwise.

## GetUserOk

```
func (o *AccountUserInfo) GetUserOk() (*string, bool)
```

GetUserOk returns a tuple with the User field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetUser

```
func (o *AccountUserInfo) SetUser(v string)
```

SetUser sets User field to given value.

## HasUser

```
func (o *AccountUserInfo) HasUser() bool
```

HasUser returns a boolean if a field has been set.

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# \AccountsApi

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Description
<b>CreateAccount</b>	<b>Post</b> /spaces	Create an Account
<b>DeleteAccount</b>	<b>Delete</b> /spaces/{space}	Delete an Account
<b>GetAccount</b>	<b>Get</b> /spaces/{space}	Get an Account
<b>ListAccounts</b>	<b>Get</b> /spaces	List Accounts

Method	HTTP request	Description
<b>UpdateAccount</b>	<b>Put</b> /spaces/{space}	Update an Account

## CreateAccount

Account CreateAccount(ctx).Account(account).Execute()

Create an Account

### Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    account := *openapiclient.NewAccount() // Account / Body of a new Account

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.AccountsApi.CreateAccount(context.Background()).Account(account).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `AccountsApi.CreateAccount`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `CreateAccount`: Account
    fmt.Fprintf(os.Stdout, "Response from `AccountsApi.CreateAccount`: %v\n", resp)
}
```

### Path Parameters

### Other Parameters

Other parameters are passed through a pointer to a apiCreateAccountRequest struct via the builder pattern

Name	Type	Description	Notes
<b>account</b>	<b>Account</b>	Body of a new Account	

### Return type

### Account

### Authorization

OAuth2Security, OAuth2Security, bearerAuth

### HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

## DeleteAccount

```
DeleteAccount(ctx, space).Execute()
```

Delete an Account

### Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "space_example" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.AccountsApi.DeleteAccount(context.Background(), space).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `AccountsApi.DeleteAccount`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
}
```

### Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		

### Other Parameters

Other parameters are passed through a pointer to a `apiDeleteAccountRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

### Return type

(empty response body)

### Authorization

OAuth2Security, OAuth2Security, bearerAuth

### HTTP request headers

- **Content-Type**: Not defined
- **Accept**: application/json

## GetAccount

Account GetAccount(ctx, space).Execute()

Get an Account

### Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "space_example" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.AccountsApi.GetAccount(context.Background(), space).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `AccountsApi.GetAccount`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `GetAccount`: Account
    fmt.Fprintf(os.Stdout, "Response from `AccountsApi.GetAccount`: %v\n", resp)
}
```

### Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		

### Other Parameters

Other parameters are passed through a pointer to a apiGetAccountRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

### Return type

#### Account

#### Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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## ListAccounts

```
[]Account ListAccounts(ctx).Execute()
```

List Accounts

### Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.AccountsApi.ListAccounts(context.Background()).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `AccountsApi.ListAccounts`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ListAccounts`: []Account
    fmt.Fprintf(os.Stdout, "Response from `AccountsApi.ListAccounts`: %v\n", resp)
}
```

### Path Parameters

This endpoint does not need any parameter.

### Other Parameters

Other parameters are passed through a pointer to a `apiListAccountsRequest` struct via the builder pattern

### Return type

```
[]Account
```

### Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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UpdateAccount

Account UpdateAccount(ctx, space).Account(account).Execute()  
Update an Account

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "space_example" // string /
    account := *openapiclient.NewAccount() // Account / Body to update an Account

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.AccountsApi.UpdateAccount(context.Background(), space).Account(account).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `AccountsApi.UpdateAccount`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `UpdateAccount`: Account
    fmt.Fprintf(os.Stdout, "Response from `AccountsApi.UpdateAccount`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		

Other Parameters

Other parameters are passed through a pointer to a apiUpdateAccountRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

account | Account | Body to update an Account |

Return type

Account

Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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## ActionDelayListResponse

### Properties

Name	Type	Description	Notes
<b>Data</b>	Pointer to <code>[]map[string]interface{}</code>		[optional]
<b>Paging</b>	Pointer to <code>ActionDelayListResponsePaging</code>		[optional]

### Methods

#### NewActionDelayListResponse

```
func NewActionDelayListResponse() *ActionDelayListResponse
```

NewActionDelayListResponse instantiates a new ActionDelayListResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

#### NewActionDelayListResponseWithDefaults

```
func NewActionDelayListResponseWithDefaults() *ActionDelayListResponse
```

NewActionDelayListResponseWithDefaults instantiates a new ActionDelayListResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

#### GetData

```
func (o *ActionDelayListResponse) GetData() []map[string]interface{}
```

GetData returns the Data field if non-nil, zero value otherwise.

#### GetDataOk

```
func (o *ActionDelayListResponse) GetDataOk() (*[]map[string]interface{}, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

#### SetData

```
func (o *ActionDelayListResponse) SetData(v []map[string]interface{})
```

SetData sets Data field to given value.

#### HasData

```
func (o *ActionDelayListResponse) HasData() bool
```

HasData returns a boolean if a field has been set.

## GetPaging

```
func (o *ActionDelayListResponse) GetPaging() ActionDelayListResponsePaging
```

GetPaging returns the Paging field if non-nil, zero value otherwise.

## GetPagingOk

```
func (o *ActionDelayListResponse) GetPagingOk() (*ActionDelayListResponsePaging, bool)
```

GetPagingOk returns a tuple with the Paging field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetPaging

```
func (o *ActionDelayListResponse) SetPaging(v ActionDelayListResponsePaging)
```

SetPaging sets Paging field to given value.

## HasPaging

```
func (o *ActionDelayListResponse) HasPaging() bool
```

HasPaging returns a boolean if a field has been set.

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# ActionDelayListResponsePaging

## Properties

Name	Type	Description	Notes
<b>NextCursor</b>	Pointer to <b>string</b>		[optional]
<b>PreviousCursor</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewActionDelayListResponsePaging

```
func NewActionDelayListResponsePaging() *ActionDelayListResponsePaging
```

NewActionDelayListResponsePaging instantiates a new ActionDelayListResponsePaging object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewActionDelayListResponsePagingWithDefaults

```
func NewActionDelayListResponsePagingWithDefaults() *ActionDelayListResponsePaging
```

NewActionDelayListResponsePagingWithDefaults instantiates a new ActionDelayListResponsePaging object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetNextCursor

```
func (o *ActionDelayListResponsePaging) GetNextCursor() string
```

GetNextCursor returns the NextCursor field if non-nil, zero value otherwise.

## GetNextCursorOk

```
func (o *ActionDelayListResponsePaging) GetNextCursorOk() (*string, bool)
```

GetNextCursorOk returns a tuple with the NextCursor field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetNextCursor

```
func (o *ActionDelayListResponsePaging) SetNextCursor(v string)
```

SetNextCursor sets NextCursor field to given value.

## HasNextCursor

```
func (o *ActionDelayListResponsePaging) HasNextCursor() bool
```

HasNextCursor returns a boolean if a field has been set.

## GetPreviousCursor

```
func (o *ActionDelayListResponsePaging) GetPreviousCursor() string
```

GetPreviousCursor returns the PreviousCursor field if non-nil, zero value otherwise.

## GetPreviousCursorOk

```
func (o *ActionDelayListResponsePaging) GetPreviousCursorOk() (*string, bool)
```

GetPreviousCursorOk returns a tuple with the PreviousCursor field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetPreviousCursor

```
func (o *ActionDelayListResponsePaging) SetPreviousCursor(v string)
```

SetPreviousCursor sets PreviousCursor field to given value.

## HasPreviousCursor

```
func (o *ActionDelayListResponsePaging) HasPreviousCursor() bool
```

HasPreviousCursor returns a boolean if a field has been set.

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# ActionListResponse

## Properties

Name	Type	Description	Notes
<b>Data</b>	Pointer to []map[string]interface{}		[optional]
<b>Paging</b>	Pointer to ActionDelayListResponsePaging		[optional]

## Methods

### NewActionListResponse

```
func NewActionListResponse() *ActionListResponse
```

NewActionListResponse instantiates a new ActionListResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewActionListResponseWithDefaults

```
func NewActionListResponseWithDefaults() *ActionListResponse
```

NewActionListResponseWithDefaults instantiates a new ActionListResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetData

```
func (o *ActionListResponse) GetData() []map[string]interface{}
```

GetData returns the Data field if non-nil, zero value otherwise.

### GetDataOk

```
func (o *ActionListResponse) GetDataOk() (*[]map[string]interface{}, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetData

```
func (o *ActionListResponse) SetData(v []map[string]interface{})
```

SetData sets Data field to given value.

### HasData

```
func (o *ActionListResponse) HasData() bool
```

HasData returns a boolean if a field has been set.

### GetPaging

```
func (o *ActionListResponse) GetPaging() ActionDelayListResponsePaging
```

GetPaging returns the Paging field if non-nil, zero value otherwise.

### GetPagingOk

```
func (o *ActionListResponse) GetPagingOk() (*ActionDelayListResponsePaging, bool)
```

GetPagingOk returns a tuple with the Paging field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetPaging

```
func (o *ActionListResponse) SetPaging(v ActionDelayListResponsePaging)
```

SetPaging sets Paging field to given value.

## HasPaging

```
func (o *ActionListResponse) HasPaging() bool
```

HasPaging returns a boolean if a field has been set.

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## ActionRunStats

### Properties

Name	Type	Description	Notes
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Input</b>	Pointer to <b>ActionRunStatsInput</b>		[optional]
<b>Links</b>	Pointer to <b>[]ActionRunStatsLinks</b>		[optional]
<b>Title</b>	Pointer to <b>string</b>		[optional]

### Methods

#### NewActionRunStats

```
func NewActionRunStats() *ActionRunStats
```

NewActionRunStats instantiates a new ActionRunStats object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

#### NewActionRunStatsWithDefaults

```
func NewActionRunStatsWithDefaults() *ActionRunStats
```

NewActionRunStatsWithDefaults instantiates a new ActionRunStats object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

#### GetDescription

```
func (o *ActionRunStats) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

#### GetDescriptionOk

```
func (o *ActionRunStats) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

#### SetDescription

```
func (o *ActionRunStats) SetDescription(v string)
```

SetDescription sets Description field to given value.

#### HasDescription

```
func (o *ActionRunStats) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

## **GetInput**

```
func (o *ActionRunStats) GetInput() ActionRunStatsInput
```

GetInput returns the Input field if non-nil, zero value otherwise.

## **GetInputOk**

```
func (o *ActionRunStats) GetInputOk() (*ActionRunStatsInput, bool)
```

GetInputOk returns a tuple with the Input field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetInput**

```
func (o *ActionRunStats) SetInput(v ActionRunStatsInput)
```

SetInput sets Input field to given value.

## **HasInput**

```
func (o *ActionRunStats) HasInput() bool
```

HasInput returns a boolean if a field has been set.

## **GetLinks**

```
func (o *ActionRunStats) GetLinks() []ActionRunStatsLinks
```

GetLinks returns the Links field if non-nil, zero value otherwise.

## **GetLinksOk**

```
func (o *ActionRunStats) GetLinksOk() (*[]ActionRunStatsLinks, bool)
```

GetLinksOk returns a tuple with the Links field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetLinks**

```
func (o *ActionRunStats) SetLinks(v []ActionRunStatsLinks)
```

SetLinks sets Links field to given value.

## **HasLinks**

```
func (o *ActionRunStats) HasLinks() bool
```

HasLinks returns a boolean if a field has been set.

## **GetTitle**

```
func (o *ActionRunStats) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

## **GetTitleOk**

```
func (o *ActionRunStats) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetTitle

```
func (o *ActionRunStats) SetTitle(v string)
```

SetTitle sets Title field to given value.

## HasTitle

```
func (o *ActionRunStats) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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# ActionRunStatsInput

## Properties

Name	Type	Description	Notes
<b>Properties</b>	Pointer to <b>ActionRunStatsInputProperties</b>		[optional]
<b>Type</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewActionRunStatsInput

```
func NewActionRunStatsInput() *ActionRunStatsInput
```

NewActionRunStatsInput instantiates a new ActionRunStatsInput object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewActionRunStatsInputWithDefaults

```
func NewActionRunStatsInputWithDefaults() *ActionRunStatsInput
```

NewActionRunStatsInputWithDefaults instantiates a new ActionRunStatsInput object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetProperties

```
func (o *ActionRunStatsInput) GetProperties() ActionRunStatsInputProperties
```

GetProperties returns the Properties field if non-nil, zero value otherwise.

## GetPropertiesOk

```
func (o *ActionRunStatsInput) GetPropertiesOk() (*ActionRunStatsInputProperties, bool)
```

GetPropertiesOk returns a tuple with the Properties field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetProperties

```
func (o *ActionRunStatsInput) SetProperties(v ActionRunStatsInputProperties)
```

SetProperties sets Properties field to given value.



## HasProperties

```
func (o *ActionRunStatsInput) HasProperties() bool
```

HasProperties returns a boolean if a field has been set.

## GetType

```
func (o *ActionRunStatsInput) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

## GetTypeOk

```
func (o *ActionRunStatsInput) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetType

```
func (o *ActionRunStatsInput) SetType(v string)
```

SetType sets Type field to given value.

## HasType

```
func (o *ActionRunStatsInput) HasType() bool
```

HasType returns a boolean if a field has been set.

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# ActionRunStatsInputProperties

## Properties

Name	Type	Description	Notes
<b>Interval</b>	Pointer to <b>ActionRunStatsInputPropertiesInterval</b>		[optional]

## Methods

### NewActionRunStatsInputProperties

```
func NewActionRunStatsInputProperties() *ActionRunStatsInputProperties
```

NewActionRunStatsInputProperties instantiates a new ActionRunStatsInputProperties object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewActionRunStatsInputPropertiesWithDefaults

```
func NewActionRunStatsInputPropertiesWithDefaults() *ActionRunStatsInputProperties
```

NewActionRunStatsInputPropertiesWithDefaults instantiates a new ActionRunStatsInputProperties object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetInterval

```
func (o *ActionRunStatsInputProperties) GetInterval() ActionRunStatsInputPropertiesInterval
```

GetInterval returns the Interval field if non-nil, zero value otherwise.

## GetIntervalOk

```
func (o *ActionRunStatsInputProperties) GetIntervalOk() (*ActionRunStatsInputPropertiesInterval, bool)
```

GetIntervalOk returns a tuple with the Interval field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetInterval

```
func (o *ActionRunStatsInputProperties) SetInterval(v ActionRunStatsInputPropertiesInterval)
```

SetInterval sets Interval field to given value.

## HasInterval

```
func (o *ActionRunStatsInputProperties) HasInterval() bool
```

HasInterval returns a boolean if a field has been set.

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# ActionRunStatsInputPropertiesInterval

## Properties

Name	Type	Description	Notes
<b>Type</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewActionRunStatsInputPropertiesInterval

```
func NewActionRunStatsInputPropertiesInterval() *ActionRunStatsInputPropertiesInterval
```

NewActionRunStatsInputPropertiesInterval instantiates a new ActionRunStatsInputPropertiesInterval object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewActionRunStatsInputPropertiesIntervalWithDefaults

```
func NewActionRunStatsInputPropertiesIntervalWithDefaults() *ActionRunStatsInputPropertiesInterval
```

NewActionRunStatsInputPropertiesIntervalWithDefaults instantiates a new ActionRunStatsInputPropertiesInterval object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetType

```
func (o *ActionRunStatsInputPropertiesInterval) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

## GetTypeOk

```
func (o *ActionRunStatsInputPropertiesInterval) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetType

```
func (o *ActionRunStatsInputPropertiesInterval) SetType(v string)
```

SetType sets Type field to given value.

## HasType

```
func (o *ActionRunStatsInputPropertiesInterval) HasType() bool
```

HasType returns a boolean if a field has been set.

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# ActionRunStatsLinks

## Properties

Name	Type	Description	Notes
<b>Href</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewActionRunStatsLinks

```
func NewActionRunStatsLinks() *ActionRunStatsLinks
```

NewActionRunStatsLinks instantiates a new ActionRunStatsLinks object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewActionRunStatsLinksWithDefaults

```
func NewActionRunStatsLinksWithDefaults() *ActionRunStatsLinks
```

NewActionRunStatsLinksWithDefaults instantiates a new ActionRunStatsLinks object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetHref

```
func (o *ActionRunStatsLinks) GetHref() string
```

GetHref returns the Href field if non-nil, zero value otherwise.

## GetHrefOk

```
func (o *ActionRunStatsLinks) GetHrefOk() (*string, bool)
```

GetHrefOk returns a tuple with the Href field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetHref

```
func (o *ActionRunStatsLinks) SetHref(v string)
```

SetHref sets Href field to given value.

## HasHref

```
func (o *ActionRunStatsLinks) HasHref() bool
```

HasHref returns a boolean if a field has been set.

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# ActionSendKubectl

## Properties

Name	Type	Description	Notes
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Input</b>	Pointer to <b>ActionSendKubectlInput</b>		[optional]
<b>Links</b>	Pointer to [] <b>ActionRunStatsLinks</b>		[optional]
<b>Title</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewActionSendKubectl

```
func NewActionSendKubectl() *ActionSendKubectl
```

NewActionSendKubectl instantiates a new ActionSendKubectl object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewActionSendKubectlWithDefaults

```
func NewActionSendKubectlWithDefaults() *ActionSendKubectl
```

NewActionSendKubectlWithDefaults instantiates a new ActionSendKubectl object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetDescription

```
func (o *ActionSendKubectl) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

## GetDescriptionOk

```
func (o *ActionSendKubectl) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetDescription

```
func (o *ActionSendKubectl) SetDescription(v string)
```

SetDescription sets Description field to given value.

## HasDescription

```
func (o *ActionSendKubectl) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

## GetInput

```
func (o *ActionSendKubectl) GetInput() ActionSendKubectlInput
```

GetInput returns the Input field if non-nil, zero value otherwise.

## GetInputOk

```
func (o *ActionSendKubectl) GetInputOk() (*ActionSendKubectlInput, bool)
```

GetInputOk returns a tuple with the Input field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetInput

```
func (o *ActionSendKubectl) SetInput(v ActionSendKubectlInput)
```

SetInput sets Input field to given value.

## HasInput

```
func (o *ActionSendKubectl) HasInput() bool
```

HasInput returns a boolean if a field has been set.

## GetLinks

```
func (o *ActionSendKubectl) GetLinks() []ActionRunStatsLinks
```

GetLinks returns the Links field if non-nil, zero value otherwise.

## GetLinksOk

```
func (o *ActionSendKubectl) GetLinksOk() (*[]ActionRunStatsLinks, bool)
```

GetLinksOk returns a tuple with the Links field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetLinks

```
func (o *ActionSendKubectl) SetLinks(v []ActionRunStatsLinks)
```

SetLinks sets Links field to given value.

## HasLinks

```
func (o *ActionSendKubectl) HasLinks() bool
```

HasLinks returns a boolean if a field has been set.

## GetTitle

```
func (o *ActionSendKubectl) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

## GetTitleOk

```
func (o *ActionSendKubectl) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetTitle

```
func (o *ActionSendKubectl) SetTitle(v string)
```

SetTitle sets Title field to given value.

## HasTitle

```
func (o *ActionSendKubectl) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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# ActionSendKubectlInput

## Properties

Name	Type	Description	Notes
<b>Properties</b>	Pointer to <b>ActionSendKubectlInputProperties</b>		[optional]
<b>Type</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewActionSendKubectlInput

```
func NewActionSendKubectlInput() *ActionSendKubectlInput
```

NewActionSendKubectlInput instantiates a new ActionSendKubectlInput object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewActionSendKubectlInputWithDefaults

```
func NewActionSendKubectlInputWithDefaults() *ActionSendKubectlInput
```

NewActionSendKubectlInputWithDefaults instantiates a new ActionSendKubectlInput object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetProperties

```
func (o *ActionSendKubectlInput) GetProperties() ActionSendKubectlInputProperties
```

GetProperties returns the Properties field if non-nil, zero value otherwise.

## GetPropertiesOk

```
func (o *ActionSendKubectlInput) GetPropertiesOk() (*ActionSendKubectlInputProperties, bool)
```

GetPropertiesOk returns a tuple with the Properties field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetProperties

```
func (o *ActionSendKubectllInput) SetProperties(v ActionSendKubectllInputProperties)
```

SetProperties sets Properties field to given value.

## HasProperties

```
func (o *ActionSendKubectllInput) HasProperties() bool
```

HasProperties returns a boolean if a field has been set.

## GetType

```
func (o *ActionSendKubectllInput) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

## GetTypeOk

```
func (o *ActionSendKubectllInput) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetType

```
func (o *ActionSendKubectllInput) SetType(v string)
```

SetType sets Type field to given value.

## HasType

```
func (o *ActionSendKubectllInput) HasType() bool
```

HasType returns a boolean if a field has been set.

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# ActionSendKubectllInputProperties

## Properties

Name	Type	Description	Notes
<b>Arguments</b>	Pointer to <b>ActionSendKubectllInputPropertiesArguments</b>		[optional]
<b>Command</b>	Pointer to <b>ActionSendKubectllInputPropertiesCommand</b>		[optional]
<b>CorrelationId</b>	Pointer to <b>ActionSendKubectllInputPropertiesCommand</b>		[optional]

## Methods

### NewActionSendKubectllInputProperties

```
func NewActionSendKubectllInputProperties() *ActionSendKubectllInputProperties
```

NewActionSendKubectllInputProperties instantiates a new ActionSendKubectllInputProperties object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

## **NewActionSendKubectlInputPropertiesWithDefaults**

```
func NewActionSendKubectlInputPropertiesWithDefaults() *ActionSendKubectlInputProperties
```

NewActionSendKubectlInputPropertiesWithDefaults instantiates a new ActionSendKubectlInputProperties object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## **GetArguments**

```
func (o *ActionSendKubectlInputProperties) GetArguments() ActionSendKubectlInputPropertiesArguments
```

GetArguments returns the Arguments field if non-nil, zero value otherwise.

## **GetArgumentsOk**

```
func (o *ActionSendKubectlInputProperties) GetArgumentsOk() (*ActionSendKubectlInputPropertiesArguments, bool)
```

GetArgumentsOk returns a tuple with the Arguments field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetArguments**

```
func (o *ActionSendKubectlInputProperties) SetArguments(v ActionSendKubectlInputPropertiesArguments)
```

SetArguments sets Arguments field to given value.

## **HasArguments**

```
func (o *ActionSendKubectlInputProperties) HasArguments() bool
```

HasArguments returns a boolean if a field has been set.

## **GetCommand**

```
func (o *ActionSendKubectlInputProperties) GetCommand() ActionSendKubectlInputPropertiesCommand
```

GetCommand returns the Command field if non-nil, zero value otherwise.

## **GetCommandOk**

```
func (o *ActionSendKubectlInputProperties) GetCommandOk() (*ActionSendKubectlInputPropertiesCommand, bool)
```

GetCommandOk returns a tuple with the Command field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetCommand**

```
func (o *ActionSendKubectlInputProperties) SetCommand(v ActionSendKubectlInputPropertiesCommand)
```

SetCommand sets Command field to given value.

## **HasCommand**

```
func (o *ActionSendKubectlInputProperties) HasCommand() bool
```

HasCommand returns a boolean if a field has been set.



## GetCorrelationId

```
func (o *ActionSendKubectllInputProperties) GetCorrelationId() ActionSendKubectllInputPropertiesCommand
```

GetCorrelationId returns the CorrelationId field if non-nil, zero value otherwise.

## GetCorrelationIdOk

```
func (o *ActionSendKubectllInputProperties) GetCorrelationIdOk() (*ActionSendKubectllInputPropertiesCommand, bool)
```

GetCorrelationIdOk returns a tuple with the CorrelationId field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetCorrelationId

```
func (o *ActionSendKubectllInputProperties) SetCorrelationId(v ActionSendKubectllInputPropertiesCommand)
```

SetCorrelationId sets CorrelationId field to given value.

## HasCorrelationId

```
func (o *ActionSendKubectllInputProperties) HasCorrelationId() bool
```

HasCorrelationId returns a boolean if a field has been set.

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# ActionSendKubectllInputPropertiesArguments

## Properties

Name	Type	Description	Notes
<b>Type</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewActionSendKubectllInputPropertiesArguments

```
func NewActionSendKubectllInputPropertiesArguments() *ActionSendKubectllInputPropertiesArguments
```

NewActionSendKubectllInputPropertiesArguments instantiates a new ActionSendKubectllInputPropertiesArguments object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewActionSendKubectllInputPropertiesArgumentsWithDefaults

```
func NewActionSendKubectllInputPropertiesArgumentsWithDefaults() *ActionSendKubectllInputPropertiesArguments
```

NewActionSendKubectllInputPropertiesArgumentsWithDefaults instantiates a new ActionSendKubectllInputPropertiesArguments object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetType

```
func (o *ActionSendKubectllInputPropertiesArguments) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

## GetTypeOk

```
func (o *ActionSendKubectllInputPropertiesArguments) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetType

```
func (o *ActionSendKubectllInputPropertiesArguments) SetType(v string)
```

SetType sets Type field to given value.

## HasType

```
func (o *ActionSendKubectllInputPropertiesArguments) HasType() bool
```

HasType returns a boolean if a field has been set.

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# ActionSendKubectllInputPropertiesCommand

## Properties

Name	Type	Description	Notes
<b>Type</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewActionSendKubectllInputPropertiesCommand

```
func NewActionSendKubectllInputPropertiesCommand() *ActionSendKubectllInputPropertiesCommand
```

NewActionSendKubectllInputPropertiesCommand instantiates a new ActionSendKubectllInputPropertiesCommand object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewActionSendKubectllInputPropertiesCommandWithDefaults

```
func NewActionSendKubectllInputPropertiesCommandWithDefaults() *ActionSendKubectllInputPropertiesCommand
```

NewActionSendKubectllInputPropertiesCommandWithDefaults instantiates a new ActionSendKubectllInputPropertiesCommand object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetType

```
func (o *ActionSendKubectllInputPropertiesCommand) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

## GetTypeOk

```
func (o *ActionSendKubectllInputPropertiesCommand) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetType

```
func (o *ActionSendKubectllInputPropertiesCommand) SetType(v string)
```

SetType sets Type field to given value.

## HasType

```
func (o *ActionSendKubectllInputPropertiesCommand) HasType() bool
```

HasType returns a boolean if a field has been set.

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# ActionStopStats

## Properties

Name	Type	Description	Notes
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Links</b>	Pointer to [] <b>ActionRunStatsLinks</b>		[optional]
<b>Title</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewActionStopStats

```
func NewActionStopStats() *ActionStopStats
```

NewActionStopStats instantiates a new ActionStopStats object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewActionStopStatsWithDefaults

```
func NewActionStopStatsWithDefaults() *ActionStopStats
```

NewActionStopStatsWithDefaults instantiates a new ActionStopStats object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetDescription

```
func (o *ActionStopStats) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

## GetDescriptionOk

```
func (o *ActionStopStats) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetDescription

```
func (o *ActionStopStats) SetDescription(v string)
```

SetDescription sets Description field to given value.

## HasDescription

```
func (o *ActionStopStats) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

## GetLinks

```
func (o *ActionStopStats) GetLinks() []ActionRunStatsLinks
```

GetLinks returns the Links field if non-nil, zero value otherwise.

## GetLinksOk

```
func (o *ActionStopStats) GetLinksOk() (*[]ActionRunStatsLinks, bool)
```

GetLinksOk returns a tuple with the Links field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetLinks

```
func (o *ActionStopStats) SetLinks(v []ActionRunStatsLinks)
```

SetLinks sets Links field to given value.

## HasLinks

```
func (o *ActionStopStats) HasLinks() bool
```

HasLinks returns a boolean if a field has been set.

## GetTitle

```
func (o *ActionStopStats) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

## GetTitleOk

```
func (o *ActionStopStats) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetTitle

```
func (o *ActionStopStats) SetTitle(v string)
```

SetTitle sets Title field to given value.

## HasTitle

```
func (o *ActionStopStats) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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# \ActionsApi

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Des
<b>AddAction</b>	<b>Post</b> /spaces/{space}/collections/{collection-name}/things/{thing-id}/actions/{action}	Re
<b>DeleteAction</b>	<b>Delete</b> /spaces/{space}/collections/{collection-name}/things/{thing-id}/actions/{action}/{action-id}	Del
<b>ListActions</b>	<b>Get</b> /spaces/{space}/collections/{collection-name}/things/{thing-id}/actions	List
<b>ListActionsByName</b>	<b>Get</b> /spaces/{space}/collections/{collection-name}/things/{thing-id}/actions/{action}	List
<b>ShowAction</b>	<b>Get</b> /spaces/{space}/collections/{collection-name}/things/{thing-id}/actions/{action}/{action-id}	Sho
<b>UpdateAction</b>	<b>Put</b> /spaces/{space}/collections/{collection-name}/things/{thing-id}/actions/{action}/{action-id}	Up

## AddAction

```
map[string]interface{} AddAction(ctx, space, collectionName, thingId, action).RequestBody(requestBody).Execute()
```

Request action

## Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string /
    action := "delay" // string /
    requestBody := map[string]interface{}{"key": interface{}(123)} // map[string]interface{} / Create a new acti

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ActionsApi.AddAction(context.Background(), space, collectionName, thingId, action)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ActionsApi.AddAction`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `AddAction`: map[string]interface{}
    fmt.Fprintf(os.Stdout, "Response from `ActionsApi.AddAction`: %v\n", resp)
}
```

## Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>		
<b>collectionName</b>	<b>string</b>		
<b>thingId</b>	<b>string</b>		
<b>action</b>	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a `apiAddActionRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

`requestBody | map[string]interface{}` | Create a new action |

## Return type

`map[string]interface{}`

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json, /

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## DeleteAction

DeleteAction(ctx, space, collectionName, thingId, action, actionId).Execute()

Delete Action

## Example

```
package main
```

```
import (
```

```
    "context"
```

```
    "fmt"
```

```
    "os"
```

```
    openapiclient "./openapi"
```

```
)
```

```
func main() {
```

```
    space := "altair" // string /
```

```
    collectionName := "ElectronicBoards" // string /
```

```
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string /
```

```
    action := "delay" // string /
```

```
    actionId := "01EDCAQE78A7CP6REXV5J8BAKR" // string /
```

```
    configuration := openapiclient.NewConfiguration()
```

```
    api_client := openapiclient.NewAPIClient(configuration)
```

```
    resp, r, err := api_client.ActionsApi.DeleteAction(context.Background(), space, collectionName, thingId, act
```

```
    if err != nil {
```

```
        fmt.Fprintf(os.Stderr, "Error when calling `ActionsApi.DeleteAction`: %v\n", err)
```

```
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
```

```
    }
```

```
}
```

## Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	

Name	Type	Description	Notes
<b>space</b>	<b>string</b>		
<b>collectionName</b>	<b>string</b>		
<b>thingId</b>	<b>string</b>		
<b>action</b>	<b>string</b>		
<b>actionId</b>	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a `apiDeleteActionRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

(empty response body)

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json, /

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## ListActions

ActionListResponse ListActions(ctx, space, collectionName, thingId).Execute()

Lists all the action queues for a thing

## Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)
```

```
func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ActionsApi.ListActions(context.Background(), space, collectionName, thingId).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ActionsApi.ListActions`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
}
```

```

}
// response from `ListActions`: ActionListResponse
fmt.Fprintf(os.Stdout, "Response from `ActionsApi.ListActions`: %v\n", resp)
}

```

## Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>		
<b>collectionName</b>	<b>string</b>		
<b>thingId</b>	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a `apiListActionsRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

### ActionListResponse

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json, /

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## ListActionsByName

```
ActionDelayListResponse ListActionsByName(ctx, space, collectionName, thingId, action).Execute()
```

List the queue of actions from a thing

## Example

```

package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string /

```



```

    action := "delay" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ActionsApi.ListActionsByName(context.Background(), space, collectionName, thingId)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ActionsApi.ListActionsByName`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ListActionsByName`: ActionDelayListResponse
    fmt.Fprintf(os.Stdout, "Response from `ActionsApi.ListActionsByName`: %v\n", resp)
}

```

## Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>		
<b>collectionName</b>	<b>string</b>		
<b>thingId</b>	<b>string</b>		
<b>action</b>	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a `apiListActionsByNameRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

### ActionDelayListResponse

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type**: Not defined
- **Accept**: application/json, /

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## ShowAction

```
map[string]interface{} ShowAction(ctx, space, collectionName, thingId, action, actionId).Execute()
```

Show action requested

## Example

```
package main
```

```
import (
    "context"
```

```

    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string /
    action := "delay" // string /
    actionId := "01EDCAQE78A7CP6REXV5J8BAKR" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ActionsApi.ShowAction(context.Background(), space, collectionName, thingId, action)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ActionsApi.ShowAction`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ShowAction`: map[string]interface{}
    fmt.Fprintf(os.Stdout, "Response from `ActionsApi.ShowAction`: %v\n", resp)
}

```

## Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>		
<b>collectionName</b>	<b>string</b>		
<b>thingId</b>	<b>string</b>		
<b>action</b>	<b>string</b>		
<b>actionId</b>	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a `apiShowActionRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

`map[string]interface{}`

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json, /

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UpdateAction

map[string]interface{} UpdateAction(ctx, space, collectionName, thingId, action, actionId).RequestBody(requestBody).Execute()  
Update action inside a queue

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string /
    action := "delay" // string /
    actionId := "01EDCAQE78A7CP6REXV5J8BAKR" // string /
    requestBody := map[string]interface{}{"key": interface{}(123)} // map[string]interface{} / Update an existent

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ActionsApi.UpdateAction(context.Background(), space, collectionName, thingId, act
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ActionsApi.UpdateAction`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `UpdateAction`: map[string]interface{}
    fmt.Fprintf(os.Stdout, "Response from `ActionsApi.UpdateAction`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
thingId	string		
action	string		
actionId	string		

Other Parameters

Other parameters are passed through a pointer to a apiUpdateActionRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

requestBody | map[string]interface{} | Update an existent thing by Id |

Return type

map[string]interface{}

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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App

Properties

Name	Type	Description	Notes
AuthCodeConfig	Pointer to AuthCodeConfig	Configuration for 'authorization_code' apps. Can be null for type 'client_credentials'. This property is not available when listing Apps.	[optional]
ClientId	string		
Description	string		
Id	string		
Name	string		
Scopes	string		
Secret	Pointer to string	If 'secret' attribute is set in a request, a new random client secret will be generated and returned in the response.	[optional]
Type	AppType		

Methods

NewApp

```
func NewApp(clientId string, description string, id string, name string, scopes string, type_ AppType, )
*App
```

NewApp instantiates a new App object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### **NewAppWithDefaults**

```
func NewAppWithDefaults() *App
```

NewAppWithDefaults instantiates a new App object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### **GetAuthCodeConfig**

```
func (o *App) GetAuthCodeConfig() AuthCodeConfig
```

GetAuthCodeConfig returns the AuthCodeConfig field if non-nil, zero value otherwise.

### **GetAuthCodeConfigOk**

```
func (o *App) GetAuthCodeConfigOk() (*AuthCodeConfig, bool)
```

GetAuthCodeConfigOk returns a tuple with the AuthCodeConfig field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetAuthCodeConfig**

```
func (o *App) SetAuthCodeConfig(v AuthCodeConfig)
```

SetAuthCodeConfig sets AuthCodeConfig field to given value.

### **HasAuthCodeConfig**

```
func (o *App) HasAuthCodeConfig() bool
```

HasAuthCodeConfig returns a boolean if a field has been set.

### **GetClientId**

```
func (o *App) GetClientId() string
```

GetClientId returns the ClientId field if non-nil, zero value otherwise.

### **GetClientIdOk**

```
func (o *App) GetClientIdOk() (*string, bool)
```

GetClientIdOk returns a tuple with the ClientId field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetClientId**

```
func (o *App) SetClientId(v string)
```

SetClientId sets ClientId field to given value.

### **GetDescription**

```
func (o *App) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

## **GetDescriptionOk**

```
func (o *App) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetDescription**

```
func (o *App) SetDescription(v string)
```

SetDescription sets Description field to given value.

## **GetId**

```
func (o *App) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

## **GetIdOk**

```
func (o *App) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetId**

```
func (o *App) SetId(v string)
```

SetId sets Id field to given value.

## **GetName**

```
func (o *App) GetName() string
```

GetName returns the Name field if non-nil, zero value otherwise.

## **GetNameOk**

```
func (o *App) GetNameOk() (*string, bool)
```

GetNameOk returns a tuple with the Name field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetName**

```
func (o *App) SetName(v string)
```

SetName sets Name field to given value.

## **GetScopes**

```
func (o *App) GetScopes() string
```

GetScopes returns the Scopes field if non-nil, zero value otherwise.

## **GetScopesOk**

```
func (o *App) GetScopesOk() (*string, bool)
```

GetScopesOk returns a tuple with the Scopes field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetScopes

```
func (o *App) SetScopes(v string)
```

SetScopes sets Scopes field to given value.

## GetSecret

```
func (o *App) GetSecret() string
```

GetSecret returns the Secret field if non-nil, zero value otherwise.

## GetSecretOk

```
func (o *App) GetSecretOk() (*string, bool)
```

GetSecretOk returns a tuple with the Secret field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetSecret

```
func (o *App) SetSecret(v string)
```

SetSecret sets Secret field to given value.

## HasSecret

```
func (o *App) HasSecret() bool
```

HasSecret returns a boolean if a field has been set.

## GetType

```
func (o *App) GetType() AppType
```

GetType returns the Type field if non-nil, zero value otherwise.

## GetTypeOk

```
func (o *App) GetTypeOk() (*AppType, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetType

```
func (o *App) SetType(v AppType)
```

SetType sets Type field to given value.

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# AppCreation

## Properties

Name	Type	Description
<b>AuthCodeConfig</b>	Pointer to <b>AuthCodeConfig</b>	Configuration for 'authorization_code' apps. Can be null for type 'client_credentials'
<b>Description</b>	Pointer to <b>string</b>	
<b>Name</b>	<b>string</b>	

Name	Type	Description
<b>Scopes</b>	Pointer to <b>string</b>	
<b>Type</b>	Pointer to <b>AppType</b>	

## Methods

### NewAppCreation

```
func NewAppCreation(name string, ) *AppCreation
```

NewAppCreation instantiates a new AppCreation object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewAppCreationWithDefaults

```
func NewAppCreationWithDefaults() *AppCreation
```

NewAppCreationWithDefaults instantiates a new AppCreation object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetAuthCodeConfig

```
func (o *AppCreation) GetAuthCodeConfig() AuthCodeConfig
```

GetAuthCodeConfig returns the AuthCodeConfig field if non-nil, zero value otherwise.

### GetAuthCodeConfigOk

```
func (o *AppCreation) GetAuthCodeConfigOk() (*AuthCodeConfig, bool)
```

GetAuthCodeConfigOk returns a tuple with the AuthCodeConfig field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetAuthCodeConfig

```
func (o *AppCreation) SetAuthCodeConfig(v AuthCodeConfig)
```

SetAuthCodeConfig sets AuthCodeConfig field to given value.

### HasAuthCodeConfig

```
func (o *AppCreation) HasAuthCodeConfig() bool
```

HasAuthCodeConfig returns a boolean if a field has been set.

### GetDescription

```
func (o *AppCreation) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

### GetDescriptionOk

```
func (o *AppCreation) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.



## **SetDescription**

```
func (o *AppCreation) SetDescription(v string)
```

SetDescription sets Description field to given value.

## **HasDescription**

```
func (o *AppCreation) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

## **GetName**

```
func (o *AppCreation) GetName() string
```

GetName returns the Name field if non-nil, zero value otherwise.

## **GetNameOk**

```
func (o *AppCreation) GetNameOk() (*string, bool)
```

GetNameOk returns a tuple with the Name field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetName**

```
func (o *AppCreation) SetName(v string)
```

SetName sets Name field to given value.

## **GetScopes**

```
func (o *AppCreation) GetScopes() string
```

GetScopes returns the Scopes field if non-nil, zero value otherwise.

## **GetScopesOk**

```
func (o *AppCreation) GetScopesOk() (*string, bool)
```

GetScopesOk returns a tuple with the Scopes field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetScopes**

```
func (o *AppCreation) SetScopes(v string)
```

SetScopes sets Scopes field to given value.

## **HasScopes**

```
func (o *AppCreation) HasScopes() bool
```

HasScopes returns a boolean if a field has been set.

## **GetType**

```
func (o *AppCreation) GetType() AppType
```

GetType returns the Type field if non-nil, zero value otherwise.

## GetTypeOk

```
func (o *AppCreation) GetTypeOk() (*AppType, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetType

```
func (o *AppCreation) SetType(v AppType)
```

SetType sets Type field to given value.

## HasType

```
func (o *AppCreation) HasType() bool
```

HasType returns a boolean if a field has been set.

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# AppType

## Enum

- CLIENT\_CREDENTIALS (value: "client\_credentials")
- AUTHORIZATION\_CODE (value: "authorization\_code")

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# \AppsApi

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Description
<b>CreateApp</b>	<b>Post</b> /spaces/{space}/apps	Create an App
<b>DeleteApp</b>	<b>Delete</b> /spaces/{space}/apps/{app_id}	Delete an App
<b>GetApp</b>	<b>Get</b> /spaces/{space}/apps/{app_id}	Get an App
<b>ListApps</b>	<b>Get</b> /spaces/{space}/apps	List Apps
<b>PatchApp</b>	<b>Patch</b> /spaces/{space}/apps/{app_id}	Patch an App
<b>UpdateApp</b>	<b>Put</b> /spaces/{space}/apps/{app_id}	Update an App

## CreateApp

```
App CreateApp(ctx, space).AppCreation(appCreation).Execute()
```

Create an App

## Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient " ./openapi"
)
```

```
func main() {
    space := "space_example" // string /
    appCreation := *openapiclient.NewAppCreation("New App") // AppCreation | Body of a new App

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.AppsApi.CreateApp(context.Background(), space).AppCreation(appCreation).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `AppsApi.CreateApp`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `CreateApp`: App
    fmt.Fprintf(os.Stdout, "Response from `AppsApi.CreateApp`: %v\n", resp)
}
```

## Path Parameters

Name	Type	Description	Notes
ctx	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a apiCreateAppRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

**appCreation** | **AppCreation** | Body of a new App |

## Return type

### App

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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## DeleteApp

```
DeleteApp(ctx, space, appId).Execute()
```

Delete an App

## Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "space_example" // string /
    appId := "appId_example" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.AppsApi.DeleteApp(context.Background(), space, appId).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `AppsApi.DeleteApp`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
}
```

## Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>		
<b>appId</b>	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a `apiDeleteAppRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

(empty response body)

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type**: Not defined
- **Accept**: application/json

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## GetApp

App GetApp(ctx, space, appId).Execute()

Get an App

## Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "space_example" // string /
    appId := "appId_example" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.AppsApi.GetApp(context.Background(), space, appId).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `AppsApi.GetApp`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `GetApp`: App
    fmt.Fprintf(os.Stdout, "Response from `AppsApi.GetApp`: %v\n", resp)
}
```

## Path Parameters

Name	Type	Description	Notes
ctx	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
appId	string		

## Other Parameters

Other parameters are passed through a pointer to a apiGetAppRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

### App

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type**: Not defined
- **Accept**: application/json

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## ListApps

```
[]App ListApps(ctx, space).Execute()
```

List Apps

### Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "space_example" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.AppsApi.ListApps(context.Background(), space).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `AppsApi.ListApps`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ListApps`: []App
    fmt.Fprintf(os.Stdout, "Response from `AppsApi.ListApps`: %v\n", resp)
}
```

### Path Parameters

Name	Type	Description	Notes
ctx	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	<b>string</b>		

### Other Parameters

Other parameters are passed through a pointer to a apiListAppsRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

### Return type

[]App

### Authorization

OAuth2Security, OAuth2Security, bearerAuth

### HTTP request headers

- **Content-Type**: Not defined
- **Accept**: application/json

## PatchApp

```
App PatchApp(ctx, space, appId).App(app).Execute()
```

Patch an App

### Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "space_example" // string /
    appId := "appId_example" // string /
    app := *openapiclient.NewApp("app::01EE7NSAKN69Y2K7QNDS962F12", "This is the description of my Super App!",
    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.AppsApi.PatchApp(context.Background(), space, appId).App(app).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `AppsApi.PatchApp`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `PatchApp`: App
    fmt.Fprintf(os.Stdout, "Response from `AppsApi.PatchApp`: %v\n", resp)
}
```

### Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
appId	string		

### Other Parameters

Other parameters are passed through a pointer to a apiPatchAppRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

app | App | Body to patch an App |

### Return type

App

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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## UpdateApp

```
App UpdateApp(ctx, space, appId).App(app).Execute()
```

Update an App

### Example

```
package main
```

```
import (  
    "context"  
    "fmt"  
    "os"  
    openapiclient "./openapi"  
)  
  
func main() {  
    space := "space_example" // string /  
    appId := "appId_example" // string /  
    app := *openapiclient.NewApp("app::01EE7NSAKN69Y2K7QNDS962F12", "This is the description of my Super App!",  
  
    configuration := openapiclient.NewConfiguration()  
    api_client := openapiclient.NewAPIClient(configuration)  
    resp, r, err := api_client.AppsApi.UpdateApp(context.Background(), space, appId).App(app).Execute()  
    if err != nil {  
        fmt.Fprintf(os.Stderr, "Error when calling `AppsApi.UpdateApp`: %v\n", err)  
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)  
    }  
    // response from `UpdateApp`: App  
    fmt.Fprintf(os.Stdout, "Response from `AppsApi.UpdateApp`: %v\n", resp)  
}
```

### Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>		
<b>appId</b>	<b>string</b>		

### Other Parameters

Other parameters are passed through a pointer to a apiUpdateAppRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------



**app** | **App** | Body to update an App |

## Return type

## App

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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# AuthCodeConfig

## Properties

Name	Type	Description	Notes
<b>AllowedCorsOrigins</b>	Pointer to []string		[optional] [default to []]
<b>BackchannelLogoutUri</b>	Pointer to string		[optional] [default to “”]
<b>FrontchannelLogoutUri</b>	Pointer to string		[optional] [default to “”]
<b>PostLogoutRedirectUris</b>	Pointer to []string		[optional] [default to []]
<b>RedirectUris</b>	Pointer to []string		[optional] [default to []]

## Methods

### NewAuthCodeConfig

```
func NewAuthCodeConfig() *AuthCodeConfig
```

NewAuthCodeConfig instantiates a new AuthCodeConfig object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewAuthCodeConfigWithDefaults

```
func NewAuthCodeConfigWithDefaults() *AuthCodeConfig
```

NewAuthCodeConfigWithDefaults instantiates a new AuthCodeConfig object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetAllowedCorsOrigins

```
func (o *AuthCodeConfig) GetAllowedCorsOrigins() []string
```

GetAllowedCorsOrigins returns the AllowedCorsOrigins field if non-nil, zero value otherwise.

### GetAllowedCorsOriginsOk

```
func (o *AuthCodeConfig) GetAllowedCorsOriginsOk() (*[]string, bool)
```

GetAllowedCorsOriginsOk returns a tuple with the AllowedCorsOrigins field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetAllowedCorsOrigins**

```
func (o *AuthCodeConfig) SetAllowedCorsOrigins(v []string)
```

SetAllowedCorsOrigins sets AllowedCorsOrigins field to given value.

### **HasAllowedCorsOrigins**

```
func (o *AuthCodeConfig) HasAllowedCorsOrigins() bool
```

HasAllowedCorsOrigins returns a boolean if a field has been set.

### **GetBackchannelLogoutUri**

```
func (o *AuthCodeConfig) GetBackchannelLogoutUri() string
```

GetBackchannelLogoutUri returns the BackchannelLogoutUri field if non-nil, zero value otherwise.

### **GetBackchannelLogoutUriOk**

```
func (o *AuthCodeConfig) GetBackchannelLogoutUriOk() (*string, bool)
```

GetBackchannelLogoutUriOk returns a tuple with the BackchannelLogoutUri field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetBackchannelLogoutUri**

```
func (o *AuthCodeConfig) SetBackchannelLogoutUri(v string)
```

SetBackchannelLogoutUri sets BackchannelLogoutUri field to given value.

### **HasBackchannelLogoutUri**

```
func (o *AuthCodeConfig) HasBackchannelLogoutUri() bool
```

HasBackchannelLogoutUri returns a boolean if a field has been set.

### **GetFrontchannelLogoutUri**

```
func (o *AuthCodeConfig) GetFrontchannelLogoutUri() string
```

GetFrontchannelLogoutUri returns the FrontchannelLogoutUri field if non-nil, zero value otherwise.

### **GetFrontchannelLogoutUriOk**

```
func (o *AuthCodeConfig) GetFrontchannelLogoutUriOk() (*string, bool)
```

GetFrontchannelLogoutUriOk returns a tuple with the FrontchannelLogoutUri field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetFrontchannelLogoutUri**

```
func (o *AuthCodeConfig) SetFrontchannelLogoutUri(v string)
```

SetFrontchannelLogoutUri sets FrontchannelLogoutUri field to given value.

## HasFrontchannelLogoutUri

```
func (o *AuthCodeConfig) HasFrontchannelLogoutUri() bool
```

HasFrontchannelLogoutUri returns a boolean if a field has been set.

## GetPostLogoutRedirectUri

```
func (o *AuthCodeConfig) GetPostLogoutRedirectUri() []string
```

GetPostLogoutRedirectUri returns the PostLogoutRedirectUri field if non-nil, zero value otherwise.

## GetPostLogoutRedirectUriOk

```
func (o *AuthCodeConfig) GetPostLogoutRedirectUriOk() (*[]string, bool)
```

GetPostLogoutRedirectUriOk returns a tuple with the PostLogoutRedirectUri field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetPostLogoutRedirectUri

```
func (o *AuthCodeConfig) SetPostLogoutRedirectUri(v []string)
```

SetPostLogoutRedirectUri sets PostLogoutRedirectUri field to given value.

## HasPostLogoutRedirectUri

```
func (o *AuthCodeConfig) HasPostLogoutRedirectUri() bool
```

HasPostLogoutRedirectUri returns a boolean if a field has been set.

## GetRedirectUri

```
func (o *AuthCodeConfig) GetRedirectUri() []string
```

GetRedirectUri returns the RedirectUri field if non-nil, zero value otherwise.

## GetRedirectUriOk

```
func (o *AuthCodeConfig) GetRedirectUriOk() (*[]string, bool)
```

GetRedirectUriOk returns a tuple with the RedirectUri field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetRedirectUri

```
func (o *AuthCodeConfig) SetRedirectUri(v []string)
```

SetRedirectUri sets RedirectUri field to given value.

## HasRedirectUri

```
func (o *AuthCodeConfig) HasRedirectUri() bool
```

HasRedirectUri returns a boolean if a field has been set.

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# AuthZError

## Properties

Name	Type	Description	Notes
<b>Error</b>	Pointer to <b>AuthZErrorError</b>		[optional]

## Methods

### NewAuthZError

```
func NewAuthZError() *AuthZError
```

NewAuthZError instantiates a new AuthZError object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewAuthZErrorWithDefaults

```
func NewAuthZErrorWithDefaults() *AuthZError
```

NewAuthZErrorWithDefaults instantiates a new AuthZError object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetError

```
func (o *AuthZError) GetError() AuthZErrorError
```

GetError returns the Error field if non-nil, zero value otherwise.

### GetErrorOk

```
func (o *AuthZError) GetErrorOk() (*AuthZErrorError, bool)
```

GetErrorOk returns a tuple with the Error field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetError

```
func (o *AuthZError) SetError(v AuthZErrorError)
```

SetError sets Error field to given value.

### HasError

```
func (o *AuthZError) HasError() bool
```

HasError returns a boolean if a field has been set.

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# AuthZErrorError

## Properties

Name	Type	Description	Notes
<b>Code</b>	Pointer to <b>int32</b>		[optional]

Name	Type	Description	Notes
<b>Message</b>	Pointer to <b>string</b>		[optional]
<b>Reason</b>	Pointer to <b>string</b>		[optional]
<b>Status</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewAuthZErrorError

```
func NewAuthZErrorError() *AuthZErrorError
```

NewAuthZErrorError instantiates a new AuthZErrorError object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewAuthZErrorErrorWithDefaults

```
func NewAuthZErrorErrorWithDefaults() *AuthZErrorError
```

NewAuthZErrorErrorWithDefaults instantiates a new AuthZErrorError object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetCode

```
func (o *AuthZErrorError) GetCode() int32
```

GetCode returns the Code field if non-nil, zero value otherwise.

### GetCodeOk

```
func (o *AuthZErrorError) GetCodeOk() (*int32, bool)
```

GetCodeOk returns a tuple with the Code field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetCode

```
func (o *AuthZErrorError) SetCode(v int32)
```

SetCode sets Code field to given value.

### HasCode

```
func (o *AuthZErrorError) HasCode() bool
```

HasCode returns a boolean if a field has been set.

### GetMessage

```
func (o *AuthZErrorError) GetMessage() string
```

GetMessage returns the Message field if non-nil, zero value otherwise.

### GetMessageOk

```
func (o *AuthZErrorError) GetMessageOk() (*string, bool)
```

GetMessageOk returns a tuple with the Message field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetMessage**

```
func (o *AuthZErrorError) SetMessage(v string)
```

SetMessage sets Message field to given value.

## **HasMessage**

```
func (o *AuthZErrorError) HasMessage() bool
```

HasMessage returns a boolean if a field has been set.

## **GetReason**

```
func (o *AuthZErrorError) GetReason() string
```

GetReason returns the Reason field if non-nil, zero value otherwise.

## **GetReasonOk**

```
func (o *AuthZErrorError) GetReasonOk() (*string, bool)
```

GetReasonOk returns a tuple with the Reason field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetReason**

```
func (o *AuthZErrorError) SetReason(v string)
```

SetReason sets Reason field to given value.

## **HasReason**

```
func (o *AuthZErrorError) HasReason() bool
```

HasReason returns a boolean if a field has been set.

## **GetStatus**

```
func (o *AuthZErrorError) GetStatus() string
```

GetStatus returns the Status field if non-nil, zero value otherwise.

## **GetStatusOk**

```
func (o *AuthZErrorError) GetStatusOk() (*string, bool)
```

GetStatusOk returns a tuple with the Status field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetStatus**

```
func (o *AuthZErrorError) SetStatus(v string)
```

SetStatus sets Status field to given value.

## HasStatus

```
func (o *AuthZErrorError) HasStatus() bool
```

HasStatus returns a boolean if a field has been set.

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# BadFormedError

## Properties

Name	Type	Description	Notes
<b>Error</b>	Pointer to <b>BadFormedErrorError</b>		[optional]

## Methods

### NewBadFormedError

```
func NewBadFormedError() *BadFormedError
```

NewBadFormedError instantiates a new BadFormedError object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewBadFormedErrorWithDefaults

```
func NewBadFormedErrorWithDefaults() *BadFormedError
```

NewBadFormedErrorWithDefaults instantiates a new BadFormedError object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetError

```
func (o *BadFormedError) GetError() BadFormedErrorError
```

GetError returns the Error field if non-nil, zero value otherwise.

## GetErrorOk

```
func (o *BadFormedError) GetErrorOk() (*BadFormedErrorError, bool)
```

GetErrorOk returns a tuple with the Error field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetError

```
func (o *BadFormedError) SetError(v BadFormedErrorError)
```

SetError sets Error field to given value.

## HasError

```
func (o *BadFormedError) HasError() bool
```

HasError returns a boolean if a field has been set.

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# BadFormedErrorError

## Properties

Name	Type	Description	Notes
<b>Message</b>	Pointer to <b>string</b>		[optional]
<b>Status</b>	Pointer to <b>int32</b>		[optional]

## Methods

### NewBadFormedErrorError

```
func NewBadFormedErrorError() *BadFormedErrorError
```

NewBadFormedErrorError instantiates a new BadFormedErrorError object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewBadFormedErrorErrorWithDefaults

```
func NewBadFormedErrorErrorWithDefaults() *BadFormedErrorError
```

NewBadFormedErrorErrorWithDefaults instantiates a new BadFormedErrorError object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetMessage

```
func (o *BadFormedErrorError) GetMessage() string
```

GetMessage returns the Message field if non-nil, zero value otherwise.

### GetMessageOk

```
func (o *BadFormedErrorError) GetMessageOk() (*string, bool)
```

GetMessageOk returns a tuple with the Message field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetMessage

```
func (o *BadFormedErrorError) SetMessage(v string)
```

SetMessage sets Message field to given value.

### HasMessage

```
func (o *BadFormedErrorError) HasMessage() bool
```

HasMessage returns a boolean if a field has been set.

### GetStatus

```
func (o *BadFormedErrorError) GetStatus() int32
```

GetStatus returns the Status field if non-nil, zero value otherwise.



## GetStatusOk

```
func (o *BadFormedErrorError) GetStatusOk() (*int32, bool)
```

GetStatusOk returns a tuple with the Status field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetStatus

```
func (o *BadFormedErrorError) SetStatus(v int32)
```

SetStatus sets Status field to given value.

## HasStatus

```
func (o *BadFormedErrorError) HasStatus() bool
```

HasStatus returns a boolean if a field has been set.

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# BaseError

## Properties

Name	Type	Description	Notes
<b>Error</b>	Pointer to <b>BaseErrorError</b>		[optional]

## Methods

### NewBaseError

```
func NewBaseError() *BaseError
```

NewBaseError instantiates a new BaseError object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewBaseErrorWithDefaults

```
func NewBaseErrorWithDefaults() *BaseError
```

NewBaseErrorWithDefaults instantiates a new BaseError object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetError

```
func (o *BaseError) GetError() BaseErrorError
```

GetError returns the Error field if non-nil, zero value otherwise.

## GetErrorOk

```
func (o *BaseError) GetErrorOk() (*BaseErrorError, bool)
```

GetErrorOk returns a tuple with the Error field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetError

```
func (o *BaseError) SetError(v BaseErrorError)
```

SetError sets Error field to given value.

## HasError

```
func (o *BaseError) HasError() bool
```

HasError returns a boolean if a field has been set.

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# BaseErrorError

## Properties

Name	Type	Description	Notes
<b>Code</b>	Pointer to <b>int32</b>		[optional]
<b>Message</b>	Pointer to <b>string</b>		[optional]
<b>Status</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewBaseErrorError

```
func NewBaseErrorError() *BaseErrorError
```

NewBaseErrorError instantiates a new BaseErrorError object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewBaseErrorErrorWithDefaults

```
func NewBaseErrorErrorWithDefaults() *BaseErrorError
```

NewBaseErrorErrorWithDefaults instantiates a new BaseErrorError object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetCode

```
func (o *BaseErrorError) GetCode() int32
```

GetCode returns the Code field if non-nil, zero value otherwise.

## GetCodeOk

```
func (o *BaseErrorError) GetCodeOk() (*int32, bool)
```

GetCodeOk returns a tuple with the Code field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetCode

```
func (o *BaseErrorError) SetCode(v int32)
```

SetCode sets Code field to given value.

## HasCode

```
func (o *BaseErrorError) HasCode() bool
```

HasCode returns a boolean if a field has been set.

## GetMessage

```
func (o *BaseErrorError) GetMessage() string
```

GetMessage returns the Message field if non-nil, zero value otherwise.

## GetMessageOk

```
func (o *BaseErrorError) GetMessageOk() (*string, bool)
```

GetMessageOk returns a tuple with the Message field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetMessage

```
func (o *BaseErrorError) SetMessage(v string)
```

SetMessage sets Message field to given value.

## HasMessage

```
func (o *BaseErrorError) HasMessage() bool
```

HasMessage returns a boolean if a field has been set.

## GetStatus

```
func (o *BaseErrorError) GetStatus() string
```

GetStatus returns the Status field if non-nil, zero value otherwise.

## GetStatusOk

```
func (o *BaseErrorError) GetStatusOk() (*string, bool)
```

GetStatusOk returns a tuple with the Status field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetStatus

```
func (o *BaseErrorError) SetStatus(v string)
```

SetStatus sets Status field to given value.

## HasStatus

```
func (o *BaseErrorError) HasStatus() bool
```

HasStatus returns a boolean if a field has been set.

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# \BuildConfigsApi

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Description
<b>BuildConfCreate</b>	<b>Post</b> /spaces/{space}/build-configs/	Create Build Configuration
<b>BuildConfDelete</b>	<b>Delete</b> /spaces/{space}/build-configs/{build-configID}/	Delete Build Configuration
<b>BuildConfGet</b>	<b>Get</b> /spaces/{space}/build-configs/{build-configID}/	Get Build Configuration
<b>BuildConfList</b>	<b>Get</b> /spaces/{space}/build-configs/	List Build Configuration
<b>BuildConfUpdate</b>	<b>Put</b> /spaces/{space}/build-configs/{build-configID}/	Update Build Configuration
<b>BuildConfUpdateParcialy</b>	<b>Patch</b> /spaces/{space}/build-configs/{build-configID}/	Update Build Configuration
<b>BuildGenerateFile</b>	<b>Post</b> /spaces/{space}/build-configs/{build-configID}/generate-file	Create a temporary endpoint with

## BuildConfCreate

ModelsBuildConfigResponse BuildConfCreate(ctx, space).ModelsBuildConfigRequest(modelsBuildConfigRequest).Execute()

Create Build Configuration

### Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string | Space ID
    modelsBuildConfigRequest := *openapiclient.NewModelsBuildConfigRequest() // ModelsBuildConfigRequest | BuildConfigRequest

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.BuildConfigsApi.BuildConfCreate(context.Background(), space).ModelsBuildConfigRequest(modelsBuildConfigRequest).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `BuildConfigsApi.BuildConfCreate`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `BuildConfCreate`: ModelsBuildConfigResponse
    fmt.Fprintf(os.Stdout, "Response from `BuildConfigsApi.BuildConfCreate`: %v\n", resp)
}
```

### Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string	Space ID	

### Other Parameters

Other parameters are passed through a pointer to a apiBuildConfCreateRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

ModelsBuildConfigResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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BuildConfDelete

ModelsResourcesDeleteResponse BuildConfDelete(ctx, space, buildConfigID).Execute()  
Delete Build Configuration

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string | Space ID
    buildConfigID := "01EYR1HVQT08QE4R7JJVSWZK2H" // string | Build Configuration ID

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.BuildConfigsApi.BuildConfDelete(context.Background(), space, buildConfigID).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `BuildConfigsApi.BuildConfDelete`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `BuildConfDelete`: ModelsResourcesDeleteResponse
    fmt.Fprintf(os.Stdout, "Response from `BuildConfigsApi.BuildConfDelete`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string	Space ID	
buildConfigID	string	Build Configuration ID	

## Other Parameters

Other parameters are passed through a pointer to a `apiBuildConfDeleteRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

## ModelsResourcesDeleteResponse

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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## BuildConfGet

`ModelsBuildConfigResponse BuildConfGet(ctx, space, buildConfigID).Execute()`

Get Build Configuration

## Example

```
package main
```

```
import (  
    "context"  
    "fmt"  
    "os"  
    openapiclient "openapi"  
)  
  
func main() {  
    space := "altair" // string | Space ID  
    buildConfigID := "01EYR1HVQT08QE4R7JJVSWZK2H" // string | Build Configuration ID  
  
    configuration := openapiclient.NewConfiguration()  
    api_client := openapiclient.NewAPIClient(configuration)  
    resp, r, err := api_client.BuildConfigsApi.BuildConfGet(context.Background(), space, buildConfigID).Execute()  
    if err != nil {  
        fmt.Fprintf(os.Stderr, "Error when calling `BuildConfigsApi.BuildConfGet`: %v\n", err)  
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)  
    }  
    // response from `BuildConfGet`: ModelsBuildConfigResponse  
    fmt.Fprintf(os.Stdout, "Response from `BuildConfigsApi.BuildConfGet`: %v\n", resp)  
}
```

## Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	

Name	Type	Description	Notes
<b>space</b>	<b>string</b>	Space ID	
<b>buildConfigID</b>	<b>string</b>	Build Configuration ID	

## Other Parameters

Other parameters are passed through a pointer to a `apiBuildConfGetRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

## ModelsBuildConfigResponse

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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## BuildConfList

`DataPagingBuildConfigs BuildConfList(ctx, space).Execute()`

List Build Configuration

## Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string | Space ID

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.BuildConfigsApi.BuildConfList(context.Background(), space).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `BuildConfigsApi.BuildConfList`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `BuildConfList`: DataPagingBuildConfigs
    fmt.Fprintf(os.Stdout, "Response from `BuildConfigsApi.BuildConfList`: %v\n", resp)
}
```

## Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>	Space ID	

## Other Parameters

Other parameters are passed through a pointer to a `apiBuildConfListRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

### DataPagingBuildConfigs

### Authorization

OAuth2Security, OAuth2Security, bearerAuth

### HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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## BuildConfUpdate

`ModelsBuildConfigResponse BuildConfUpdate(ctx, space, buildConfigID).ModelsBuildConfigRequest(modelsBuildConfigRequest).E`

Update Build Configuration

### Example

```
package main
```

```
import (  
    "context"  
    "fmt"  
    "os"  
    openapiclient "openapi"  
)  
  
func main() {  
    space := "altair" // string | Space ID  
    buildConfigID := "01EYR1HVQT08QE4R7JJVSWZK2H" // string | Build Configuration ID  
    modelsBuildConfigRequest := *openapiclient.NewModelsBuildConfigRequest() // ModelsBuildConfigRequest | Build  
  
    configuration := openapiclient.NewConfiguration()  
    api_client := openapiclient.NewAPIClient(configuration)  
    resp, r, err := api_client.BuildConfigsApi.BuildConfUpdate(context.Background(), space, buildConfigID).Model  
    if err != nil {  
        fmt.Fprintf(os.Stderr, "Error when calling `BuildConfigsApi.BuildConfUpdate`: %v\n", err)  
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)  
    }  
}
```



```
// response from `BuildConfUpdate`: ModelsBuildConfigResponse
fmt.Fprintf(os.Stdout, "Response from `BuildConfigsApi.BuildConfUpdate`: %v\n", resp)
}
```

## Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>	Space ID	
<b>buildConfigID</b>	<b>string</b>	Build Configuration ID	

## Other Parameters

Other parameters are passed through a pointer to a `apiBuildConfUpdateRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

`modelsBuildConfigRequest` | `ModelsBuildConfigRequest` | Build Configuration |

## Return type

`ModelsBuildConfigResponse`

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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## BuildConfUpdateParcialy

`ModelsBuildConfigResponse BuildConfUpdateParcialy(ctx, space, buildConfigID).ModelsBuildConfigRequest(modelsBuildConfigRequest)`  
Update Build Configuration

## Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string | Space ID
    buildConfigID := "01EYR1HVQT08QE4R7JJVSWZK2H" // string | Build Configuration ID
    modelsBuildConfigRequest := *openapiclient.NewModelsBuildConfigRequest() // ModelsBuildConfigRequest | Build Configuration Request
```

```

configuration := openapiclient.NewConfiguration()
api_client := openapiclient.NewAPIClient(configuration)
resp, r, err := api_client.BuildConfigsApi.BuildConfUpdateParcialy(context.Background(), space, buildConfigID)
if err != nil {
    fmt.Fprintf(os.Stderr, "Error when calling `BuildConfigsApi.BuildConfUpdateParcialy`: %v\n", err)
    fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
}
// response from `BuildConfUpdateParcialy`: ModelsBuildConfigResponse
fmt.Fprintf(os.Stdout, "Response from `BuildConfigsApi.BuildConfUpdateParcialy`: %v\n", resp)
}

```

## Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>	Space ID	
<b>buildConfigID</b>	<b>string</b>	Build Configuration ID	

## Other Parameters

Other parameters are passed through a pointer to a `apiBuildConfUpdateParcialyRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

`modelsBuildConfigRequest` | `ModelsBuildConfigRequest` | Build Configuration |

## Return type

`ModelsBuildConfigResponse`

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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## BuildGenerateFile

`ModelsBuildConfigGenerateFile` `BuildGenerateFile`(ctx, space, buildConfigID).Execute()

Create a temporary endpoint with the Build Configuration file

## Example

```
package main
```

```
import (
    "context"
    "fmt"

```

```

"os"
openapiclient "./openapi"
)

func main() {
    space := "space_example" // string | Space ID
    buildConfigID := "buildConfigID_example" // string | Build Configuration ID

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.BuildConfigsApi.BuildGenerateFile(context.Background(), space, buildConfigID).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `BuildConfigsApi.BuildGenerateFile`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `BuildGenerateFile`: ModelsBuildConfigGenerateFile
    fmt.Fprintf(os.Stdout, "Response from `BuildConfigsApi.BuildGenerateFile`: %v\n", resp)
}

```

## Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>	Space ID	
<b>buildConfigID</b>	<b>string</b>	Build Configuration ID	

## Other Parameters

Other parameters are passed through a pointer to a `apiBuildGenerateFileRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

### ModelsBuildConfigGenerateFile

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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# \ClustersApi

All URIs are relative to `https://api.dev.altairsc.com`

Method	HTTP request	Description
<b>CreateCluster</b>	<b>Post</b> /spaces/{space}/clusters	Add a cluster
<b>DeleteCluster</b>	<b>Delete</b> /spaces/{space}/clusters/{cluster-id}	Delete cluster

Method	HTTP request	Description
<b>ListClusters</b>	<b>Get</b> /spaces/{space}/clusters	List clusters
<b>ReinstallCluster</b>	<b>Put</b> /spaces/{space}/clusters/{cluster-id}/reinstall	Regenerate configuration files
<b>ResetClusterClientSecret</b>	<b>Post</b> /spaces/{space}/clusters/{cluster-id}/reset-secret	Reset Client Secret
<b>ShowCluster</b>	<b>Get</b> /spaces/{space}/clusters/{cluster-id}	Show cluster
<b>UpdateCluster</b>	<b>Put</b> /spaces/{space}/clusters/{cluster-id}	Update cluster

## CreateCluster

```
CreateClusterResponse CreateCluster(ctx, space).CreateCluster(createCluster).Execute()
```

Add a cluster

### Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    createCluster := *openapiclient.NewCreateCluster() // CreateCluster / Create a new cluster in the platform

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ClustersApi.CreateCluster(context.Background(), space).CreateCluster(createCluster)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ClustersApi.CreateCluster`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `CreateCluster`: CreateClusterResponse
    fmt.Fprintf(os.Stdout, "Response from `ClustersApi.CreateCluster`: %v\n", resp)
}
```

### Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>		

### Other Parameters

Other parameters are passed through a pointer to a apiCreateClusterRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

**createCluster** | **CreateCluster** | Create a new cluster in the platform |

## Return type

## CreateClusterResponse

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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## DeleteCluster

```
DeleteClusterResponse DeleteCluster(ctx, space, clusterId).Execute()
```

Delete cluster

## Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    clusterId := "01ed9hx8vnxqn1md5vv4tes3ra" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ClustersApi.DeleteCluster(context.Background(), space, clusterId).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ClustersApi.DeleteCluster`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `DeleteCluster`: DeleteClusterResponse
    fmt.Fprintf(os.Stdout, "Response from `ClustersApi.DeleteCluster`: %v\n", resp)
}
```

## Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
clusterId	string		

## Other Parameters

Other parameters are passed through a pointer to a apiDeleteClusterRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

## DeleteClusterResponse

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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## ListClusters

```
ListClustersResponse ListClusters(ctx, space).Execute()
```

List clusters

## Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ClustersApi.ListClusters(context.Background(), space).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ClustersApi.ListClusters`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ListClusters`: ListClustersResponse
    fmt.Fprintf(os.Stdout, "Response from `ClustersApi.ListClusters`: %v\n", resp)
}
```

## Path Parameters

Name	Type	Description	Notes
ctx	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a `apiListClustersRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

### ListClustersResponse

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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## ReinstallCluster

CreateClusterResponse ReinstallCluster(ctx, space, clusterId).Execute()

Regenerate configuration files

## Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    clusterId := "01ed9hx8vnxqn1md5vv4tes3ra" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ClustersApi.ReinstallCluster(context.Background(), space, clusterId).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ClustersApi.ReinstallCluster`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ReinstallCluster`: CreateClusterResponse
    fmt.Fprintf(os.Stdout, "Response from `ClustersApi.ReinstallCluster`: %v\n", resp)
}
```

## Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	

Name	Type	Description	Notes
<b>space</b>	<b>string</b>		
<b>clusterId</b>	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a `apiReinstallClusterRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

## CreateClusterResponse

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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## ResetClusterClientSecret

```
Secret ResetClusterClientSecret(ctx, space, clusterId).Execute()
```

Reset Client Secret

## Example

```
package main
```

```
import (
```

```
    "context"
```

```
    "fmt"
```

```
    "os"
```

```
    openapiclient "./openapi"
```

```
)
```

```
func main() {
```

```
    space := "altair" // string /
```

```
    clusterId := "01ed9hx8vnxqn1md5vv4tes3ra" // string /
```

```
    configuration := openapiclient.NewConfiguration()
```

```
    api_client := openapiclient.NewAPIClient(configuration)
```

```
    resp, r, err := api_client.ClustersApi.ResetClusterClientSecret(context.Background(), space, clusterId).Execute()
```

```
    if err != nil {
```

```
        fmt.Fprintf(os.Stderr, "Error when calling `ClustersApi.ResetClusterClientSecret`: %v\n", err)
```

```
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
```

```
    }
```

```
    // response from `ResetClusterClientSecret`: Secret
```

```
    fmt.Fprintf(os.Stdout, "Response from `ClustersApi.ResetClusterClientSecret`: %v\n", resp)
```

```
}
```



## Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>		
<b>clusterId</b>	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a `apiResetClusterClientSecretRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

Secret

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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## ShowCluster

ShowClusterResponse ShowCluster(ctx, space, clusterId).Execute()

Show cluster

## Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    clusterId := "01ed9hx8vnxqn1md5vv4tes3ra" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ClustersApi.ShowCluster(context.Background(), space, clusterId).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ClustersApi.ShowCluster`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
}
```

```
// response from `ShowCluster`: ShowClusterResponse
fmt.Fprintf(os.Stdout, "Response from `ClustersApi.ShowCluster`: %v\n", resp)
}
```

## Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>		
<b>clusterId</b>	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a `apiShowClusterRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

### ShowClusterResponse

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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## UpdateCluster

```
UpdateClusterResponse UpdateCluster(ctx, space, clusterId).UpdateCluster(updateCluster).Execute()
```

Update cluster

## Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    clusterId := "01ed9hx8vnxqn1md5vv4tes3ra" // string /
    updateCluster := *openapiclient.NewUpdateCluster() // UpdateCluster / Update a specific cluster

    configuration := openapiclient.NewConfiguration()
```

```
api_client := openapiclient.NewAPIClient(configuration)
resp, r, err := api_client.ClustersApi.UpdateCluster(context.Background(), space, clusterId).UpdateCluster(u
if err != nil {
    fmt.Fprintf(os.Stderr, "Error when calling `ClustersApi.UpdateCluster`: %v\n", err)
    fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
}
// response from `UpdateCluster`: UpdateClusterResponse
fmt.Fprintf(os.Stdout, "Response from `ClustersApi.UpdateCluster`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
clusterId	string		

Other Parameters

Other parameters are passed through a pointer to a apiUpdateClusterRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

updateCluster | UpdateCluster | Update a sspecific cluster |

Return type

UpdateClusterResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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CollectionListResponse

Properties

Name	Type	Description	Notes
Data	Pointer to []CollectionResponse		[optional]
Paging	Pointer to ActionDelayListResponsePaging		[optional]

## Methods

### NewCollectionListResponse

```
func NewCollectionListResponse() *CollectionListResponse
```

NewCollectionListResponse instantiates a new CollectionListResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewCollectionListResponseWithDefaults

```
func NewCollectionListResponseWithDefaults() *CollectionListResponse
```

NewCollectionListResponseWithDefaults instantiates a new CollectionListResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetData

```
func (o *CollectionListResponse) GetData() []CollectionResponse
```

GetData returns the Data field if non-nil, zero value otherwise.

### GetDataOk

```
func (o *CollectionListResponse) GetDataOk() (*[]CollectionResponse, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetData

```
func (o *CollectionListResponse) SetData(v []CollectionResponse)
```

SetData sets Data field to given value.

### HasData

```
func (o *CollectionListResponse) HasData() bool
```

HasData returns a boolean if a field has been set.

### GetPaging

```
func (o *CollectionListResponse) GetPaging() ActionDelayListResponsePaging
```

GetPaging returns the Paging field if non-nil, zero value otherwise.

### GetPagingOk

```
func (o *CollectionListResponse) GetPagingOk() (*ActionDelayListResponsePaging, bool)
```

GetPagingOk returns a tuple with the Paging field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetPaging

```
func (o *CollectionListResponse) SetPaging(v ActionDelayListResponsePaging)
```

SetPaging sets Paging field to given value.

## HasPaging

```
func (o *CollectionListResponse) HasPaging() bool
```

HasPaging returns a boolean if a field has been set.

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# CollectionRequest

## Properties

Name	Type	Description	Notes
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Name</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewCollectionRequest

```
func NewCollectionRequest() *CollectionRequest
```

NewCollectionRequest instantiates a new CollectionRequest object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewCollectionRequestWithDefaults

```
func NewCollectionRequestWithDefaults() *CollectionRequest
```

NewCollectionRequestWithDefaults instantiates a new CollectionRequest object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetDescription

```
func (o *CollectionRequest) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

## GetDescriptionOk

```
func (o *CollectionRequest) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetDescription

```
func (o *CollectionRequest) SetDescription(v string)
```

SetDescription sets Description field to given value.

## HasDescription

```
func (o *CollectionRequest) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

## GetName

```
func (o *CollectionRequest) GetName() string
```

GetName returns the Name field if non-nil, zero value otherwise.

## GetNameOk

```
func (o *CollectionRequest) GetNameOk() (*string, bool)
```

GetNameOk returns a tuple with the Name field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetName

```
func (o *CollectionRequest) SetName(v string)
```

SetName sets Name field to given value.

## HasName

```
func (o *CollectionRequest) HasName() bool
```

HasName returns a boolean if a field has been set.

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# CollectionResponse

## Properties

Name	Type	Description	Notes
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Name</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewCollectionResponse

```
func NewCollectionResponse() *CollectionResponse
```

NewCollectionResponse instantiates a new CollectionResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewCollectionResponseWithDefaults

```
func NewCollectionResponseWithDefaults() *CollectionResponse
```

NewCollectionResponseWithDefaults instantiates a new CollectionResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetDescription

```
func (o *CollectionResponse) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

## GetDescriptionOk

```
func (o *CollectionResponse) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetDescription

```
func (o *CollectionResponse) SetDescription(v string)
```

SetDescription sets Description field to given value.

## HasDescription

```
func (o *CollectionResponse) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

## GetName

```
func (o *CollectionResponse) GetName() string
```

GetName returns the Name field if non-nil, zero value otherwise.

## GetNameOk

```
func (o *CollectionResponse) GetNameOk() (*string, bool)
```

GetNameOk returns a tuple with the Name field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetName

```
func (o *CollectionResponse) SetName(v string)
```

SetName sets Name field to given value.

## HasName

```
func (o *CollectionResponse) HasName() bool
```

HasName returns a boolean if a field has been set.

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# CollectionUpdateRequest

## Properties

Name	Type	Description	Notes
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Title</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewCollectionUpdateRequest

```
func NewCollectionUpdateRequest() *CollectionUpdateRequest
```

NewCollectionUpdateRequest instantiates a new CollectionUpdateRequest object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### **NewCollectionUpdateRequestWithDefaults**

```
func NewCollectionUpdateRequestWithDefaults() *CollectionUpdateRequest
```

NewCollectionUpdateRequestWithDefaults instantiates a new CollectionUpdateRequest object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### **GetDescription**

```
func (o *CollectionUpdateRequest) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

### **GetDescriptionOk**

```
func (o *CollectionUpdateRequest) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetDescription**

```
func (o *CollectionUpdateRequest) SetDescription(v string)
```

SetDescription sets Description field to given value.

### **HasDescription**

```
func (o *CollectionUpdateRequest) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

### **GetTitle**

```
func (o *CollectionUpdateRequest) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

### **GetTitleOk**

```
func (o *CollectionUpdateRequest) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetTitle**

```
func (o *CollectionUpdateRequest) SetTitle(v string)
```

SetTitle sets Title field to given value.

### **HasTitle**

```
func (o *CollectionUpdateRequest) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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# CollectionUpdateResponse

## Properties

Name	Type	Description	Notes
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Name</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewCollectionUpdateResponse

```
func NewCollectionUpdateResponse() *CollectionUpdateResponse
```

NewCollectionUpdateResponse instantiates a new CollectionUpdateResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewCollectionUpdateResponseWithDefaults

```
func NewCollectionUpdateResponseWithDefaults() *CollectionUpdateResponse
```

NewCollectionUpdateResponseWithDefaults instantiates a new CollectionUpdateResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetDescription

```
func (o *CollectionUpdateResponse) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

### GetDescriptionOk

```
func (o *CollectionUpdateResponse) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetDescription

```
func (o *CollectionUpdateResponse) SetDescription(v string)
```

SetDescription sets Description field to given value.

### HasDescription

```
func (o *CollectionUpdateResponse) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

### GetName

```
func (o *CollectionUpdateResponse) GetName() string
```

GetName returns the Name field if non-nil, zero value otherwise.

## GetNameOk

```
func (o *CollectionUpdateResponse) GetNameOk() (*string, bool)
```

GetNameOk returns a tuple with the Name field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetName

```
func (o *CollectionUpdateResponse) SetName(v string)
```

SetName sets Name field to given value.

## HasName

```
func (o *CollectionUpdateResponse) HasName() bool
```

HasName returns a boolean if a field has been set.

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# \CollectionsApi

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Description
<b>AddCollection</b>	<b>Post</b> /spaces/{space}/collections	Create collection
<b>DeleteCollection</b>	<b>Delete</b> /spaces/{space}/collections/{collection-name}	Delete collection
<b>ListCollections</b>	<b>Get</b> /spaces/{space}/collections	List collections
<b>ShowCollection</b>	<b>Get</b> /spaces/{space}/collections/{collection-name}	Show collection
<b>UpdateCollection</b>	<b>Put</b> /spaces/{space}/collections/{collection-name}	Update collection

## AddCollection

```
CollectionResponse AddCollection(ctx, space).CollectionRequest(collectionRequest).Execute()
```

Create collection

## Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string |
    collectionRequest := *openapiclient.NewCollectionRequest() // CollectionRequest | Create a new collection in

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.CollectionsApi.AddCollection(context.Background(), space).CollectionRequest(collectionRequest).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `CollectionsApi.AddCollection`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
}
```

```

// response from `AddCollection`: CollectionResponse
fmt.Fprintf(os.Stdout, "Response from `CollectionsApi.AddCollection`: %v\n", resp)
}

```

## Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a `apiAddCollectionRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

**collectionRequest** | **CollectionRequest** | Create a new collection in the platform |

## Return type

## CollectionResponse

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json, /

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## DeleteCollection

```
DeleteCollection(ctx, space, collectionName).Execute()
```

Delete collection

## Example

```

package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string |
    collectionName := "ElectronicBoards" // string |

    configuration := openapiclient.NewConfiguration()

```

```

api_client := openapiclient.NewAPIClient(configuration)
resp, r, err := api_client.CollectionsApi.DeleteCollection(context.Background(), space, collectionName).Execute()
if err != nil {
    fmt.Fprintf(os.Stderr, "Error when calling `CollectionsApi.DeleteCollection`: %v\n", err)
    fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
}
}

```

## Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>		
<b>collectionName</b>	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a `apiDeleteCollectionRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

(empty response body)

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type**: Not defined
- **Accept**: application/json, /

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## ListCollections

```
CollectionListResponse ListCollections(ctx, space).Execute()
```

List collections

## Example

```
package main
```

```

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

```

```

func main() {
    space := "altair" // string /

```

```

configuration := openapiclient.NewConfiguration()
api_client := openapiclient.NewAPIClient(configuration)
resp, r, err := api_client.CollectionsApi.ListCollections(context.Background(), space).Execute()
if err != nil {
    fmt.Fprintf(os.Stderr, "Error when calling `CollectionsApi.ListCollections`: %v\n", err)
    fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
}
// response from `ListCollections`: CollectionListResponse
fmt.Fprintf(os.Stdout, "Response from `CollectionsApi.ListCollections`: %v\n", resp)
}

```

## Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a `apiListCollectionsRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

### CollectionListResponse

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type**: Not defined
- **Accept**: application/json, /

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## ShowCollection

```
CollectionResponse ShowCollection(ctx, space, collectionName).Execute()
```

Show collection

## Example

```

package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

```

```
func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.CollectionsApi.ShowCollection(context.Background(), space, collectionName).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `CollectionsApi.ShowCollection`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ShowCollection`: CollectionResponse
    fmt.Fprintf(os.Stdout, "Response from `CollectionsApi.ShowCollection`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		

Other Parameters

Other parameters are passed through a pointer to a apiShowCollectionRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

CollectionResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json, /

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UpdateCollection

CollectionUpdateResponse UpdateCollection(ctx, space, collectionName).CollectionUpdateRequest(collectionUpdateRequest).Execute() Update collection

Example

```
package main

import (
```

```

"context"
"fmt"
"os"
openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    collectionUpdateRequest := *openapiclient.NewCollectionUpdateRequest() // CollectionUpdateRequest / Update a
    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.CollectionsApi.UpdateCollection(context.Background(), space, collectionName).Coll
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `CollectionsApi.UpdateCollection`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `UpdateCollection`: CollectionUpdateResponse
    fmt.Fprintf(os.Stdout, "Response from `CollectionsApi.UpdateCollection`: %v\n", resp)
}

```

## Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>		
<b>collectionName</b>	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a apiUpdateCollectionRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

**collectionUpdateRequest** | **CollectionUpdateRequest** | Update an existent collection by name |

## Return type

## CollectionUpdateResponse

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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# CreateCluster

## Properties

Name	Type	Description	Notes
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Title</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewCreateCluster

```
func NewCreateCluster() *CreateCluster
```

NewCreateCluster instantiates a new CreateCluster object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewCreateClusterWithDefaults

```
func NewCreateClusterWithDefaults() *CreateCluster
```

NewCreateClusterWithDefaults instantiates a new CreateCluster object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetDescription

```
func (o *CreateCluster) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

### GetDescriptionOk

```
func (o *CreateCluster) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetDescription

```
func (o *CreateCluster) SetDescription(v string)
```

SetDescription sets Description field to given value.

### HasDescription

```
func (o *CreateCluster) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

### GetTitle

```
func (o *CreateCluster) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.



## GetTitleOk

```
func (o *CreateCluster) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetTitle

```
func (o *CreateCluster) SetTitle(v string)
```

SetTitle sets Title field to given value.

## HasTitle

```
func (o *CreateCluster) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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# CreateClusterResponse

## Properties

Name	Type	Description	Notes
<b>DeploymentFile</b>	Pointer to <b>string</b>		[optional]
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Id</b>	Pointer to <b>string</b>		[optional]
<b>MinutesToExpire</b>	Pointer to <b>int32</b>		[optional]
<b>SecretsFile</b>	Pointer to <b>string</b>		[optional]
<b>Status</b>	Pointer to <b>string</b>		[optional]
<b>Title</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewCreateClusterResponse

```
func NewCreateClusterResponse() *CreateClusterResponse
```

NewCreateClusterResponse instantiates a new CreateClusterResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewCreateClusterResponseWithDefaults

```
func NewCreateClusterResponseWithDefaults() *CreateClusterResponse
```

NewCreateClusterResponseWithDefaults instantiates a new CreateClusterResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetDeploymentFile

```
func (o *CreateClusterResponse) GetDeploymentFile() string
```

GetDeploymentFile returns the DeploymentFile field if non-nil, zero value otherwise.

### **GetDeploymentFileOk**

```
func (o *CreateClusterResponse) GetDeploymentFileOk() (*string, bool)
```

GetDeploymentFileOk returns a tuple with the DeploymentFile field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetDeploymentFile**

```
func (o *CreateClusterResponse) SetDeploymentFile(v string)
```

SetDeploymentFile sets DeploymentFile field to given value.

### **HasDeploymentFile**

```
func (o *CreateClusterResponse) HasDeploymentFile() bool
```

HasDeploymentFile returns a boolean if a field has been set.

### **GetDescription**

```
func (o *CreateClusterResponse) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

### **GetDescriptionOk**

```
func (o *CreateClusterResponse) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetDescription**

```
func (o *CreateClusterResponse) SetDescription(v string)
```

SetDescription sets Description field to given value.

### **HasDescription**

```
func (o *CreateClusterResponse) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

### **GetId**

```
func (o *CreateClusterResponse) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

### **GetIdOk**

```
func (o *CreateClusterResponse) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetId**

```
func (o *CreateClusterResponse) SetId(v string)
```

SetId sets Id field to given value.

## HasId

```
func (o *CreateClusterResponse) HasId() bool
```

HasId returns a boolean if a field has been set.

## GetMinutesToExpire

```
func (o *CreateClusterResponse) GetMinutesToExpire() int32
```

GetMinutesToExpire returns the MinutesToExpire field if non-nil, zero value otherwise.

## GetMinutesToExpireOk

```
func (o *CreateClusterResponse) GetMinutesToExpireOk() (*int32, bool)
```

GetMinutesToExpireOk returns a tuple with the MinutesToExpire field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetMinutesToExpire

```
func (o *CreateClusterResponse) SetMinutesToExpire(v int32)
```

SetMinutesToExpire sets MinutesToExpire field to given value.

## HasMinutesToExpire

```
func (o *CreateClusterResponse) HasMinutesToExpire() bool
```

HasMinutesToExpire returns a boolean if a field has been set.

## GetSecretsFile

```
func (o *CreateClusterResponse) GetSecretsFile() string
```

GetSecretsFile returns the SecretsFile field if non-nil, zero value otherwise.

## GetSecretsFileOk

```
func (o *CreateClusterResponse) GetSecretsFileOk() (*string, bool)
```

GetSecretsFileOk returns a tuple with the SecretsFile field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetSecretsFile

```
func (o *CreateClusterResponse) SetSecretsFile(v string)
```

SetSecretsFile sets SecretsFile field to given value.

## HasSecretsFile

```
func (o *CreateClusterResponse) HasSecretsFile() bool
```

HasSecretsFile returns a boolean if a field has been set.

## GetStatus

```
func (o *CreateClusterResponse) GetStatus() string
```

GetStatus returns the Status field if non-nil, zero value otherwise.

## GetStatusOk

```
func (o *CreateClusterResponse) GetStatusOk() (*string, bool)
```

GetStatusOk returns a tuple with the Status field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetStatus

```
func (o *CreateClusterResponse) SetStatus(v string)
```

SetStatus sets Status field to given value.

## HasStatus

```
func (o *CreateClusterResponse) HasStatus() bool
```

HasStatus returns a boolean if a field has been set.

## GetTitle

```
func (o *CreateClusterResponse) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

## GetTitleOk

```
func (o *CreateClusterResponse) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetTitle

```
func (o *CreateClusterResponse) SetTitle(v string)
```

SetTitle sets Title field to given value.

## HasTitle

```
func (o *CreateClusterResponse) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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# CreateDataResponse

## Properties

Name	Type	Description	Notes
<b>Result</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewCreateDataResponse

```
func NewCreateDataResponse() *CreateDataResponse
```

NewCreateDataResponse instantiates a new CreateDataResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewCreateDataResponseWithDefaults

```
func NewCreateDataResponseWithDefaults() *CreateDataResponse
```

NewCreateDataResponseWithDefaults instantiates a new CreateDataResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetResult

```
func (o *CreateDataResponse) GetResult() string
```

GetResult returns the Result field if non-nil, zero value otherwise.

### GetResultOk

```
func (o *CreateDataResponse) GetResultOk() (*string, bool)
```

GetResultOk returns a tuple with the Result field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetResult

```
func (o *CreateDataResponse) SetResult(v string)
```

SetResult sets Result field to given value.

### HasResult

```
func (o *CreateDataResponse) HasResult() bool
```

HasResult returns a boolean if a field has been set.

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## CreateLabel

### Properties

Name	Type	Description	Notes
<b>Color</b>	Pointer to <b>string</b>		[optional]
<b>LabelDescription</b>	Pointer to <b>string</b>		[optional]
<b>LabelName</b>	Pointer to <b>string</b>		[optional]

### Methods

#### NewCreateLabel

```
func NewCreateLabel() *CreateLabel
```

NewCreateLabel instantiates a new CreateLabel object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

## **NewCreateLabelWithDefaults**

```
func NewCreateLabelWithDefaults() *CreateLabel
```

NewCreateLabelWithDefaults instantiates a new CreateLabel object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## **GetColor**

```
func (o *CreateLabel) GetColor() string
```

GetColor returns the Color field if non-nil, zero value otherwise.

## **GetColorOk**

```
func (o *CreateLabel) GetColorOk() (*string, bool)
```

GetColorOk returns a tuple with the Color field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetColor**

```
func (o *CreateLabel) SetColor(v string)
```

SetColor sets Color field to given value.

## **HasColor**

```
func (o *CreateLabel) HasColor() bool
```

HasColor returns a boolean if a field has been set.

## **GetLabelDescription**

```
func (o *CreateLabel) GetLabelDescription() string
```

GetLabelDescription returns the LabelDescription field if non-nil, zero value otherwise.

## **GetLabelDescriptionOk**

```
func (o *CreateLabel) GetLabelDescriptionOk() (*string, bool)
```

GetLabelDescriptionOk returns a tuple with the LabelDescription field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetLabelDescription**

```
func (o *CreateLabel) SetLabelDescription(v string)
```

SetLabelDescription sets LabelDescription field to given value.

## **HasLabelDescription**

```
func (o *CreateLabel) HasLabelDescription() bool
```

HasLabelDescription returns a boolean if a field has been set.

## **GetLabelName**

```
func (o *CreateLabel) GetLabelName() string
```

GetLabelName returns the LabelName field if non-nil, zero value otherwise.

## GetLabelNameOk

```
func (o *CreateLabel) GetLabelNameOk() (*string, bool)
```

GetLabelNameOk returns a tuple with the LabelName field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetLabelName

```
func (o *CreateLabel) SetLabelName(v string)
```

SetLabelName sets LabelName field to given value.

## HasLabelName

```
func (o *CreateLabel) HasLabelName() bool
```

HasLabelName returns a boolean if a field has been set.

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# CreateLabelRelation

## Properties

Name	Type	Description	Notes
<b>EntityId</b>	Pointer to <b>string</b>		[optional]
<b>EntityType</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewCreateLabelRelation

```
func NewCreateLabelRelation() *CreateLabelRelation
```

NewCreateLabelRelation instantiates a new CreateLabelRelation object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewCreateLabelRelationWithDefaults

```
func NewCreateLabelRelationWithDefaults() *CreateLabelRelation
```

NewCreateLabelRelationWithDefaults instantiates a new CreateLabelRelation object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetEntityId

```
func (o *CreateLabelRelation) GetEntityId() string
```

GetEntityId returns the EntityId field if non-nil, zero value otherwise.

## GetEntityIdOk

```
func (o *CreateLabelRelation) GetEntityIdOk() (*string, bool)
```

GetEntityIdOk returns a tuple with the EntityId field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetEntityId

```
func (o *CreateLabelRelation) SetEntityId(v string)
```

SetEntityId sets EntityId field to given value.

## HasEntityId

```
func (o *CreateLabelRelation) HasEntityId() bool
```

HasEntityId returns a boolean if a field has been set.

## GetEntityType

```
func (o *CreateLabelRelation) GetEntityType() string
```

GetEntityType returns the EntityType field if non-nil, zero value otherwise.

## GetEntityTypeOk

```
func (o *CreateLabelRelation) GetEntityTypeOk() (*string, bool)
```

GetEntityTypeOk returns a tuple with the EntityType field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetEntityType

```
func (o *CreateLabelRelation) SetEntityType(v string)
```

SetEntityType sets EntityType field to given value.

## HasEntityType

```
func (o *CreateLabelRelation) HasEntityType() bool
```

HasEntityType returns a boolean if a field has been set.

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# CreateLabelResponse

## Properties

Name	Type	Description	Notes
<b>Color</b>	Pointer to <b>string</b>		[optional]
<b>Id</b>	Pointer to <b>string</b>		[optional]
<b>LabelDescription</b>	Pointer to <b>string</b>		[optional]
<b>LabelName</b>	Pointer to <b>string</b>		[optional]
<b>Mqtt</b>	Pointer to <b>bool</b>		[optional]
<b>Space</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewCreateLabelResponse

```
func NewCreateLabelResponse() *CreateLabelResponse
```

NewCreateLabelResponse instantiates a new CreateLabelResponse object This constructor will assign default values to properties



that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### **NewCreateLabelResponseWithDefaults**

```
func NewCreateLabelResponseWithDefaults() *CreateLabelResponse
```

NewCreateLabelResponseWithDefaults instantiates a new CreateLabelResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### **GetColor**

```
func (o *CreateLabelResponse) GetColor() string
```

GetColor returns the Color field if non-nil, zero value otherwise.

### **GetColorOk**

```
func (o *CreateLabelResponse) GetColorOk() (*string, bool)
```

GetColorOk returns a tuple with the Color field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetColor**

```
func (o *CreateLabelResponse) SetColor(v string)
```

SetColor sets Color field to given value.

### **HasColor**

```
func (o *CreateLabelResponse) HasColor() bool
```

HasColor returns a boolean if a field has been set.

### **GetId**

```
func (o *CreateLabelResponse) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

### **GetIdOk**

```
func (o *CreateLabelResponse) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetId**

```
func (o *CreateLabelResponse) SetId(v string)
```

SetId sets Id field to given value.

### **HasId**

```
func (o *CreateLabelResponse) HasId() bool
```

HasId returns a boolean if a field has been set.

### **GetLabelDescription**

```
func (o *CreateLabelResponse) GetLabelDescription() string
```

GetLabelDescription returns the LabelDescription field if non-nil, zero value otherwise.

### **GetLabelDescriptionOk**

```
func (o *CreateLabelResponse) GetLabelDescriptionOk() (*string, bool)
```

GetLabelDescriptionOk returns a tuple with the LabelDescription field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetLabelDescription**

```
func (o *CreateLabelResponse) SetLabelDescription(v string)
```

SetLabelDescription sets LabelDescription field to given value.

### **HasLabelDescription**

```
func (o *CreateLabelResponse) HasLabelDescription() bool
```

HasLabelDescription returns a boolean if a field has been set.

### **GetLabelName**

```
func (o *CreateLabelResponse) GetLabelName() string
```

GetLabelName returns the LabelName field if non-nil, zero value otherwise.

### **GetLabelNameOk**

```
func (o *CreateLabelResponse) GetLabelNameOk() (*string, bool)
```

GetLabelNameOk returns a tuple with the LabelName field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetLabelName**

```
func (o *CreateLabelResponse) SetLabelName(v string)
```

SetLabelName sets LabelName field to given value.

### **HasLabelName**

```
func (o *CreateLabelResponse) HasLabelName() bool
```

HasLabelName returns a boolean if a field has been set.

### **GetMqtt**

```
func (o *CreateLabelResponse) GetMqtt() bool
```

GetMqtt returns the Mqtt field if non-nil, zero value otherwise.

### **GetMqttOk**

```
func (o *CreateLabelResponse) GetMqttOk() (*bool, bool)
```

GetMqttOk returns a tuple with the Mqtt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetMqtt

```
func (o *CreateLabelResponse) SetMqtt(v bool)
```

SetMqtt sets Mqtt field to given value.

## HasMqtt

```
func (o *CreateLabelResponse) HasMqtt() bool
```

HasMqtt returns a boolean if a field has been set.

## GetSpace

```
func (o *CreateLabelResponse) GetSpace() string
```

GetSpace returns the Space field if non-nil, zero value otherwise.

## GetSpaceOk

```
func (o *CreateLabelResponse) GetSpaceOk() (*string, bool)
```

GetSpaceOk returns a tuple with the Space field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetSpace

```
func (o *CreateLabelResponse) SetSpace(v string)
```

SetSpace sets Space field to given value.

## HasSpace

```
func (o *CreateLabelResponse) HasSpace() bool
```

HasSpace returns a boolean if a field has been set.

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# CredentialsResponseList

## Properties

Name	Type	Description	Notes
<b>Collection</b>	Pointer to [] <b>CredentialsStudio</b>		[optional]

## Methods

### NewCredentialsResponseList

```
func NewCredentialsResponseList() *CredentialsResponseList
```

NewCredentialsResponseList instantiates a new CredentialsResponseList object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewCredentialsResponseListWithDefaults

```
func NewCredentialsResponseListWithDefaults() *CredentialsResponseList
```

NewCredentialsResponseListWithDefaults instantiates a new CredentialsResponseList object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetCollection

```
func (o *CredentialsResponseList) GetCollection() []CredentialsStudio
```

GetCollection returns the Collection field if non-nil, zero value otherwise.

### GetCollectionOk

```
func (o *CredentialsResponseList) GetCollectionOk() (*[]CredentialsStudio, bool)
```

GetCollectionOk returns a tuple with the Collection field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetCollection

```
func (o *CredentialsResponseList) SetCollection(v []CredentialsStudio)
```

SetCollection sets Collection field to given value.

### HasCollection

```
func (o *CredentialsResponseList) HasCollection() bool
```

HasCollection returns a boolean if a field has been set.

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## CredentialsResponsePUT

### Properties

Name	Type	Description	Notes
<b>CreatedAt</b>	Pointer to <b>time.Time</b>		[optional]
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Enabled</b>	Pointer to <b>bool</b>		[optional]
<b>ExpiredAt</b>	Pointer to <b>int32</b>		[optional]
<b>Id</b>	Pointer to <b>string</b>		[optional]
<b>Password</b>	Pointer to <b>string</b>		[optional]
<b>Topics</b>	Pointer to <b>[]MQTTAccountProperties</b>		[optional]
<b>Type</b>	Pointer to <b>string</b>		[optional]
<b>Username</b>	Pointer to <b>string</b>		[optional]

### Methods

#### NewCredentialsResponsePUT

```
func NewCredentialsResponsePUT() *CredentialsResponsePUT
```

NewCredentialsResponsePUT instantiates a new CredentialsResponsePUT object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

## **NewCredentialsResponsePUTWithDefaults**

```
func NewCredentialsResponsePUTWithDefaults() *CredentialsResponsePUT
```

NewCredentialsResponsePUTWithDefaults instantiates a new CredentialsResponsePUT object. This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## **GetCreatedAt**

```
func (o *CredentialsResponsePUT) GetCreatedAt() time.Time
```

GetCreatedAt returns the CreatedAt field if non-nil, zero value otherwise.

## **GetCreatedAtOk**

```
func (o *CredentialsResponsePUT) GetCreatedAtOk() (*time.Time, bool)
```

GetCreatedAtOk returns a tuple with the CreatedAt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetCreatedAt**

```
func (o *CredentialsResponsePUT) SetCreatedAt(v time.Time)
```

SetCreatedAt sets CreatedAt field to given value.

## **HasCreatedAt**

```
func (o *CredentialsResponsePUT) HasCreatedAt() bool
```

HasCreatedAt returns a boolean if a field has been set.

## **GetDescription**

```
func (o *CredentialsResponsePUT) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

## **GetDescriptionOk**

```
func (o *CredentialsResponsePUT) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetDescription**

```
func (o *CredentialsResponsePUT) SetDescription(v string)
```

SetDescription sets Description field to given value.

## **HasDescription**

```
func (o *CredentialsResponsePUT) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

## **GetEnabled**

```
func (o *CredentialsResponsePUT) GetEnabled() bool
```

GetEnabled returns the Enabled field if non-nil, zero value otherwise.

## **GetEnabledOk**

```
func (o *CredentialsResponsePUT) GetEnabledOk() (*bool, bool)
```

GetEnabledOk returns a tuple with the Enabled field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetEnabled**

```
func (o *CredentialsResponsePUT) SetEnabled(v bool)
```

SetEnabled sets Enabled field to given value.

## **HasEnabled**

```
func (o *CredentialsResponsePUT) HasEnabled() bool
```

HasEnabled returns a boolean if a field has been set.

## **GetExpiredAt**

```
func (o *CredentialsResponsePUT) GetExpiredAt() int32
```

GetExpiredAt returns the ExpiredAt field if non-nil, zero value otherwise.

## **GetExpiredAtOk**

```
func (o *CredentialsResponsePUT) GetExpiredAtOk() (*int32, bool)
```

GetExpiredAtOk returns a tuple with the ExpiredAt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetExpiredAt**

```
func (o *CredentialsResponsePUT) SetExpiredAt(v int32)
```

SetExpiredAt sets ExpiredAt field to given value.

## **HasExpiredAt**

```
func (o *CredentialsResponsePUT) HasExpiredAt() bool
```

HasExpiredAt returns a boolean if a field has been set.

## **GetId**

```
func (o *CredentialsResponsePUT) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

## **GetIdOk**

```
func (o *CredentialsResponsePUT) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetId**

```
func (o *CredentialsResponsePUT) SetId(v string)
```

SetId sets Id field to given value.

## **HasId**

```
func (o *CredentialsResponsePUT) HasId() bool
```

HasId returns a boolean if a field has been set.

## **GetPassword**

```
func (o *CredentialsResponsePUT) GetPassword() string
```

GetPassword returns the Password field if non-nil, zero value otherwise.

## **GetPasswordOk**

```
func (o *CredentialsResponsePUT) GetPasswordOk() (*string, bool)
```

GetPasswordOk returns a tuple with the Password field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetPassword**

```
func (o *CredentialsResponsePUT) SetPassword(v string)
```

SetPassword sets Password field to given value.

## **HasPassword**

```
func (o *CredentialsResponsePUT) HasPassword() bool
```

HasPassword returns a boolean if a field has been set.

## **GetTopics**

```
func (o *CredentialsResponsePUT) GetTopics() []MQTTAccountProperties
```

GetTopics returns the Topics field if non-nil, zero value otherwise.

## **GetTopicsOk**

```
func (o *CredentialsResponsePUT) GetTopicsOk() (*[]MQTTAccountProperties, bool)
```

GetTopicsOk returns a tuple with the Topics field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetTopics**

```
func (o *CredentialsResponsePUT) SetTopics(v []MQTTAccountProperties)
```

SetTopics sets Topics field to given value.

## **HasTopics**

```
func (o *CredentialsResponsePUT) HasTopics() bool
```

HasTopics returns a boolean if a field has been set.

## GetType

```
func (o *CredentialsResponsePUT) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

## GetTypeOk

```
func (o *CredentialsResponsePUT) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetType

```
func (o *CredentialsResponsePUT) SetType(v string)
```

SetType sets Type field to given value.

## HasType

```
func (o *CredentialsResponsePUT) HasType() bool
```

HasType returns a boolean if a field has been set.

## GetUsername

```
func (o *CredentialsResponsePUT) GetUsername() string
```

GetUsername returns the Username field if non-nil, zero value otherwise.

## GetUsernameOk

```
func (o *CredentialsResponsePUT) GetUsernameOk() (*string, bool)
```

GetUsernameOk returns a tuple with the Username field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetUsername

```
func (o *CredentialsResponsePUT) SetUsername(v string)
```

SetUsername sets Username field to given value.

## HasUsername

```
func (o *CredentialsResponsePUT) HasUsername() bool
```

HasUsername returns a boolean if a field has been set.

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# CredentialsResponseThing

## Properties

Name	Type	Description	Notes
<b>Collection</b>	Pointer to [] <b>CredentialsThing</b>		[optional]



## Methods

### NewCredentialsResponseThing

```
func NewCredentialsResponseThing() *CredentialsResponseThing
```

NewCredentialsResponseThing instantiates a new CredentialsResponseThing object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewCredentialsResponseThingWithDefaults

```
func NewCredentialsResponseThingWithDefaults() *CredentialsResponseThing
```

NewCredentialsResponseThingWithDefaults instantiates a new CredentialsResponseThing object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetCollection

```
func (o *CredentialsResponseThing) GetCollection() []CredentialsThing
```

GetCollection returns the Collection field if non-nil, zero value otherwise.

### GetCollectionOk

```
func (o *CredentialsResponseThing) GetCollectionOk() (*[]CredentialsThing, bool)
```

GetCollectionOk returns a tuple with the Collection field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetCollection

```
func (o *CredentialsResponseThing) SetCollection(v []CredentialsThing)
```

SetCollection sets Collection field to given value.

### HasCollection

```
func (o *CredentialsResponseThing) HasCollection() bool
```

HasCollection returns a boolean if a field has been set.

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## CredentialsStudio

### Properties

Name	Type	Description	Notes
<b>CreatedAt</b>	Pointer to <b>time.Time</b>		[optional]
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Enabled</b>	Pointer to <b>bool</b>		[optional]
<b>ExpiredAt</b>	Pointer to <b>int32</b>		[optional]
<b>Id</b>	Pointer to <b>string</b>		[optional]
<b>Topics</b>	Pointer to <b>[]MQTTAccountPattern1</b>		[optional]
<b>Type</b>	Pointer to <b>string</b>		[optional]
<b>Username</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewCredentialsStudio

```
func NewCredentialsStudio() *CredentialsStudio
```

NewCredentialsStudio instantiates a new CredentialsStudio object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewCredentialsStudioWithDefaults

```
func NewCredentialsStudioWithDefaults() *CredentialsStudio
```

NewCredentialsStudioWithDefaults instantiates a new CredentialsStudio object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetCreatedAt

```
func (o *CredentialsStudio) GetCreatedAt() time.Time
```

GetCreatedAt returns the CreatedAt field if non-nil, zero value otherwise.

### GetCreatedAtOk

```
func (o *CredentialsStudio) GetCreatedAtOk() (*time.Time, bool)
```

GetCreatedAtOk returns a tuple with the CreatedAt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetCreatedAt

```
func (o *CredentialsStudio) SetCreatedAt(v time.Time)
```

SetCreatedAt sets CreatedAt field to given value.

### HasCreatedAt

```
func (o *CredentialsStudio) HasCreatedAt() bool
```

HasCreatedAt returns a boolean if a field has been set.

### GetDescription

```
func (o *CredentialsStudio) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

### GetDescriptionOk

```
func (o *CredentialsStudio) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetDescription

```
func (o *CredentialsStudio) SetDescription(v string)
```

SetDescription sets Description field to given value.

## HasDescription

```
func (o *CredentialsStudio) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

## GetEnabled

```
func (o *CredentialsStudio) GetEnabled() bool
```

GetEnabled returns the Enabled field if non-nil, zero value otherwise.

## GetEnabledOk

```
func (o *CredentialsStudio) GetEnabledOk() (*bool, bool)
```

GetEnabledOk returns a tuple with the Enabled field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetEnabled

```
func (o *CredentialsStudio) SetEnabled(v bool)
```

SetEnabled sets Enabled field to given value.

## HasEnabled

```
func (o *CredentialsStudio) HasEnabled() bool
```

HasEnabled returns a boolean if a field has been set.

## GetExpiredAt

```
func (o *CredentialsStudio) GetExpiredAt() int32
```

GetExpiredAt returns the ExpiredAt field if non-nil, zero value otherwise.

## GetExpiredAtOk

```
func (o *CredentialsStudio) GetExpiredAtOk() (*int32, bool)
```

GetExpiredAtOk returns a tuple with the ExpiredAt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetExpiredAt

```
func (o *CredentialsStudio) SetExpiredAt(v int32)
```

SetExpiredAt sets ExpiredAt field to given value.

## HasExpiredAt

```
func (o *CredentialsStudio) HasExpiredAt() bool
```

HasExpiredAt returns a boolean if a field has been set.

## GetId

```
func (o *CredentialsStudio) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

## GetIdOk

```
func (o *CredentialsStudio) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetId

```
func (o *CredentialsStudio) SetId(v string)
```

SetId sets Id field to given value.

## HasId

```
func (o *CredentialsStudio) HasId() bool
```

HasId returns a boolean if a field has been set.

## GetTopics

```
func (o *CredentialsStudio) GetTopics() []MQTTAccountPattern1
```

GetTopics returns the Topics field if non-nil, zero value otherwise.

## GetTopicsOk

```
func (o *CredentialsStudio) GetTopicsOk() (*[]MQTTAccountPattern1, bool)
```

GetTopicsOk returns a tuple with the Topics field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetTopics

```
func (o *CredentialsStudio) SetTopics(v []MQTTAccountPattern1)
```

SetTopics sets Topics field to given value.

## HasTopics

```
func (o *CredentialsStudio) HasTopics() bool
```

HasTopics returns a boolean if a field has been set.

## GetType

```
func (o *CredentialsStudio) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

## GetTypeOk

```
func (o *CredentialsStudio) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetType

```
func (o *CredentialsStudio) SetType(v string)
```

SetType sets Type field to given value.

## HasType

```
func (o *CredentialsStudio) HasType() bool
```

HasType returns a boolean if a field has been set.

## GetUsername

```
func (o *CredentialsStudio) GetUsername() string
```

GetUsername returns the Username field if non-nil, zero value otherwise.

## GetUsernameOk

```
func (o *CredentialsStudio) GetUsernameOk() (*string, bool)
```

GetUsernameOk returns a tuple with the Username field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetUsername

```
func (o *CredentialsStudio) SetUsername(v string)
```

SetUsername sets Username field to given value.

## HasUsername

```
func (o *CredentialsStudio) HasUsername() bool
```

HasUsername returns a boolean if a field has been set.

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# CredentialsThing

## Properties

Name	Type	Description	Notes
<b>CreatedAt</b>	Pointer to <b>time.Time</b>		[optional]
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Enabled</b>	Pointer to <b>bool</b>		[optional]
<b>ExpiredAt</b>	Pointer to <b>int32</b>		[optional]
<b>Id</b>	Pointer to <b>string</b>		[optional]
<b>Topics</b>	Pointer to <b>[]MQTTAccountProperties</b>		[optional]
<b>Type</b>	Pointer to <b>string</b>		[optional]
<b>Username</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewCredentialsThing

```
func NewCredentialsThing() *CredentialsThing
```

NewCredentialsThing instantiates a new CredentialsThing object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

## **NewCredentialsThingWithDefaults**

```
func NewCredentialsThingWithDefaults() *CredentialsThing
```

NewCredentialsThingWithDefaults instantiates a new CredentialsThing object. This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set.

## **GetCreatedAt**

```
func (o *CredentialsThing) GetCreatedAt() time.Time
```

GetCreatedAt returns the CreatedAt field if non-nil, zero value otherwise.

## **GetCreatedAtOk**

```
func (o *CredentialsThing) GetCreatedAtOk() (*time.Time, bool)
```

GetCreatedAtOk returns a tuple with the CreatedAt field if it's non-nil, zero value otherwise, and a boolean to check if the value has been set.

## **SetCreatedAt**

```
func (o *CredentialsThing) SetCreatedAt(v time.Time)
```

SetCreatedAt sets CreatedAt field to given value.

## **HasCreatedAt**

```
func (o *CredentialsThing) HasCreatedAt() bool
```

HasCreatedAt returns a boolean if a field has been set.

## **GetDescription**

```
func (o *CredentialsThing) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

## **GetDescriptionOk**

```
func (o *CredentialsThing) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise, and a boolean to check if the value has been set.

## **SetDescription**

```
func (o *CredentialsThing) SetDescription(v string)
```

SetDescription sets Description field to given value.

## **HasDescription**

```
func (o *CredentialsThing) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

## **GetEnabled**

```
func (o *CredentialsThing) GetEnabled() bool
```

GetEnabled returns the Enabled field if non-nil, zero value otherwise.

## **GetEnabledOk**

```
func (o *CredentialsThing) GetEnabledOk() (*bool, bool)
```

GetEnabledOk returns a tuple with the Enabled field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetEnabled**

```
func (o *CredentialsThing) SetEnabled(v bool)
```

SetEnabled sets Enabled field to given value.

## **HasEnabled**

```
func (o *CredentialsThing) HasEnabled() bool
```

HasEnabled returns a boolean if a field has been set.

## **GetExpiredAt**

```
func (o *CredentialsThing) GetExpiredAt() int32
```

GetExpiredAt returns the ExpiredAt field if non-nil, zero value otherwise.

## **GetExpiredAtOk**

```
func (o *CredentialsThing) GetExpiredAtOk() (*int32, bool)
```

GetExpiredAtOk returns a tuple with the ExpiredAt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetExpiredAt**

```
func (o *CredentialsThing) SetExpiredAt(v int32)
```

SetExpiredAt sets ExpiredAt field to given value.

## **HasExpiredAt**

```
func (o *CredentialsThing) HasExpiredAt() bool
```

HasExpiredAt returns a boolean if a field has been set.

## **GetId**

```
func (o *CredentialsThing) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

## **GetIdOk**

```
func (o *CredentialsThing) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetId

```
func (o *CredentialsThing) SetId(v string)
```

SetId sets Id field to given value.

## HasId

```
func (o *CredentialsThing) HasId() bool
```

HasId returns a boolean if a field has been set.

## GetTopics

```
func (o *CredentialsThing) GetTopics() []MQTTAccountProperties
```

GetTopics returns the Topics field if non-nil, zero value otherwise.

## GetTopicsOk

```
func (o *CredentialsThing) GetTopicsOk() (*[]MQTTAccountProperties, bool)
```

GetTopicsOk returns a tuple with the Topics field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetTopics

```
func (o *CredentialsThing) SetTopics(v []MQTTAccountProperties)
```

SetTopics sets Topics field to given value.

## HasTopics

```
func (o *CredentialsThing) HasTopics() bool
```

HasTopics returns a boolean if a field has been set.

## GetType

```
func (o *CredentialsThing) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

## GetTypeOk

```
func (o *CredentialsThing) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetType

```
func (o *CredentialsThing) SetType(v string)
```

SetType sets Type field to given value.

## HasType

```
func (o *CredentialsThing) HasType() bool
```

HasType returns a boolean if a field has been set.



## GetUsername

```
func (o *CredentialsThing) GetUsername() string
```

GetUsername returns the Username field if non-nil, zero value otherwise.

## GetUsernameOk

```
func (o *CredentialsThing) GetUsernameOk() (*string, bool)
```

GetUsernameOk returns a tuple with the Username field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetUsername

```
func (o *CredentialsThing) SetUsername(v string)
```

SetUsername sets Username field to given value.

## HasUsername

```
func (o *CredentialsThing) HasUsername() bool
```

HasUsername returns a boolean if a field has been set.

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# \DataApi

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Description
<b>CreateData</b>	<b>Post</b> /spaces/{space}/data	Create data
<b>DeleteData</b>	<b>Delete</b> /spaces/{space}/data/{data-id}	Delete Data
<b>DeleteDataFromSource</b>	<b>Delete</b> /spaces/{space}/data	Delete Data
<b>ListData</b>	<b>Get</b> /spaces/{space}/data	List Data
<b>ShowData</b>	<b>Get</b> /spaces/{space}/data/{data-id}	Show Data

## CreateData

```
CreateDataResponse CreateData(ctx, space).Body(body).Execute()
```

Create data

## Example

```
package main
```

```
import (  
    "context"  
    "fmt"  
    "os"  
    openapiclient " ./openapi"  
)
```

```
func main() {  
    space := "altair" // string /  
    body := interface{}({"greeting":"Hello"}) // interface{} /
```

```

configuration := openapiclient.NewConfiguration()
api_client := openapiclient.NewAPIClient(configuration)
resp, r, err := api_client.DataApi.CreateData(context.Background(), space).Body(body).Execute()
if err != nil {
    fmt.Fprintf(os.Stderr, "Error when calling `DataApi.CreateData`: %v\n", err)
    fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
}
// response from `CreateData`: CreateDataResponse
fmt.Fprintf(os.Stdout, "Response from `DataApi.CreateData`: %v\n", resp)
}

```

## Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a apiCreateDataRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

**body** | **interface{}** | |

## Return type

## CreateDataResponse

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json, /

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## DeleteData

```
DeleteData(ctx, space, dataId).Execute()
```

Delete Data

## Example

```

package main

import (
    "context"
    "fmt"
    "os"

```

```

    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    dataId := "01EDVJEMFD24360JT7434A6GS8" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.DataApi.DeleteData(context.Background(), space, dataId).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `DataApi.DeleteData`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
}

```

## Path Parameters

Name	Type	Description	Notes
ctx	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	<b>string</b>		
dataId	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a `apiDeleteDataRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

(empty response body)

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type**: Not defined
- **Accept**: application/json, /

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## DeleteDataFromSource

```
DeleteDataFromSource(ctx, space).Source(source).Execute()
```

Delete Data

## Example

```
package main
```

```
import (
```

```

"context"
"fmt"
"os"
openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    source := "01EDVJEMFD24360JT7434A6GS8" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.DataApi.DeleteDataFromSource(context.Background(), space).Source(source).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `DataApi.DeleteDataFromSource`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
}

```

## Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a `apiDeleteDataFromSourceRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

**source** | **string** | |

## Return type

(empty response body)

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json, /

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## ListData

```
ListDataResponse ListData(ctx, space).Source(source).Execute()
```

List Data

## Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    source := "01EDVJEMFD24360JT7434A6GS8" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.DataApi.ListData(context.Background(), space).Source(source).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `DataApi.ListData`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ListData`: ListDataResponse
    fmt.Fprintf(os.Stdout, "Response from `DataApi.ListData`: %v\n", resp)
}
```

## Path Parameters

Name	Type	Description	Notes
ctx	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a apiListDataRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

source | **string** | |

## Return type

### ListDataResponse

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json, /

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# ShowData

```
interface{} ShowData(ctx, space, dataId).Download(download).Metadata(metadata).Execute()

Show Data
```

## Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    dataId := "01EDVJEMFD24360JT7434A6GS8" // string /
    download := false // bool / (optional)
    metadata := true // bool / (optional)

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.DataApi.ShowData(context.Background(), space, dataId).Download(download).Metadata(metadata).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `DataApi.ShowData`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ShowData`: interface{}
    fmt.Fprintf(os.Stdout, "Response from `DataApi.ShowData`: %v\n", resp)
}
```

## Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
dataId	string		

## Other Parameters

Other parameters are passed through a pointer to a apiShowDataRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

download | bool | | metadata | bool | |

## Return type

```
interface{}
```

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type**: Not defined
- **Accept**: application/json, /

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## DataElement

### Properties

Name	Type	Description	Notes
<b>At</b>	Pointer to <b>time.Time</b>		[optional]
<b>Content</b>	Pointer to <b>interface{}</b>	Can be any value, including 'null'	[optional]
<b>Id</b>	Pointer to <b>string</b>		[optional]
<b>SourceId</b>	Pointer to <b>string</b>		[optional]

### Methods

#### NewDataElement

```
func NewDataElement() *DataElement
```

NewDataElement instantiates a new DataElement object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

#### NewDataElementWithDefaults

```
func NewDataElementWithDefaults() *DataElement
```

NewDataElementWithDefaults instantiates a new DataElement object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

#### GetAt

```
func (o *DataElement) GetAt() time.Time
```

GetAt returns the At field if non-nil, zero value otherwise.

#### GetAtOk

```
func (o *DataElement) GetAtOk() (*time.Time, bool)
```

GetAtOk returns a tuple with the At field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

#### SetAt

```
func (o *DataElement) SetAt(v time.Time)
```

SetAt sets At field to given value.

#### HasAt

```
func (o *DataElement) HasAt() bool
```

HasAt returns a boolean if a field has been set.

## GetContent

```
func (o *DataElement) GetContent() interface{}
```

GetContent returns the Content field if non-nil, zero value otherwise.

## GetContentOk

```
func (o *DataElement) GetContentOk() (*interface{}, bool)
```

GetContentOk returns a tuple with the Content field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetContent

```
func (o *DataElement) SetContent(v interface{})
```

SetContent sets Content field to given value.

## HasContent

```
func (o *DataElement) HasContent() bool
```

HasContent returns a boolean if a field has been set.

## SetContentNil

```
func (o *DataElement) SetContentNil(b bool)
```

SetContentNil sets the value for Content to be an explicit nil

## UnsetContent

```
func (o *DataElement) UnsetContent()
```

UnsetContent ensures that no value is present for Content, not even an explicit nil ### GetId

```
func (o *DataElement) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

## GetIdOk

```
func (o *DataElement) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetId

```
func (o *DataElement) SetId(v string)
```

SetId sets Id field to given value.

## HasId

```
func (o *DataElement) HasId() bool
```

HasId returns a boolean if a field has been set.



## GetSourceId

```
func (o *DataElement) GetSourceId() string
```

GetSourceId returns the SourceId field if non-nil, zero value otherwise.

## GetSourceIdOk

```
func (o *DataElement) GetSourceIdOk() (*string, bool)
```

GetSourceIdOk returns a tuple with the SourceId field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetSourceId

```
func (o *DataElement) SetSourceId(v string)
```

SetSourceId sets SourceId field to given value.

## HasSourceId

```
func (o *DataElement) HasSourceId() bool
```

HasSourceId returns a boolean if a field has been set.

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# DataPagingBuildConfigs

## Properties

Name	Type	Description	Notes
<b>Data</b>	Pointer to <code>[]ModelsBuildConfigResponse</code>		[optional]
<b>Paging</b>	Pointer to <code>ActionDelayListResponsePaging</code>		[optional]

## Methods

### NewDataPagingBuildConfigs

```
func NewDataPagingBuildConfigs() *DataPagingBuildConfigs
```

NewDataPagingBuildConfigs instantiates a new DataPagingBuildConfigs object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewDataPagingBuildConfigsWithDefaults

```
func NewDataPagingBuildConfigsWithDefaults() *DataPagingBuildConfigs
```

NewDataPagingBuildConfigsWithDefaults instantiates a new DataPagingBuildConfigs object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetData

```
func (o *DataPagingBuildConfigs) GetData() []ModelsBuildConfigResponse
```

GetData returns the Data field if non-nil, zero value otherwise.

## GetDataOk

```
func (o *DataPagingBuildConfigs) GetDataOk() (*[]ModelsBuildConfigResponse, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetData

```
func (o *DataPagingBuildConfigs) SetData(v []ModelsBuildConfigResponse)
```

SetData sets Data field to given value.

## HasData

```
func (o *DataPagingBuildConfigs) HasData() bool
```

HasData returns a boolean if a field has been set.

## GetPaging

```
func (o *DataPagingBuildConfigs) GetPaging() ActionDelayListResponsePaging
```

GetPaging returns the Paging field if non-nil, zero value otherwise.

## GetPagingOk

```
func (o *DataPagingBuildConfigs) GetPagingOk() (*ActionDelayListResponsePaging, bool)
```

GetPagingOk returns a tuple with the Paging field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetPaging

```
func (o *DataPagingBuildConfigs) SetPaging(v ActionDelayListResponsePaging)
```

SetPaging sets Paging field to given value.

## HasPaging

```
func (o *DataPagingBuildConfigs) HasPaging() bool
```

HasPaging returns a boolean if a field has been set.

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# DataPagingResources

## Properties

Name	Type	Description	Notes
<b>Data</b>	Pointer to <b>[]ModelsResourcesResponseList</b>		[optional]
<b>Paging</b>	Pointer to <b>ActionDelayListResponsePaging</b>		[optional]

## Methods

### NewDataPagingResources

```
func NewDataPagingResources() *DataPagingResources
```

NewDataPagingResources instantiates a new DataPagingResources object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### **NewDataPagingResourcesWithDefaults**

```
func NewDataPagingResourcesWithDefaults() *DataPagingResources
```

NewDataPagingResourcesWithDefaults instantiates a new DataPagingResources object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### **GetData**

```
func (o *DataPagingResources) GetData() []ModelsResourcesResponseList
```

GetData returns the Data field if non-nil, zero value otherwise.

### **GetDataOk**

```
func (o *DataPagingResources) GetDataOk() (*[]ModelsResourcesResponseList, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetData**

```
func (o *DataPagingResources) SetData(v []ModelsResourcesResponseList)
```

SetData sets Data field to given value.

### **HasData**

```
func (o *DataPagingResources) HasData() bool
```

HasData returns a boolean if a field has been set.

### **GetPaging**

```
func (o *DataPagingResources) GetPaging() ActionDelayListResponsePaging
```

GetPaging returns the Paging field if non-nil, zero value otherwise.

### **GetPagingOk**

```
func (o *DataPagingResources) GetPagingOk() (*ActionDelayListResponsePaging, bool)
```

GetPagingOk returns a tuple with the Paging field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetPaging**

```
func (o *DataPagingResources) SetPaging(v ActionDelayListResponsePaging)
```

SetPaging sets Paging field to given value.

### **HasPaging**

```
func (o *DataPagingResources) HasPaging() bool
```

HasPaging returns a boolean if a field has been set.

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# DeleteClusterResponse

## Properties

Name	Type	Description	Notes
<b>ErrorClusterBackend</b>	Pointer to <b>DeleteClusterResponseErrorClusterBackend</b>		[optional]

## Methods

### NewDeleteClusterResponse

```
func NewDeleteClusterResponse() *DeleteClusterResponse
```

NewDeleteClusterResponse instantiates a new DeleteClusterResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewDeleteClusterResponseWithDefaults

```
func NewDeleteClusterResponseWithDefaults() *DeleteClusterResponse
```

NewDeleteClusterResponseWithDefaults instantiates a new DeleteClusterResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetErrorClusterBackend

```
func (o *DeleteClusterResponse) GetErrorClusterBackend() DeleteClusterResponseErrorClusterBackend
```

GetErrorClusterBackend returns the ErrorClusterBackend field if non-nil, zero value otherwise.

### GetErrorClusterBackendOk

```
func (o *DeleteClusterResponse) GetErrorClusterBackendOk() (*DeleteClusterResponseErrorClusterBackend, bool)
```

GetErrorClusterBackendOk returns a tuple with the ErrorClusterBackend field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetErrorClusterBackend

```
func (o *DeleteClusterResponse) SetErrorClusterBackend(v DeleteClusterResponseErrorClusterBackend)
```

SetErrorClusterBackend sets ErrorClusterBackend field to given value.

### HasErrorClusterBackend

```
func (o *DeleteClusterResponse) HasErrorClusterBackend() bool
```

HasErrorClusterBackend returns a boolean if a field has been set.

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# DeleteClusterResponseErrorClusterBackend

## Properties

Name	Type	Description	Notes
<b>HttpStatusCode</b>	Pointer to <b>int32</b>		[optional]

## Methods

### NewDeleteClusterResponseErrorClusterBackend

```
func NewDeleteClusterResponseErrorClusterBackend() *DeleteClusterResponseErrorClusterBackend
```

NewDeleteClusterResponseErrorClusterBackend instantiates a new DeleteClusterResponseErrorClusterBackend object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewDeleteClusterResponseErrorClusterBackendWithDefaults

```
func NewDeleteClusterResponseErrorClusterBackendWithDefaults() *DeleteClusterResponseErrorClusterBackend
```

NewDeleteClusterResponseErrorClusterBackendWithDefaults instantiates a new DeleteClusterResponseErrorClusterBackend object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetHttpStatusCode

```
func (o *DeleteClusterResponseErrorClusterBackend) GetHttpStatusCode() int32
```

GetHttpStatusCode returns the HttpStatusCode field if non-nil, zero value otherwise.

### GetHttpStatusCodeOk

```
func (o *DeleteClusterResponseErrorClusterBackend) GetHttpStatusCodeOk() (*int32, bool)
```

GetHttpStatusCodeOk returns a tuple with the HttpStatusCode field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetHttpStatusCode

```
func (o *DeleteClusterResponseErrorClusterBackend) SetHttpStatusCode(v int32)
```

SetHttpStatusCode sets HttpStatusCode field to given value.

### HasHttpStatusCode

```
func (o *DeleteClusterResponseErrorClusterBackend) HasHttpStatusCode() bool
```

HasHttpStatusCode returns a boolean if a field has been set.

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## ErrorResponse

### Properties

Name	Type	Description	Notes
<b>Error</b>	Pointer to <b>ErrorResponseError</b>		[optional]

## Methods

### NewErrorResponse

```
func NewErrorResponse() *ErrorResponse
```

NewErrorResponse instantiates a new ErrorResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewErrorResponseWithDefaults

```
func NewErrorResponseWithDefaults() *ErrorResponse
```

NewErrorResponseWithDefaults instantiates a new ErrorResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetError

```
func (o *ErrorResponse) GetError() ErrorResponseError
```

GetError returns the Error field if non-nil, zero value otherwise.

### GetErrorOk

```
func (o *ErrorResponse) GetErrorOk() (*ErrorResponseError, bool)
```

GetErrorOk returns a tuple with the Error field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetError

```
func (o *ErrorResponse) SetError(v ErrorResponseError)
```

SetError sets Error field to given value.

### HasError

```
func (o *ErrorResponse) HasError() bool
```

HasError returns a boolean if a field has been set.

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## ErrorResponseError

### Properties

Name	Type	Description	Notes
<b>Message</b>	Pointer to <b>string</b>		[optional]
<b>Status</b>	Pointer to <b>int64</b>		[optional]

## Methods

### NewErrorResponseError

```
func NewErrorResponseError() *ErrorResponseError
```

NewErrorResponseError instantiates a new ErrorResponseError object This constructor will assign default values to properties

that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### **NewErrorResponseErrorWithDefaults**

```
func NewErrorResponseErrorWithDefaults() *ErrorResponseError
```

NewErrorResponseErrorWithDefaults instantiates a new ErrorResponseError object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### **GetMessage**

```
func (o *ErrorResponseError) GetMessage() string
```

GetMessage returns the Message field if non-nil, zero value otherwise.

### **GetMessageOk**

```
func (o *ErrorResponseError) GetMessageOk() (*string, bool)
```

GetMessageOk returns a tuple with the Message field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetMessage**

```
func (o *ErrorResponseError) SetMessage(v string)
```

SetMessage sets Message field to given value.

### **HasMessage**

```
func (o *ErrorResponseError) HasMessage() bool
```

HasMessage returns a boolean if a field has been set.

### **GetStatus**

```
func (o *ErrorResponseError) GetStatus() int64
```

GetStatus returns the Status field if non-nil, zero value otherwise.

### **GetStatusOk**

```
func (o *ErrorResponseError) GetStatusOk() (*int64, bool)
```

GetStatusOk returns a tuple with the Status field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetStatus**

```
func (o *ErrorResponseError) SetStatus(v int64)
```

SetStatus sets Status field to given value.

### **HasStatus**

```
func (o *ErrorResponseError) HasStatus() bool
```

HasStatus returns a boolean if a field has been set.

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# EventDeploymentStats

## Properties

Name	Type	Description	Notes
<b>Data</b>	Pointer to <b>ActionSendKubectInputPropertiesArguments</b>		[optional]
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Links</b>	Pointer to <b>[]ActionRunStatsLinks</b>		[optional]
<b>Title</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewEventDeploymentStats

```
func NewEventDeploymentStats() *EventDeploymentStats
```

NewEventDeploymentStats instantiates a new EventDeploymentStats object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewEventDeploymentStatsWithDefaults

```
func NewEventDeploymentStatsWithDefaults() *EventDeploymentStats
```

NewEventDeploymentStatsWithDefaults instantiates a new EventDeploymentStats object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetData

```
func (o *EventDeploymentStats) GetData() ActionSendKubectInputPropertiesArguments
```

GetData returns the Data field if non-nil, zero value otherwise.

### GetDataOk

```
func (o *EventDeploymentStats) GetDataOk() (*ActionSendKubectInputPropertiesArguments, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetData

```
func (o *EventDeploymentStats) SetData(v ActionSendKubectInputPropertiesArguments)
```

SetData sets Data field to given value.

### HasData

```
func (o *EventDeploymentStats) HasData() bool
```

HasData returns a boolean if a field has been set.

### GetDescription

```
func (o *EventDeploymentStats) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.



## GetDescriptionOk

```
func (o *EventDeploymentStats) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetDescription

```
func (o *EventDeploymentStats) SetDescription(v string)
```

SetDescription sets Description field to given value.

## HasDescription

```
func (o *EventDeploymentStats) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

## GetLinks

```
func (o *EventDeploymentStats) GetLinks() []ActionRunStatsLinks
```

GetLinks returns the Links field if non-nil, zero value otherwise.

## GetLinksOk

```
func (o *EventDeploymentStats) GetLinksOk() (*[]ActionRunStatsLinks, bool)
```

GetLinksOk returns a tuple with the Links field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetLinks

```
func (o *EventDeploymentStats) SetLinks(v []ActionRunStatsLinks)
```

SetLinks sets Links field to given value.

## HasLinks

```
func (o *EventDeploymentStats) HasLinks() bool
```

HasLinks returns a boolean if a field has been set.

## GetTitle

```
func (o *EventDeploymentStats) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

## GetTitleOk

```
func (o *EventDeploymentStats) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetTitle

```
func (o *EventDeploymentStats) SetTitle(v string)
```

SetTitle sets Title field to given value.

## HasTitle

```
func (o *EventDeploymentStats) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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# EventKubectlLogs

## Properties

Name	Type	Description	Notes
<b>Data</b>	Pointer to <b>EventKubectlLogsData</b>		[optional]
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Links</b>	Pointer to <b>[]ActionRunStatsLinks</b>		[optional]
<b>Title</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewEventKubectlLogs

```
func NewEventKubectlLogs() *EventKubectlLogs
```

NewEventKubectlLogs instantiates a new EventKubectlLogs object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewEventKubectlLogsWithDefaults

```
func NewEventKubectlLogsWithDefaults() *EventKubectlLogs
```

NewEventKubectlLogsWithDefaults instantiates a new EventKubectlLogs object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetData

```
func (o *EventKubectlLogs) GetData() EventKubectlLogsData
```

GetData returns the Data field if non-nil, zero value otherwise.

## GetDataOk

```
func (o *EventKubectlLogs) GetDataOk() (*EventKubectlLogsData, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetData

```
func (o *EventKubectlLogs) SetData(v EventKubectlLogsData)
```

SetData sets Data field to given value.

## HasData

```
func (o *EventKubectlLogs) HasData() bool
```

HasData returns a boolean if a field has been set.

## GetDescription

```
func (o *EventKubectlLogs) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

## GetDescriptionOk

```
func (o *EventKubectlLogs) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetDescription

```
func (o *EventKubectlLogs) SetDescription(v string)
```

SetDescription sets Description field to given value.

## HasDescription

```
func (o *EventKubectlLogs) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

## GetLinks

```
func (o *EventKubectlLogs) GetLinks() []ActionRunStatsLinks
```

GetLinks returns the Links field if non-nil, zero value otherwise.

## GetLinksOk

```
func (o *EventKubectlLogs) GetLinksOk() (*[]ActionRunStatsLinks, bool)
```

GetLinksOk returns a tuple with the Links field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetLinks

```
func (o *EventKubectlLogs) SetLinks(v []ActionRunStatsLinks)
```

SetLinks sets Links field to given value.

## HasLinks

```
func (o *EventKubectlLogs) HasLinks() bool
```

HasLinks returns a boolean if a field has been set.

## GetTitle

```
func (o *EventKubectlLogs) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

## GetTitleOk

```
func (o *EventKubectlLogs) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetTitle

```
func (o *EventKubectlLogs) SetTitle(v string)
```

SetTitle sets Title field to given value.

## HasTitle

```
func (o *EventKubectlLogs) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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# EventKubectlLogsData

## Properties

Name	Type	Description	Notes
<b>Type</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewEventKubectlLogsData

```
func NewEventKubectlLogsData() *EventKubectlLogsData
```

NewEventKubectlLogsData instantiates a new EventKubectlLogsData object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewEventKubectlLogsDataWithDefaults

```
func NewEventKubectlLogsDataWithDefaults() *EventKubectlLogsData
```

NewEventKubectlLogsDataWithDefaults instantiates a new EventKubectlLogsData object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetType

```
func (o *EventKubectlLogsData) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

## GetTypeOk

```
func (o *EventKubectlLogsData) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetType

```
func (o *EventKubectlLogsData) SetType(v string)
```

SetType sets Type field to given value.

## HasType

```
func (o *EventKubectllLogsData) HasType() bool
```

HasType returns a boolean if a field has been set.

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## EventListResponse

### Properties

Name	Type	Description	Notes
<b>Data</b>	Pointer to <code>[]map[string]interface{}</code>		[optional]
<b>Paging</b>	Pointer to <code>ActionDelayListResponsePaging</code>		[optional]

### Methods

#### NewEventListResponse

```
func NewEventListResponse() *EventListResponse
```

NewEventListResponse instantiates a new EventListResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

#### NewEventListResponseWithDefaults

```
func NewEventListResponseWithDefaults() *EventListResponse
```

NewEventListResponseWithDefaults instantiates a new EventListResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

#### GetData

```
func (o *EventListResponse) GetData() []map[string]interface{}
```

GetData returns the Data field if non-nil, zero value otherwise.

#### GetDataOk

```
func (o *EventListResponse) GetDataOk() (*[]map[string]interface{}, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

#### SetData

```
func (o *EventListResponse) SetData(v []map[string]interface{})
```

SetData sets Data field to given value.

#### HasData

```
func (o *EventListResponse) HasData() bool
```

HasData returns a boolean if a field has been set.

## GetPaging

```
func (o *EventListResponse) GetPaging() ActionDelayListResponsePaging
```

GetPaging returns the Paging field if non-nil, zero value otherwise.

## GetPagingOk

```
func (o *EventListResponse) GetPagingOk() (*ActionDelayListResponsePaging, bool)
```

GetPagingOk returns a tuple with the Paging field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetPaging

```
func (o *EventListResponse) SetPaging(v ActionDelayListResponsePaging)
```

SetPaging sets Paging field to given value.

## HasPaging

```
func (o *EventListResponse) HasPaging() bool
```

HasPaging returns a boolean if a field has been set.

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# EventNodesStats

## Properties

Name	Type	Description	Notes
<b>Data</b>	Pointer to <b>ActionSendKubectlInputPropertiesArguments</b>		[optional]
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Links</b>	Pointer to <b>[]ActionRunStatsLinks</b>		[optional]
<b>Title</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewEventNodesStats

```
func NewEventNodesStats() *EventNodesStats
```

NewEventNodesStats instantiates a new EventNodesStats object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewEventNodesStatsWithDefaults

```
func NewEventNodesStatsWithDefaults() *EventNodesStats
```

NewEventNodesStatsWithDefaults instantiates a new EventNodesStats object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetData

```
func (o *EventNodesStats) GetData() ActionSendKubectlInputPropertiesArguments
```

GetData returns the Data field if non-nil, zero value otherwise.

## **GetDataOk**

```
func (o *EventNodesStats) GetDataOk() (*ActionSendKubectllInputPropertiesArguments, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetData**

```
func (o *EventNodesStats) SetData(v ActionSendKubectllInputPropertiesArguments)
```

SetData sets Data field to given value.

## **HasData**

```
func (o *EventNodesStats) HasData() bool
```

HasData returns a boolean if a field has been set.

## **GetDescription**

```
func (o *EventNodesStats) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

## **GetDescriptionOk**

```
func (o *EventNodesStats) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetDescription**

```
func (o *EventNodesStats) SetDescription(v string)
```

SetDescription sets Description field to given value.

## **HasDescription**

```
func (o *EventNodesStats) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

## **GetLinks**

```
func (o *EventNodesStats) GetLinks() []ActionRunStatsLinks
```

GetLinks returns the Links field if non-nil, zero value otherwise.

## **GetLinksOk**

```
func (o *EventNodesStats) GetLinksOk() (*[]ActionRunStatsLinks, bool)
```

GetLinksOk returns a tuple with the Links field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetLinks**

```
func (o *EventNodesStats) SetLinks(v []ActionRunStatsLinks)
```

SetLinks sets Links field to given value.

## HasLinks

```
func (o *EventNodesStats) HasLinks() bool
```

HasLinks returns a boolean if a field has been set.

## GetTitle

```
func (o *EventNodesStats) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

## GetTitleOk

```
func (o *EventNodesStats) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetTitle

```
func (o *EventNodesStats) SetTitle(v string)
```

SetTitle sets Title field to given value.

## HasTitle

```
func (o *EventNodesStats) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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# \EventsApi

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Description
<b>AddEvent</b>	<b>Post</b> /spaces/{space}/collections/{collection-name}/things/{thing-id}/events/{event}	Add event
<b>ListEvents</b>	<b>Get</b> /spaces/{space}/collections/{collection-name}/things/{thing-id}/events	List histor
<b>ListEventsByName</b>	<b>Get</b> /spaces/{space}/collections/{collection-name}/things/{thing-id}/events/{event}	List histor
<b>ShowEvent</b>	<b>Get</b> /spaces/{space}/collections/{collection-name}/things/{thing-id}/events/{event}/{event-id}	Show even

## AddEvent

```
map[string]interface{} AddEvent(ctx, space, collectionName, thingId, event).RequestBody(requestBody).Execute()
```

Add event

## Example

```
package main
```

```
import (  
    "context"  
    "fmt"  
    "os"  
    openapiclient " ./openapi"  
)
```



```
func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string /
    event := "highCPU" // string /
    requestBody := map[string]interface{}{"key": interface{}(123)} // map[string]interface{} | Create a new action

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.EventsApi.AddEvent(context.Background(), space, collectionName, thingId, event).R
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `EventsApi.AddEvent`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `AddEvent`: map[string]interface{}
    fmt.Fprintf(os.Stdout, "Response from `EventsApi.AddEvent`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
thingId	string		
event	string		

Other Parameters

Other parameters are passed through a pointer to a apiAddEventRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

requestBody | map[string]interface{} | Create a new action |

Return type

map[string]interface{}

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json, /

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ListEvents

EventListResponse ListEvents(ctx, space, collectionName, thingId).Execute()

List history of all events

## Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.EventsApi.ListEvents(context.Background(), space, collectionName, thingId).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `EventsApi.ListEvents`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ListEvents`: EventListResponse
    fmt.Fprintf(os.Stdout, "Response from `EventsApi.ListEvents`: %v\n", resp)
}
```

## Path Parameters

Name	Type	Description	Notes
ctx	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
thingId	string		

## Other Parameters

Other parameters are passed through a pointer to a `apiListEventsRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

### EventListResponse

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type**: Not defined
- **Accept**: application/json, /

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# ListEventsByName

EventListResponse ListEventsByName(ctx, space, collectionName, thingId, event).Execute()  
List history of one type of event

## Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string /
    event := "highCPU" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.EventsApi.ListEventsByName(context.Background(), space, collectionName, thingId, event)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `EventsApi.ListEventsByName`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ListEventsByName`: EventListResponse
    fmt.Fprintf(os.Stdout, "Response from `EventsApi.ListEventsByName`: %v\n", resp)
}
```

## Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
thingId	string		
event	string		

## Other Parameters

Other parameters are passed through a pointer to a apiListEventsByNameRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

### EventListResponse

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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ShowEvent

```
map[string]interface{} ShowEvent(ctx, space, collectionName, thingId, event, eventId).Execute()
```

Show event

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string /
    event := "highCPU" // string /
    eventId := "01EDCEZDTJX50SQTCTJST5EW5NX" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.EventsApi.ShowEvent(context.Background(), space, collectionName, thingId, event, eventId)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `EventsApi.ShowEvent`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ShowEvent`: map[string]interface{}
    fmt.Fprintf(os.Stdout, "Response from `EventsApi.ShowEvent`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
thingId	string		
event	string		
eventId	string		

Other Parameters

Other parameters are passed through a pointer to a apiShowEventRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

```
map[string]interface{}
```

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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# Invitation

## Properties

Name	Type	Description
<b>CreatedAt</b>	Pointer to <b>string</b>	Comma-separated list of roles of the future user.
<b>From</b>	Pointer to <b>AccountUserInfo</b>	
<b>Id</b>	Pointer to <b>string</b>	
<b>Roles</b>	Pointer to <b>string</b>	
<b>Status</b>	Pointer to <b>string</b>	
<b>ToEmail</b>	Pointer to <b>string</b>	User ID of the invited user. It will be null until the invitation is accepted or rejected.
<b>ToUser</b>	Pointer to <b>NullableString</b>	
<b>UpdatedAt</b>	Pointer to <b>string</b>	

## Methods

### NewInvitation

```
func NewInvitation() *Invitation
```

NewInvitation instantiates a new Invitation object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewInvitationWithDefaults

```
func NewInvitationWithDefaults() *Invitation
```

NewInvitationWithDefaults instantiates a new Invitation object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetCreatedAt

```
func (o *Invitation) GetCreatedAt() string
```

GetCreatedAt returns the CreatedAt field if non-nil, zero value otherwise.

### GetCreatedAtOk

```
func (o *Invitation) GetCreatedAtOk() (*string, bool)
```

GetCreatedAtOk returns a tuple with the CreatedAt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetCreatedAt**

```
func (o *Invitation) SetCreatedAt(v string)
```

SetCreatedAt sets CreatedAt field to given value.

## **HasCreatedAt**

```
func (o *Invitation) HasCreatedAt() bool
```

HasCreatedAt returns a boolean if a field has been set.

## **GetFrom**

```
func (o *Invitation) GetFrom() AccountUserInfo
```

GetFrom returns the From field if non-nil, zero value otherwise.

## **GetFromOk**

```
func (o *Invitation) GetFromOk() (*AccountUserInfo, bool)
```

GetFromOk returns a tuple with the From field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetFrom**

```
func (o *Invitation) SetFrom(v AccountUserInfo)
```

SetFrom sets From field to given value.

## **HasFrom**

```
func (o *Invitation) HasFrom() bool
```

HasFrom returns a boolean if a field has been set.

## **GetId**

```
func (o *Invitation) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

## **GetIdOk**

```
func (o *Invitation) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetId**

```
func (o *Invitation) SetId(v string)
```

SetId sets Id field to given value.

## **HasId**

```
func (o *Invitation) HasId() bool
```

HasId returns a boolean if a field has been set.

## **GetRoles**

```
func (o *Invitation) GetRoles() string
```

GetRoles returns the Roles field if non-nil, zero value otherwise.

## **GetRolesOk**

```
func (o *Invitation) GetRolesOk() (*string, bool)
```

GetRolesOk returns a tuple with the Roles field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetRoles**

```
func (o *Invitation) SetRoles(v string)
```

SetRoles sets Roles field to given value.

## **HasRoles**

```
func (o *Invitation) HasRoles() bool
```

HasRoles returns a boolean if a field has been set.

## **GetStatus**

```
func (o *Invitation) GetStatus() string
```

GetStatus returns the Status field if non-nil, zero value otherwise.

## **GetStatusOk**

```
func (o *Invitation) GetStatusOk() (*string, bool)
```

GetStatusOk returns a tuple with the Status field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetStatus**

```
func (o *Invitation) SetStatus(v string)
```

SetStatus sets Status field to given value.

## **HasStatus**

```
func (o *Invitation) HasStatus() bool
```

HasStatus returns a boolean if a field has been set.

## **GetToEmail**

```
func (o *Invitation) GetToEmail() string
```

GetToEmail returns the ToEmail field if non-nil, zero value otherwise.

## **GetToEmailOk**

```
func (o *Invitation) GetToEmailOk() (*string, bool)
```

GetToEmailOk returns a tuple with the ToEmail field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetToEmail**

```
func (o *Invitation) SetToEmail(v string)
```

SetToEmail sets ToEmail field to given value.

## **HasToEmail**

```
func (o *Invitation) HasToEmail() bool
```

HasToEmail returns a boolean if a field has been set.

## **GetToUser**

```
func (o *Invitation) GetToUser() string
```

GetToUser returns the ToUser field if non-nil, zero value otherwise.

## **GetToUserOk**

```
func (o *Invitation) GetToUserOk() (*string, bool)
```

GetToUserOk returns a tuple with the ToUser field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetToUser**

```
func (o *Invitation) SetToUser(v string)
```

SetToUser sets ToUser field to given value.

## **HasToUser**

```
func (o *Invitation) HasToUser() bool
```

HasToUser returns a boolean if a field has been set.

## **SetToUserNil**

```
func (o *Invitation) SetToUserNil(b bool)
```

SetToUserNil sets the value for ToUser to be an explicit nil

## **UnsetToUser**

```
func (o *Invitation) UnsetToUser()
```

UnsetToUser ensures that no value is present for ToUser, not even an explicit nil ### GetUpdatedAt

```
func (o *Invitation) GetUpdatedAt() string
```

GetUpdatedAt returns the UpdatedAt field if non-nil, zero value otherwise.

## **GetUpdatedAtOk**

```
func (o *Invitation) GetUpdatedAtOk() (*string, bool)
```

GetUpdatedAtOk returns a tuple with the UpdatedAt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.



## SetUpdatedAt

```
func (o *Invitation) SetUpdatedAt(v string)
```

SetUpdatedAt sets UpdatedAt field to given value.

## HasUpdatedAt

```
func (o *Invitation) HasUpdatedAt() bool
```

HasUpdatedAt returns a boolean if a field has been set.

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# \InvitationsApi

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Description
<b>CreateInvitation</b>	<b>Post</b> /spaces/{space}/invitations	Create a new Invitation
<b>DeleteSentInvitation</b>	<b>Delete</b> /spaces/{space}/invitations/{invitation_id}	Delete an Invitation sent from Account
<b>GetReceivedInvitation</b>	<b>Get</b> /invitations/{invitation_id}	Get a received Invitation
<b>GetSentInvitation</b>	<b>Get</b> /spaces/{space}/invitations/{invitation_id}	Get an Invitation sent from an Account
<b>ListReceivedInvitations</b>	<b>Get</b> /invitations	List received Invitations
<b>ListSentInvitations</b>	<b>Get</b> /spaces/{space}/invitations	List Invitations sent from an Account
<b>PatchReceivedInvitation</b>	<b>Patch</b> /invitations/{invitation_id}	Accept / Reject a received Invitation
<b>UpdateSentInvitation</b>	<b>Put</b> /spaces/{space}/invitations/{invitation_id}	Update an Invitation

## CreateInvitation

```
Invitation CreateInvitation(ctx, space).Invitation(invitation).Execute()
```

Create a new Invitation

## Example

```
package main
```

```
import (  
    "context"  
    "fmt"  
    "os"  
    openapiclient " ./openapi"  
)  
  
func main() {  
    space := "microsoft" // string /  
    invitation := *openapiclient.NewInvitation() // Invitation / Body of a new Invitation  
  
    configuration := openapiclient.NewConfiguration()  
    api_client := openapiclient.NewAPIClient(configuration)  
    resp, r, err := api_client.InvitationsApi.CreateInvitation(context.Background(), space).Invitation(invitation).Execute()  
    if err != nil {  
        fmt.Fprintf(os.Stderr, "Error when calling `InvitationsApi.CreateInvitation`: %v\n", err)  
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)  
    }  
    // response from `CreateInvitation`: Invitation  
    fmt.Fprintf(os.Stdout, "Response from `InvitationsApi.CreateInvitation`: %v\n", resp)  
}
```

## Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a `apiCreateInvitationRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

**invitation** | **Invitation** | Body of a new Invitation |

## Return type

### Invitation

### Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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## DeleteSentInvitation

`DeleteSentInvitation(ctx, space, invitationId).Execute()`

Delete an Invitation sent from Account

## Example

```
package main
```

```
import (
```

```
    "context"
```

```
    "fmt"
```

```
    "os"
```

```
    openapiclient "./openapi"
```

```
)
```

```
func main() {
```

```
    space := "space_example" // string |
```

```
    invitationId := "invitationId_example" // string |
```

```
    configuration := openapiclient.NewConfiguration()
```

```
    api_client := openapiclient.NewAPIClient(configuration)
```

```
    resp, r, err := api_client.InvitationsApi.DeleteSentInvitation(context.Background(), space, invitationId).Execute()
```

```
    if err != nil {
```

```
        fmt.Fprintf(os.Stderr, "Error when calling `InvitationsApi.DeleteSentInvitation`: %v\n", err)
```

```
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
```

```
}  
}
```

### Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>		
<b>invitationId</b>	<b>string</b>		

### Other Parameters

Other parameters are passed through a pointer to a `apiDeleteSentInvitationRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

### Return type

(empty response body)

### Authorization

OAuth2Security, OAuth2Security, bearerAuth

### HTTP request headers

- **Content-Type**: Not defined
- **Accept**: application/json

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## GetReceivedInvitation

Invitation `GetReceivedInvitation(ctx, invitationId).Execute()`

Get a received Invitation

### Example

```
package main
```

```
import (
```

```
    "context"
```

```
    "fmt"
```

```
    "os"
```

```
    openapiclient "openapi"
```

```
)
```

```
func main() {
```

```
    invitationId := "invitationId_example" // string /
```

```
    configuration := openapiclient.NewConfiguration()
```

```
    api_client := openapiclient.NewAPIClient(configuration)
```

```
    resp, r, err := api_client.InvitationsApi.GetReceivedInvitation(context.Background(), invitationId).Execute()
```

```
    if err != nil {
```

```

    fmt.Fprintf(os.Stderr, "Error when calling `InvitationsApi.GetReceivedInvitation`: %v\n", err)
    fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
}
// response from `GetReceivedInvitation`: Invitation
fmt.Fprintf(os.Stdout, "Response from `InvitationsApi.GetReceivedInvitation`: %v\n", resp)
}

```

## Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>invitationId</b>	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a `apiGetReceivedInvitationRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

## Invitation

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type**: Not defined
- **Accept**: application/json

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## GetSentInvitation

Invitation `GetSentInvitation(ctx, space, invitationId).Execute()`

Get an Invitation sent from an Account

## Example

```

package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "space_example" // string /
    invitationId := "invitationId_example" // string /

```

```

configuration := openapiclient.NewConfiguration()
api_client := openapiclient.NewAPIClient(configuration)
resp, r, err := api_client.InvitationsApi.GetSentInvitation(context.Background(), space, invitationId).Execute()
if err != nil {
    fmt.Fprintf(os.Stderr, "Error when calling `InvitationsApi.GetSentInvitation`: %v\n", err)
    fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
}
// response from `GetSentInvitation`: Invitation
fmt.Fprintf(os.Stdout, "Response from `InvitationsApi.GetSentInvitation`: %v\n", resp)
}

```

## Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>		
<b>invitationId</b>	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a `apiGetSentInvitationRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

## Invitation

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type**: Not defined
- **Accept**: application/json

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## ListReceivedInvitations

```
[Invitation ListReceivedInvitations(ctx).Execute()]
```

List received Invitations

## Example

```
package main
```

```

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

```

```
func main() {

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.InvitationsApi.ListReceivedInvitations(context.Background()).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `InvitationsApi.ListReceivedInvitations`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ListReceivedInvitations`: []Invitation
    fmt.Fprintf(os.Stdout, "Response from `InvitationsApi.ListReceivedInvitations`: %v\n", resp)
}
```

## Path Parameters

This endpoint does not need any parameter.

## Other Parameters

Other parameters are passed through a pointer to a apiListReceivedInvitationsRequest struct via the builder pattern

## Return type

**[]Invitation**

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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## ListSentInvitations

```
[]Invitation ListSentInvitations(ctx, space).Execute()
```

List Invitations sent from an Account

## Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "openapi"
)

func main() {
    space := "space_example" // string /

    configuration := openapiclient.NewConfiguration()
```

```

api_client := openapiclient.NewAPIClient(configuration)
resp, r, err := api_client.InvitationsApi.ListSentInvitations(context.Background(), space).Execute()
if err != nil {
    fmt.Fprintf(os.Stderr, "Error when calling `InvitationsApi.ListSentInvitations`: %v\n", err)
    fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
}
// response from `ListSentInvitations`: []Invitation
fmt.Fprintf(os.Stdout, "Response from `InvitationsApi.ListSentInvitations`: %v\n", resp)
}

```

## Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a `apiListSentInvitationsRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

[]Invitation

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type**: Not defined
- **Accept**: application/json

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## PatchReceivedInvitation

Invitation PatchReceivedInvitation(ctx, invitationId).Invitation(invitation).Execute()

Accept / Reject a received Invitation

## Example

```
package main
```

```

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

```

```
func main() {
```

```

invitationId := "invitationId_example" // string /
invitation := *openapiclient.NewInvitation() // Invitation / Body accepting/rejecting the Invitation

configuration := openapiclient.NewConfiguration()
api_client := openapiclient.NewAPIClient(configuration)
resp, r, err := api_client.InvitationsApi.PatchReceivedInvitation(context.Background(), invitationId).Invitation()
if err != nil {
    fmt.Fprintf(os.Stderr, "Error when calling `InvitationsApi.PatchReceivedInvitation`: %v\n", err)
    fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
}
// response from `PatchReceivedInvitation`: Invitation
fmt.Fprintf(os.Stdout, "Response from `InvitationsApi.PatchReceivedInvitation`: %v\n", resp)
}

```

## Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>invitationId</b>	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a `apiPatchReceivedInvitationRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

**invitation** | **Invitation** | Body accepting/rejecting the Invitation |

## Return type

### Invitation

### Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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## UpdateSentInvitation

```
Invitation UpdateSentInvitation(ctx, space, invitationId).Invitation(invitation).Execute()
```

Update an Invitation

## Example

```

package main

import (
    "context"

```



```

    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "space_example" // string /
    invitationId := "invitationId_example" // string /
    invitation := *openapiclient.NewInvitation() // Invitation / Body of a the updated Invitation

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.InvitationsApi.UpdateSentInvitation(context.Background(), space, invitationId).In
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `InvitationsApi.UpdateSentInvitation`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `UpdateSentInvitation`: Invitation
    fmt.Fprintf(os.Stdout, "Response from `InvitationsApi.UpdateSentInvitation`: %v\n", resp)
}

```

## Path Parameters

Name	Type	Description	Notes
ctx	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	<b>string</b>		
invitationId	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a `apiUpdateSentInvitationRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

**invitation** | **Invitation** | Body of a the updated Invitation |

## Return type

### Invitation

### Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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## \LabelApi

All URIs are relative to `https://api.dev.altairsc.com`

Method	HTTP request	Description
<b>DeleteLabel</b>	<b>Delete</b> /spaces/{space}/labels/{label-id}	Delete Label
<b>ShowLabel</b>	<b>Get</b> /spaces/{space}/labels/{label-id}	Show Label
<b>UpdateLabel</b>	<b>Put</b> /spaces/{space}/labels/{label-id}	Update label

## DeleteLabel

DeleteLabel(ctx, space, labelId).Execute()

Delete Label

### Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    labelId := "01EDVJEMFD24360JT7434A6GS8" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.LabelApi.DeleteLabel(context.Background(), space, labelId).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `LabelApi.DeleteLabel`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
}
```

### Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>		
<b>labelId</b>	<b>string</b>		

### Other Parameters

Other parameters are passed through a pointer to a apiDeleteLabelRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

### Return type

(empty response body)

### Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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ShowLabel

LabelListElement1 ShowLabel(ctx, space, labelId).Execute()  
Show Label

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    labelId := "01EDVJEMFD24360JT7434A6GS8" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.LabelApi.ShowLabel(context.Background(), space, labelId).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `LabelApi.ShowLabel`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ShowLabel`: LabelListElement1
    fmt.Fprintf(os.Stdout, "Response from `LabelApi.ShowLabel`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
labelId	string		

Other Parameters

Other parameters are passed through a pointer to a apiShowLabelRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

LabelListElement1

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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## UpdateLabel

CreateLabelResponse UpdateLabel(ctx, space, labelId).CreateLabel(createLabel).Execute()

Update label

## Example

```
package main
```

```
import (  
    "context"  
    "fmt"  
    "os"  
    openapiclient "./openapi"  
)  
  
func main() {  
    space := "altair" // string |  
    labelId := "01EDVJEMFD24360JT7434A6GS8" // string |  
    createLabel := *openapiclient.NewCreateLabel() // CreateLabel |  
  
    configuration := openapiclient.NewConfiguration()  
    api_client := openapiclient.NewAPIClient(configuration)  
    resp, r, err := api_client.LabelApi.UpdateLabel(context.Background(), space, labelId).CreateLabel(createLabel).Execute()  
    if err != nil {  
        fmt.Fprintf(os.Stderr, "Error when calling `LabelApi.UpdateLabel`: %v\n", err)  
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)  
    }  
    // response from `UpdateLabel`: CreateLabelResponse  
    fmt.Fprintf(os.Stdout, "Response from `LabelApi.UpdateLabel`: %v\n", resp)  
}
```

## Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
labelId	string		

## Other Parameters

Other parameters are passed through a pointer to a apiUpdateLabelRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

`createLabel` | `CreateLabel` | |

## Return type

`CreateLabelResponse`

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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# LabelListElement1

## Properties

Name	Type	Description	Notes
<b>Color</b>	Pointer to <b>string</b>		[optional]
<b>Id</b>	Pointer to <b>string</b>		[optional]
<b>LabelDescription</b>	Pointer to <b>string</b>		[optional]
<b>LabelName</b>	Pointer to <b>string</b>		[optional]
<b>Mqtt</b>	Pointer to <b>bool</b>		[optional]
<b>Space</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewLabelListElement1

```
func NewLabelListElement1() *LabelListElement1
```

NewLabelListElement1 instantiates a new LabelListElement1 object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewLabelListElement1WithDefaults

```
func NewLabelListElement1WithDefaults() *LabelListElement1
```

NewLabelListElement1WithDefaults instantiates a new LabelListElement1 object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetColor

```
func (o *LabelListElement1) GetColor() string
```

GetColor returns the Color field if non-nil, zero value otherwise.

### GetColorOk

```
func (o *LabelListElement1) GetColorOk() (*string, bool)
```

GetColorOk returns a tuple with the Color field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetColor**

```
func (o *LabelListElement1) SetColor(v string)
```

SetColor sets Color field to given value.

### **HasColor**

```
func (o *LabelListElement1) HasColor() bool
```

HasColor returns a boolean if a field has been set.

### **GetId**

```
func (o *LabelListElement1) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

### **GetIdOk**

```
func (o *LabelListElement1) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetId**

```
func (o *LabelListElement1) SetId(v string)
```

SetId sets Id field to given value.

### **HasId**

```
func (o *LabelListElement1) HasId() bool
```

HasId returns a boolean if a field has been set.

### **GetLabelDescription**

```
func (o *LabelListElement1) GetLabelDescription() string
```

GetLabelDescription returns the LabelDescription field if non-nil, zero value otherwise.

### **GetLabelDescriptionOk**

```
func (o *LabelListElement1) GetLabelDescriptionOk() (*string, bool)
```

GetLabelDescriptionOk returns a tuple with the LabelDescription field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetLabelDescription**

```
func (o *LabelListElement1) SetLabelDescription(v string)
```

SetLabelDescription sets LabelDescription field to given value.

## HasLabelDescription

```
func (o *LabelListElement1) HasLabelDescription() bool
```

HasLabelDescription returns a boolean if a field has been set.

## GetLabelName

```
func (o *LabelListElement1) GetLabelName() string
```

GetLabelName returns the LabelName field if non-nil, zero value otherwise.

## GetLabelNameOk

```
func (o *LabelListElement1) GetLabelNameOk() (*string, bool)
```

GetLabelNameOk returns a tuple with the LabelName field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetLabelName

```
func (o *LabelListElement1) SetLabelName(v string)
```

SetLabelName sets LabelName field to given value.

## HasLabelName

```
func (o *LabelListElement1) HasLabelName() bool
```

HasLabelName returns a boolean if a field has been set.

## GetMqtt

```
func (o *LabelListElement1) GetMqtt() bool
```

GetMqtt returns the Mqtt field if non-nil, zero value otherwise.

## GetMqttOk

```
func (o *LabelListElement1) GetMqttOk() (*bool, bool)
```

GetMqttOk returns a tuple with the Mqtt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetMqtt

```
func (o *LabelListElement1) SetMqtt(v bool)
```

SetMqtt sets Mqtt field to given value.

## HasMqtt

```
func (o *LabelListElement1) HasMqtt() bool
```

HasMqtt returns a boolean if a field has been set.

## GetSpace

```
func (o *LabelListElement1) GetSpace() string
```

GetSpace returns the Space field if non-nil, zero value otherwise.

## GetSpaceOk

```
func (o *LabelListElement1) GetSpaceOk() (*string, bool)
```

GetSpaceOk returns a tuple with the Space field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetSpace

```
func (o *LabelListElement1) SetSpace(v string)
```

SetSpace sets Space field to given value.

## HasSpace

```
func (o *LabelListElement1) HasSpace() bool
```

HasSpace returns a boolean if a field has been set.

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# LabelListElementRelations

## Properties

Name	Type	Description	Notes
<b>Data</b>	Pointer to <code>[]LabelRelationElement1</code>		[optional]
<b>Paging</b>	Pointer to <code>map[string]interface{}</code>		[optional]

## Methods

### NewLabelListElementRelations

```
func NewLabelListElementRelations() *LabelListElementRelations
```

NewLabelListElementRelations instantiates a new LabelListElementRelations object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewLabelListElementRelationsWithDefaults

```
func NewLabelListElementRelationsWithDefaults() *LabelListElementRelations
```

NewLabelListElementRelationsWithDefaults instantiates a new LabelListElementRelations object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetData

```
func (o *LabelListElementRelations) GetData() []LabelRelationElement1
```

GetData returns the Data field if non-nil, zero value otherwise.

## GetDataOk

```
func (o *LabelListElementRelations) GetDataOk() (*[]LabelRelationElement1, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.



## SetData

```
func (o *LabelListElementRelations) SetData(v []LabelRelationElement1)
```

SetData sets Data field to given value.

## HasData

```
func (o *LabelListElementRelations) HasData() bool
```

HasData returns a boolean if a field has been set.

## GetPaging

```
func (o *LabelListElementRelations) GetPaging() map[string]interface{}
```

GetPaging returns the Paging field if non-nil, zero value otherwise.

## GetPagingOk

```
func (o *LabelListElementRelations) GetPagingOk() (*map[string]interface{}, bool)
```

GetPagingOk returns a tuple with the Paging field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetPaging

```
func (o *LabelListElementRelations) SetPaging(v map[string]interface{})
```

SetPaging sets Paging field to given value.

## HasPaging

```
func (o *LabelListElementRelations) HasPaging() bool
```

HasPaging returns a boolean if a field has been set.

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# LabelListResponse

## Properties

Name	Type	Description	Notes
<b>Data</b>	Pointer to <code>[]LabelListElement1</code>		[optional]
<b>Paging</b>	Pointer to <code>map[string]interface{}</code>		[optional]

## Methods

### NewLabelListResponse

```
func NewLabelListResponse() *LabelListResponse
```

NewLabelListResponse instantiates a new LabelListResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

## NewLabelListResponseWithDefaults

```
func NewLabelListResponseWithDefaults() *LabelListResponse
```

NewLabelListResponseWithDefaults instantiates a new LabelListResponse object. This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetData

```
func (o *LabelListResponse) GetData() []LabelListElement1
```

GetData returns the Data field if non-nil, zero value otherwise.

## GetDataOk

```
func (o *LabelListResponse) GetDataOk() (*[]LabelListElement1, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetData

```
func (o *LabelListResponse) SetData(v []LabelListElement1)
```

SetData sets Data field to given value.

## HasData

```
func (o *LabelListResponse) HasData() bool
```

HasData returns a boolean if a field has been set.

## GetPaging

```
func (o *LabelListResponse) GetPaging() map[string]interface{}
```

GetPaging returns the Paging field if non-nil, zero value otherwise.

## GetPagingOk

```
func (o *LabelListResponse) GetPagingOk() (*map[string]interface{}, bool)
```

GetPagingOk returns a tuple with the Paging field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetPaging

```
func (o *LabelListResponse) SetPaging(v map[string]interface{})
```

SetPaging sets Paging field to given value.

## HasPaging

```
func (o *LabelListResponse) HasPaging() bool
```

HasPaging returns a boolean if a field has been set.

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# LabelRelationElement1

## Properties

Name	Type	Description	Notes
<b>CollectionName</b>	Pointer to <b>string</b>		[optional]
<b>EntityId</b>	Pointer to <b>string</b>		[optional]
<b>EntityName</b>	Pointer to <b>string</b>		[optional]
<b>EntityType</b>	Pointer to <b>string</b>		[optional]
<b>LabelId</b>	Pointer to <b>string</b>		[optional]
<b>Space</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewLabelRelationElement1

```
func NewLabelRelationElement1() *LabelRelationElement1
```

NewLabelRelationElement1 instantiates a new LabelRelationElement1 object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewLabelRelationElement1WithDefaults

```
func NewLabelRelationElement1WithDefaults() *LabelRelationElement1
```

NewLabelRelationElement1WithDefaults instantiates a new LabelRelationElement1 object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetCollectionName

```
func (o *LabelRelationElement1) GetCollectionName() string
```

GetCollectionName returns the CollectionName field if non-nil, zero value otherwise.

### GetCollectionNameOk

```
func (o *LabelRelationElement1) GetCollectionNameOk() (*string, bool)
```

GetCollectionNameOk returns a tuple with the CollectionName field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetCollectionName

```
func (o *LabelRelationElement1) SetCollectionName(v string)
```

SetCollectionName sets CollectionName field to given value.

### HasCollectionName

```
func (o *LabelRelationElement1) HasCollectionName() bool
```

HasCollectionName returns a boolean if a field has been set.

### GetEntityId

```
func (o *LabelRelationElement1) GetEntityId() string
```

GetEntityId returns the EntityId field if non-nil, zero value otherwise.

### **GetEntityIdOk**

```
func (o *LabelRelationElement1) GetEntityIdOk() (*string, bool)
```

GetEntityIdOk returns a tuple with the EntityId field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetEntityId**

```
func (o *LabelRelationElement1) SetEntityId(v string)
```

SetEntityId sets EntityId field to given value.

### **HasEntityId**

```
func (o *LabelRelationElement1) HasEntityId() bool
```

HasEntityId returns a boolean if a field has been set.

### **GetEntityName**

```
func (o *LabelRelationElement1) GetEntityName() string
```

GetEntityName returns the EntityName field if non-nil, zero value otherwise.

### **GetEntityNameOk**

```
func (o *LabelRelationElement1) GetEntityNameOk() (*string, bool)
```

GetEntityNameOk returns a tuple with the EntityName field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetEntityName**

```
func (o *LabelRelationElement1) SetEntityName(v string)
```

SetEntityName sets EntityName field to given value.

### **HasEntityName**

```
func (o *LabelRelationElement1) HasEntityName() bool
```

HasEntityName returns a boolean if a field has been set.

### **GetEntityType**

```
func (o *LabelRelationElement1) GetEntityType() string
```

GetEntityType returns the EntityType field if non-nil, zero value otherwise.

### **GetEntityTypeOk**

```
func (o *LabelRelationElement1) GetEntityTypeOk() (*string, bool)
```

GetEntityTypeOk returns a tuple with the EntityType field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetEntityType**

```
func (o *LabelRelationElement1) SetEntityType(v string)
```

SetEntityType sets EntityType field to given value.

## **HasEntityType**

```
func (o *LabelRelationElement1) HasEntityType() bool
```

HasEntityType returns a boolean if a field has been set.

## **GetLabelId**

```
func (o *LabelRelationElement1) GetLabelId() string
```

GetLabelId returns the LabelId field if non-nil, zero value otherwise.

## **GetLabelIdOk**

```
func (o *LabelRelationElement1) GetLabelIdOk() (*string, bool)
```

GetLabelIdOk returns a tuple with the LabelId field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetLabelId**

```
func (o *LabelRelationElement1) SetLabelId(v string)
```

SetLabelId sets LabelId field to given value.

## **HasLabelId**

```
func (o *LabelRelationElement1) HasLabelId() bool
```

HasLabelId returns a boolean if a field has been set.

## **GetSpace**

```
func (o *LabelRelationElement1) GetSpace() string
```

GetSpace returns the Space field if non-nil, zero value otherwise.

## **GetSpaceOk**

```
func (o *LabelRelationElement1) GetSpaceOk() (*string, bool)
```

GetSpaceOk returns a tuple with the Space field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetSpace**

```
func (o *LabelRelationElement1) SetSpace(v string)
```

SetSpace sets Space field to given value.

## HasSpace

```
func (o *LabelRelationElement1) HasSpace() bool
```

HasSpace returns a boolean if a field has been set.

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## \LabelRelationsApi

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Description
<b>CreateLabelRelation</b>	<b>Post</b> /spaces/{space}/labels/{label-id}/relations	Create label relation
<b>Delete</b>	<b>Delete</b> /spaces/{space}/labels/{label-id}/relations	Delete Label relation
<b>ShowLabelItems</b>	<b>Get</b> /spaces/{space}/labels/{label-id}/relations	Show Label Items

## CreateLabelRelation

```
LabelRelationElement1 CreateLabelRelation(ctx, space, labelId).CreateLabelRelation(createLabelRelation).Execute()
```

Create label relation

### Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    labelId := "01EDVJEMFD24360JT7434A6GS8" // string /
    createLabelRelation := *openapiclient.NewCreateLabelRelation() // CreateLabelRelation /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.LabelRelationsApi.CreateLabelRelation(context.Background(), space, labelId).CreateLabelRelation()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `LabelRelationsApi.CreateLabelRelation`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `CreateLabelRelation`: LabelRelationElement1
    fmt.Fprintf(os.Stdout, "Response from `LabelRelationsApi.CreateLabelRelation`: %v\n", resp)
}
```

### Path Parameters

Name	Type	Description	Notes
ctx	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	<b>string</b>		
labelId	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a `apiCreateLabelRelationRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

`createLabelRelation` | `CreateLabelRelation` | |

## Return type

`LabelRelationElement1`

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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## Delete

`Delete(ctx, space, labelId).EntityId(entityId).Execute()`

Delete Label relation

## Example

```
package main
```

```
import (  
    "context"  
    "fmt"  
    "os"  
    openapiclient "./openapi"  
)
```

```
func main() {  
    space := "altair" // string |  
    labelId := "01EDVJEMFD24360JT7434A6GS8" // string |  
    entityId := "01EDVJEMFD24360JT7434A6GS8" // string | Removes label assigned to this entity_id  
  
    configuration := openapiclient.NewConfiguration()  
    api_client := openapiclient.NewAPIClient(configuration)  
    resp, r, err := api_client.LabelRelationsApi.Delete(context.Background(), space, labelId).EntityId(entityId)  
    if err != nil {  
        fmt.Fprintf(os.Stderr, "Error when calling `LabelRelationsApi.Delete`: %v\n", err)  
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)  
    }  
}
```

## Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>		
<b>labelId</b>	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a `apiDeleteRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

**entityId** | **string** | Removes label assigned to this entity\_id |

## Return type

(empty response body)

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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## ShowLabelItems

`LabelListElementRelations ShowLabelItems(ctx, space, labelId).EntityType(entityType).CollectionName(collectionName).EntityId(entityId)`

Show Label Items

## Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)
```

```
func main() {
    space := "altair" // string |
    labelId := "01EDVJEMFD24360JT7434A6GS8" // string |
    entityType := "thing" // string | filter that shows only entities of a certain type (optional)
    collectionName := "01EDVJEMFD24360JT7434A6GS8" // string | filter that shows only entities from a certain collection (optional)
    entityId := "01EDVJEMFD24360JT7434A6GS8" // string | filter that shows only the entities that have this labelId (optional)

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.LabelRelationsApi.ShowLabelItems(context.Background(), space, labelId).EntityType(entityType).CollectionName(collectionName).EntityId(entityId).Execute()
    if err != nil {
```



```

    fmt.Fprintf(os.Stderr, "Error when calling `LabelRelationsApi.ShowLabelItems`: %v\n", err)
    fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
}
// response from `ShowLabelItems`: LabelListElementRelations
fmt.Fprintf(os.Stdout, "Response from `LabelRelationsApi.ShowLabelItems`: %v\n", resp)
}

```

## Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>		
<b>labelId</b>	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a `apiShowLabelItemsRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

**entityType** | **string** | filter that shows only entities of a certain type | **collectionName** | **string** | filter that shows only entities from a certain collection. **Only available for thing entities** | **entityId** | **string** | filter that shows only the entities that have this label |

## Return type

## LabelListElementRelations

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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# \LabeledEntitiesApi

All URIs are relative to `https://api.dev.altairsc.com`

Method	HTTP request	Description
<b>SpacesSpaceLabeledEntitiesGet</b>	<b>Get</b> /spaces/{space}/labeled-entities	

## SpacesSpaceLabeledEntitiesGet

LabeledListResponse SpacesSpaceLabeledEntitiesGet(ctx, space).EntityId(entityId).LabelId(labelId).LabelName(labelName).Entity'

### Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string |
    entityId := []string{"Inner_example"} // []string |
    labelId := []string{"Inner_example"} // []string |
    labelName := []string{"Inner_example"} // []string |
    entityType := "thing" // string | filter that shows only a certain type of entity
    collectionName := "my-collection" // string | filter that shows entities and their labels of a certain colle

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.LabeledEntitiesApi.SpacesSpaceLabeledEntitiesGet(context.Background(), space).Ent
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `LabeledEntitiesApi.SpacesSpaceLabeledEntitiesGet`: %v\n", e
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `SpacesSpaceLabeledEntitiesGet`: LabeledListResponse
    fmt.Fprintf(os.Stdout, "Response from `LabeledEntitiesApi.SpacesSpaceLabeledEntitiesGet`: %v\n", resp)
}
```

### Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		

### Other Parameters

Other parameters are passed through a pointer to a apiSpacesSpaceLabeledEntitiesGetRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

**entityId** | []string | | **labelId** | []string | | **labelName** | []string | | **entityType** | string | filter that shows only a certain type of entity | **collectionName** | string | filter that shows entities and their labels of a certain collection. **Only available for thing entity type** |

### Return type

### LabeledListResponse

### Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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## LabeledListItem1

### Properties

Name	Type	Description	Notes
<b>EntityId</b>	Pointer to <b>string</b>		[optional]
<b>Labels</b>	Pointer to <b>[]LabelListElement1</b>		[optional]

### Methods

#### NewLabeledListItem1

```
func NewLabeledListItem1() *LabeledListItem1
```

NewLabeledListItem1 instantiates a new LabeledListItem1 object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

#### NewLabeledListItem1WithDefaults

```
func NewLabeledListItem1WithDefaults() *LabeledListItem1
```

NewLabeledListItem1WithDefaults instantiates a new LabeledListItem1 object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

#### GetEntityId

```
func (o *LabeledListItem1) GetEntityId() string
```

GetEntityId returns the EntityId field if non-nil, zero value otherwise.

#### GetEntityIdOk

```
func (o *LabeledListItem1) GetEntityIdOk() (*string, bool)
```

GetEntityIdOk returns a tuple with the EntityId field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

#### SetEntityId

```
func (o *LabeledListItem1) SetEntityId(v string)
```

SetEntityId sets EntityId field to given value.

#### HasEntityId

```
func (o *LabeledListItem1) HasEntityId() bool
```

HasEntityId returns a boolean if a field has been set.

## GetLabels

```
func (o *LabeledListItem1) GetLabels() []LabelListElement1
```

GetLabels returns the Labels field if non-nil, zero value otherwise.

## GetLabelsOk

```
func (o *LabeledListItem1) GetLabelsOk() (*[]LabelListElement1, bool)
```

GetLabelsOk returns a tuple with the Labels field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetLabels

```
func (o *LabeledListItem1) SetLabels(v []LabelListElement1)
```

SetLabels sets Labels field to given value.

## HasLabels

```
func (o *LabeledListItem1) HasLabels() bool
```

HasLabels returns a boolean if a field has been set.

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# LabeledListResponse

## Properties

Name	Type	Description	Notes
<b>Data</b>	Pointer to <b>[]LabeledListItem1</b>		[optional]
<b>Paging</b>	Pointer to <b>map[string]interface{}</b>		[optional]

## Methods

### NewLabeledListResponse

```
func NewLabeledListResponse() *LabeledListResponse
```

NewLabeledListResponse instantiates a new LabeledListResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewLabeledListResponseWithDefaults

```
func NewLabeledListResponseWithDefaults() *LabeledListResponse
```

NewLabeledListResponseWithDefaults instantiates a new LabeledListResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetData

```
func (o *LabeledListResponse) GetData() []LabeledListItem1
```

GetData returns the Data field if non-nil, zero value otherwise.

## GetDataOk

```
func (o *LabeledListResponse) GetDataOk() (*[]LabeledListItem1, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetData

```
func (o *LabeledListResponse) SetData(v []LabeledListItem1)
```

SetData sets Data field to given value.

## HasData

```
func (o *LabeledListResponse) HasData() bool
```

HasData returns a boolean if a field has been set.

## GetPaging

```
func (o *LabeledListResponse) GetPaging() map[string]interface{}
```

GetPaging returns the Paging field if non-nil, zero value otherwise.

## GetPagingOk

```
func (o *LabeledListResponse) GetPagingOk() (*map[string]interface{}, bool)
```

GetPagingOk returns a tuple with the Paging field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetPaging

```
func (o *LabeledListResponse) SetPaging(v map[string]interface{})
```

SetPaging sets Paging field to given value.

## HasPaging

```
func (o *LabeledListResponse) HasPaging() bool
```

HasPaging returns a boolean if a field has been set.

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## \LabelsApi

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Description
<b>CreateLabel</b>	<b>Post</b> /spaces/{space}/labels	Create label
<b>ListLabel</b>	<b>Get</b> /spaces/{space}/labels	List Labels

## CreateLabel

```
CreateLabelResponse CreateLabel(ctx, space).CreateLabel(createLabel).Execute()
```

Create label

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    createLabel := *openapiclient.NewCreateLabel() // CreateLabel /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.LabelsApi.CreateLabel(context.Background(), space).CreateLabel(createLabel).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `LabelsApi.CreateLabel`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `CreateLabel`: CreateLabelResponse
    fmt.Fprintf(os.Stdout, "Response from `LabelsApi.CreateLabel`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		

Other Parameters

Other parameters are passed through a pointer to a apiCreateLabelRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

createLabel | CreateLabel | |

Return type

CreateLabelResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

# ListLabel

LabelListResponse ListLabel(ctx, space).Mqtt(mqtt).EntityId(entityId).EntityType(entityType).CollectionName(collectionName).LabelName(labelName).List()

List Labels

## Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string |
    mqtt := true // bool | filter by labels with mqtt enabled (optional)
    entityId := "01EDVJEMFD24360JT7434A6GS8" // string | filter that shows labels of a certain entity (optional)
    entityType := "thing" // string | filter that shows labels of a certain entity type (optional)
    collectionName := "my-collection" // string | filter that shows labels of a certain collection. **Only available for thing entities
    labelName := "some-label" // string | filter that shows labels by label_name (optional)

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.LabelsApi.ListLabel(context.Background(), space).Mqtt(mqtt).EntityId(entityId).EntityType(entityType).CollectionName(collectionName).LabelName(labelName).List()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `LabelsApi.ListLabel`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ListLabel`: LabelListResponse
    fmt.Fprintf(os.Stdout, "Response from `LabelsApi.ListLabel`: %v\n", resp)
}
```

## Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		

## Other Parameters

Other parameters are passed through a pointer to a apiListLabelRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

mqtt | bool | filter by labels with mqtt enabled | entityId | string | filter that shows labels of a certain entity | entityType | string | filter that shows labels of a certain entity type | collectionName | string | filter that shows labels of a certain collection. Only available for thing entities | labelName | string | filter that shows labels by label\_name |

## Return type

## LabelListResponse

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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# ListClustersResponse

## Properties

Name	Type	Description	Notes
<b>Collection</b>	Pointer to []ListClustersResponseElement1		[optional]

## Methods

### NewListClustersResponse

```
func NewListClustersResponse() *ListClustersResponse
```

NewListClustersResponse instantiates a new ListClustersResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewListClustersResponseWithDefaults

```
func NewListClustersResponseWithDefaults() *ListClustersResponse
```

NewListClustersResponseWithDefaults instantiates a new ListClustersResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetCollection

```
func (o *ListClustersResponse) GetCollection() []ListClustersResponseElement1
```

GetCollection returns the Collection field if non-nil, zero value otherwise.

### GetCollectionOk

```
func (o *ListClustersResponse) GetCollectionOk() (*[]ListClustersResponseElement1, bool)
```

GetCollectionOk returns a tuple with the Collection field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetCollection

```
func (o *ListClustersResponse) SetCollection(v []ListClustersResponseElement1)
```

SetCollection sets Collection field to given value.



## HasCollection

```
func (o *ListClustersResponse) HasCollection() bool
```

HasCollection returns a boolean if a field has been set.

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# ListClustersResponseElement1

## Properties

Name	Type	Description	Notes
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Id</b>	Pointer to <b>string</b>		[optional]
<b>Properties</b>	Pointer to <b>ListClustersResponseElement1Properties</b>		[optional]
<b>Title</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewListClustersResponseElement1

```
func NewListClustersResponseElement1() *ListClustersResponseElement1
```

NewListClustersResponseElement1 instantiates a new ListClustersResponseElement1 object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewListClustersResponseElement1WithDefaults

```
func NewListClustersResponseElement1WithDefaults() *ListClustersResponseElement1
```

NewListClustersResponseElement1WithDefaults instantiates a new ListClustersResponseElement1 object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetDescription

```
func (o *ListClustersResponseElement1) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

## GetDescriptionOk

```
func (o *ListClustersResponseElement1) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetDescription

```
func (o *ListClustersResponseElement1) SetDescription(v string)
```

SetDescription sets Description field to given value.

## HasDescription

```
func (o *ListClustersResponseElement1) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

## GetId

```
func (o *ListClustersResponseElement1) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

## GetIdOk

```
func (o *ListClustersResponseElement1) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetId

```
func (o *ListClustersResponseElement1) SetId(v string)
```

SetId sets Id field to given value.

## HasId

```
func (o *ListClustersResponseElement1) HasId() bool
```

HasId returns a boolean if a field has been set.

## GetProperties

```
func (o *ListClustersResponseElement1) GetProperties() ListClustersResponseElement1Properties
```

GetProperties returns the Properties field if non-nil, zero value otherwise.

## GetPropertiesOk

```
func (o *ListClustersResponseElement1) GetPropertiesOk() (*ListClustersResponseElement1Properties, bool)
```

GetPropertiesOk returns a tuple with the Properties field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetProperties

```
func (o *ListClustersResponseElement1) SetProperties(v ListClustersResponseElement1Properties)
```

SetProperties sets Properties field to given value.

## HasProperties

```
func (o *ListClustersResponseElement1) HasProperties() bool
```

HasProperties returns a boolean if a field has been set.

## GetTitle

```
func (o *ListClustersResponseElement1) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

## GetTitleOk

```
func (o *ListClustersResponseElement1) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetTitle

```
func (o *ListClustersResponseElement1) SetTitle(v string)
```

SetTitle sets Title field to given value.

## HasTitle

```
func (o *ListClustersResponseElement1) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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# ListClustersResponseElement1Properties

## Properties

Name	Type	Description	Notes
<b>Status</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewListClustersResponseElement1Properties

```
func NewListClustersResponseElement1Properties() *ListClustersResponseElement1Properties
```

NewListClustersResponseElement1Properties instantiates a new ListClustersResponseElement1Properties object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewListClustersResponseElement1PropertiesWithDefaults

```
func NewListClustersResponseElement1PropertiesWithDefaults() *ListClustersResponseElement1Properties
```

NewListClustersResponseElement1PropertiesWithDefaults instantiates a new ListClustersResponseElement1Properties object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetStatus

```
func (o *ListClustersResponseElement1Properties) GetStatus() string
```

GetStatus returns the Status field if non-nil, zero value otherwise.

## GetStatusOk

```
func (o *ListClustersResponseElement1Properties) GetStatusOk() (*string, bool)
```

GetStatusOk returns a tuple with the Status field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetStatus

```
func (o *ListClustersResponseElement1Properties) SetStatus(v string)
```

SetStatus sets Status field to given value.

## HasStatus

```
func (o *ListClustersResponseElement1Properties) HasStatus() bool
```

HasStatus returns a boolean if a field has been set.

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## ListClustersResponseElement2

### Properties

Name	Type	Description	Notes
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Id</b>	Pointer to <b>string</b>		[optional]
<b>Properties</b>	Pointer to <b>ListClustersResponseElement1Properties</b>		[optional]
<b>Title</b>	Pointer to <b>string</b>		[optional]

### Methods

#### NewListClustersResponseElement2

```
func NewListClustersResponseElement2() *ListClustersResponseElement2
```

NewListClustersResponseElement2 instantiates a new ListClustersResponseElement2 object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

#### NewListClustersResponseElement2WithDefaults

```
func NewListClustersResponseElement2WithDefaults() *ListClustersResponseElement2
```

NewListClustersResponseElement2WithDefaults instantiates a new ListClustersResponseElement2 object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

#### GetDescription

```
func (o *ListClustersResponseElement2) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

#### GetDescriptionOk

```
func (o *ListClustersResponseElement2) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

#### SetDescription

```
func (o *ListClustersResponseElement2) SetDescription(v string)
```

SetDescription sets Description field to given value.

#### HasDescription

```
func (o *ListClustersResponseElement2) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

## GetId

```
func (o *ListClustersResponseElement2) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

## GetIdOk

```
func (o *ListClustersResponseElement2) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetId

```
func (o *ListClustersResponseElement2) SetId(v string)
```

SetId sets Id field to given value.

## HasId

```
func (o *ListClustersResponseElement2) HasId() bool
```

HasId returns a boolean if a field has been set.

## GetProperties

```
func (o *ListClustersResponseElement2) GetProperties() ListClustersResponseElement1Properties
```

GetProperties returns the Properties field if non-nil, zero value otherwise.

## GetPropertiesOk

```
func (o *ListClustersResponseElement2) GetPropertiesOk() (*ListClustersResponseElement1Properties, bool)
```

GetPropertiesOk returns a tuple with the Properties field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetProperties

```
func (o *ListClustersResponseElement2) SetProperties(v ListClustersResponseElement1Properties)
```

SetProperties sets Properties field to given value.

## HasProperties

```
func (o *ListClustersResponseElement2) HasProperties() bool
```

HasProperties returns a boolean if a field has been set.

## GetTitle

```
func (o *ListClustersResponseElement2) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

## GetTitleOk

```
func (o *ListClustersResponseElement2) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetTitle

```
func (o *ListClustersResponseElement2) SetTitle(v string)
```

SetTitle sets Title field to given value.

## HasTitle

```
func (o *ListClustersResponseElement2) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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# ListDataResponse

## Properties

Name	Type	Description	Notes
<b>Collection</b>	Pointer to []DataElement		[optional]

## Methods

### NewListDataResponse

```
func NewListDataResponse() *ListDataResponse
```

NewListDataResponse instantiates a new ListDataResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewListDataResponseWithDefaults

```
func NewListDataResponseWithDefaults() *ListDataResponse
```

NewListDataResponseWithDefaults instantiates a new ListDataResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetCollection

```
func (o *ListDataResponse) GetCollection() []DataElement
```

GetCollection returns the Collection field if non-nil, zero value otherwise.

## GetCollectionOk

```
func (o *ListDataResponse) GetCollectionOk() (*[]DataElement, bool)
```

GetCollectionOk returns a tuple with the Collection field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetCollection

```
func (o *ListDataResponse) SetCollection(v []DataElement)
```

SetCollection sets Collection field to given value.

## HasCollection

```
func (o *ListDataResponse) HasCollection() bool
```

HasCollection returns a boolean if a field has been set.

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# MQTTAccountActions

## Properties

Name	Type	Description	Notes
<b>PatternPub</b>	Pointer to <b>string</b>		[optional]
<b>PatternSub</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewMQTTAccountActions

```
func NewMQTTAccountActions() *MQTTAccountActions
```

NewMQTTAccountActions instantiates a new MQTTAccountActions object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewMQTTAccountActionsWithDefaults

```
func NewMQTTAccountActionsWithDefaults() *MQTTAccountActions
```

NewMQTTAccountActionsWithDefaults instantiates a new MQTTAccountActions object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetPatternPub

```
func (o *MQTTAccountActions) GetPatternPub() string
```

GetPatternPub returns the PatternPub field if non-nil, zero value otherwise.

## GetPatternPubOk

```
func (o *MQTTAccountActions) GetPatternPubOk() (*string, bool)
```

GetPatternPubOk returns a tuple with the PatternPub field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetPatternPub

```
func (o *MQTTAccountActions) SetPatternPub(v string)
```

SetPatternPub sets PatternPub field to given value.

## HasPatternPub

```
func (o *MQTTAccountActions) HasPatternPub() bool
```

HasPatternPub returns a boolean if a field has been set.

## GetPatternSub

```
func (o *MQTTAccountActions) GetPatternSub() string
```

GetPatternSub returns the PatternSub field if non-nil, zero value otherwise.

## GetPatternSubOk

```
func (o *MQTTAccountActions) GetPatternSubOk() (*string, bool)
```

GetPatternSubOk returns a tuple with the PatternSub field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetPatternSub

```
func (o *MQTTAccountActions) SetPatternSub(v string)
```

SetPatternSub sets PatternSub field to given value.

## HasPatternSub

```
func (o *MQTTAccountActions) HasPatternSub() bool
```

HasPatternSub returns a boolean if a field has been set.

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# MQTTAccountData

## Properties

Name	Type	Description	Notes
<b>PatternPub</b>	Pointer to <b>string</b>		[optional]
<b>PatternSub</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewMQTTAccountData

```
func NewMQTTAccountData() *MQTTAccountData
```

NewMQTTAccountData instantiates a new MQTTAccountData object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewMQTTAccountDataWithDefaults

```
func NewMQTTAccountDataWithDefaults() *MQTTAccountData
```

NewMQTTAccountDataWithDefaults instantiates a new MQTTAccountData object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetPatternPub

```
func (o *MQTTAccountData) GetPatternPub() string
```

GetPatternPub returns the PatternPub field if non-nil, zero value otherwise.



### GetPatternPubOk

```
func (o *MQTTAccountData) GetPatternPubOk() (*string, bool)
```

GetPatternPubOk returns a tuple with the PatternPub field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetPatternPub

```
func (o *MQTTAccountData) SetPatternPub(v string)
```

SetPatternPub sets PatternPub field to given value.

### HasPatternPub

```
func (o *MQTTAccountData) HasPatternPub() bool
```

HasPatternPub returns a boolean if a field has been set.

### GetPatternSub

```
func (o *MQTTAccountData) GetPatternSub() string
```

GetPatternSub returns the PatternSub field if non-nil, zero value otherwise.

### GetPatternSubOk

```
func (o *MQTTAccountData) GetPatternSubOk() (*string, bool)
```

GetPatternSubOk returns a tuple with the PatternSub field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetPatternSub

```
func (o *MQTTAccountData) SetPatternSub(v string)
```

SetPatternSub sets PatternSub field to given value.

### HasPatternSub

```
func (o *MQTTAccountData) HasPatternSub() bool
```

HasPatternSub returns a boolean if a field has been set.

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## MQTTAccountEvents

### Properties

Name	Type	Description	Notes
<b>PatternPub</b>	Pointer to <b>string</b>		[optional]
<b>PatternSub</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewMQTTAccountEvents

```
func NewMQTTAccountEvents() *MQTTAccountEvents
```

NewMQTTAccountEvents instantiates a new MQTTAccountEvents object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewMQTTAccountEventsWithDefaults

```
func NewMQTTAccountEventsWithDefaults() *MQTTAccountEvents
```

NewMQTTAccountEventsWithDefaults instantiates a new MQTTAccountEvents object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetPatternPub

```
func (o *MQTTAccountEvents) GetPatternPub() string
```

GetPatternPub returns the PatternPub field if non-nil, zero value otherwise.

### GetPatternPubOk

```
func (o *MQTTAccountEvents) GetPatternPubOk() (*string, bool)
```

GetPatternPubOk returns a tuple with the PatternPub field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetPatternPub

```
func (o *MQTTAccountEvents) SetPatternPub(v string)
```

SetPatternPub sets PatternPub field to given value.

### HasPatternPub

```
func (o *MQTTAccountEvents) HasPatternPub() bool
```

HasPatternPub returns a boolean if a field has been set.

### GetPatternSub

```
func (o *MQTTAccountEvents) GetPatternSub() string
```

GetPatternSub returns the PatternSub field if non-nil, zero value otherwise.

### GetPatternSubOk

```
func (o *MQTTAccountEvents) GetPatternSubOk() (*string, bool)
```

GetPatternSubOk returns a tuple with the PatternSub field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetPatternSub

```
func (o *MQTTAccountEvents) SetPatternSub(v string)
```

SetPatternSub sets PatternSub field to given value.

## HasPatternSub

```
func (o *MQTTAccountEvents) HasPatternSub() bool
```

HasPatternSub returns a boolean if a field has been set.

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# MQTTAccountPattern1

## Properties

Name	Type	Description	Notes
<b>PatternPub</b>	Pointer to <b>string</b>		[optional]
<b>PatternSub</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewMQTTAccountPattern1

```
func NewMQTTAccountPattern1() *MQTTAccountPattern1
```

NewMQTTAccountPattern1 instantiates a new MQTTAccountPattern1 object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewMQTTAccountPattern1WithDefaults

```
func NewMQTTAccountPattern1WithDefaults() *MQTTAccountPattern1
```

NewMQTTAccountPattern1WithDefaults instantiates a new MQTTAccountPattern1 object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetPatternPub

```
func (o *MQTTAccountPattern1) GetPatternPub() string
```

GetPatternPub returns the PatternPub field if non-nil, zero value otherwise.

## GetPatternPubOk

```
func (o *MQTTAccountPattern1) GetPatternPubOk() (*string, bool)
```

GetPatternPubOk returns a tuple with the PatternPub field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetPatternPub

```
func (o *MQTTAccountPattern1) SetPatternPub(v string)
```

SetPatternPub sets PatternPub field to given value.

## HasPatternPub

```
func (o *MQTTAccountPattern1) HasPatternPub() bool
```

HasPatternPub returns a boolean if a field has been set.

## GetPatternSub

```
func (o *MQTTAccountPattern1) GetPatternSub() string
```

GetPatternSub returns the PatternSub field if non-nil, zero value otherwise.

## GetPatternSubOk

```
func (o *MQTTAccountPattern1) GetPatternSubOk() (*string, bool)
```

GetPatternSubOk returns a tuple with the PatternSub field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetPatternSub

```
func (o *MQTTAccountPattern1) SetPatternSub(v string)
```

SetPatternSub sets PatternSub field to given value.

## HasPatternSub

```
func (o *MQTTAccountPattern1) HasPatternSub() bool
```

HasPatternSub returns a boolean if a field has been set.

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# MQTTAccountPattern2

## Properties

Name	Type	Description	Notes
<b>PatternPub</b>	Pointer to <b>string</b>		[optional]
<b>PatternSub</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewMQTTAccountPattern2

```
func NewMQTTAccountPattern2() *MQTTAccountPattern2
```

NewMQTTAccountPattern2 instantiates a new MQTTAccountPattern2 object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewMQTTAccountPattern2WithDefaults

```
func NewMQTTAccountPattern2WithDefaults() *MQTTAccountPattern2
```

NewMQTTAccountPattern2WithDefaults instantiates a new MQTTAccountPattern2 object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetPatternPub

```
func (o *MQTTAccountPattern2) GetPatternPub() string
```

GetPatternPub returns the PatternPub field if non-nil, zero value otherwise.

### GetPatternPubOk

```
func (o *MQTTAccountPattern2) GetPatternPubOk() (*string, bool)
```

GetPatternPubOk returns a tuple with the PatternPub field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetPatternPub

```
func (o *MQTTAccountPattern2) SetPatternPub(v string)
```

SetPatternPub sets PatternPub field to given value.

### HasPatternPub

```
func (o *MQTTAccountPattern2) HasPatternPub() bool
```

HasPatternPub returns a boolean if a field has been set.

### GetPatternSub

```
func (o *MQTTAccountPattern2) GetPatternSub() string
```

GetPatternSub returns the PatternSub field if non-nil, zero value otherwise.

### GetPatternSubOk

```
func (o *MQTTAccountPattern2) GetPatternSubOk() (*string, bool)
```

GetPatternSubOk returns a tuple with the PatternSub field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetPatternSub

```
func (o *MQTTAccountPattern2) SetPatternSub(v string)
```

SetPatternSub sets PatternSub field to given value.

### HasPatternSub

```
func (o *MQTTAccountPattern2) HasPatternSub() bool
```

HasPatternSub returns a boolean if a field has been set.

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## MQTTAccountPattern3

### Properties

Name	Type	Description	Notes
<b>PatternPub</b>	Pointer to <b>string</b>		[optional]
<b>PatternSub</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewMQTTAccountPattern3

```
func NewMQTTAccountPattern3() *MQTTAccountPattern3
```

NewMQTTAccountPattern3 instantiates a new MQTTAccountPattern3 object. This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed.

### NewMQTTAccountPattern3WithDefaults

```
func NewMQTTAccountPattern3WithDefaults() *MQTTAccountPattern3
```

NewMQTTAccountPattern3WithDefaults instantiates a new MQTTAccountPattern3 object. This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set.

### GetPatternPub

```
func (o *MQTTAccountPattern3) GetPatternPub() string
```

GetPatternPub returns the PatternPub field if non-nil, zero value otherwise.

### GetPatternPubOk

```
func (o *MQTTAccountPattern3) GetPatternPubOk() (*string, bool)
```

GetPatternPubOk returns a tuple with the PatternPub field if it's non-nil, zero value otherwise, and a boolean to check if the value has been set.

### SetPatternPub

```
func (o *MQTTAccountPattern3) SetPatternPub(v string)
```

SetPatternPub sets PatternPub field to given value.

### HasPatternPub

```
func (o *MQTTAccountPattern3) HasPatternPub() bool
```

HasPatternPub returns a boolean if a field has been set.

### GetPatternSub

```
func (o *MQTTAccountPattern3) GetPatternSub() string
```

GetPatternSub returns the PatternSub field if non-nil, zero value otherwise.

### GetPatternSubOk

```
func (o *MQTTAccountPattern3) GetPatternSubOk() (*string, bool)
```

GetPatternSubOk returns a tuple with the PatternSub field if it's non-nil, zero value otherwise, and a boolean to check if the value has been set.

### SetPatternSub

```
func (o *MQTTAccountPattern3) SetPatternSub(v string)
```

SetPatternSub sets PatternSub field to given value.

## HasPatternSub

```
func (o *MQTTAccountPattern3) HasPatternSub() bool
```

HasPatternSub returns a boolean if a field has been set.

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# MQTTAccountProperties

## Properties

Name	Type	Description	Notes
<b>PatternPub</b>	Pointer to <b>string</b>		[optional]
<b>PatternSub</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewMQTTAccountProperties

```
func NewMQTTAccountProperties() *MQTTAccountProperties
```

NewMQTTAccountProperties instantiates a new MQTTAccountProperties object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewMQTTAccountPropertiesWithDefaults

```
func NewMQTTAccountPropertiesWithDefaults() *MQTTAccountProperties
```

NewMQTTAccountPropertiesWithDefaults instantiates a new MQTTAccountProperties object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetPatternPub

```
func (o *MQTTAccountProperties) GetPatternPub() string
```

GetPatternPub returns the PatternPub field if non-nil, zero value otherwise.

## GetPatternPubOk

```
func (o *MQTTAccountProperties) GetPatternPubOk() (*string, bool)
```

GetPatternPubOk returns a tuple with the PatternPub field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetPatternPub

```
func (o *MQTTAccountProperties) SetPatternPub(v string)
```

SetPatternPub sets PatternPub field to given value.

## HasPatternPub

```
func (o *MQTTAccountProperties) HasPatternPub() bool
```

HasPatternPub returns a boolean if a field has been set.

## GetPatternSub

```
func (o *MQTTAccountProperties) GetPatternSub() string
```

GetPatternSub returns the PatternSub field if non-nil, zero value otherwise.

## GetPatternSubOk

```
func (o *MQTTAccountProperties) GetPatternSubOk() (*string, bool)
```

GetPatternSubOk returns a tuple with the PatternSub field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetPatternSub

```
func (o *MQTTAccountProperties) SetPatternSub(v string)
```

SetPatternSub sets PatternSub field to given value.

## HasPatternSub

```
func (o *MQTTAccountProperties) HasPatternSub() bool
```

HasPatternSub returns a boolean if a field has been set.

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# \MQTTApi

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Description
<b>CreateMQTTLabelCredentials</b>	<b>Post</b> /spaces/{space}/mqtt/labels	Create MQTT credentials
<b>DeleteMQTTLabel</b>	<b>Delete</b> /spaces/{space}/mqtt/labels/{label-id}	Delete MQTT label
<b>ListMQTTcredentials</b>	<b>Get</b> /spaces/{space}/mqtt/credentials	List space MQTT credentials
<b>ListThingMQTTcredentials</b>	<b>Get</b> /spaces/{space}/mqtt/things/{thing-id}	List Thing MQTT credentials
<b>ShowMQTTLabelInfo</b>	<b>Get</b> /spaces/{space}/mqtt/labels/{label-id}	Show MQTT label details
<b>ShowMQTTcredentials</b>	<b>Get</b> /spaces/{space}/mqtt/credentials/{credentials-id}	Show MQTT credentials
<b>UpdateMQTTLabel</b>	<b>Put</b> /spaces/{space}/mqtt/labels/{label-id}	Update MQTT Label
<b>UpdateMQTTcredentials</b>	<b>Put</b> /spaces/{space}/mqtt/credentials/{credentials-id}	Update MQTT credentials
<b>UpdateMQTTpassword</b>	<b>Patch</b> /spaces/{space}/mqtt/credentials-username/{mqtt-username}	Update MQTT password

## CreateMQTTLabelCredentials

```
MQTTPOSTResponse CreateMQTTLabelCredentials(ctx, space).MQTTPOSTBody(mMQTTPOSTBody).Execute()
```

Create MQTT credentials for a label

## Example

```
package main
```

```
import (  
    "context"  
    "fmt"  
    "os"  
    openapiclient " ./openapi"  
)
```



```
func main() {
    space := "altair" // string /
    mMQTTPOSTBody := *openapiclient.NewMQTTPOSTBody() // MQTTPOSTBody | (optional)

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.MQTTApi.CreateMQTTLabelCredentials(context.Background(), space).MQTTPOSTBody(mMQTTPOSTBody)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `MQTTApi.CreateMQTTLabelCredentials`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `CreateMQTTLabelCredentials`: MQTTPOSTResponse
    fmt.Fprintf(os.Stdout, "Response from `MQTTApi.CreateMQTTLabelCredentials`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		

Other Parameters

Other parameters are passed through a pointer to a apiCreateMQTTLabelCredentialsRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

mMQTTPOSTBody | MQTTPOSTBody | |

Return type

MQTTPOSTResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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DeleteMQTTLabel

MQTTLabelDeleteResponse DeleteMQTTLabel(ctx, space, labelId).Execute()  
Delete MQTT label

Example

```
package main
```

```

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    labelId := "01EDRHEF2Y4ZB7COEGTAT8RQQS" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.MQTTApi.DeleteMQTTLabel(context.Background(), space, labelId).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `MQTTApi.DeleteMQTTLabel`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `DeleteMQTTLabel`: MQTTLabelDeleteResponse
    fmt.Fprintf(os.Stdout, "Response from `MQTTApi.DeleteMQTTLabel`: %v\n", resp)
}

```

## Path Parameters

Name	Type	Description	Notes
ctx	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	<b>string</b>		
labelId	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a `apiDeleteMQTTLabelRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

### MQTTLabelDeleteResponse

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type**: Not defined
- **Accept**: application/json

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## ListMQTTcredentials

CredentialsResponseList ListMQTTcredentials(ctx, space).Execute()

List space MQTT credentials

## Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.MQTTApi.ListMQTTcredentials(context.Background(), space).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `MQTTApi.ListMQTTcredentials`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ListMQTTcredentials`: CredentialsResponseList
    fmt.Fprintf(os.Stdout, "Response from `MQTTApi.ListMQTTcredentials`: %v\n", resp)
}
```

## Path Parameters

Name	Type	Description	Notes
ctx	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a `apiListMQTTcredentialsRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

### CredentialsResponseList

### Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type**: Not defined
- **Accept**: application/json

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## ListThingMQTTcredentials

`CredentialsResponseThing` `ListThingMQTTcredentials(ctx, space, thingId).Execute()`

## List Thing MQTT credentials

### Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    thingId := "01ed9jencjshpv374k15k1w2gr" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.MQTTApi.ListThingMQTTcredentials(context.Background(), space, thingId).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `MQTTApi.ListThingMQTTcredentials``: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ListThingMQTTcredentials`: CredentialsResponseThing
    fmt.Fprintf(os.Stdout, "Response from `MQTTApi.ListThingMQTTcredentials`: %v\n", resp)
}
```

### Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>		
<b>thingId</b>	<b>string</b>		

### Other Parameters

Other parameters are passed through a pointer to a `apiListThingMQTTcredentialsRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

### Return type

#### CredentialsResponseThing

#### Authorization

OAuth2Security, OAuth2Security, bearerAuth

### HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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# ShowMQTTLabelInfo

MQTTLabelShowResponse ShowMQTTLabelInfo(ctx, space, labelId).Execute()  
Show MQTT label details

## Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    labelId := "01EDRHEF2Y4ZB7COEGTAT8RQQS" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.MQTTApi.ShowMQTTLabelInfo(context.Background(), space, labelId).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `MQTTApi.ShowMQTTLabelInfo`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ShowMQTTLabelInfo`: MQTTLabelShowResponse
    fmt.Fprintf(os.Stdout, "Response from `MQTTApi.ShowMQTTLabelInfo`: %v\n", resp)
}
```

## Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
labelId	string		

## Other Parameters

Other parameters are passed through a pointer to a apiShowMQTTLabelInfoRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

MQTTLabelShowResponse

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- Content-Type: Not defined

- **Accept:** application/json

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## ShowMQTTcredentials

CredentialsResponseThing ShowMQTTcredentials(ctx, space, credentialsId).Execute()

Show MQTT credentials

### Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    credentialsId := "01EDRMFZXHPEBGHGBYV1W0Y9" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.MQTTApi.ShowMQTTcredentials(context.Background(), space, credentialsId).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `MQTTApi.ShowMQTTcredentials`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ShowMQTTcredentials`: CredentialsResponseThing
    fmt.Fprintf(os.Stdout, "Response from `MQTTApi.ShowMQTTcredentials`: %v\n", resp)
}
```

### Path Parameters

Name	Type	Description	Notes
ctx	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
credentialsId	string		

### Other Parameters

Other parameters are passed through a pointer to a apiShowMQTTcredentialsRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

### Return type

#### CredentialsResponseThing

### Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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UpdateMQTTLabel

MQTTPOSTResponse UpdateMQTTLabel(ctx, space, labelId).MQTTLabelCredentials(mMQTTLabelCredentials).Execute()  
Update MQTT Label

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    labelId := "01EDRHEF2Y4ZB7COEGTAT8RQQS" // string /
    mMQTTLabelCredentials := *openapiclient.NewMQTTLabelCredentials() // MQTTLabelCredentials / This is the field

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.MQTTApi.UpdateMQTTLabel(context.Background(), space, labelId).MQTTLabelCredentials(mMQTTLabelCredentials)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `MQTTApi.UpdateMQTTLabel`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `UpdateMQTTLabel`: MQTTPOSTResponse
    fmt.Fprintf(os.Stdout, "Response from `MQTTApi.UpdateMQTTLabel`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
labelId	string		

Other Parameters

Other parameters are passed through a pointer to a apiUpdateMQTTLabelRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

mMQTTLabelCredentials | MQTTLabelCredentials | This is the field that you can update |

Return type

MQTTPOSTResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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UpdateMQTTcredentials

CredentialsResponsePUT UpdateMQTTcredentials(ctx, space, credentialsId).MQTTPUTBody(mMQTTPUTBody).Execute()  
Update MQTT credentials

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "openapi"
)

func main() {
    space := "altair" // string /
    credentialsId := "01EDRMFZXHPEBGHZBYVV1W0Y9" // string /
    mMQTTPUTBody := *openapiclient.NewMQTTPUTBody() // MQTTPUTBody | These are the fields that you can update (op

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.MQTTApi.UpdateMQTTcredentials(context.Background(), space, credentialsId).MQTTPUT
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `MQTTApi.UpdateMQTTcredentials`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `UpdateMQTTcredentials`: CredentialsResponsePUT
    fmt.Fprintf(os.Stdout, "Response from `MQTTApi.UpdateMQTTcredentials`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
credentialsId	string		



## Other Parameters

Other parameters are passed through a pointer to a `apiUpdateMQTTcredentialsRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

`mQTTPUTBody` | `MQTTPUTBody` | These are the fields that you can update |

## Return type

`CredentialsResponsePUT`

## Authorization

`OAuth2Security`, `OAuth2Security`, `bearerAuth`

## HTTP request headers

- **Content-Type:** `application/json`
- **Accept:** `application/json`

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## UpdateMQTTpassword

`CredentialsResponsePUT UpdateMQTTpassword(ctx, space, mqttUsername).MQTTPassword(mQTTPassword).Execute()`

Update MQTT password

## Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "string" // string /
    mqttUsername := "newUsername@altair" // string /
    mqttPassword := *openapiclient.NewMQTTPassword() // MQTTPassword | This is the field that you can update (op

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.MQTTApi.UpdateMQTTpassword(context.Background(), space, mqttUsername).MQTTPassword(m
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `MQTTApi.UpdateMQTTpassword`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `UpdateMQTTpassword`: CredentialsResponsePUT
    fmt.Fprintf(os.Stdout, "Response from `MQTTApi.UpdateMQTTpassword`: %v\n", resp)
}
```



Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>		
<b>mqttUsername</b>	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a `apiUpdateMQTTpasswordRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

**mMQTTPassword** | **MQTTPassword** | This is the field that you can update |

## Return type

**CredentialsResponsePUT**

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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# MQTTLabel

## Properties

Name	Type	Description	Notes
<b>PatternPub</b>	Pointer to <b>string</b>		[optional]
<b>PatternSub</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewMQTTLabel

```
func NewMQTTLabel() *MQTTLabel
```

NewMQTTLabel instantiates a new MQTTLabel object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewMQTTLabelWithDefaults

```
func NewMQTTLabelWithDefaults() *MQTTLabel
```

NewMQTTLabelWithDefaults instantiates a new MQTTLabel object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetPatternPub

```
func (o *MQTTLabel) GetPatternPub() string
```

GetPatternPub returns the PatternPub field if non-nil, zero value otherwise.

## GetPatternPubOk

```
func (o *MQTTLabel) GetPatternPubOk() (*string, bool)
```

GetPatternPubOk returns a tuple with the PatternPub field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetPatternPub

```
func (o *MQTTLabel) SetPatternPub(v string)
```

SetPatternPub sets PatternPub field to given value.

## HasPatternPub

```
func (o *MQTTLabel) HasPatternPub() bool
```

HasPatternPub returns a boolean if a field has been set.

## GetPatternSub

```
func (o *MQTTLabel) GetPatternSub() string
```

GetPatternSub returns the PatternSub field if non-nil, zero value otherwise.

## GetPatternSubOk

```
func (o *MQTTLabel) GetPatternSubOk() (*string, bool)
```

GetPatternSubOk returns a tuple with the PatternSub field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetPatternSub

```
func (o *MQTTLabel) SetPatternSub(v string)
```

SetPatternSub sets PatternSub field to given value.

## HasPatternSub

```
func (o *MQTTLabel) HasPatternSub() bool
```

HasPatternSub returns a boolean if a field has been set.

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# MQTTLabelCredentials

## Properties

Name	Type	Description	Notes
<b>Enabled</b>	Pointer to <b>bool</b>		[optional]
<b>Password</b>	Pointer to <b>string</b>		[optional]

Name	Type	Description	Notes
<b>Username</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewMQTTLabelCredentials

```
func NewMQTTLabelCredentials() *MQTTLabelCredentials
```

NewMQTTLabelCredentials instantiates a new MQTTLabelCredentials object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewMQTTLabelCredentialsWithDefaults

```
func NewMQTTLabelCredentialsWithDefaults() *MQTTLabelCredentials
```

NewMQTTLabelCredentialsWithDefaults instantiates a new MQTTLabelCredentials object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetEnabled

```
func (o *MQTTLabelCredentials) GetEnabled() bool
```

GetEnabled returns the Enabled field if non-nil, zero value otherwise.

### GetEnabledOk

```
func (o *MQTTLabelCredentials) GetEnabledOk() (*bool, bool)
```

GetEnabledOk returns a tuple with the Enabled field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetEnabled

```
func (o *MQTTLabelCredentials) SetEnabled(v bool)
```

SetEnabled sets Enabled field to given value.

### HasEnabled

```
func (o *MQTTLabelCredentials) HasEnabled() bool
```

HasEnabled returns a boolean if a field has been set.

### GetPassword

```
func (o *MQTTLabelCredentials) GetPassword() string
```

GetPassword returns the Password field if non-nil, zero value otherwise.

### GetPasswordOk

```
func (o *MQTTLabelCredentials) GetPasswordOk() (*string, bool)
```

GetPasswordOk returns a tuple with the Password field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetPassword

```
func (o *MQTTLabelCredentials) SetPassword(v string)
```

SetPassword sets Password field to given value.

## HasPassword

```
func (o *MQTTLabelCredentials) HasPassword() bool
```

HasPassword returns a boolean if a field has been set.

## GetUsername

```
func (o *MQTTLabelCredentials) GetUsername() string
```

GetUsername returns the Username field if non-nil, zero value otherwise.

## GetUsernameOk

```
func (o *MQTTLabelCredentials) GetUsernameOk() (*string, bool)
```

GetUsernameOk returns a tuple with the Username field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetUsername

```
func (o *MQTTLabelCredentials) SetUsername(v string)
```

SetUsername sets Username field to given value.

## HasUsername

```
func (o *MQTTLabelCredentials) HasUsername() bool
```

HasUsername returns a boolean if a field has been set.

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# MQTTLabelDeleteResponse

## Properties

Name	Type	Description	Notes
<b>ErrorMqttBackend</b>	Pointer to <b>DeleteClusterResponseErrorClusterBackend</b>		[optional]

## Methods

### NewMQTTLabelDeleteResponse

```
func NewMQTTLabelDeleteResponse() *MQTTLabelDeleteResponse
```

NewMQTTLabelDeleteResponse instantiates a new MQTTLabelDeleteResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

## NewMQTTLabelDeleteResponseWithDefaults

```
func NewMQTTLabelDeleteResponseWithDefaults() *MQTTLabelDeleteResponse
```

NewMQTTLabelDeleteResponseWithDefaults instantiates a new MQTTLabelDeleteResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetErrorMqttBackend

```
func (o *MQTTLabelDeleteResponse) GetErrorMqttBackend() DeleteClusterResponseErrorClusterBackend
```

GetErrorMqttBackend returns the ErrorMqttBackend field if non-nil, zero value otherwise.

## GetErrorMqttBackendOk

```
func (o *MQTTLabelDeleteResponse) GetErrorMqttBackendOk() (*DeleteClusterResponseErrorClusterBackend, bool)
```

GetErrorMqttBackendOk returns a tuple with the ErrorMqttBackend field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetErrorMqttBackend

```
func (o *MQTTLabelDeleteResponse) SetErrorMqttBackend(v DeleteClusterResponseErrorClusterBackend)
```

SetErrorMqttBackend sets ErrorMqttBackend field to given value.

## HasErrorMqttBackend

```
func (o *MQTTLabelDeleteResponse) HasErrorMqttBackend() bool
```

HasErrorMqttBackend returns a boolean if a field has been set.

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# MQTTLabelShowResponse

## Properties

Name	Type	Description	Notes
<b>CreatedAt</b>	Pointer to <b>time.Time</b>		[optional]
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Enabled</b>	Pointer to <b>bool</b>		[optional]
<b>ExpiredAt</b>	Pointer to <b>int32</b>		[optional]
<b>Id</b>	Pointer to <b>string</b>		[optional]
<b>Topics</b>	Pointer to <b>[]MQTTLabel</b>		[optional]
<b>Type</b>	Pointer to <b>string</b>		[optional]
<b>Username</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewMQTTLabelShowResponse

```
func NewMQTTLabelShowResponse() *MQTTLabelShowResponse
```

NewMQTTLabelShowResponse instantiates a new MQTTLabelShowResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

## **NewMQTTLabelShowResponseWithDefaults**

```
func NewMQTTLabelShowResponseWithDefaults() *MQTTLabelShowResponse
```

NewMQTTLabelShowResponseWithDefaults instantiates a new MQTTLabelShowResponse object. This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set.

## **GetCreatedAt**

```
func (o *MQTTLabelShowResponse) GetCreatedAt() time.Time
```

GetCreatedAt returns the CreatedAt field if non-nil, zero value otherwise.

## **GetCreatedAtOk**

```
func (o *MQTTLabelShowResponse) GetCreatedAtOk() (*time.Time, bool)
```

GetCreatedAtOk returns a tuple with the CreatedAt field if it's non-nil, zero value otherwise, and a boolean to check if the value has been set.

## **SetCreatedAt**

```
func (o *MQTTLabelShowResponse) SetCreatedAt(v time.Time)
```

SetCreatedAt sets CreatedAt field to given value.

## **HasCreatedAt**

```
func (o *MQTTLabelShowResponse) HasCreatedAt() bool
```

HasCreatedAt returns a boolean if a field has been set.

## **GetDescription**

```
func (o *MQTTLabelShowResponse) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

## **GetDescriptionOk**

```
func (o *MQTTLabelShowResponse) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise, and a boolean to check if the value has been set.

## **SetDescription**

```
func (o *MQTTLabelShowResponse) SetDescription(v string)
```

SetDescription sets Description field to given value.

## **HasDescription**

```
func (o *MQTTLabelShowResponse) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.



## **GetEnabled**

```
func (o *MQTTLabelShowResponse) GetEnabled() bool
```

GetEnabled returns the Enabled field if non-nil, zero value otherwise.

## **GetEnabledOk**

```
func (o *MQTTLabelShowResponse) GetEnabledOk() (*bool, bool)
```

GetEnabledOk returns a tuple with the Enabled field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetEnabled**

```
func (o *MQTTLabelShowResponse) SetEnabled(v bool)
```

SetEnabled sets Enabled field to given value.

## **HasEnabled**

```
func (o *MQTTLabelShowResponse) HasEnabled() bool
```

HasEnabled returns a boolean if a field has been set.

## **GetExpiredAt**

```
func (o *MQTTLabelShowResponse) GetExpiredAt() int32
```

GetExpiredAt returns the ExpiredAt field if non-nil, zero value otherwise.

## **GetExpiredAtOk**

```
func (o *MQTTLabelShowResponse) GetExpiredAtOk() (*int32, bool)
```

GetExpiredAtOk returns a tuple with the ExpiredAt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetExpiredAt**

```
func (o *MQTTLabelShowResponse) SetExpiredAt(v int32)
```

SetExpiredAt sets ExpiredAt field to given value.

## **HasExpiredAt**

```
func (o *MQTTLabelShowResponse) HasExpiredAt() bool
```

HasExpiredAt returns a boolean if a field has been set.

## **GetId**

```
func (o *MQTTLabelShowResponse) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

## **GetIdOk**

```
func (o *MQTTLabelShowResponse) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetId

```
func (o *MQTTLabelShowResponse) SetId(v string)
```

SetId sets Id field to given value.

## HasId

```
func (o *MQTTLabelShowResponse) HasId() bool
```

HasId returns a boolean if a field has been set.

## GetTopics

```
func (o *MQTTLabelShowResponse) GetTopics() []MQTTLabel
```

GetTopics returns the Topics field if non-nil, zero value otherwise.

## GetTopicsOk

```
func (o *MQTTLabelShowResponse) GetTopicsOk() (*[]MQTTLabel, bool)
```

GetTopicsOk returns a tuple with the Topics field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetTopics

```
func (o *MQTTLabelShowResponse) SetTopics(v []MQTTLabel)
```

SetTopics sets Topics field to given value.

## HasTopics

```
func (o *MQTTLabelShowResponse) HasTopics() bool
```

HasTopics returns a boolean if a field has been set.

## GetType

```
func (o *MQTTLabelShowResponse) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

## GetTypeOk

```
func (o *MQTTLabelShowResponse) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetType

```
func (o *MQTTLabelShowResponse) SetType(v string)
```

SetType sets Type field to given value.

## HasType

```
func (o *MQTTLabelShowResponse) HasType() bool
```

HasType returns a boolean if a field has been set.

## GetUsername

```
func (o *MQTTLabelShowResponse) GetUsername() string
```

GetUsername returns the Username field if non-nil, zero value otherwise.

## GetUsernameOk

```
func (o *MQTTLabelShowResponse) GetUsernameOk() (*string, bool)
```

GetUsernameOk returns a tuple with the Username field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetUsername

```
func (o *MQTTLabelShowResponse) SetUsername(v string)
```

SetUsername sets Username field to given value.

## HasUsername

```
func (o *MQTTLabelShowResponse) HasUsername() bool
```

HasUsername returns a boolean if a field has been set.

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# MQTTPOSTBody

## Properties

Name	Type	Description	Notes
<b>Label</b>	Pointer to <b>string</b>		[optional]
<b>Password</b>	Pointer to <b>string</b>		[optional]
<b>Username</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewMQTTPOSTBody

```
func NewMQTTPOSTBody() *MQTTPOSTBody
```

NewMQTTPOSTBody instantiates a new MQTTPOSTBody object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewMQTTPOSTBodyWithDefaults

```
func NewMQTTPOSTBodyWithDefaults() *MQTTPOSTBody
```

NewMQTTPOSTBodyWithDefaults instantiates a new MQTTPOSTBody object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetLabel

```
func (o *MQTTPOSTBody) GetLabel() string
```

GetLabel returns the Label field if non-nil, zero value otherwise.

## **GetLabelOk**

```
func (o *MQTTPOSTBody) GetLabelOk() (*string, bool)
```

GetLabelOk returns a tuple with the Label field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetLabel**

```
func (o *MQTTPOSTBody) SetLabel(v string)
```

SetLabel sets Label field to given value.

## **HasLabel**

```
func (o *MQTTPOSTBody) HasLabel() bool
```

HasLabel returns a boolean if a field has been set.

## **GetPassword**

```
func (o *MQTTPOSTBody) GetPassword() string
```

GetPassword returns the Password field if non-nil, zero value otherwise.

## **GetPasswordOk**

```
func (o *MQTTPOSTBody) GetPasswordOk() (*string, bool)
```

GetPasswordOk returns a tuple with the Password field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetPassword**

```
func (o *MQTTPOSTBody) SetPassword(v string)
```

SetPassword sets Password field to given value.

## **HasPassword**

```
func (o *MQTTPOSTBody) HasPassword() bool
```

HasPassword returns a boolean if a field has been set.

## **GetUsername**

```
func (o *MQTTPOSTBody) GetUsername() string
```

GetUsername returns the Username field if non-nil, zero value otherwise.

## **GetUsernameOk**

```
func (o *MQTTPOSTBody) GetUsernameOk() (*string, bool)
```

GetUsernameOk returns a tuple with the Username field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetUsername**

```
func (o *MQTTPOSTBody) SetUsername(v string)
```

SetUsername sets Username field to given value.

## HasUsername

```
func (o *MQTTPOSTBody) HasUsername() bool
```

HasUsername returns a boolean if a field has been set.

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# MQTTPOSTResponse

## Properties

Name	Type	Description	Notes
<b>CreatedAt</b>	Pointer to <b>time.Time</b>		[optional]
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Enabled</b>	Pointer to <b>bool</b>		[optional]
<b>ExpiredAt</b>	Pointer to <b>int32</b>		[optional]
<b>Id</b>	Pointer to <b>string</b>		[optional]
<b>Password</b>	Pointer to <b>string</b>		[optional]
<b>Topics</b>	Pointer to [] <b>MQTTLabel</b>		[optional]
<b>Type</b>	Pointer to <b>string</b>		[optional]
<b>Username</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewMQTTPOSTResponse

```
func NewMQTTPOSTResponse() *MQTTPOSTResponse
```

NewMQTTPOSTResponse instantiates a new MQTTPOSTResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewMQTTPOSTResponseWithDefaults

```
func NewMQTTPOSTResponseWithDefaults() *MQTTPOSTResponse
```

NewMQTTPOSTResponseWithDefaults instantiates a new MQTTPOSTResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetCreatedAt

```
func (o *MQTTPOSTResponse) GetCreatedAt() time.Time
```

GetCreatedAt returns the CreatedAt field if non-nil, zero value otherwise.

### GetCreatedAtOk

```
func (o *MQTTPOSTResponse) GetCreatedAtOk() (*time.Time, bool)
```

GetCreatedAtOk returns a tuple with the CreatedAt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetCreatedAt

```
func (o *MQTTPOSTResponse) SetCreatedAt(v time.Time)
```

SetCreatedAt sets CreatedAt field to given value.

## HasCreatedAt

```
func (o *MQTTPOSTResponse) HasCreatedAt() bool
```

HasCreatedAt returns a boolean if a field has been set.

## GetDescription

```
func (o *MQTTPOSTResponse) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

## GetDescriptionOk

```
func (o *MQTTPOSTResponse) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetDescription

```
func (o *MQTTPOSTResponse) SetDescription(v string)
```

SetDescription sets Description field to given value.

## HasDescription

```
func (o *MQTTPOSTResponse) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

## GetEnabled

```
func (o *MQTTPOSTResponse) GetEnabled() bool
```

GetEnabled returns the Enabled field if non-nil, zero value otherwise.

## GetEnabledOk

```
func (o *MQTTPOSTResponse) GetEnabledOk() (*bool, bool)
```

GetEnabledOk returns a tuple with the Enabled field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetEnabled

```
func (o *MQTTPOSTResponse) SetEnabled(v bool)
```

SetEnabled sets Enabled field to given value.

## HasEnabled

```
func (o *MQTTPOSTResponse) HasEnabled() bool
```

HasEnabled returns a boolean if a field has been set.

## GetExpiredAt

```
func (o *MQTTPOSTResponse) GetExpiredAt() int32
```

GetExpiredAt returns the ExpiredAt field if non-nil, zero value otherwise.

## GetExpiredAtOk

```
func (o *MQTTPOSTResponse) GetExpiredAtOk() (*int32, bool)
```

GetExpiredAtOk returns a tuple with the ExpiredAt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetExpiredAt

```
func (o *MQTTPOSTResponse) SetExpiredAt(v int32)
```

SetExpiredAt sets ExpiredAt field to given value.

## HasExpiredAt

```
func (o *MQTTPOSTResponse) HasExpiredAt() bool
```

HasExpiredAt returns a boolean if a field has been set.

## GetId

```
func (o *MQTTPOSTResponse) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

## GetIdOk

```
func (o *MQTTPOSTResponse) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetId

```
func (o *MQTTPOSTResponse) SetId(v string)
```

SetId sets Id field to given value.

## HasId

```
func (o *MQTTPOSTResponse) HasId() bool
```

HasId returns a boolean if a field has been set.

## GetPassword

```
func (o *MQTTPOSTResponse) GetPassword() string
```

GetPassword returns the Password field if non-nil, zero value otherwise.

## GetPasswordOk

```
func (o *MQTTPOSTResponse) GetPasswordOk() (*string, bool)
```

GetPasswordOk returns a tuple with the Password field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetPassword

```
func (o *MQTTPOSTResponse) SetPassword(v string)
```

SetPassword sets Password field to given value.

## HasPassword

```
func (o *MQTTPOSTResponse) HasPassword() bool
```

HasPassword returns a boolean if a field has been set.

## GetTopics

```
func (o *MQTTPOSTResponse) GetTopics() []MQTTLabel
```

GetTopics returns the Topics field if non-nil, zero value otherwise.

## GetTopicsOk

```
func (o *MQTTPOSTResponse) GetTopicsOk() (*[]MQTTLabel, bool)
```

GetTopicsOk returns a tuple with the Topics field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetTopics

```
func (o *MQTTPOSTResponse) SetTopics(v []MQTTLabel)
```

SetTopics sets Topics field to given value.

## HasTopics

```
func (o *MQTTPOSTResponse) HasTopics() bool
```

HasTopics returns a boolean if a field has been set.

## GetType

```
func (o *MQTTPOSTResponse) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

## GetTypeOk

```
func (o *MQTTPOSTResponse) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetType

```
func (o *MQTTPOSTResponse) SetType(v string)
```

SetType sets Type field to given value.

## HasType

```
func (o *MQTTPOSTResponse) HasType() bool
```

HasType returns a boolean if a field has been set.

## GetUsername

```
func (o *MQTTPOSTResponse) GetUsername() string
```

GetUsername returns the Username field if non-nil, zero value otherwise.



## GetUsernameOk

```
func (o *MQTTPOSTResponse) GetUsernameOk() (*string, bool)
```

GetUsernameOk returns a tuple with the Username field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetUsername

```
func (o *MQTTPOSTResponse) SetUsername(v string)
```

SetUsername sets Username field to given value.

## HasUsername

```
func (o *MQTTPOSTResponse) HasUsername() bool
```

HasUsername returns a boolean if a field has been set.

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# MQTTPUTBody

## Properties

Name	Type	Description	Notes
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Enabled</b>	Pointer to <b>bool</b>		[optional]
<b>ExpiredAt</b>	Pointer to <b>int32</b>		[optional]
<b>Password</b>	Pointer to <b>string</b>		[optional]
<b>Username</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewMQTTPUTBody

```
func NewMQTTPUTBody() *MQTTPUTBody
```

NewMQTTPUTBody instantiates a new MQTTPUTBody object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewMQTTPUTBodyWithDefaults

```
func NewMQTTPUTBodyWithDefaults() *MQTTPUTBody
```

NewMQTTPUTBodyWithDefaults instantiates a new MQTTPUTBody object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetDescription

```
func (o *MQTTPUTBody) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

## GetDescriptionOk

```
func (o *MQTTPUTBody) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetDescription**

```
func (o *MQTTPUTBody) SetDescription(v string)
```

SetDescription sets Description field to given value.

### **HasDescription**

```
func (o *MQTTPUTBody) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

### **GetEnabled**

```
func (o *MQTTPUTBody) GetEnabled() bool
```

GetEnabled returns the Enabled field if non-nil, zero value otherwise.

### **GetEnabledOk**

```
func (o *MQTTPUTBody) GetEnabledOk() (*bool, bool)
```

GetEnabledOk returns a tuple with the Enabled field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetEnabled**

```
func (o *MQTTPUTBody) SetEnabled(v bool)
```

SetEnabled sets Enabled field to given value.

### **HasEnabled**

```
func (o *MQTTPUTBody) HasEnabled() bool
```

HasEnabled returns a boolean if a field has been set.

### **GetExpiredAt**

```
func (o *MQTTPUTBody) GetExpiredAt() int32
```

GetExpiredAt returns the ExpiredAt field if non-nil, zero value otherwise.

### **GetExpiredAtOk**

```
func (o *MQTTPUTBody) GetExpiredAtOk() (*int32, bool)
```

GetExpiredAtOk returns a tuple with the ExpiredAt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetExpiredAt**

```
func (o *MQTTPUTBody) SetExpiredAt(v int32)
```

SetExpiredAt sets ExpiredAt field to given value.

## HasExpiredAt

```
func (o *MQTTPUTBody) HasExpiredAt() bool
```

HasExpiredAt returns a boolean if a field has been set.

## GetPassword

```
func (o *MQTTPUTBody) GetPassword() string
```

GetPassword returns the Password field if non-nil, zero value otherwise.

## GetPasswordOk

```
func (o *MQTTPUTBody) GetPasswordOk() (*string, bool)
```

GetPasswordOk returns a tuple with the Password field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetPassword

```
func (o *MQTTPUTBody) SetPassword(v string)
```

SetPassword sets Password field to given value.

## HasPassword

```
func (o *MQTTPUTBody) HasPassword() bool
```

HasPassword returns a boolean if a field has been set.

## GetUsername

```
func (o *MQTTPUTBody) GetUsername() string
```

GetUsername returns the Username field if non-nil, zero value otherwise.

## GetUsernameOk

```
func (o *MQTTPUTBody) GetUsernameOk() (*string, bool)
```

GetUsernameOk returns a tuple with the Username field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetUsername

```
func (o *MQTTPUTBody) SetUsername(v string)
```

SetUsername sets Username field to given value.

## HasUsername

```
func (o *MQTTPUTBody) HasUsername() bool
```

HasUsername returns a boolean if a field has been set.

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# MQTTPassword

## Properties

Name	Type	Description	Notes
<b>Password</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewMQTTPassword

```
func NewMQTTPassword() *MQTTPassword
```

NewMQTTPassword instantiates a new MQTTPassword object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewMQTTPasswordWithDefaults

```
func NewMQTTPasswordWithDefaults() *MQTTPassword
```

NewMQTTPasswordWithDefaults instantiates a new MQTTPassword object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetPassword

```
func (o *MQTTPassword) GetPassword() string
```

GetPassword returns the Password field if non-nil, zero value otherwise.

### GetPasswordOk

```
func (o *MQTTPassword) GetPasswordOk() (*string, bool)
```

GetPasswordOk returns a tuple with the Password field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetPassword

```
func (o *MQTTPassword) SetPassword(v string)
```

SetPassword sets Password field to given value.

### HasPassword

```
func (o *MQTTPassword) HasPassword() bool
```

HasPassword returns a boolean if a field has been set.

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# ModelListResponse

## Properties

Name	Type	Description	Notes
Name	Type	Description	Notes
<b>Data</b>	Pointer to []ModelResponse		[optional]
<b>Paging</b>	Pointer to ActionDelayListResponsePaging		[optional]

## Methods

### NewModelListResponse

```
func NewModelListResponse() *ModelListResponse
```

NewModelListResponse instantiates a new ModelListResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewModelListResponseWithDefaults

```
func NewModelListResponseWithDefaults() *ModelListResponse
```

NewModelListResponseWithDefaults instantiates a new ModelListResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetData

```
func (o *ModelListResponse) GetData() []ModelResponse
```

GetData returns the Data field if non-nil, zero value otherwise.

### GetDataOk

```
func (o *ModelListResponse) GetDataOk() (*[]ModelResponse, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetData

```
func (o *ModelListResponse) SetData(v []ModelResponse)
```

SetData sets Data field to given value.

### HasData

```
func (o *ModelListResponse) HasData() bool
```

HasData returns a boolean if a field has been set.

### GetPaging

```
func (o *ModelListResponse) GetPaging() ActionDelayListResponsePaging
```

GetPaging returns the Paging field if non-nil, zero value otherwise.

### GetPagingOk

```
func (o *ModelListResponse) GetPagingOk() (*ActionDelayListResponsePaging, bool)
```

GetPagingOk returns a tuple with the Paging field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetPaging

```
func (o *ModelListResponse) SetPaging(v ActionDelayListResponsePaging)
```

SetPaging sets Paging field to given value.

## HasPaging

```
func (o *ModelListResponse) HasPaging() bool
```

HasPaging returns a boolean if a field has been set.

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# ModelRequest

## Properties

Name	Type	Description	Notes
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Name</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewModelRequest

```
func NewModelRequest() *ModelRequest
```

NewModelRequest instantiates a new ModelRequest object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewModelRequestWithDefaults

```
func NewModelRequestWithDefaults() *ModelRequest
```

NewModelRequestWithDefaults instantiates a new ModelRequest object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetDescription

```
func (o *ModelRequest) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

## GetDescriptionOk

```
func (o *ModelRequest) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetDescription

```
func (o *ModelRequest) SetDescription(v string)
```

SetDescription sets Description field to given value.

## HasDescription

```
func (o *ModelRequest) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

## GetName

```
func (o *ModelRequest) GetName() string
```

GetName returns the Name field if non-nil, zero value otherwise.

## GetNameOk

```
func (o *ModelRequest) GetNameOk() (*string, bool)
```

GetNameOk returns a tuple with the Name field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetName

```
func (o *ModelRequest) SetName(v string)
```

SetName sets Name field to given value.

## HasName

```
func (o *ModelRequest) HasName() bool
```

HasName returns a boolean if a field has been set.

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# ModelResponse

## Properties

Name	Type	Description	Notes
<b>Collection</b>	Pointer to <b>string</b>		[optional]
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Name</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewModelResponse

```
func NewModelResponse() *ModelResponse
```

NewModelResponse instantiates a new ModelResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewModelResponseWithDefaults

```
func NewModelResponseWithDefaults() *ModelResponse
```

NewModelResponseWithDefaults instantiates a new ModelResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## **GetCollection**

```
func (o *ModelResponse) GetCollection() string
```

GetCollection returns the Collection field if non-nil, zero value otherwise.

## **GetCollectionOk**

```
func (o *ModelResponse) GetCollectionOk() (*string, bool)
```

GetCollectionOk returns a tuple with the Collection field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetCollection**

```
func (o *ModelResponse) SetCollection(v string)
```

SetCollection sets Collection field to given value.

## **HasCollection**

```
func (o *ModelResponse) HasCollection() bool
```

HasCollection returns a boolean if a field has been set.

## **GetDescription**

```
func (o *ModelResponse) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

## **GetDescriptionOk**

```
func (o *ModelResponse) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetDescription**

```
func (o *ModelResponse) SetDescription(v string)
```

SetDescription sets Description field to given value.

## **HasDescription**

```
func (o *ModelResponse) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

## **GetName**

```
func (o *ModelResponse) GetName() string
```

GetName returns the Name field if non-nil, zero value otherwise.

## **GetNameOk**

```
func (o *ModelResponse) GetNameOk() (*string, bool)
```

GetNameOk returns a tuple with the Name field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.



## SetName

```
func (o *ModelResponse) SetName(v string)
```

SetName sets Name field to given value.

## HasName

```
func (o *ModelResponse) HasName() bool
```

HasName returns a boolean if a field has been set.

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# ModelUpdateRequest

## Properties

Name	Type	Description	Notes
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Title</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewModelUpdateRequest

```
func NewModelUpdateRequest() *ModelUpdateRequest
```

NewModelUpdateRequest instantiates a new ModelUpdateRequest object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewModelUpdateRequestWithDefaults

```
func NewModelUpdateRequestWithDefaults() *ModelUpdateRequest
```

NewModelUpdateRequestWithDefaults instantiates a new ModelUpdateRequest object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetDescription

```
func (o *ModelUpdateRequest) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

## GetDescriptionOk

```
func (o *ModelUpdateRequest) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetDescription

```
func (o *ModelUpdateRequest) SetDescription(v string)
```

SetDescription sets Description field to given value.

## HasDescription

```
func (o *ModelUpdateRequest) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

## GetTitle

```
func (o *ModelUpdateRequest) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

## GetTitleOk

```
func (o *ModelUpdateRequest) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetTitle

```
func (o *ModelUpdateRequest) SetTitle(v string)
```

SetTitle sets Title field to given value.

## HasTitle

```
func (o *ModelUpdateRequest) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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# ModelUpdateResponse

## Properties

Name	Type	Description	Notes
<b>Collection</b>	Pointer to <b>string</b>		[optional]
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Name</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewModelUpdateResponse

```
func NewModelUpdateResponse() *ModelUpdateResponse
```

NewModelUpdateResponse instantiates a new ModelUpdateResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewModelUpdateResponseWithDefaults

```
func NewModelUpdateResponseWithDefaults() *ModelUpdateResponse
```

NewModelUpdateResponseWithDefaults instantiates a new ModelUpdateResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## **GetCollection**

```
func (o *ModelUpdateResponse) GetCollection() string
```

GetCollection returns the Collection field if non-nil, zero value otherwise.

## **GetCollectionOk**

```
func (o *ModelUpdateResponse) GetCollectionOk() (*string, bool)
```

GetCollectionOk returns a tuple with the Collection field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetCollection**

```
func (o *ModelUpdateResponse) SetCollection(v string)
```

SetCollection sets Collection field to given value.

## **HasCollection**

```
func (o *ModelUpdateResponse) HasCollection() bool
```

HasCollection returns a boolean if a field has been set.

## **GetDescription**

```
func (o *ModelUpdateResponse) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

## **GetDescriptionOk**

```
func (o *ModelUpdateResponse) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetDescription**

```
func (o *ModelUpdateResponse) SetDescription(v string)
```

SetDescription sets Description field to given value.

## **HasDescription**

```
func (o *ModelUpdateResponse) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

## **GetName**

```
func (o *ModelUpdateResponse) GetName() string
```

GetName returns the Name field if non-nil, zero value otherwise.

## **GetNameOk**

```
func (o *ModelUpdateResponse) GetNameOk() (*string, bool)
```

GetNameOk returns a tuple with the Name field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetName

```
func (o *ModelUpdateResponse) SetName(v string)
```

SetName sets Name field to given value.

## HasName

```
func (o *ModelUpdateResponse) HasName() bool
```

HasName returns a boolean if a field has been set.

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# ModelVersionListResponse

## Properties

Name	Type	Description	Notes
<b>Data</b>	Pointer to <b>[]ModelVersionResponse</b>		[optional]
<b>Paging</b>	Pointer to <b>ActionDelayListResponsePaging</b>		[optional]

## Methods

### NewModelVersionListResponse

```
func NewModelVersionListResponse() *ModelVersionListResponse
```

NewModelVersionListResponse instantiates a new ModelVersionListResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewModelVersionListResponseWithDefaults

```
func NewModelVersionListResponseWithDefaults() *ModelVersionListResponse
```

NewModelVersionListResponseWithDefaults instantiates a new ModelVersionListResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetData

```
func (o *ModelVersionListResponse) GetData() []ModelVersionResponse
```

GetData returns the Data field if non-nil, zero value otherwise.

## GetDataOk

```
func (o *ModelVersionListResponse) GetDataOk() (*[]ModelVersionResponse, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetData

```
func (o *ModelVersionListResponse) SetData(v []ModelVersionResponse)
```

SetData sets Data field to given value.

## HasData

```
func (o *ModelVersionListResponse) HasData() bool
```

HasData returns a boolean if a field has been set.

## GetPaging

```
func (o *ModelVersionListResponse) GetPaging() ActionDelayListResponsePaging
```

GetPaging returns the Paging field if non-nil, zero value otherwise.

## GetPagingOk

```
func (o *ModelVersionListResponse) GetPagingOk() (*ActionDelayListResponsePaging, bool)
```

GetPagingOk returns a tuple with the Paging field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetPaging

```
func (o *ModelVersionListResponse) SetPaging(v ActionDelayListResponsePaging)
```

SetPaging sets Paging field to given value.

## HasPaging

```
func (o *ModelVersionListResponse) HasPaging() bool
```

HasPaging returns a boolean if a field has been set.

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# ModelVersionRequest

## Properties

Name	Type	Description	Notes
<b>Actions</b>	Pointer to <code>map[string]interface{}</code>		[optional]
<b>Description</b>	Pointer to <code>string</code>		[optional]
<b>Events</b>	Pointer to <code>map[string]interface{}</code>		[optional]
<b>Properties</b>	Pointer to <code>map[string]interface{}</code>		[optional]
<b>Title</b>	Pointer to <code>string</code>		[optional]

## Methods

### NewModelVersionRequest

```
func NewModelVersionRequest() *ModelVersionRequest
```

NewModelVersionRequest instantiates a new ModelVersionRequest object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewModelVersionRequestWithDefaults

```
func NewModelVersionRequestWithDefaults() *ModelVersionRequest
```

NewModelVersionRequestWithDefaults instantiates a new ModelVersionRequest object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetActions

```
func (o *ModelVersionRequest) GetActions() map[string]interface{}
```

GetActions returns the Actions field if non-nil, zero value otherwise.

### GetActionsOk

```
func (o *ModelVersionRequest) GetActionsOk() (*map[string]interface{}, bool)
```

GetActionsOk returns a tuple with the Actions field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetActions

```
func (o *ModelVersionRequest) SetActions(v map[string]interface{})
```

SetActions sets Actions field to given value.

### HasActions

```
func (o *ModelVersionRequest) HasActions() bool
```

HasActions returns a boolean if a field has been set.

### GetDescription

```
func (o *ModelVersionRequest) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

### GetDescriptionOk

```
func (o *ModelVersionRequest) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetDescription

```
func (o *ModelVersionRequest) SetDescription(v string)
```

SetDescription sets Description field to given value.

### HasDescription

```
func (o *ModelVersionRequest) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

### GetEvents

```
func (o *ModelVersionRequest) GetEvents() map[string]interface{}
```

GetEvents returns the Events field if non-nil, zero value otherwise.

## **GetEventsOk**

```
func (o *ModelVersionRequest) GetEventsOk() (*map[string]interface{}, bool)
```

GetEventsOk returns a tuple with the Events field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetEvents**

```
func (o *ModelVersionRequest) SetEvents(v map[string]interface{})
```

SetEvents sets Events field to given value.

## **HasEvents**

```
func (o *ModelVersionRequest) HasEvents() bool
```

HasEvents returns a boolean if a field has been set.

## **GetProperties**

```
func (o *ModelVersionRequest) GetProperties() map[string]interface{}
```

GetProperties returns the Properties field if non-nil, zero value otherwise.

## **GetPropertiesOk**

```
func (o *ModelVersionRequest) GetPropertiesOk() (*map[string]interface{}, bool)
```

GetPropertiesOk returns a tuple with the Properties field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetProperties**

```
func (o *ModelVersionRequest) SetProperties(v map[string]interface{})
```

SetProperties sets Properties field to given value.

## **HasProperties**

```
func (o *ModelVersionRequest) HasProperties() bool
```

HasProperties returns a boolean if a field has been set.

## **GetTitle**

```
func (o *ModelVersionRequest) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

## **GetTitleOk**

```
func (o *ModelVersionRequest) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetTitle**

```
func (o *ModelVersionRequest) SetTitle(v string)
```

SetTitle sets Title field to given value.

## HasTitle

```
func (o *ModelVersionRequest) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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# ModelVersionResponse

## Properties

Name	Type	Description	Notes
<b>Template</b>	Pointer to <b>ModelVersionRequest</b>		[optional]
<b>Version</b>	Pointer to <b>float32</b>		[optional]

## Methods

### NewModelVersionResponse

```
func NewModelVersionResponse() *ModelVersionResponse
```

NewModelVersionResponse instantiates a new ModelVersionResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewModelVersionResponseWithDefaults

```
func NewModelVersionResponseWithDefaults() *ModelVersionResponse
```

NewModelVersionResponseWithDefaults instantiates a new ModelVersionResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetTemplate

```
func (o *ModelVersionResponse) GetTemplate() ModelVersionRequest
```

GetTemplate returns the Template field if non-nil, zero value otherwise.

## GetTemplateOk

```
func (o *ModelVersionResponse) GetTemplateOk() (*ModelVersionRequest, bool)
```

GetTemplateOk returns a tuple with the Template field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetTemplate

```
func (o *ModelVersionResponse) SetTemplate(v ModelVersionRequest)
```

SetTemplate sets Template field to given value.

## HasTemplate

```
func (o *ModelVersionResponse) HasTemplate() bool
```

HasTemplate returns a boolean if a field has been set.



## GetVersion

```
func (o *ModelVersionResponse) GetVersion() float32
```

GetVersion returns the Version field if non-nil, zero value otherwise.

## GetVersionOk

```
func (o *ModelVersionResponse) GetVersionOk() (*float32, bool)
```

GetVersionOk returns a tuple with the Version field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetVersion

```
func (o *ModelVersionResponse) SetVersion(v float32)
```

SetVersion sets Version field to given value.

## HasVersion

```
func (o *ModelVersionResponse) HasVersion() bool
```

HasVersion returns a boolean if a field has been set.

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# \ModelVersionsApi

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Description
<b>AddVersion</b>	<b>Post</b> /spaces/{space}/collections/{collection-name}/models/{model-name}/versions	Create version
<b>DeleteVersion</b>	<b>Delete</b> /spaces/{space}/collections/{collection-name}/models/{model-name}/versions/{version-name}	Delete version
<b>ListVersion</b>	<b>Get</b> /spaces/{space}/collections/{collection-name}/models/{model-name}/versions	List versions
<b>ShowVersion</b>	<b>Get</b> /spaces/{space}/collections/{collection-name}/models/{model-name}/versions/{version-name}	Show version
<b>UpdateVersion</b>	<b>Put</b> /spaces/{space}/collections/{collection-name}/models/{model-name}/versions/{version-name}	Update version

## AddVersion

```
ModelVersionResponse AddVersion(ctx, space, collectionName, modelName).ModelVersionRequest(modelVersionRequest).Execute()
```

Create version

## Example

```
package main
```

```
import (  
    "context"  
    "fmt"  
    "os"  
    openapiclient "./openapi"  
)
```

```
func main() {  
    space := "altair" // string |  
    collectionName := "ElectronicBoards" // string |
```

```
modelName := "RaspberryPiModel" // string /
modelVersionRequest := *openapiclient.NewModelVersionRequest() // ModelVersionRequest / Create a new model v

configuration := openapiclient.NewConfiguration()
api_client := openapiclient.NewAPIClient(configuration)
resp, r, err := api_client.ModelVersionsApi.AddVersion(context.Background(), space, collectionName, modelName)
if err != nil {
    fmt.Fprintf(os.Stderr, "Error when calling `ModelVersionsApi.AddVersion`: %v\n", err)
    fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
}
// response from `AddVersion`: ModelVersionResponse
fmt.Fprintf(os.Stdout, "Response from `ModelVersionsApi.AddVersion`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
modelName	string		

Other Parameters

Other parameters are passed through a pointer to a apiAddVersionRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

`modelVersionRequest` | `ModelVersionRequest` | Create a new model version in the platform |

Return type

`ModelVersionResponse`

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json, /

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DeleteVersion

DeleteVersion(ctx, space, collectionName, thingId, modelName, versionName).Execute()

Delete version

Example

```
package main
```

```

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string /
    modelName := "RaspberryPiModel" // string /
    versionName := "RasPiv1" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ModelVersionsApi.DeleteVersion(context.Background(), space, collectionName, thingId)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ModelVersionsApi.DeleteVersion`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
}

```

## Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>		
<b>collectionName</b>	<b>string</b>		
<b>thingId</b>	<b>string</b>		
<b>modelName</b>	<b>string</b>		
<b>versionName</b>	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a `apiDeleteVersionRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

(empty response body)

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json, /

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ListVersion

ModelVersionListResponse ListVersion(ctx, space, collectionName, modelName).Execute()  
List version

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    modelName := "RaspberryPiModel" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ModelVersionsApi.ListVersion(context.Background(), space, collectionName, modelName)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ModelVersionsApi.ListVersion`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ListVersion`: ModelVersionListResponse
    fmt.Fprintf(os.Stdout, "Response from `ModelVersionsApi.ListVersion`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
modelName	string		

Other Parameters

Other parameters are passed through a pointer to a apiListVersionRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

ModelVersionListResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json, /

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ShowVersion

ModelVersionResponse ShowVersion(ctx, space, collectionName, thingId, modelName, versionName).Execute()

Show version

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string |
    collectionName := "ElectronicBoards" // string |
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string |
    modelName := "RaspberryPiModel" // string |
    versionName := "RasPiv1" // string |

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ModelVersionsApi.ShowVersion(context.Background(), space, collectionName, thingId)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ModelVersionsApi.ShowVersion`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ShowVersion`: ModelVersionResponse
    fmt.Fprintf(os.Stdout, "Response from `ModelVersionsApi.ShowVersion`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
thingId	string		
modelName	string		
versionName	string		

Other Parameters

Other parameters are passed through a pointer to a apiShowVersionRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

ModelVersionResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json, /

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## UpdateVersion

ModelVersionResponse UpdateVersion(ctx, space, collectionName, thingId, modelName, versionName).ModelVersionResponse(modelVersionResponse)

Update version

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string /
    modelName := "RaspberryPiModel" // string /
    versionName := "RasPiv1" // string /
    modelVersionResponse := *openapiclient.NewModelVersionResponse() // ModelVersionResponse / Update an existen

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ModelVersionsApi.UpdateVersion(context.Background(), space, collectionName, thingId, modelName, versionName)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ModelVersionsApi.UpdateVersion`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `UpdateVersion`: ModelVersionResponse
    fmt.Fprintf(os.Stdout, "Response from `ModelVersionsApi.UpdateVersion`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
thingId	string		

Name	Type	Description	Notes
<b>modelName</b>	<b>string</b>		
<b>versionName</b>	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a `apiUpdateVersionRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

**modelVersionResponse** | **ModelVersionResponse** | Update an existent model by name |

## Return type

**ModelVersionResponse**

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json, /

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# \ModelsApi

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Description
<b>AddModel</b>	<b>Post</b> /spaces/{space}/collections/{collection-name}/models	Create model
<b>DeleteModel</b>	<b>Delete</b> /spaces/{space}/collections/{collection-name}/models/{model-name}	Delete model
<b>ListModels</b>	<b>Get</b> /spaces/{space}/collections/{collection-name}/models	List models
<b>ShowModel</b>	<b>Get</b> /spaces/{space}/collections/{collection-name}/models/{model-name}	Show model
<b>UpdateModel</b>	<b>Put</b> /spaces/{space}/collections/{collection-name}/models/{model-name}	Update model

## AddModel

```
ModelResponse AddModel(ctx, space, collectionName).RequestBody(requestBody).Execute()
```

Create model

## Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient " ./openapi"
```

```
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    requestBody := map[string]interface{}{"key": interface{}(123)} // map[string]interface{} / Create a new coll

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ModelsApi.AddModel(context.Background(), space, collectionName).RequestBody(requestBody)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ModelsApi.AddModel`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `AddModel`: ModelResponse
    fmt.Fprintf(os.Stdout, "Response from `ModelsApi.AddModel`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		

Other Parameters

Other parameters are passed through a pointer to a apiAddModelRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

requestBody | map[string]interface{} | Create a new collection in the platform |

Return type

ModelResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json, /

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DeleteModel

DeleteModel(ctx, space, collectionName, modelName).Execute()

Delete model



## Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    modelName := "RaspberryPiModel" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ModelsApi.DeleteModel(context.Background(), space, collectionName, modelName).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ModelsApi.DeleteModel`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
}
```

## Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>		
<b>collectionName</b>	<b>string</b>		
<b>modelName</b>	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a `apiDeleteModelRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

(empty response body)

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type**: Not defined
- **Accept**: application/json, /

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# ListModels

ModelListResponse ListModels(ctx, space, collectionName).Execute()  
List models

## Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ModelsApi.ListModels(context.Background(), space, collectionName).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ModelsApi.ListModels`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ListModels`: ModelListResponse
    fmt.Fprintf(os.Stdout, "Response from `ModelsApi.ListModels`: %v\n", resp)
}
```

## Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		

## Other Parameters

Other parameters are passed through a pointer to a apiListModelsRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

### ModelListResponse

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** Not defined

- **Accept:** application/json, /

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## ShowModel

ModelResponse ShowModel(ctx, space, collectionName, modelName).Execute()

Show model

### Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    modelName := "RaspberryPiModel" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ModelsApi.ShowModel(context.Background(), space, collectionName, modelName).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ModelsApi.ShowModel`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ShowModel`: ModelResponse
    fmt.Fprintf(os.Stdout, "Response from `ModelsApi.ShowModel`: %v\n", resp)
}
```

### Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
modelName	string		

### Other Parameters

Other parameters are passed through a pointer to a apiShowModelRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

### Return type

### ModelResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json, /

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UpdateModel

ModelUpdateResponse UpdateModel(ctx, space, collectionName, modelName).RequestBody(requestBody).Execute()

Update model

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    modelName := "RaspberryPiModel" // string /
    requestBody := map[string]interface{}{"key": interface{}(123)} // map[string]interface{} / Update an existen

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ModelsApi.UpdateModel(context.Background(), space, collectionName, modelName).Req
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ModelsApi.UpdateModel`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `UpdateModel`: ModelUpdateResponse
    fmt.Fprintf(os.Stdout, "Response from `ModelsApi.UpdateModel`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
modelName	string		

Other Parameters

Other parameters are passed through a pointer to a apiUpdateModelRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

**requestBody** | **map[string]interface{}** | Update an existent model by name |

## Return type

**ModelUpdateResponse**

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type**: application/json
- **Accept**: application/json, /

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# ModelsBuildConfigGenerateFile

## Properties

Name	Type	Description	Notes
<b>Url</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewModelsBuildConfigGenerateFile

```
func NewModelsBuildConfigGenerateFile() *ModelsBuildConfigGenerateFile
```

NewModelsBuildConfigGenerateFile instantiates a new ModelsBuildConfigGenerateFile object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewModelsBuildConfigGenerateFileWithDefaults

```
func NewModelsBuildConfigGenerateFileWithDefaults() *ModelsBuildConfigGenerateFile
```

NewModelsBuildConfigGenerateFileWithDefaults instantiates a new ModelsBuildConfigGenerateFile object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetUrl

```
func (o *ModelsBuildConfigGenerateFile) GetUrl() string
```

GetUrl returns the Url field if non-nil, zero value otherwise.

## GetUrlOk

```
func (o *ModelsBuildConfigGenerateFile) GetUrlOk() (*string, bool)
```

GetUrlOk returns a tuple with the Url field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetUrl

```
func (o *ModelsBuildConfigGenerateFile) SetUrl(v string)
```

SetUrl sets Url field to given value.

## HasUrl

```
func (o *ModelsBuildConfigGenerateFile) HasUrl() bool
```

HasUrl returns a boolean if a field has been set.

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# ModelsBuildConfigRequest

## Properties

Name	Type	Description	Notes
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Name</b>	Pointer to <b>string</b>		[optional]
<b>Resources</b>	Pointer to <b>[]ModelsResourcesFullJsonCustomBinder</b>		[optional]

## Methods

### NewModelsBuildConfigRequest

```
func NewModelsBuildConfigRequest() *ModelsBuildConfigRequest
```

NewModelsBuildConfigRequest instantiates a new ModelsBuildConfigRequest object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewModelsBuildConfigRequestWithDefaults

```
func NewModelsBuildConfigRequestWithDefaults() *ModelsBuildConfigRequest
```

NewModelsBuildConfigRequestWithDefaults instantiates a new ModelsBuildConfigRequest object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetDescription

```
func (o *ModelsBuildConfigRequest) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

## GetDescriptionOk

```
func (o *ModelsBuildConfigRequest) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetDescription

```
func (o *ModelsBuildConfigRequest) SetDescription(v string)
```

SetDescription sets Description field to given value.

## HasDescription

```
func (o *ModelsBuildConfigRequest) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

## GetName

```
func (o *ModelsBuildConfigRequest) GetName() string
```

GetName returns the Name field if non-nil, zero value otherwise.

## GetNameOk

```
func (o *ModelsBuildConfigRequest) GetNameOk() (*string, bool)
```

GetNameOk returns a tuple with the Name field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetName

```
func (o *ModelsBuildConfigRequest) SetName(v string)
```

SetName sets Name field to given value.

## HasName

```
func (o *ModelsBuildConfigRequest) HasName() bool
```

HasName returns a boolean if a field has been set.

## GetResources

```
func (o *ModelsBuildConfigRequest) GetResources() []ModelsResourcesFullJsonCustomBinder
```

GetResources returns the Resources field if non-nil, zero value otherwise.

## GetResourcesOk

```
func (o *ModelsBuildConfigRequest) GetResourcesOk() (*[]ModelsResourcesFullJsonCustomBinder, bool)
```

GetResourcesOk returns a tuple with the Resources field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetResources

```
func (o *ModelsBuildConfigRequest) SetResources(v []ModelsResourcesFullJsonCustomBinder)
```

SetResources sets Resources field to given value.

## HasResources

```
func (o *ModelsBuildConfigRequest) HasResources() bool
```

HasResources returns a boolean if a field has been set.

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# ModelsBuildConfigResponse

## Properties

Name	Type	Description	Notes
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Id</b>	Pointer to <b>string</b>		[optional]
<b>Name</b>	Pointer to <b>string</b>		[optional]
<b>Resources</b>	Pointer to <b>[]ModelsResourcesFullJsonCustomBinder</b>		[optional]

## Methods

### NewModelsBuildConfigResponse

```
func NewModelsBuildConfigResponse() *ModelsBuildConfigResponse
```

NewModelsBuildConfigResponse instantiates a new ModelsBuildConfigResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewModelsBuildConfigResponseWithDefaults

```
func NewModelsBuildConfigResponseWithDefaults() *ModelsBuildConfigResponse
```

NewModelsBuildConfigResponseWithDefaults instantiates a new ModelsBuildConfigResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetDescription

```
func (o *ModelsBuildConfigResponse) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

### GetDescriptionOk

```
func (o *ModelsBuildConfigResponse) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetDescription

```
func (o *ModelsBuildConfigResponse) SetDescription(v string)
```

SetDescription sets Description field to given value.

### HasDescription

```
func (o *ModelsBuildConfigResponse) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

### GetId

```
func (o *ModelsBuildConfigResponse) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.



## GetIdOk

```
func (o *ModelsBuildConfigResponse) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetId

```
func (o *ModelsBuildConfigResponse) SetId(v string)
```

SetId sets Id field to given value.

## HasId

```
func (o *ModelsBuildConfigResponse) HasId() bool
```

HasId returns a boolean if a field has been set.

## GetName

```
func (o *ModelsBuildConfigResponse) GetName() string
```

GetName returns the Name field if non-nil, zero value otherwise.

## GetNameOk

```
func (o *ModelsBuildConfigResponse) GetNameOk() (*string, bool)
```

GetNameOk returns a tuple with the Name field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetName

```
func (o *ModelsBuildConfigResponse) SetName(v string)
```

SetName sets Name field to given value.

## HasName

```
func (o *ModelsBuildConfigResponse) HasName() bool
```

HasName returns a boolean if a field has been set.

## GetResources

```
func (o *ModelsBuildConfigResponse) GetResources() []ModelsResourcesFullJsonCustomBinder
```

GetResources returns the Resources field if non-nil, zero value otherwise.

## GetResourcesOk

```
func (o *ModelsBuildConfigResponse) GetResourcesOk() (*[]ModelsResourcesFullJsonCustomBinder, bool)
```

GetResourcesOk returns a tuple with the Resources field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetResources

```
func (o *ModelsBuildConfigResponse) SetResources(v []ModelsResourcesFullJsonCustomBinder)
```

SetResources sets Resources field to given value.

## HasResources

```
func (o *ModelsBuildConfigResponse) HasResources() bool
```

HasResources returns a boolean if a field has been set.

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## ModelsResourcesDeleteResponse

### Properties

Name	Type	Description	Notes
<b>ErrorEcpBackend</b>	Pointer to <b>DeleteClusterResponseErrorClusterBackend</b>		[optional]

### Methods

#### NewModelsResourcesDeleteResponse

```
func NewModelsResourcesDeleteResponse() *ModelsResourcesDeleteResponse
```

NewModelsResourcesDeleteResponse instantiates a new ModelsResourcesDeleteResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

#### NewModelsResourcesDeleteResponseWithDefaults

```
func NewModelsResourcesDeleteResponseWithDefaults() *ModelsResourcesDeleteResponse
```

NewModelsResourcesDeleteResponseWithDefaults instantiates a new ModelsResourcesDeleteResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

#### GetErrorEcpBackend

```
func (o *ModelsResourcesDeleteResponse) GetErrorEcpBackend() DeleteClusterResponseErrorClusterBackend
```

GetErrorEcpBackend returns the ErrorEcpBackend field if non-nil, zero value otherwise.

#### GetErrorEcpBackendOk

```
func (o *ModelsResourcesDeleteResponse) GetErrorEcpBackendOk() (*DeleteClusterResponseErrorClusterBackend, bool)
```

GetErrorEcpBackendOk returns a tuple with the ErrorEcpBackend field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

#### SetErrorEcpBackend

```
func (o *ModelsResourcesDeleteResponse) SetErrorEcpBackend(v DeleteClusterResponseErrorClusterBackend)
```

SetErrorEcpBackend sets ErrorEcpBackend field to given value.

#### HasErrorEcpBackend

```
func (o *ModelsResourcesDeleteResponse) HasErrorEcpBackend() bool
```

HasErrorEcpBackend returns a boolean if a field has been set.

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# ModelsResourcesFullJsonCustomBinder

## Properties

Name	Type	Description	Notes
<b>Resource</b>	Pointer to <b>string</b>		[optional]
<b>ResourceValues</b>	Pointer to <b>[]ModelsResourcesFullJsonValuesCustom1</b>		[optional]

## Methods

### NewModelsResourcesFullJsonCustomBinder

```
func NewModelsResourcesFullJsonCustomBinder() *ModelsResourcesFullJsonCustomBinder
```

NewModelsResourcesFullJsonCustomBinder instantiates a new ModelsResourcesFullJsonCustomBinder object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewModelsResourcesFullJsonCustomBinderWithDefaults

```
func NewModelsResourcesFullJsonCustomBinderWithDefaults() *ModelsResourcesFullJsonCustomBinder
```

NewModelsResourcesFullJsonCustomBinderWithDefaults instantiates a new ModelsResourcesFullJsonCustomBinder object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetResource

```
func (o *ModelsResourcesFullJsonCustomBinder) GetResource() string
```

GetResource returns the Resource field if non-nil, zero value otherwise.

### GetResourceOk

```
func (o *ModelsResourcesFullJsonCustomBinder) GetResourceOk() (*string, bool)
```

GetResourceOk returns a tuple with the Resource field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetResource

```
func (o *ModelsResourcesFullJsonCustomBinder) SetResource(v string)
```

SetResource sets Resource field to given value.

### HasResource

```
func (o *ModelsResourcesFullJsonCustomBinder) HasResource() bool
```

HasResource returns a boolean if a field has been set.

### GetResourceValues

```
func (o *ModelsResourcesFullJsonCustomBinder) GetResourceValues() []ModelsResourcesFullJsonValuesCustom1
```

GetResourceValues returns the ResourceValues field if non-nil, zero value otherwise.

## GetResourceValuesOk

```
func (o *ModelsResourcesFullJsonCustomBinder) GetResourceValuesOk() (*[]ModelsResourcesFullJsonValuesCustom1, bool)
```

GetResourceValuesOk returns a tuple with the ResourceValues field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetResourceValues

```
func (o *ModelsResourcesFullJsonCustomBinder) SetResourceValues(v []ModelsResourcesFullJsonValuesCustom1)
```

SetResourceValues sets ResourceValues field to given value.

## HasResourceValues

```
func (o *ModelsResourcesFullJsonCustomBinder) HasResourceValues() bool
```

HasResourceValues returns a boolean if a field has been set.

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# ModelsResourcesFullJsonValuesCustom1

## Properties

Name	Type	Description	Notes
<b>Key</b>	Pointer to <b>string</b>		[optional]
<b>Value</b>	Pointer to <b>map[string]interface{}</b>		[optional]

## Methods

### NewModelsResourcesFullJsonValuesCustom1

```
func NewModelsResourcesFullJsonValuesCustom1() *ModelsResourcesFullJsonValuesCustom1
```

NewModelsResourcesFullJsonValuesCustom1 instantiates a new ModelsResourcesFullJsonValuesCustom1 object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewModelsResourcesFullJsonValuesCustom1WithDefaults

```
func NewModelsResourcesFullJsonValuesCustom1WithDefaults() *ModelsResourcesFullJsonValuesCustom1
```

NewModelsResourcesFullJsonValuesCustom1WithDefaults instantiates a new ModelsResourcesFullJsonValuesCustom1 object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetKey

```
func (o *ModelsResourcesFullJsonValuesCustom1) GetKey() string
```

GetKey returns the Key field if non-nil, zero value otherwise.

## GetKeyOk

```
func (o *ModelsResourcesFullJsonValuesCustom1) GetKeyOk() (*string, bool)
```

GetKeyOk returns a tuple with the Key field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetKey

```
func (o *ModelsResourcesFullJsonValuesCustom1) SetKey(v string)
```

SetKey sets Key field to given value.

## HasKey

```
func (o *ModelsResourcesFullJsonValuesCustom1) HasKey() bool
```

HasKey returns a boolean if a field has been set.

## GetValue

```
func (o *ModelsResourcesFullJsonValuesCustom1) GetValue() map[string]interface{}
```

GetValue returns the Value field if non-nil, zero value otherwise.

## GetValueOk

```
func (o *ModelsResourcesFullJsonValuesCustom1) GetValueOk() (*map[string]interface{}, bool)
```

GetValueOk returns a tuple with the Value field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetValue

```
func (o *ModelsResourcesFullJsonValuesCustom1) SetValue(v map[string]interface{})
```

SetValue sets Value field to given value.

## HasValue

```
func (o *ModelsResourcesFullJsonValuesCustom1) HasValue() bool
```

HasValue returns a boolean if a field has been set.

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# ModelsResourcesFullJsonValuesCustom2

## Properties

Name	Type	Description	Notes
<b>Key</b>	Pointer to <b>string</b>		[optional]
<b>Value</b>	Pointer to <b>map[string]interface{}</b>		[optional]

## Methods

### NewModelsResourcesFullJsonValuesCustom2

```
func NewModelsResourcesFullJsonValuesCustom2() *ModelsResourcesFullJsonValuesCustom2
```

NewModelsResourcesFullJsonValuesCustom2 instantiates a new ModelsResourcesFullJsonValuesCustom2 object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

## **NewModelsResourcesFullJsonValuesCustom2WithDefaults**

```
func NewModelsResourcesFullJsonValuesCustom2WithDefaults() *ModelsResourcesFullJsonValuesCustom2
```

NewModelsResourcesFullJsonValuesCustom2WithDefaults instantiates a new ModelsResourcesFullJsonValuesCustom2 object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### **GetKey**

```
func (o *ModelsResourcesFullJsonValuesCustom2) GetKey() string
```

GetKey returns the Key field if non-nil, zero value otherwise.

### **GetKeyOk**

```
func (o *ModelsResourcesFullJsonValuesCustom2) GetKeyOk() (*string, bool)
```

GetKeyOk returns a tuple with the Key field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetKey**

```
func (o *ModelsResourcesFullJsonValuesCustom2) SetKey(v string)
```

SetKey sets Key field to given value.

### **HasKey**

```
func (o *ModelsResourcesFullJsonValuesCustom2) HasKey() bool
```

HasKey returns a boolean if a field has been set.

### **GetValue**

```
func (o *ModelsResourcesFullJsonValuesCustom2) GetValue() map[string]interface{}
```

GetValue returns the Value field if non-nil, zero value otherwise.

### **GetValueOk**

```
func (o *ModelsResourcesFullJsonValuesCustom2) GetValueOk() (*map[string]interface{}, bool)
```

GetValueOk returns a tuple with the Value field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetValue**

```
func (o *ModelsResourcesFullJsonValuesCustom2) SetValue(v map[string]interface{})
```

SetValue sets Value field to given value.

### **HasValue**

```
func (o *ModelsResourcesFullJsonValuesCustom2) HasValue() bool
```

HasValue returns a boolean if a field has been set.

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# ModelsResourcesRequest

## Properties

Name	Type	Description	Notes
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>File</b>	Pointer to <b>string</b>		[optional]
<b>Name</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewModelsResourcesRequest

```
func NewModelsResourcesRequest() *ModelsResourcesRequest
```

NewModelsResourcesRequest instantiates a new ModelsResourcesRequest object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewModelsResourcesRequestWithDefaults

```
func NewModelsResourcesRequestWithDefaults() *ModelsResourcesRequest
```

NewModelsResourcesRequestWithDefaults instantiates a new ModelsResourcesRequest object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetDescription

```
func (o *ModelsResourcesRequest) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

### GetDescriptionOk

```
func (o *ModelsResourcesRequest) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetDescription

```
func (o *ModelsResourcesRequest) SetDescription(v string)
```

SetDescription sets Description field to given value.

### HasDescription

```
func (o *ModelsResourcesRequest) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

### GetFile

```
func (o *ModelsResourcesRequest) GetFile() string
```

GetFile returns the File field if non-nil, zero value otherwise.

## GetFileOk

```
func (o *ModelsResourcesRequest) GetFileOk() (*string, bool)
```

GetFileOk returns a tuple with the File field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetFile

```
func (o *ModelsResourcesRequest) SetFile(v string)
```

SetFile sets File field to given value.

## HasFile

```
func (o *ModelsResourcesRequest) HasFile() bool
```

HasFile returns a boolean if a field has been set.

## GetName

```
func (o *ModelsResourcesRequest) GetName() string
```

GetName returns the Name field if non-nil, zero value otherwise.

## GetNameOk

```
func (o *ModelsResourcesRequest) GetNameOk() (*string, bool)
```

GetNameOk returns a tuple with the Name field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetName

```
func (o *ModelsResourcesRequest) SetName(v string)
```

SetName sets Name field to given value.

## HasName

```
func (o *ModelsResourcesRequest) HasName() bool
```

HasName returns a boolean if a field has been set.

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# ModelsResourcesResponse

## Properties

Name	Type	Description	Notes
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>File</b>	Pointer to <b>string</b>		[optional]
<b>Id</b>	Pointer to <b>string</b>		[optional]
<b>Name</b>	Pointer to <b>string</b>		[optional]



## Methods

### NewModelsResourcesResponse

```
func NewModelsResourcesResponse() *ModelsResourcesResponse
```

NewModelsResourcesResponse instantiates a new ModelsResourcesResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewModelsResourcesResponseWithDefaults

```
func NewModelsResourcesResponseWithDefaults() *ModelsResourcesResponse
```

NewModelsResourcesResponseWithDefaults instantiates a new ModelsResourcesResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetDescription

```
func (o *ModelsResourcesResponse) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

### GetDescriptionOk

```
func (o *ModelsResourcesResponse) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetDescription

```
func (o *ModelsResourcesResponse) SetDescription(v string)
```

SetDescription sets Description field to given value.

### HasDescription

```
func (o *ModelsResourcesResponse) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

### GetFile

```
func (o *ModelsResourcesResponse) GetFile() string
```

GetFile returns the File field if non-nil, zero value otherwise.

### GetFileOk

```
func (o *ModelsResourcesResponse) GetFileOk() (*string, bool)
```

GetFileOk returns a tuple with the File field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetFile

```
func (o *ModelsResourcesResponse) SetFile(v string)
```

SetFile sets File field to given value.

## HasFile

```
func (o *ModelsResourcesResponse) HasFile() bool
```

HasFile returns a boolean if a field has been set.

## GetId

```
func (o *ModelsResourcesResponse) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

## GetIdOk

```
func (o *ModelsResourcesResponse) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetId

```
func (o *ModelsResourcesResponse) SetId(v string)
```

SetId sets Id field to given value.

## HasId

```
func (o *ModelsResourcesResponse) HasId() bool
```

HasId returns a boolean if a field has been set.

## GetName

```
func (o *ModelsResourcesResponse) GetName() string
```

GetName returns the Name field if non-nil, zero value otherwise.

## GetNameOk

```
func (o *ModelsResourcesResponse) GetNameOk() (*string, bool)
```

GetNameOk returns a tuple with the Name field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetName

```
func (o *ModelsResourcesResponse) SetName(v string)
```

SetName sets Name field to given value.

## HasName

```
func (o *ModelsResourcesResponse) HasName() bool
```

HasName returns a boolean if a field has been set.

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# ModelsResourcesResponseList

## Properties

Name	Type	Description	Notes
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Id</b>	Pointer to <b>string</b>		[optional]
<b>Name</b>	Pointer to <b>string</b>		[optional]
<b>Params</b>	Pointer to [] <b>string</b>		[optional]
<b>ParamsId</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewModelsResourcesResponseList

```
func NewModelsResourcesResponseList() *ModelsResourcesResponseList
```

NewModelsResourcesResponseList instantiates a new ModelsResourcesResponseList object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewModelsResourcesResponseListWithDefaults

```
func NewModelsResourcesResponseListWithDefaults() *ModelsResourcesResponseList
```

NewModelsResourcesResponseListWithDefaults instantiates a new ModelsResourcesResponseList object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetDescription

```
func (o *ModelsResourcesResponseList) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

### GetDescriptionOk

```
func (o *ModelsResourcesResponseList) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetDescription

```
func (o *ModelsResourcesResponseList) SetDescription(v string)
```

SetDescription sets Description field to given value.

### HasDescription

```
func (o *ModelsResourcesResponseList) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

### GetId

```
func (o *ModelsResourcesResponseList) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

### GetIdOk

```
func (o *ModelsResourcesResponseList) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetId

```
func (o *ModelsResourcesResponseList) SetId(v string)
```

SetId sets Id field to given value.

## HasId

```
func (o *ModelsResourcesResponseList) HasId() bool
```

HasId returns a boolean if a field has been set.

## GetName

```
func (o *ModelsResourcesResponseList) GetName() string
```

GetName returns the Name field if non-nil, zero value otherwise.

## GetNameOk

```
func (o *ModelsResourcesResponseList) GetNameOk() (*string, bool)
```

GetNameOk returns a tuple with the Name field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetName

```
func (o *ModelsResourcesResponseList) SetName(v string)
```

SetName sets Name field to given value.

## HasName

```
func (o *ModelsResourcesResponseList) HasName() bool
```

HasName returns a boolean if a field has been set.

## GetParams

```
func (o *ModelsResourcesResponseList) GetParams() []string
```

GetParams returns the Params field if non-nil, zero value otherwise.

## GetParamsOk

```
func (o *ModelsResourcesResponseList) GetParamsOk() (*[]string, bool)
```

GetParamsOk returns a tuple with the Params field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetParams

```
func (o *ModelsResourcesResponseList) SetParams(v []string)
```

SetParams sets Params field to given value.

## HasParams

```
func (o *ModelsResourcesResponseList) HasParams() bool
```

HasParams returns a boolean if a field has been set.

## GetParamsId

```
func (o *ModelsResourcesResponseList) GetParamsId() string
```

GetParamsId returns the ParamsId field if non-nil, zero value otherwise.

## GetParamsIdOk

```
func (o *ModelsResourcesResponseList) GetParamsIdOk() (*string, bool)
```

GetParamsIdOk returns a tuple with the ParamsId field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetParamsId

```
func (o *ModelsResourcesResponseList) SetParamsId(v string)
```

SetParamsId sets ParamsId field to given value.

## HasParamsId

```
func (o *ModelsResourcesResponseList) HasParamsId() bool
```

HasParamsId returns a boolean if a field has been set.

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# ModelsResourcesResponseShow

## Properties

Name	Type	Description	Notes
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>File</b>	Pointer to <b>string</b>		[optional]
<b>Id</b>	Pointer to <b>string</b>		[optional]
<b>Name</b>	Pointer to <b>string</b>		[optional]
<b>Params</b>	Pointer to [] <b>string</b>		[optional]
<b>ParamsId</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewModelsResourcesResponseShow

```
func NewModelsResourcesResponseShow() *ModelsResourcesResponseShow
```

NewModelsResourcesResponseShow instantiates a new ModelsResourcesResponseShow object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewModelsResourcesResponseShowWithDefaults

```
func NewModelsResourcesResponseShowWithDefaults() *ModelsResourcesResponseShow
```

NewModelsResourcesResponseShowWithDefaults instantiates a new ModelsResourcesResponseShow object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetDescription

```
func (o *ModelsResourcesResponseShow) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

## GetDescriptionOk

```
func (o *ModelsResourcesResponseShow) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetDescription

```
func (o *ModelsResourcesResponseShow) SetDescription(v string)
```

SetDescription sets Description field to given value.

## HasDescription

```
func (o *ModelsResourcesResponseShow) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

## GetFile

```
func (o *ModelsResourcesResponseShow) GetFile() string
```

GetFile returns the File field if non-nil, zero value otherwise.

## GetFileOk

```
func (o *ModelsResourcesResponseShow) GetFileOk() (*string, bool)
```

GetFileOk returns a tuple with the File field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetFile

```
func (o *ModelsResourcesResponseShow) SetFile(v string)
```

SetFile sets File field to given value.

## HasFile

```
func (o *ModelsResourcesResponseShow) HasFile() bool
```

HasFile returns a boolean if a field has been set.

## GetId

```
func (o *ModelsResourcesResponseShow) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

## GetIdOk

```
func (o *ModelsResourcesResponseShow) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetId

```
func (o *ModelsResourcesResponseShow) SetId(v string)
```

SetId sets Id field to given value.

## HasId

```
func (o *ModelsResourcesResponseShow) HasId() bool
```

HasId returns a boolean if a field has been set.

## GetName

```
func (o *ModelsResourcesResponseShow) GetName() string
```

GetName returns the Name field if non-nil, zero value otherwise.

## GetNameOk

```
func (o *ModelsResourcesResponseShow) GetNameOk() (*string, bool)
```

GetNameOk returns a tuple with the Name field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetName

```
func (o *ModelsResourcesResponseShow) SetName(v string)
```

SetName sets Name field to given value.

## HasName

```
func (o *ModelsResourcesResponseShow) HasName() bool
```

HasName returns a boolean if a field has been set.

## GetParams

```
func (o *ModelsResourcesResponseShow) GetParams() []string
```

GetParams returns the Params field if non-nil, zero value otherwise.

## GetParamsOk

```
func (o *ModelsResourcesResponseShow) GetParamsOk() (*[]string, bool)
```

GetParamsOk returns a tuple with the Params field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetParams

```
func (o *ModelsResourcesResponseShow) SetParams(v []string)
```

SetParams sets Params field to given value.

## HasParams

```
func (o *ModelsResourcesResponseShow) HasParams() bool
```

HasParams returns a boolean if a field has been set.

## GetParamsId

```
func (o *ModelsResourcesResponseShow) GetParamsId() string
```

GetParamsId returns the ParamsId field if non-nil, zero value otherwise.

## GetParamsIdOk

```
func (o *ModelsResourcesResponseShow) GetParamsIdOk() (*string, bool)
```

GetParamsIdOk returns a tuple with the ParamsId field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetParamsId

```
func (o *ModelsResourcesResponseShow) SetParamsId(v string)
```

SetParamsId sets ParamsId field to given value.

## HasParamsId

```
func (o *ModelsResourcesResponseShow) HasParamsId() bool
```

HasParamsId returns a boolean if a field has been set.

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# ModelsResourcesSetParams

## Properties

Name	Type	Description	Notes
<b>Params</b>	Pointer to []string		[optional]

## Methods

### NewModelsResourcesSetParams

```
func NewModelsResourcesSetParams() *ModelsResourcesSetParams
```

NewModelsResourcesSetParams instantiates a new ModelsResourcesSetParams object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewModelsResourcesSetParamsWithDefaults

```
func NewModelsResourcesSetParamsWithDefaults() *ModelsResourcesSetParams
```

NewModelsResourcesSetParamsWithDefaults instantiates a new ModelsResourcesSetParams object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetParams

```
func (o *ModelsResourcesSetParams) GetParams() []string
```

GetParams returns the Params field if non-nil, zero value otherwise.



## GetParamsOk

```
func (o *ModelsResourcesSetParams) GetParamsOk() (*[]string, bool)
```

GetParamsOk returns a tuple with the Params field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetParams

```
func (o *ModelsResourcesSetParams) SetParams(v []string)
```

SetParams sets Params field to given value.

## HasParams

```
func (o *ModelsResourcesSetParams) HasParams() bool
```

HasParams returns a boolean if a field has been set.

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# ModelsResourcesSetParamsResponse

## Properties

Name	Type	Description	Notes
<b>Id</b>	Pointer to <b>string</b>		[optional]
<b>Params</b>	Pointer to <b>[]string</b>		[optional]
<b>ResourceId</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewModelsResourcesSetParamsResponse

```
func NewModelsResourcesSetParamsResponse() *ModelsResourcesSetParamsResponse
```

NewModelsResourcesSetParamsResponse instantiates a new ModelsResourcesSetParamsResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewModelsResourcesSetParamsResponseWithDefaults

```
func NewModelsResourcesSetParamsResponseWithDefaults() *ModelsResourcesSetParamsResponse
```

NewModelsResourcesSetParamsResponseWithDefaults instantiates a new ModelsResourcesSetParamsResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetId

```
func (o *ModelsResourcesSetParamsResponse) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

## GetIdOk

```
func (o *ModelsResourcesSetParamsResponse) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetId

```
func (o *ModelsResourcesSetParamsResponse) SetId(v string)
```

SetId sets Id field to given value.

## HasId

```
func (o *ModelsResourcesSetParamsResponse) HasId() bool
```

HasId returns a boolean if a field has been set.

## GetParams

```
func (o *ModelsResourcesSetParamsResponse) GetParams() []string
```

GetParams returns the Params field if non-nil, zero value otherwise.

## GetParamsOk

```
func (o *ModelsResourcesSetParamsResponse) GetParamsOk() (*[]string, bool)
```

GetParamsOk returns a tuple with the Params field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetParams

```
func (o *ModelsResourcesSetParamsResponse) SetParams(v []string)
```

SetParams sets Params field to given value.

## HasParams

```
func (o *ModelsResourcesSetParamsResponse) HasParams() bool
```

HasParams returns a boolean if a field has been set.

## GetResourceId

```
func (o *ModelsResourcesSetParamsResponse) GetResourceId() string
```

GetResourceId returns the ResourceId field if non-nil, zero value otherwise.

## GetResourceIdOk

```
func (o *ModelsResourcesSetParamsResponse) GetResourceIdOk() (*string, bool)
```

GetResourceIdOk returns a tuple with the ResourceId field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetResourceId

```
func (o *ModelsResourcesSetParamsResponse) SetResourceId(v string)
```

SetResourceId sets ResourceId field to given value.

## HasResourceId

```
func (o *ModelsResourcesSetParamsResponse) HasResourceId() bool
```

HasResourceId returns a boolean if a field has been set.

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## \OAuth2Api

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Description
<b>GetOAuth2Auth</b>	<b>Get</b> /oauth2/auth	OAuth 2.0 Authorize Endpoint
<b>GetOAuth2Token</b>	<b>Post</b> /oauth2/token	OAuth 2.0 Token Endpoint
<b>PostOAuth2Revoke</b>	<b>Post</b> /oauth2/revoke	Revoke a token (Access or Refresh)

## GetOAuth2Auth

GetOAuth2Auth(ctx).ClientId(clientId).ResponseType(responseType).ResponseMode(responseMode).RedirectUri(redirectUri).State

OAuth 2.0 Authorize Endpoint

### Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    clientId := "my-client-id" // string | Every client (**Website (MVC)**, **Website (SPA)**, **Mobile App**, **
    responseType := "code" // string | Expected response type: - `code` - `token` - `id_token` - ***hybrid*** (T
    responseMode := "form_post" // string | Expected response mode (`query`, `form_post`, `fragment`)
    redirectUri := "https://oauthdebugger.com/debug" // string | It tells the issuer where to redirect the brows
    state := "44f8343d-6f33-4f1e-b247-e91c535e3296" // string | The `state` is an value that is carried through
    scope := "openid offline" // string | Clients can request **additional information** or **'permissions'** vi
    codeChallengeMethod := "S256" // string | For [**PKCE**](https://tools.ietf.org/html/rfc7636) is **required*
    codeChallenge := "E3gptgCg6douTv-FoV2tEbTulu0F9yCLURgDX-fl0ZM" // string | For [**PKCE**](https://tools.ietf
    nonce := "4g7fvh6lhli" // string | A **nonce** (or number used once) is a random value that is used to preve

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.OAuth2Api.GetOAuth2Auth(context.Background()).ClientId(clientId).ResponseType(resp
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `OAuth2Api.GetOAuth2Auth`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
}
```

## Path Parameters

## Other Parameters

Other parameters are passed through a pointer to a `apiGetOAuth2AuthRequest` struct via the builder pattern

Name	Type	Description	Notes
<code>clientId</code>	<code>string</code>	Every client (Website (MVC), Website (SPA), Mobile App, Client (Service)... ) is identified by a client ID.   Unlike a client secret, the client ID is a public value that does not have to be protected.	
<code>responseType</code>	<code>string</code>	Expected response type: - 'code' - 'token' - 'id_token' - <i>hybrid</i> (The follow keys are admitted): - 'code' + 'token' - 'code' + 'token' + 'id_token' - 'code' + 'id_token'	
<code>responseMode</code>	<code>string</code>	Expected response mode ('query', 'form_post', 'fragment')	

Name	Type	Description	Notes
<b>redirectUri</b>	<b>string</b>	It tells the issuer where to redirect the browser back to when the flow is done.	
<b>state</b>	<b>string</b>	The 'state' is an value that is carried through the whole flow and returned to the client. This is used to prevent CSRF attacks.	

Name	Type	Description	Notes
<b>scope</b>	<b>string</b>	<p>Clients can request <b>additional information</b> or <b>‘permissions’</b> via <b>‘scopes’</b>.&lt;br/&gt;Additionally, ORY Hydra has pre-defined OAuth 2.0 Scope values: - <b>‘of-line_access’</b>: Include this scope if you wish to receive a refresh token. - <b>‘offline’</b>: alias for <b>‘of-line_access’</b>. - <b>‘openid’</b>: Include this scope if you wish to perform an OpenID Connect request.</p>	
<b>codeChallengeMethod</b>	<b>string</b>	<p>For <b>PKCE</b> is <b>required!!</b>, can be <b>‘plain’</b> (raw <b><i>code_verifier</i></b> <b>NOT</b> recommended) or <b>‘S256’</b> (<b><i>BASE64URL-ENCODE(SHA256(ASCII(code_verifier)))</i></b>).</p>	

Name	Type	Description	Notes
<b>codeChallenge</b>	<b>string</b>	For <b>PKCE</b> is required!!, a challenge derived from the <i>code_verifier</i> to be verified against later:   - 'code_verifier': ***High-entropy cryptographic random STRING using the unre-served characters [A-Z] / [a-z] / [0-9] / &quot;-&quot; / &quot;.&quot; / &quot;_&quot; / &quot;~&quot;;,  with a minimum length of 43 characters and a maximum length of 128 characters.***	
<b>nonce</b>	<b>string</b>	A <b>nonce</b> (or number used once) is a random value that is used to prevent replay attacks.	

## Return type

(empty response body)

## Authorization

No authorization required

## HTTP request headers

- **Content-Type:** Not defined
- **Accept:** Not defined

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## GetOAuth2Token

TokenResponse GetOAuth2Token(ctx).ClientId(clientId).ClientSecret(clientSecret).Code(code).CodeVerifier(codeVerifier).GrantType

OAuth 2.0 Token Endpoint

## Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    clientId := "clientId_example" // string | Need for **Authorization Code**, **PKCE** and **Client Credentials**
    clientSecret := "clientSecret_example" // string | Need for **Client Credentials**!!<br/> The `client_secret`
    code := "code_example" // string | Need for **Authorization Code** and **PKCE**!!<br/> It is the authorization
    codeVerifier := "codeVerifier_example" // string | Need for **Authorization Code** and **PKCE**!!<br/> `code`
    grantType := "grantType_example" // string | Grants Types according to Flows: - For **Authorization Code** a
    redirectUri := "redirectUri_example" // string | Need for **Authorization Code** and **PKCE**!!<br/> Tells t
    refreshToken := "refreshToken_example" // string | Need for **Refresh Grant**!!<br/> The presence of the ref
    scope := "scope_example" // string | Need for **Authorization Code**, **PKCE** and **Client Credentials**!!<br/>

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.OAuth2Api.GetOAuth2Token(context.Background()).ClientId(clientId).ClientSecret(clientSecret).Code(code).CodeVerifier(codeVerifier).GrantType(grantType).RedirectUri(redirectUri).RefreshToken(refreshToken).Scope(scope).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `OAuth2Api.GetOAuth2Token`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `GetOAuth2Token`: TokenResponse
    fmt.Fprintf(os.Stdout, "Response from `OAuth2Api.GetOAuth2Token`: %v\n", resp)
}
```

## Path Parameters

## Other Parameters

Other parameters are passed through a pointer to a apiGetOAuth2TokenRequest struct via the builder pattern



Name	Type	Description	Notes
<b>clientId</b>	<b>string</b>	Need for <b>Autho- rization Code, PKCE</b> and <b>Client Creden- tials!!&lt;br/&gt;</b> Every client (Website (MVC), Website (SPA), Mobile App, Client (Ser-vice)...) is identified by a client ID. Unlike a client secret, the client ID is a public value that does not have to be protected.	
<b>clientSecret</b>	<b>string</b>	Need for <b>Client Creden- tials!!&lt;br/&gt;</b> The ‘client_secret‘ is a secret known only to the appli-cation and the autho-rization server. It must be suffi-ciently random to not be guessable.	

Name	Type	Description	Notes
<b>code</b>	<b>string</b>	<p>Need for  <b>Autho-  rization  Code</b> and  <b>PKCE</b>!!&lt;br/&gt; It is the  authoriza-  tion code  generated  by the  authoriza-  tion server  with  \&amp;quot;Authorization  <b>Code</b>\&amp;quot;;  &amp;  \&amp;quot;<b>PKCE</b>\&amp;quot;;  flows.&lt;br/&gt; This code  is  relatively  short-  lived  depending  on the  OAuth  service  config.</p>	

Name	Type	Description	Notes
<b>codeVerifier</b>	<b>string</b>	Need for <b>Autho- rization Code</b> and <b>PKCE</b> !!  'code_verifier' = ***high- entropy crypto- graphic random STRING using the unre- served characters [A-Z] / [a-z] / [0-9] / '\&quot;- '\&quot; / '\&quot;.\&quot; '/ '\&quot;_\&quot; '/ '\&quot;~\&quot;, with a minimum length of 43 characters and a maximum length of 128 characters.***	
<b>grantType</b>	<b>string</b>	Grants Types according to Flows: - For <b>Autho- rization Code</b> and <b>PKCE</b> is required 'authoriza- tion_code'  - For <b>Client Creden- tials</b> is required 'client_credentials'  - For <b>Refresh Grant</b> is required 'refresh_token'.	

Name	Type	Description	Notes
<b>redirectUri</b>	<b>string</b>	Need for <b>Autho- rization Code</b> and <b>PKCE</b> !!  Tells the authoriza- tion server where to send the user back to after they approve the request. <i>If the client does not have it enabled, an error is re- turned.</i>	

Name	Type	Description	Notes
refreshToken	string	Need for <b>Refresh Grant!!</b>	
		The presence of the refresh token means that the access token will expire and you'll be able to get a new one without the user's interaction.	
		To use the refresh token, make a POST request to the service's token endpoint with 'grant_type=refresh_token', and include the refresh token as well as the client credentials.	

Name	Type	Description	Notes
scope	string	<p>Need for <b>Authorization Code, PKCE</b> and <b>Client Credentials</b>!!&lt;br/&gt;Scope is a way to limit an app's access to a user's data. Rather than granting complete access to a user's space, it is often useful to give apps a way to request a more limited scope of what they are allowed to do on behalf of a user.&lt;br/&gt;Additionally, ORY Hydra has pre-defined OAuth 2.0 Scope values: - 'offline_access': Include this scope if you wish to receive a refresh token. - 'offline': alias for 'offline_access'. - 'openid': Include this scope if you wish to</p>	

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

## TokenResponse

## Authorization

No authorization required

## HTTP request headers

- **Content-Type:** application/x-www-form-urlencoded
- **Accept:** application/json

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## PostOAuth2Revoke

```
PostOAuth2Revoke(ctx).ClientId(clientId).ClientSecret(clientSecret).Token(token).Execute()
```

Revoke a token (Access or Refresh)

## Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "
```

```
    ./openapi"
)
```

```
func main() {
```

```
    clientId := "clientId_example" // string | The client ID for the token to revoke.
    clientSecret := "clientSecret_example" // string | The client secret for the client ID
    token := "token_example" // string | Token to revoke and invalidate.
```

```
    configuration := openapiclient.NewConfiguration()
```

```
    api_client := openapiclient.NewAPIClient(configuration)
```

```
    resp, r, err := api_client.OAuth2Api.PostOAuth2Revoke(context.Background()).ClientId(clientId).ClientSecret(clientSecret).Token(token).Execute()
```

```
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `OAuth2Api.PostOAuth2Revoke`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
}
```

## Path Parameters

## Other Parameters

Other parameters are passed through a pointer to a `apiPostOAuth2RevokeRequest` struct via the builder pattern

Name	Type	Description	Notes
<b>clientId</b>	<b>string</b>	The client ID for the token to revoke.	
<b>clientSecret</b>	<b>string</b>	The client secret for the client ID	





```
}  
}
```

Path Parameters

Other Parameters

Other parameters are passed through a pointer to a `apiGetOpenIdSessionsLogoutRequest` struct via the builder pattern

Name	Type	Description	Notes
<code>idTokenHint</code>	<code>string</code>	When the user is redirected to the logout endpoint in a web site or similar, they will be prompted if they really want to sign-out.	
		This prompt can be bypassed by a client sending the original 'id_token' received from authentication.	
		This is passed as a query string parameter called 'id_token_hint'.	

Name	Type	Description	Notes
<b>postLogoutRedirectUri</b>	<b>string</b>	<p>If a valid 'id_token_hint' is passed, then the client may also send a 'post_logout_redirect_uri' parameter.&lt;br/&gt;This can be used to allow the user to redirect back to the client after sign-out.&lt;br/&gt;The value must match one of the client's pre-configured 'post_logout_redirect_uri'.</p> <p>The 'state' is an value that is carried through the whole flow and returned to the client.&lt;br/&gt;This is used to prevent CSRF attacks.</p>	

## Return type

(empty response body)

## Authorization

No authorization required

## HTTP request headers

- **Content-Type:** Not defined
- **Accept:** Not defined

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## GetOpenIdUserInfo

GetOpenIdUserInfo(ctx).Execute()

Get the Payload of the ID Token.

### Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.OpenIDApi.GetOpenIdUserInfo(context.Background()).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `OpenIDApi.GetOpenIdUserInfo`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
}
```

### Path Parameters

This endpoint does not need any parameter.

### Other Parameters

Other parameters are passed through a pointer to a `apiGetOpenIdUserInfoRequest` struct via the builder pattern

### Return type

(empty response body)

### Authorization

OAuth2Security, OAuth2Security, bearerAuth

### HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/jwt, application/json

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## \PropertiesApi

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Description
<b>ListProperties</b>	<b>Get</b> /spaces/{space}/collections/{collection-name}/things/{thing-id}/properties	List properties

Method	HTTP request	Description
<b>ShowProperty</b>	<b>Get</b> /spaces/{space}/collections/{collection-name}/things/{thing-id}/properties/{property}	Show property
<b>UpdateProperty</b>	<b>Put</b> /spaces/{space}/collections/{collection-name}/things/{thing-id}/properties/{property}	Update property

## ListProperties

```
map[string]interface{} ListProperties(ctx, space, collectionName, thingId).Execute()
```

List properties

### Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.PropertiesApi.ListProperties(context.Background(), space, collectionName, thingId)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `PropertiesApi.ListProperties`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ListProperties`: map[string]interface{}
    fmt.Fprintf(os.Stdout, "Response from `PropertiesApi.ListProperties`: %v\n", resp)
}
```

### Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>		
<b>collectionName</b>	<b>string</b>		
<b>thingId</b>	<b>string</b>		

### Other Parameters

Other parameters are passed through a pointer to a apiListPropertiesRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

### Return type

```
map[string]interface{}
```

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json, /

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ShowProperty

```
map[string]interface{} ShowProperty(ctx, space, collectionName, thingId, property).Execute()
```

Show property

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string |
    collectionName := "ElectronicBoards" // string |
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string |
    property := "memory" // string |

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.PropertiesApi.ShowProperty(context.Background(), space, collectionName, thingId, property)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `PropertiesApi.ShowProperty`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ShowProperty`: map[string]interface{}
    fmt.Fprintf(os.Stdout, "Response from `PropertiesApi.ShowProperty`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
thingId	string		
property	string		

Other Parameters

Other parameters are passed through a pointer to a apiShowPropertyRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

`map[string]interface{}`

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json, /

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## UpdateProperty

`map[string]interface{}` UpdateProperty(ctx, space, collectionName, thingId, property).RequestBody(requestBody).Execute()

Update property

## Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string /
    property := "memory" // string /
    requestBody := map[string]interface{}{"key": interface{}(123)} // map[string]interface{} / Update an existen

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.PropertiesApi.UpdateProperty(context.Background(), space, collectionName, thingId)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `PropertiesApi.UpdateProperty`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `UpdateProperty`: map[string]interface{}
    fmt.Fprintf(os.Stdout, "Response from `PropertiesApi.UpdateProperty`: %v\n", resp)
}
```

## Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	

Name	Type	Description	Notes
<b>space</b>	<b>string</b>		
<b>collectionName</b>	<b>string</b>		
<b>thingId</b>	<b>string</b>		
<b>property</b>	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a `apiUpdatePropertyRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

`requestBody` | `map[string]interface{}` | Update an existent thing by Id |

## Return type

`map[string]interface{}`

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json, /

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# PropertyBuildConfiguration

## Properties

Name	Type	Description	Notes
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Links</b>	Pointer to <code>[]ActionRunStatsLinks</code>		[optional]
<b>Title</b>	Pointer to <b>string</b>		[optional]
<b>Type</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewPropertyBuildConfiguration

```
func NewPropertyBuildConfiguration() *PropertyBuildConfiguration
```

`NewPropertyBuildConfiguration` instantiates a new `PropertyBuildConfiguration` object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewPropertyBuildConfigurationWithDefaults

```
func NewPropertyBuildConfigurationWithDefaults() *PropertyBuildConfiguration
```

NewPropertyBuildConfigurationWithDefaults instantiates a new PropertyBuildConfiguration object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### **GetDescription**

```
func (o *PropertyBuildConfiguration) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

### **GetDescriptionOk**

```
func (o *PropertyBuildConfiguration) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetDescription**

```
func (o *PropertyBuildConfiguration) SetDescription(v string)
```

SetDescription sets Description field to given value.

### **HasDescription**

```
func (o *PropertyBuildConfiguration) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

### **GetLinks**

```
func (o *PropertyBuildConfiguration) GetLinks() []ActionRunStatsLinks
```

GetLinks returns the Links field if non-nil, zero value otherwise.

### **GetLinksOk**

```
func (o *PropertyBuildConfiguration) GetLinksOk() (*[]ActionRunStatsLinks, bool)
```

GetLinksOk returns a tuple with the Links field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetLinks**

```
func (o *PropertyBuildConfiguration) SetLinks(v []ActionRunStatsLinks)
```

SetLinks sets Links field to given value.

### **HasLinks**

```
func (o *PropertyBuildConfiguration) HasLinks() bool
```

HasLinks returns a boolean if a field has been set.

### **GetTitle**

```
func (o *PropertyBuildConfiguration) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.



## GetTitleOk

```
func (o *PropertyBuildConfiguration) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetTitle

```
func (o *PropertyBuildConfiguration) SetTitle(v string)
```

SetTitle sets Title field to given value.

## HasTitle

```
func (o *PropertyBuildConfiguration) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

## GetType

```
func (o *PropertyBuildConfiguration) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

## GetTypeOk

```
func (o *PropertyBuildConfiguration) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetType

```
func (o *PropertyBuildConfiguration) SetType(v string)
```

SetType sets Type field to given value.

## HasType

```
func (o *PropertyBuildConfiguration) HasType() bool
```

HasType returns a boolean if a field has been set.

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# PropertyMasterNode

## Properties

Name	Type	Description	Notes
<b>Links</b>	Pointer to [] <b>ActionRunStatsLinks</b>		[optional]
<b>Title</b>	Pointer to <b>string</b>		[optional]
<b>Type</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewPropertyMasterNode

```
func NewPropertyMasterNode() *PropertyMasterNode
```

NewPropertyMasterNode instantiates a new PropertyMasterNode object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### **NewPropertyMasterNodeWithDefaults**

```
func NewPropertyMasterNodeWithDefaults() *PropertyMasterNode
```

NewPropertyMasterNodeWithDefaults instantiates a new PropertyMasterNode object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### **GetLinks**

```
func (o *PropertyMasterNode) GetLinks() []ActionRunStatsLinks
```

GetLinks returns the Links field if non-nil, zero value otherwise.

### **GetLinksOk**

```
func (o *PropertyMasterNode) GetLinksOk() (*[]ActionRunStatsLinks, bool)
```

GetLinksOk returns a tuple with the Links field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetLinks**

```
func (o *PropertyMasterNode) SetLinks(v []ActionRunStatsLinks)
```

SetLinks sets Links field to given value.

### **HasLinks**

```
func (o *PropertyMasterNode) HasLinks() bool
```

HasLinks returns a boolean if a field has been set.

### **GetTitle**

```
func (o *PropertyMasterNode) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

### **GetTitleOk**

```
func (o *PropertyMasterNode) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetTitle**

```
func (o *PropertyMasterNode) SetTitle(v string)
```

SetTitle sets Title field to given value.

### **HasTitle**

```
func (o *PropertyMasterNode) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

## GetType

```
func (o *PropertyMasterNode) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

## GetTypeOk

```
func (o *PropertyMasterNode) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetType

```
func (o *PropertyMasterNode) SetType(v string)
```

SetType sets Type field to given value.

## HasType

```
func (o *PropertyMasterNode) HasType() bool
```

HasType returns a boolean if a field has been set.

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# PropertyStatus

## Properties

Name	Type	Description	Notes
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Links</b>	Pointer to [] <b>ActionRunStatsLinks</b>		[optional]
<b>Title</b>	Pointer to <b>string</b>		[optional]
<b>Type</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewPropertyStatus

```
func NewPropertyStatus() *PropertyStatus
```

NewPropertyStatus instantiates a new PropertyStatus object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewPropertyStatusWithDefaults

```
func NewPropertyStatusWithDefaults() *PropertyStatus
```

NewPropertyStatusWithDefaults instantiates a new PropertyStatus object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetDescription

```
func (o *PropertyStatus) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

### **GetDescriptionOk**

```
func (o *PropertyStatus) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetDescription**

```
func (o *PropertyStatus) SetDescription(v string)
```

SetDescription sets Description field to given value.

### **HasDescription**

```
func (o *PropertyStatus) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

### **GetLinks**

```
func (o *PropertyStatus) GetLinks() []ActionRunStatsLinks
```

GetLinks returns the Links field if non-nil, zero value otherwise.

### **GetLinksOk**

```
func (o *PropertyStatus) GetLinksOk() (*[]ActionRunStatsLinks, bool)
```

GetLinksOk returns a tuple with the Links field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetLinks**

```
func (o *PropertyStatus) SetLinks(v []ActionRunStatsLinks)
```

SetLinks sets Links field to given value.

### **HasLinks**

```
func (o *PropertyStatus) HasLinks() bool
```

HasLinks returns a boolean if a field has been set.

### **GetTitle**

```
func (o *PropertyStatus) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

### **GetTitleOk**

```
func (o *PropertyStatus) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetTitle**

```
func (o *PropertyStatus) SetTitle(v string)
```

SetTitle sets Title field to given value.

## HasTitle

```
func (o *PropertyStatus) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

## GetType

```
func (o *PropertyStatus) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

## GetTypeOk

```
func (o *PropertyStatus) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetType

```
func (o *PropertyStatus) SetType(v string)
```

SetType sets Type field to given value.

## HasType

```
func (o *PropertyStatus) HasType() bool
```

HasType returns a boolean if a field has been set.

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# \ResourcesApi

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Description
<b>ResourceDelete</b>	<b>Delete</b> /spaces/{space}/resources/{resourceID}/	Delete Resources
<b>ResourcesCreate</b>	<b>Post</b> /spaces/{space}/resources/	Create Resources
<b>ResourcesGet</b>	<b>Get</b> /spaces/{space}/resources/{resourceID}/	Get Resources
<b>ResourcesList</b>	<b>Get</b> /spaces/{space}/resources/	List Resources
<b>ServiceDeleteParams</b>	<b>Delete</b> /spaces/{space}/resources/{resourceID}/params/{paramsID}	Delete params
<b>ServiceSetParams</b>	<b>Put</b> /spaces/{space}/resources/{resourceID}/params	Set custom params
<b>ServiceUpdate</b>	<b>Put</b> /spaces/{space}/resources/{resourceID}/	Update Resources
<b>ServiceUpdateParams</b>	<b>Put</b> /spaces/{space}/resources/{resourceID}/params/{paramsID}	Update custom params

## ResourceDelete

```
ModelsResourcesDeleteResponse ResourceDelete(ctx, space, resourceID).Execute()
```

Delete Resources

## Example

```
package main

import (
    "context"
```

```

    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string | Space ID
    resourceID := "01EYQHTQFM59W9098CF4GAHHK4" // string | Resource ID

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ResourcesApi.ResourceDelete(context.Background(), space, resourceID).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ResourcesApi.ResourceDelete`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ResourceDelete`: ModelsResourcesDeleteResponse
    fmt.Fprintf(os.Stdout, "Response from `ResourcesApi.ResourceDelete`: %v\n", resp)
}

```

## Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>	Space ID	
<b>resourceID</b>	<b>string</b>	Resource ID	

## Other Parameters

Other parameters are passed through a pointer to a `apiResourceDeleteRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

### ModelsResourcesDeleteResponse

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type**: Not defined
- **Accept**: application/json

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## ResourcesCreate

```
ModelsResourcesResponse ResourcesCreate(ctx, space).ModelsResourcesRequest(modelsResourcesRequest).Execute()
```

Create Resources

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string | Space ID
    modelsResourcesRequest := *openapiclient.NewModelsResourcesRequest() // ModelsResourcesRequest | Resource

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ResourcesApi.ResourcesCreate(context.Background(), space).ModelsResourcesRequest(r)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ResourcesApi.ResourcesCreate`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ResourcesCreate`: ModelsResourcesResponse
    fmt.Fprintf(os.Stdout, "Response from `ResourcesApi.ResourcesCreate`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string	Space ID	

Other Parameters

Other parameters are passed through a pointer to a apiResourcesCreateRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

`modelsResourcesRequest` | `ModelsResourcesRequest` | Resource |

Return type

`ModelsResourcesResponse`

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

# ResourcesGet

ModelsResourcesResponseShow ResourcesGet(ctx, space, resourceID).Execute()  
Get Resources

## Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string | Space ID
    resourceID := "01EYQHTQFM59W9098CF4GAHHK4" // string | Resource ID

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ResourcesApi.ResourcesGet(context.Background(), space, resourceID).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ResourcesApi.ResourcesGet`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ResourcesGet`: ModelsResourcesResponseShow
    fmt.Fprintf(os.Stdout, "Response from `ResourcesApi.ResourcesGet`: %v\n", resp)
}
```

## Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string	Space ID	
resourceID	string	Resource ID	

## Other Parameters

Other parameters are passed through a pointer to a apiResourcesGetRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

ModelsResourcesResponseShow

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- Content-Type: Not defined



- **Accept:** application/json

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## ResourcesList

```
DataPagingResources ResourcesList(ctx, space).Execute()
```

List Resources

### Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string | Space ID

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ResourcesApi.ResourcesList(context.Background(), space).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ResourcesApi.ResourcesList`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ResourcesList`: DataPagingResources
    fmt.Fprintf(os.Stdout, "Response from `ResourcesApi.ResourcesList`: %v\n", resp)
}
```

### Path Parameters

Name	Type	Description	Notes
ctx	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	<b>string</b>	Space ID	

### Other Parameters

Other parameters are passed through a pointer to a `apiResourcesListRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

### Return type

#### DataPagingResources

#### Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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ServiceDeleteParams

ModelsResourcesDeleteResponse ServiceDeleteParams(ctx, space, resourceID, paramsID).Execute()  
Delete params

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string | Space ID
    resourceID := "01EYQHTQFM59W9098CF4GAHHK4" // string | Resource ID
    paramsID := "01EYQWWAVKEHMOR18MZF1AHGFY" // string | Params ID

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ResourcesApi.ServiceDeleteParams(context.Background(), space, resourceID, paramsID)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ResourcesApi.ServiceDeleteParams`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ServiceDeleteParams`: ModelsResourcesDeleteResponse
    fmt.Fprintf(os.Stdout, "Response from `ResourcesApi.ServiceDeleteParams`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string	Space ID	
resourceID	string	Resource ID	
paramsID	string	Params ID	

Other Parameters

Other parameters are passed through a pointer to a apiServiceDeleteParamsRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

ModelsResourcesDeleteResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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ServiceSetParams

ModelsResourcesSetParamsResponse ServiceSetParams(ctx, space, resourceID).ModelsResourcesSetParams(modelsResourcesSetParamsRequest)

Set custom params

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string | Space ID
    resourceID := "01EYQHTQFM59W9098CF4GAHHK4" // string | Resource ID
    modelsResourcesSetParams := *openapiclient.NewModelsResourcesSetParams() // ModelsResourcesSetParams | Resource ID

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ResourcesApi.ServiceSetParams(context.Background(), space, resourceID).ModelsResourcesSetParams()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ResourcesApi.ServiceSetParams`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ServiceSetParams`: ModelsResourcesSetParamsResponse
    fmt.Fprintf(os.Stdout, "Response from `ResourcesApi.ServiceSetParams`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string	Space ID	
resourceID	string	Resource ID	

Other Parameters

Other parameters are passed through a pointer to a apiServiceSetParamsRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

ModelsResourcesSetParamsResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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ServiceUpdate

ModelsResourcesResponse ServiceUpdate(ctx, space, resourceID).ModelsResourcesRequest(modelsResourcesRequest).Execute()

Update Resources

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "openapi"
)

func main() {
    space := "altair" // string | Space ID
    resourceID := "01EYQHTQFM59W9098CF4GAHHK4" // string | Resource ID
    modelsResourcesRequest := *openapiclient.NewModelsResourcesRequest() // ModelsResourcesRequest | Resource

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ResourcesApi.ServiceUpdate(context.Background(), space, resourceID).ModelsResourcesRequest(modelsResourcesRequest).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ResourcesApi.ServiceUpdate`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ServiceUpdate`: ModelsResourcesResponse
    fmt.Fprintf(os.Stdout, "Response from `ResourcesApi.ServiceUpdate`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string	Space ID	
resourceID	string	Resource ID	

Other Parameters

Other parameters are passed through a pointer to a `apiServiceUpdateRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

`modelsResourcesRequest` | `ModelsResourcesRequest` | Resource |

Return type

`ModelsResourcesResponse`

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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ServiceUpdateParams

`ModelsResourcesSetParamsResponse` `ServiceUpdateParams`(ctx, space, resourceID, paramsID).`ModelsResourcesSetParams`(modelsR

Update custom params

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string | Space ID
    resourceID := "01EYQHTQFM59W9098CF4GAHHK4" // string | Resource ID
    paramsID := "01EYQWWAVKEHMOR18MZF1AHGFY" // string | Params ID
    modelsResourcesSetParams := *openapiclient.NewModelsResourcesSetParams() // ModelsResourcesSetParams | Resource ID

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ResourcesApi.ServiceUpdateParams(context.Background(), space, resourceID, paramsID)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ResourcesApi.ServiceUpdateParams`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ServiceUpdateParams`: ModelsResourcesSetParamsResponse
    fmt.Fprintf(os.Stdout, "Response from `ResourcesApi.ServiceUpdateParams`: %v\n", resp)
}
```

## Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>	Space ID	
<b>resourceID</b>	<b>string</b>	Resource ID	
<b>paramsID</b>	<b>string</b>	Params ID	

## Other Parameters

Other parameters are passed through a pointer to a `apiServiceUpdateParamsRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

`modelsResourcesSetParams` | `ModelsResourcesSetParams` | Resource |

## Return type

`ModelsResourcesSetParamsResponse`

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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# Secret

## Properties

Name	Type	Description	Notes
<b>ClientSecret</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewSecret

```
func NewSecret() *Secret
```

`NewSecret` instantiates a new `Secret` object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewSecretWithDefaults

```
func NewSecretWithDefaults() *Secret
```

`NewSecretWithDefaults` instantiates a new `Secret` object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetClientSecret

```
func (o *Secret) GetClientSecret() string
```

GetClientSecret returns the ClientSecret field if non-nil, zero value otherwise.

## GetClientSecretOk

```
func (o *Secret) GetClientSecretOk() (*string, bool)
```

GetClientSecretOk returns a tuple with the ClientSecret field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetClientSecret

```
func (o *Secret) SetClientSecret(v string)
```

SetClientSecret sets ClientSecret field to given value.

## HasClientSecret

```
func (o *Secret) HasClientSecret() bool
```

HasClientSecret returns a boolean if a field has been set.

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# ShowClusterResponse

## Properties

Name	Type	Description	Notes
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Properties</b>	Pointer to <b>ListClustersResponseElement1Properties</b>		[optional]
<b>Title</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewShowClusterResponse

```
func NewShowClusterResponse() *ShowClusterResponse
```

NewShowClusterResponse instantiates a new ShowClusterResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewShowClusterResponseWithDefaults

```
func NewShowClusterResponseWithDefaults() *ShowClusterResponse
```

NewShowClusterResponseWithDefaults instantiates a new ShowClusterResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetDescription

```
func (o *ShowClusterResponse) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

## GetDescriptionOk

```
func (o *ShowClusterResponse) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetDescription

```
func (o *ShowClusterResponse) SetDescription(v string)
```

SetDescription sets Description field to given value.

## HasDescription

```
func (o *ShowClusterResponse) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

## GetProperties

```
func (o *ShowClusterResponse) GetProperties() ListClustersResponseElement1Properties
```

GetProperties returns the Properties field if non-nil, zero value otherwise.

## GetPropertiesOk

```
func (o *ShowClusterResponse) GetPropertiesOk() (*ListClustersResponseElement1Properties, bool)
```

GetPropertiesOk returns a tuple with the Properties field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetProperties

```
func (o *ShowClusterResponse) SetProperties(v ListClustersResponseElement1Properties)
```

SetProperties sets Properties field to given value.

## HasProperties

```
func (o *ShowClusterResponse) HasProperties() bool
```

HasProperties returns a boolean if a field has been set.

## GetTitle

```
func (o *ShowClusterResponse) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

## GetTitleOk

```
func (o *ShowClusterResponse) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetTitle

```
func (o *ShowClusterResponse) SetTitle(v string)
```

SetTitle sets Title field to given value.



## HasTitle

```
func (o *ShowClusterResponse) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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## ThingCreateResponse

### Properties

Name	Type	Description	Notes
<b>Actions</b>	Pointer to <b>map[string]interface{}</b>		[optional]
<b>Collection</b>	Pointer to <b>string</b>		[optional]
<b>Credentials</b>	Pointer to <b>ThingCreateResponseCredentials</b>		[optional]
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Events</b>	Pointer to <b>map[string]interface{}</b>		[optional]
<b>Href</b>	Pointer to <b>string</b>		[optional]
<b>Id</b>	Pointer to <b>string</b>		[optional]
<b>Links</b>	Pointer to <b>[]ThingCreateResponseLinks</b>		[optional]
<b>Model</b>	Pointer to <b>ThingCreateResponseModel</b>		[optional]
<b>Properties</b>	Pointer to <b>map[string]interface{}</b>		[optional]
<b>Space</b>	Pointer to <b>string</b>		[optional]
<b>Title</b>	Pointer to <b>string</b>		[optional]
<b>Uid</b>	Pointer to <b>string</b>		[optional]

### Methods

#### NewThingCreateResponse

```
func NewThingCreateResponse() *ThingCreateResponse
```

NewThingCreateResponse instantiates a new ThingCreateResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

#### NewThingCreateResponseWithDefaults

```
func NewThingCreateResponseWithDefaults() *ThingCreateResponse
```

NewThingCreateResponseWithDefaults instantiates a new ThingCreateResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

#### GetActions

```
func (o *ThingCreateResponse) GetActions() map[string]interface{}
```

GetActions returns the Actions field if non-nil, zero value otherwise.

#### GetActionsOk

```
func (o *ThingCreateResponse) GetActionsOk() (*map[string]interface{}, bool)
```

GetActionsOk returns a tuple with the Actions field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetActions

```
func (o *ThingCreateResponse) SetActions(v map[string]interface{})
```

SetActions sets Actions field to given value.

## HasActions

```
func (o *ThingCreateResponse) HasActions() bool
```

HasActions returns a boolean if a field has been set.

## GetCollection

```
func (o *ThingCreateResponse) GetCollection() string
```

GetCollection returns the Collection field if non-nil, zero value otherwise.

## GetCollectionOk

```
func (o *ThingCreateResponse) GetCollectionOk() (*string, bool)
```

GetCollectionOk returns a tuple with the Collection field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetCollection

```
func (o *ThingCreateResponse) SetCollection(v string)
```

SetCollection sets Collection field to given value.

## HasCollection

```
func (o *ThingCreateResponse) HasCollection() bool
```

HasCollection returns a boolean if a field has been set.

## GetCredentials

```
func (o *ThingCreateResponse) GetCredentials() ThingCreateResponseCredentials
```

GetCredentials returns the Credentials field if non-nil, zero value otherwise.

## GetCredentialsOk

```
func (o *ThingCreateResponse) GetCredentialsOk() (*ThingCreateResponseCredentials, bool)
```

GetCredentialsOk returns a tuple with the Credentials field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetCredentials

```
func (o *ThingCreateResponse) SetCredentials(v ThingCreateResponseCredentials)
```

SetCredentials sets Credentials field to given value.

## HasCredentials

```
func (o *ThingCreateResponse) HasCredentials() bool
```

HasCredentials returns a boolean if a field has been set.

## **GetDescription**

```
func (o *ThingCreateResponse) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

## **GetDescriptionOk**

```
func (o *ThingCreateResponse) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetDescription**

```
func (o *ThingCreateResponse) SetDescription(v string)
```

SetDescription sets Description field to given value.

## **HasDescription**

```
func (o *ThingCreateResponse) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

## **GetEvents**

```
func (o *ThingCreateResponse) GetEvents() map[string]interface{}
```

GetEvents returns the Events field if non-nil, zero value otherwise.

## **GetEventsOk**

```
func (o *ThingCreateResponse) GetEventsOk() (*map[string]interface{}, bool)
```

GetEventsOk returns a tuple with the Events field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetEvents**

```
func (o *ThingCreateResponse) SetEvents(v map[string]interface{})
```

SetEvents sets Events field to given value.

## **HasEvents**

```
func (o *ThingCreateResponse) HasEvents() bool
```

HasEvents returns a boolean if a field has been set.

## **GetHref**

```
func (o *ThingCreateResponse) GetHref() string
```

GetHref returns the Href field if non-nil, zero value otherwise.

## **GetHrefOk**

```
func (o *ThingCreateResponse) GetHrefOk() (*string, bool)
```

GetHrefOk returns a tuple with the Href field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetHref

```
func (o *ThingCreateResponse) SetHref(v string)
```

SetHref sets Href field to given value.

## HasHref

```
func (o *ThingCreateResponse) HasHref() bool
```

HasHref returns a boolean if a field has been set.

## GetId

```
func (o *ThingCreateResponse) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

## GetIdOk

```
func (o *ThingCreateResponse) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetId

```
func (o *ThingCreateResponse) SetId(v string)
```

SetId sets Id field to given value.

## HasId

```
func (o *ThingCreateResponse) HasId() bool
```

HasId returns a boolean if a field has been set.

## GetLinks

```
func (o *ThingCreateResponse) GetLinks() []ThingCreateResponseLinks
```

GetLinks returns the Links field if non-nil, zero value otherwise.

## GetLinksOk

```
func (o *ThingCreateResponse) GetLinksOk() (*[]ThingCreateResponseLinks, bool)
```

GetLinksOk returns a tuple with the Links field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetLinks

```
func (o *ThingCreateResponse) SetLinks(v []ThingCreateResponseLinks)
```

SetLinks sets Links field to given value.

## HasLinks

```
func (o *ThingCreateResponse) HasLinks() bool
```

HasLinks returns a boolean if a field has been set.

## GetModel

```
func (o *ThingCreateResponse) GetModel() ThingCreateResponseModel
```

GetModel returns the Model field if non-nil, zero value otherwise.

## GetModelOk

```
func (o *ThingCreateResponse) GetModelOk() (*ThingCreateResponseModel, bool)
```

GetModelOk returns a tuple with the Model field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetModel

```
func (o *ThingCreateResponse) SetModel(v ThingCreateResponseModel)
```

SetModel sets Model field to given value.

## HasModel

```
func (o *ThingCreateResponse) HasModel() bool
```

HasModel returns a boolean if a field has been set.

## GetProperties

```
func (o *ThingCreateResponse) GetProperties() map[string]interface{}
```

GetProperties returns the Properties field if non-nil, zero value otherwise.

## GetPropertiesOk

```
func (o *ThingCreateResponse) GetPropertiesOk() (*map[string]interface{}, bool)
```

GetPropertiesOk returns a tuple with the Properties field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetProperties

```
func (o *ThingCreateResponse) SetProperties(v map[string]interface{})
```

SetProperties sets Properties field to given value.

## HasProperties

```
func (o *ThingCreateResponse) HasProperties() bool
```

HasProperties returns a boolean if a field has been set.

## GetSpace

```
func (o *ThingCreateResponse) GetSpace() string
```

GetSpace returns the Space field if non-nil, zero value otherwise.

## GetSpaceOk

```
func (o *ThingCreateResponse) GetSpaceOk() (*string, bool)
```

GetSpaceOk returns a tuple with the Space field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetSpace

```
func (o *ThingCreateResponse) SetSpace(v string)
```

SetSpace sets Space field to given value.

## HasSpace

```
func (o *ThingCreateResponse) HasSpace() bool
```

HasSpace returns a boolean if a field has been set.

## GetTitle

```
func (o *ThingCreateResponse) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

## GetTitleOk

```
func (o *ThingCreateResponse) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetTitle

```
func (o *ThingCreateResponse) SetTitle(v string)
```

SetTitle sets Title field to given value.

## HasTitle

```
func (o *ThingCreateResponse) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

## GetUid

```
func (o *ThingCreateResponse) GetUid() string
```

GetUid returns the Uid field if non-nil, zero value otherwise.

## GetUidOk

```
func (o *ThingCreateResponse) GetUidOk() (*string, bool)
```

GetUidOk returns a tuple with the Uid field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetUid

```
func (o *ThingCreateResponse) SetUid(v string)
```

SetUid sets Uid field to given value.

## HasUid

```
func (o *ThingCreateResponse) HasUid() bool
```

HasUid returns a boolean if a field has been set.

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# ThingCreateResponseCredentials

## Properties

Name	Type	Description	Notes
<b>Http</b>	Pointer to <b>ThingCreateResponseCredentialsHttp</b>		[optional]
<b>Mqtt</b>	Pointer to <b>ThingCreateResponseCredentialsMqtt</b>		[optional]

## Methods

### NewThingCreateResponseCredentials

```
func NewThingCreateResponseCredentials() *ThingCreateResponseCredentials
```

NewThingCreateResponseCredentials instantiates a new ThingCreateResponseCredentials object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewThingCreateResponseCredentialsWithDefaults

```
func NewThingCreateResponseCredentialsWithDefaults() *ThingCreateResponseCredentials
```

NewThingCreateResponseCredentialsWithDefaults instantiates a new ThingCreateResponseCredentials object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetHttp

```
func (o *ThingCreateResponseCredentials) GetHttp() ThingCreateResponseCredentialsHttp
```

GetHttp returns the Http field if non-nil, zero value otherwise.

### GetHttpOk

```
func (o *ThingCreateResponseCredentials) GetHttpOk() (*ThingCreateResponseCredentialsHttp, bool)
```

GetHttpOk returns a tuple with the Http field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetHttp

```
func (o *ThingCreateResponseCredentials) SetHttp(v ThingCreateResponseCredentialsHttp)
```

SetHttp sets Http field to given value.

### HasHttp

```
func (o *ThingCreateResponseCredentials) HasHttp() bool
```

HasHttp returns a boolean if a field has been set.

### GetMqtt

```
func (o *ThingCreateResponseCredentials) GetMqtt() ThingCreateResponseCredentialsMqtt
```

GetMqtt returns the Mqtt field if non-nil, zero value otherwise.

## GetMqttOk

```
func (o *ThingCreateResponseCredentials) GetMqttOk() (*ThingCreateResponseCredentialsMqtt, bool)
```

GetMqttOk returns a tuple with the Mqtt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetMqtt

```
func (o *ThingCreateResponseCredentials) SetMqtt(v ThingCreateResponseCredentialsMqtt)
```

SetMqtt sets Mqtt field to given value.

## HasMqtt

```
func (o *ThingCreateResponseCredentials) HasMqtt() bool
```

HasMqtt returns a boolean if a field has been set.

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# ThingCreateResponseCredentialsHttp

## Properties

Name	Type	Description	Notes
<b>ClientId</b>	Pointer to <b>string</b>		[optional]
<b>ClientSecret</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewThingCreateResponseCredentialsHttp

```
func NewThingCreateResponseCredentialsHttp() *ThingCreateResponseCredentialsHttp
```

NewThingCreateResponseCredentialsHttp instantiates a new ThingCreateResponseCredentialsHttp object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewThingCreateResponseCredentialsHttpWithDefaults

```
func NewThingCreateResponseCredentialsHttpWithDefaults() *ThingCreateResponseCredentialsHttp
```

NewThingCreateResponseCredentialsHttpWithDefaults instantiates a new ThingCreateResponseCredentialsHttp object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetClientId

```
func (o *ThingCreateResponseCredentialsHttp) GetClientId() string
```

GetClientId returns the ClientId field if non-nil, zero value otherwise.

## GetClientIdOk

```
func (o *ThingCreateResponseCredentialsHttp) GetClientIdOk() (*string, bool)
```

GetClientIdOk returns a tuple with the ClientId field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.



## SetClientId

```
func (o *ThingCreateResponseCredentialsHttp) SetClientId(v string)
```

SetClientId sets ClientId field to given value.

## HasClientId

```
func (o *ThingCreateResponseCredentialsHttp) HasClientId() bool
```

HasClientId returns a boolean if a field has been set.

## GetClientSecret

```
func (o *ThingCreateResponseCredentialsHttp) GetClientSecret() string
```

GetClientSecret returns the ClientSecret field if non-nil, zero value otherwise.

## GetClientSecretOk

```
func (o *ThingCreateResponseCredentialsHttp) GetClientSecretOk() (*string, bool)
```

GetClientSecretOk returns a tuple with the ClientSecret field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetClientSecret

```
func (o *ThingCreateResponseCredentialsHttp) SetClientSecret(v string)
```

SetClientSecret sets ClientSecret field to given value.

## HasClientSecret

```
func (o *ThingCreateResponseCredentialsHttp) HasClientSecret() bool
```

HasClientSecret returns a boolean if a field has been set.

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# ThingCreateResponseCredentialsMqtt

## Properties

Name	Type	Description	Notes
<b>Data</b>	Pointer to <b>ThingCreateResponseCredentialsMqttData</b>		[optional]
<b>Thing</b>	Pointer to <b>ThingCreateResponseCredentialsMqttThing</b>		[optional]

## Methods

### NewThingCreateResponseCredentialsMqtt

```
func NewThingCreateResponseCredentialsMqtt() *ThingCreateResponseCredentialsMqtt
```

NewThingCreateResponseCredentialsMqtt instantiates a new ThingCreateResponseCredentialsMqtt object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

## NewThingCreateResponseCredentialsMqttWithDefaults

```
func NewThingCreateResponseCredentialsMqttWithDefaults() *ThingCreateResponseCredentialsMqtt
```

NewThingCreateResponseCredentialsMqttWithDefaults instantiates a new ThingCreateResponseCredentialsMqtt object. This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetData

```
func (o *ThingCreateResponseCredentialsMqtt) GetData() ThingCreateResponseCredentialsMqttData
```

GetData returns the Data field if non-nil, zero value otherwise.

## GetDataOk

```
func (o *ThingCreateResponseCredentialsMqtt) GetDataOk() (*ThingCreateResponseCredentialsMqttData, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetData

```
func (o *ThingCreateResponseCredentialsMqtt) SetData(v ThingCreateResponseCredentialsMqttData)
```

SetData sets Data field to given value.

## HasData

```
func (o *ThingCreateResponseCredentialsMqtt) HasData() bool
```

HasData returns a boolean if a field has been set.

## GetThing

```
func (o *ThingCreateResponseCredentialsMqtt) GetThing() ThingCreateResponseCredentialsMqttThing
```

GetThing returns the Thing field if non-nil, zero value otherwise.

## GetThingOk

```
func (o *ThingCreateResponseCredentialsMqtt) GetThingOk() (*ThingCreateResponseCredentialsMqttThing, bool)
```

GetThingOk returns a tuple with the Thing field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetThing

```
func (o *ThingCreateResponseCredentialsMqtt) SetThing(v ThingCreateResponseCredentialsMqttThing)
```

SetThing sets Thing field to given value.

## HasThing

```
func (o *ThingCreateResponseCredentialsMqtt) HasThing() bool
```

HasThing returns a boolean if a field has been set.

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# ThingCreateResponseCredentialsMqttData

## Properties

Name	Type	Description	Notes
<b>Pwd</b>	Pointer to <b>string</b>		[optional]
<b>Username</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewThingCreateResponseCredentialsMqttData

```
func NewThingCreateResponseCredentialsMqttData() *ThingCreateResponseCredentialsMqttData
```

NewThingCreateResponseCredentialsMqttData instantiates a new ThingCreateResponseCredentialsMqttData object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewThingCreateResponseCredentialsMqttDataWithDefaults

```
func NewThingCreateResponseCredentialsMqttDataWithDefaults() *ThingCreateResponseCredentialsMqttData
```

NewThingCreateResponseCredentialsMqttDataWithDefaults instantiates a new ThingCreateResponseCredentialsMqttData object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetPwd

```
func (o *ThingCreateResponseCredentialsMqttData) GetPwd() string
```

GetPwd returns the Pwd field if non-nil, zero value otherwise.

### GetPwdOk

```
func (o *ThingCreateResponseCredentialsMqttData) GetPwdOk() (*string, bool)
```

GetPwdOk returns a tuple with the Pwd field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetPwd

```
func (o *ThingCreateResponseCredentialsMqttData) SetPwd(v string)
```

SetPwd sets Pwd field to given value.

### HasPwd

```
func (o *ThingCreateResponseCredentialsMqttData) HasPwd() bool
```

HasPwd returns a boolean if a field has been set.

### GetUsername

```
func (o *ThingCreateResponseCredentialsMqttData) GetUsername() string
```

GetUsername returns the Username field if non-nil, zero value otherwise.

## GetUsernameOk

```
func (o *ThingCreateResponseCredentialsMqttData) GetUsernameOk() (*string, bool)
```

GetUsernameOk returns a tuple with the Username field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetUsername

```
func (o *ThingCreateResponseCredentialsMqttData) SetUsername(v string)
```

SetUsername sets Username field to given value.

## HasUsername

```
func (o *ThingCreateResponseCredentialsMqttData) HasUsername() bool
```

HasUsername returns a boolean if a field has been set.

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# ThingCreateResponseCredentialsMqttThing

## Properties

Name	Type	Description	Notes
<b>Pwd</b>	Pointer to <b>string</b>		[optional]
<b>Username</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewThingCreateResponseCredentialsMqttThing

```
func NewThingCreateResponseCredentialsMqttThing() *ThingCreateResponseCredentialsMqttThing
```

NewThingCreateResponseCredentialsMqttThing instantiates a new ThingCreateResponseCredentialsMqttThing object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewThingCreateResponseCredentialsMqttThingWithDefaults

```
func NewThingCreateResponseCredentialsMqttThingWithDefaults() *ThingCreateResponseCredentialsMqttThing
```

NewThingCreateResponseCredentialsMqttThingWithDefaults instantiates a new ThingCreateResponseCredentialsMqttThing object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetPwd

```
func (o *ThingCreateResponseCredentialsMqttThing) GetPwd() string
```

GetPwd returns the Pwd field if non-nil, zero value otherwise.

## GetPwdOk

```
func (o *ThingCreateResponseCredentialsMqttThing) GetPwdOk() (*string, bool)
```

GetPwdOk returns a tuple with the Pwd field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetPwd

```
func (o *ThingCreateResponseCredentialsMqttThing) SetPwd(v string)
```

SetPwd sets Pwd field to given value.

## HasPwd

```
func (o *ThingCreateResponseCredentialsMqttThing) HasPwd() bool
```

HasPwd returns a boolean if a field has been set.

## GetUsername

```
func (o *ThingCreateResponseCredentialsMqttThing) GetUsername() string
```

GetUsername returns the Username field if non-nil, zero value otherwise.

## GetUsernameOk

```
func (o *ThingCreateResponseCredentialsMqttThing) GetUsernameOk() (*string, bool)
```

GetUsernameOk returns a tuple with the Username field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetUsername

```
func (o *ThingCreateResponseCredentialsMqttThing) SetUsername(v string)
```

SetUsername sets Username field to given value.

## HasUsername

```
func (o *ThingCreateResponseCredentialsMqttThing) HasUsername() bool
```

HasUsername returns a boolean if a field has been set.

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# ThingCreateResponseLinks

## Properties

Name	Type	Description	Notes
<b>Href</b>	Pointer to <b>string</b>		[optional]
<b>Rel</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewThingCreateResponseLinks

```
func NewThingCreateResponseLinks() *ThingCreateResponseLinks
```

NewThingCreateResponseLinks instantiates a new ThingCreateResponseLinks object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

## NewThingCreateResponseLinksWithDefaults

```
func NewThingCreateResponseLinksWithDefaults() *ThingCreateResponseLinks
```

NewThingCreateResponseLinksWithDefaults instantiates a new ThingCreateResponseLinks object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetHref

```
func (o *ThingCreateResponseLinks) GetHref() string
```

GetHref returns the Href field if non-nil, zero value otherwise.

### GetHrefOk

```
func (o *ThingCreateResponseLinks) GetHrefOk() (*string, bool)
```

GetHrefOk returns a tuple with the Href field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetHref

```
func (o *ThingCreateResponseLinks) SetHref(v string)
```

SetHref sets Href field to given value.

### HasHref

```
func (o *ThingCreateResponseLinks) HasHref() bool
```

HasHref returns a boolean if a field has been set.

### GetRel

```
func (o *ThingCreateResponseLinks) GetRel() string
```

GetRel returns the Rel field if non-nil, zero value otherwise.

### GetRelOk

```
func (o *ThingCreateResponseLinks) GetRelOk() (*string, bool)
```

GetRelOk returns a tuple with the Rel field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetRel

```
func (o *ThingCreateResponseLinks) SetRel(v string)
```

SetRel sets Rel field to given value.

### HasRel

```
func (o *ThingCreateResponseLinks) HasRel() bool
```

HasRel returns a boolean if a field has been set.

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# ThingCreateResponseModel

## Properties

Name	Type	Description	Notes
<b>Name</b>	Pointer to <b>string</b>		[optional]
<b>Version</b>	Pointer to <b>float32</b>		[optional]

## Methods

### NewThingCreateResponseModel

```
func NewThingCreateResponseModel() *ThingCreateResponseModel
```

NewThingCreateResponseModel instantiates a new ThingCreateResponseModel object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewThingCreateResponseModelWithDefaults

```
func NewThingCreateResponseModelWithDefaults() *ThingCreateResponseModel
```

NewThingCreateResponseModelWithDefaults instantiates a new ThingCreateResponseModel object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetName

```
func (o *ThingCreateResponseModel) GetName() string
```

GetName returns the Name field if non-nil, zero value otherwise.

### GetNameOk

```
func (o *ThingCreateResponseModel) GetNameOk() (*string, bool)
```

GetNameOk returns a tuple with the Name field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetName

```
func (o *ThingCreateResponseModel) SetName(v string)
```

SetName sets Name field to given value.

### HasName

```
func (o *ThingCreateResponseModel) HasName() bool
```

HasName returns a boolean if a field has been set.

### GetVersion

```
func (o *ThingCreateResponseModel) GetVersion() float32
```

GetVersion returns the Version field if non-nil, zero value otherwise.

## GetVersionOk

```
func (o *ThingCreateResponseModel) GetVersionOk() (*float32, bool)
```

GetVersionOk returns a tuple with the Version field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetVersion

```
func (o *ThingCreateResponseModel) SetVersion(v float32)
```

SetVersion sets Version field to given value.

## HasVersion

```
func (o *ThingCreateResponseModel) HasVersion() bool
```

HasVersion returns a boolean if a field has been set.

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# ThingListResponse

## Properties

Name	Type	Description	Notes
<b>Data</b>	Pointer to <code>[]ThingResponse</code>		[optional]
<b>Paging</b>	Pointer to <code>ActionDelayListResponsePaging</code>		[optional]

## Methods

### NewThingListResponse

```
func NewThingListResponse() *ThingListResponse
```

NewThingListResponse instantiates a new ThingListResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewThingListResponseWithDefaults

```
func NewThingListResponseWithDefaults() *ThingListResponse
```

NewThingListResponseWithDefaults instantiates a new ThingListResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetData

```
func (o *ThingListResponse) GetData() []ThingResponse
```

GetData returns the Data field if non-nil, zero value otherwise.

## GetDataOk

```
func (o *ThingListResponse) GetDataOk() (*[]ThingResponse, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.



## SetData

```
func (o *ThingListResponse) SetData(v []ThingResponse)
```

SetData sets Data field to given value.

## HasData

```
func (o *ThingListResponse) HasData() bool
```

HasData returns a boolean if a field has been set.

## GetPaging

```
func (o *ThingListResponse) GetPaging() ActionDelayListResponsePaging
```

GetPaging returns the Paging field if non-nil, zero value otherwise.

## GetPagingOk

```
func (o *ThingListResponse) GetPagingOk() (*ActionDelayListResponsePaging, bool)
```

GetPagingOk returns a tuple with the Paging field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetPaging

```
func (o *ThingListResponse) SetPaging(v ActionDelayListResponsePaging)
```

SetPaging sets Paging field to given value.

## HasPaging

```
func (o *ThingListResponse) HasPaging() bool
```

HasPaging returns a boolean if a field has been set.

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# ThingRequest

## Properties

Name	Type	Description	Notes
<b>Actions</b>	Pointer to <b>map[string]interface{}</b>		[optional]
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Events</b>	Pointer to <b>map[string]interface{}</b>		[optional]
<b>Properties</b>	Pointer to <b>map[string]interface{}</b>		[optional]
<b>Title</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewThingRequest

```
func NewThingRequest() *ThingRequest
```

NewThingRequest instantiates a new ThingRequest object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties

is changed

### **NewThingRequestWithDefaults**

```
func NewThingRequestWithDefaults() *ThingRequest
```

NewThingRequestWithDefaults instantiates a new ThingRequest object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### **GetActions**

```
func (o *ThingRequest) GetActions() map[string]interface{}
```

GetActions returns the Actions field if non-nil, zero value otherwise.

### **GetActionsOk**

```
func (o *ThingRequest) GetActionsOk() (*map[string]interface{}, bool)
```

GetActionsOk returns a tuple with the Actions field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetActions**

```
func (o *ThingRequest) SetActions(v map[string]interface{})
```

SetActions sets Actions field to given value.

### **HasActions**

```
func (o *ThingRequest) HasActions() bool
```

HasActions returns a boolean if a field has been set.

### **GetDescription**

```
func (o *ThingRequest) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

### **GetDescriptionOk**

```
func (o *ThingRequest) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetDescription**

```
func (o *ThingRequest) SetDescription(v string)
```

SetDescription sets Description field to given value.

### **HasDescription**

```
func (o *ThingRequest) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

## GetEvents

```
func (o *ThingRequest) GetEvents() map[string]interface{}
```

GetEvents returns the Events field if non-nil, zero value otherwise.

## GetEventsOk

```
func (o *ThingRequest) GetEventsOk() (*map[string]interface{}, bool)
```

GetEventsOk returns a tuple with the Events field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetEvents

```
func (o *ThingRequest) SetEvents(v map[string]interface{})
```

SetEvents sets Events field to given value.

## HasEvents

```
func (o *ThingRequest) HasEvents() bool
```

HasEvents returns a boolean if a field has been set.

## GetProperties

```
func (o *ThingRequest) GetProperties() map[string]interface{}
```

GetProperties returns the Properties field if non-nil, zero value otherwise.

## GetPropertiesOk

```
func (o *ThingRequest) GetPropertiesOk() (*map[string]interface{}, bool)
```

GetPropertiesOk returns a tuple with the Properties field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetProperties

```
func (o *ThingRequest) SetProperties(v map[string]interface{})
```

SetProperties sets Properties field to given value.

## HasProperties

```
func (o *ThingRequest) HasProperties() bool
```

HasProperties returns a boolean if a field has been set.

## GetTitle

```
func (o *ThingRequest) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

## GetTitleOk

```
func (o *ThingRequest) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetTitle

```
func (o *ThingRequest) SetTitle(v string)
```

SetTitle sets Title field to given value.

## HasTitle

```
func (o *ThingRequest) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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# ThingResponse

## Properties

Name	Type	Description	Notes
<b>Actions</b>	Pointer to <b>map[string]interface{}</b>		[optional]
<b>Collection</b>	Pointer to <b>string</b>		[optional]
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Events</b>	Pointer to <b>map[string]interface{}</b>		[optional]
<b>Href</b>	Pointer to <b>string</b>		[optional]
<b>Id</b>	Pointer to <b>string</b>		[optional]
<b>Links</b>	Pointer to <b>[]ThingCreateResponseLinks</b>		[optional]
<b>Model</b>	Pointer to <b>map[string]interface{}</b>		[optional]
<b>Properties</b>	Pointer to <b>map[string]interface{}</b>		[optional]
<b>Space</b>	Pointer to <b>string</b>		[optional]
<b>Title</b>	Pointer to <b>string</b>		[optional]
<b>Uid</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewThingResponse

```
func NewThingResponse() *ThingResponse
```

NewThingResponse instantiates a new ThingResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewThingResponseWithDefaults

```
func NewThingResponseWithDefaults() *ThingResponse
```

NewThingResponseWithDefaults instantiates a new ThingResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetActions

```
func (o *ThingResponse) GetActions() map[string]interface{}
```

GetActions returns the Actions field if non-nil, zero value otherwise.

## GetActionsOk

```
func (o *ThingResponse) GetActionsOk() (*map[string]interface{}, bool)
```

GetActionsOk returns a tuple with the Actions field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetActions**

```
func (o *ThingResponse) SetActions(v map[string]interface{})
```

SetActions sets Actions field to given value.

### **HasActions**

```
func (o *ThingResponse) HasActions() bool
```

HasActions returns a boolean if a field has been set.

### **GetCollection**

```
func (o *ThingResponse) GetCollection() string
```

GetCollection returns the Collection field if non-nil, zero value otherwise.

### **GetCollectionOk**

```
func (o *ThingResponse) GetCollectionOk() (*string, bool)
```

GetCollectionOk returns a tuple with the Collection field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetCollection**

```
func (o *ThingResponse) SetCollection(v string)
```

SetCollection sets Collection field to given value.

### **HasCollection**

```
func (o *ThingResponse) HasCollection() bool
```

HasCollection returns a boolean if a field has been set.

### **GetDescription**

```
func (o *ThingResponse) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

### **GetDescriptionOk**

```
func (o *ThingResponse) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetDescription**

```
func (o *ThingResponse) SetDescription(v string)
```

SetDescription sets Description field to given value.

## HasDescription

```
func (o *ThingResponse) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

## GetEvents

```
func (o *ThingResponse) GetEvents() map[string]interface{}
```

GetEvents returns the Events field if non-nil, zero value otherwise.

## GetEventsOk

```
func (o *ThingResponse) GetEventsOk() (*map[string]interface{}, bool)
```

GetEventsOk returns a tuple with the Events field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetEvents

```
func (o *ThingResponse) SetEvents(v map[string]interface{})
```

SetEvents sets Events field to given value.

## HasEvents

```
func (o *ThingResponse) HasEvents() bool
```

HasEvents returns a boolean if a field has been set.

## GetHref

```
func (o *ThingResponse) GetHref() string
```

GetHref returns the Href field if non-nil, zero value otherwise.

## GetHrefOk

```
func (o *ThingResponse) GetHrefOk() (*string, bool)
```

GetHrefOk returns a tuple with the Href field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetHref

```
func (o *ThingResponse) SetHref(v string)
```

SetHref sets Href field to given value.

## HasHref

```
func (o *ThingResponse) HasHref() bool
```

HasHref returns a boolean if a field has been set.

## GetId

```
func (o *ThingResponse) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

## GetIdOk

```
func (o *ThingResponse) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetId

```
func (o *ThingResponse) SetId(v string)
```

SetId sets Id field to given value.

## HasId

```
func (o *ThingResponse) HasId() bool
```

HasId returns a boolean if a field has been set.

## GetLinks

```
func (o *ThingResponse) GetLinks() []ThingCreateResponseLinks
```

GetLinks returns the Links field if non-nil, zero value otherwise.

## GetLinksOk

```
func (o *ThingResponse) GetLinksOk() (*[]ThingCreateResponseLinks, bool)
```

GetLinksOk returns a tuple with the Links field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetLinks

```
func (o *ThingResponse) SetLinks(v []ThingCreateResponseLinks)
```

SetLinks sets Links field to given value.

## HasLinks

```
func (o *ThingResponse) HasLinks() bool
```

HasLinks returns a boolean if a field has been set.

## GetModel

```
func (o *ThingResponse) GetModel() map[string]interface{}
```

GetModel returns the Model field if non-nil, zero value otherwise.

## GetModelOk

```
func (o *ThingResponse) GetModelOk() (*map[string]interface{}, bool)
```

GetModelOk returns a tuple with the Model field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetModel

```
func (o *ThingResponse) SetModel(v map[string]interface{})
```

SetModel sets Model field to given value.

## HasModel

```
func (o *ThingResponse) HasModel() bool
```

HasModel returns a boolean if a field has been set.

## GetProperties

```
func (o *ThingResponse) GetProperties() map[string]interface{}
```

GetProperties returns the Properties field if non-nil, zero value otherwise.

## GetPropertiesOk

```
func (o *ThingResponse) GetPropertiesOk() (*map[string]interface{}, bool)
```

GetPropertiesOk returns a tuple with the Properties field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetProperties

```
func (o *ThingResponse) SetProperties(v map[string]interface{})
```

SetProperties sets Properties field to given value.

## HasProperties

```
func (o *ThingResponse) HasProperties() bool
```

HasProperties returns a boolean if a field has been set.

## GetSpace

```
func (o *ThingResponse) GetSpace() string
```

GetSpace returns the Space field if non-nil, zero value otherwise.

## GetSpaceOk

```
func (o *ThingResponse) GetSpaceOk() (*string, bool)
```

GetSpaceOk returns a tuple with the Space field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetSpace

```
func (o *ThingResponse) SetSpace(v string)
```

SetSpace sets Space field to given value.

## HasSpace

```
func (o *ThingResponse) HasSpace() bool
```

HasSpace returns a boolean if a field has been set.

## GetTitle

```
func (o *ThingResponse) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.



## GetTitleOk

```
func (o *ThingResponse) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetTitle

```
func (o *ThingResponse) SetTitle(v string)
```

SetTitle sets Title field to given value.

## HasTitle

```
func (o *ThingResponse) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

## GetUid

```
func (o *ThingResponse) GetUid() string
```

GetUid returns the Uid field if non-nil, zero value otherwise.

## GetUidOk

```
func (o *ThingResponse) GetUidOk() (*string, bool)
```

GetUidOk returns a tuple with the Uid field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetUid

```
func (o *ThingResponse) SetUid(v string)
```

SetUid sets Uid field to given value.

## HasUid

```
func (o *ThingResponse) HasUid() bool
```

HasUid returns a boolean if a field has been set.

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# ThingStatusListResponse

## Properties

Name	Type	Description	Notes
<b>Data</b>	Pointer to [] <b>ThingStatusResponse</b>		[optional]
<b>Paging</b>	Pointer to <b>ActionDelayListResponsePaging</b>		[optional]

## Methods

### NewThingStatusListResponse

```
func NewThingStatusListResponse() *ThingStatusListResponse
```

NewThingStatusListResponse instantiates a new ThingStatusListResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### **NewThingStatusListResponseWithDefaults**

```
func NewThingStatusListResponseWithDefaults() *ThingStatusListResponse
```

NewThingStatusListResponseWithDefaults instantiates a new ThingStatusListResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### **GetData**

```
func (o *ThingStatusListResponse) GetData() []ThingStatusResponse
```

GetData returns the Data field if non-nil, zero value otherwise.

### **GetDataOk**

```
func (o *ThingStatusListResponse) GetDataOk() (*[]ThingStatusResponse, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetData**

```
func (o *ThingStatusListResponse) SetData(v []ThingStatusResponse)
```

SetData sets Data field to given value.

### **HasData**

```
func (o *ThingStatusListResponse) HasData() bool
```

HasData returns a boolean if a field has been set.

### **GetPaging**

```
func (o *ThingStatusListResponse) GetPaging() ActionDelayListResponsePaging
```

GetPaging returns the Paging field if non-nil, zero value otherwise.

### **GetPagingOk**

```
func (o *ThingStatusListResponse) GetPagingOk() (*ActionDelayListResponsePaging, bool)
```

GetPagingOk returns a tuple with the Paging field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetPaging**

```
func (o *ThingStatusListResponse) SetPaging(v ActionDelayListResponsePaging)
```

SetPaging sets Paging field to given value.

### **HasPaging**

```
func (o *ThingStatusListResponse) HasPaging() bool
```

HasPaging returns a boolean if a field has been set.

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# ThingStatusResponse

## Properties

Name	Type	Description	Notes
<b>Collection</b>	Pointer to <b>string</b>		[optional]
<b>Properties</b>	Pointer to <b>map[string]interface{}</b>		[optional]
<b>Space</b>	Pointer to <b>string</b>		[optional]
<b>Title</b>	Pointer to <b>string</b>		[optional]
<b>Uid</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewThingStatusResponse

```
func NewThingStatusResponse() *ThingStatusResponse
```

NewThingStatusResponse instantiates a new ThingStatusResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewThingStatusResponseWithDefaults

```
func NewThingStatusResponseWithDefaults() *ThingStatusResponse
```

NewThingStatusResponseWithDefaults instantiates a new ThingStatusResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetCollection

```
func (o *ThingStatusResponse) GetCollection() string
```

GetCollection returns the Collection field if non-nil, zero value otherwise.

### GetCollectionOk

```
func (o *ThingStatusResponse) GetCollectionOk() (*string, bool)
```

GetCollectionOk returns a tuple with the Collection field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetCollection

```
func (o *ThingStatusResponse) SetCollection(v string)
```

SetCollection sets Collection field to given value.

### HasCollection

```
func (o *ThingStatusResponse) HasCollection() bool
```

HasCollection returns a boolean if a field has been set.

### GetProperties

```
func (o *ThingStatusResponse) GetProperties() map[string]interface{}
```

GetProperties returns the Properties field if non-nil, zero value otherwise.

## **GetPropertiesOk**

```
func (o *ThingStatusResponse) GetPropertiesOk() (*map[string]interface{}, bool)
```

GetPropertiesOk returns a tuple with the Properties field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetProperties**

```
func (o *ThingStatusResponse) SetProperties(v map[string]interface{})
```

SetProperties sets Properties field to given value.

## **HasProperties**

```
func (o *ThingStatusResponse) HasProperties() bool
```

HasProperties returns a boolean if a field has been set.

## **GetSpace**

```
func (o *ThingStatusResponse) GetSpace() string
```

GetSpace returns the Space field if non-nil, zero value otherwise.

## **GetSpaceOk**

```
func (o *ThingStatusResponse) GetSpaceOk() (*string, bool)
```

GetSpaceOk returns a tuple with the Space field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetSpace**

```
func (o *ThingStatusResponse) SetSpace(v string)
```

SetSpace sets Space field to given value.

## **HasSpace**

```
func (o *ThingStatusResponse) HasSpace() bool
```

HasSpace returns a boolean if a field has been set.

## **GetTitle**

```
func (o *ThingStatusResponse) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

## **GetTitleOk**

```
func (o *ThingStatusResponse) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetTitle**

```
func (o *ThingStatusResponse) SetTitle(v string)
```

SetTitle sets Title field to given value.

## HasTitle

```
func (o *ThingStatusResponse) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

## GetUid

```
func (o *ThingStatusResponse) GetUid() string
```

GetUid returns the Uid field if non-nil, zero value otherwise.

## GetUidOk

```
func (o *ThingStatusResponse) GetUidOk() (*string, bool)
```

GetUidOk returns a tuple with the Uid field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetUid

```
func (o *ThingStatusResponse) SetUid(v string)
```

SetUid sets Uid field to given value.

## HasUid

```
func (o *ThingStatusResponse) HasUid() bool
```

HasUid returns a boolean if a field has been set.

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# ThingUpdateRequest

## Properties

Name	Type	Description	Notes
<b>Actions</b>	Pointer to <b>map[string]interface{}</b>		[optional]
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Events</b>	Pointer to <b>map[string]interface{}</b>		[optional]
<b>Properties</b>	Pointer to <b>map[string]interface{}</b>		[optional]
<b>Title</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewThingUpdateRequest

```
func NewThingUpdateRequest() *ThingUpdateRequest
```

NewThingUpdateRequest instantiates a new ThingUpdateRequest object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewThingUpdateRequestWithDefaults

```
func NewThingUpdateRequestWithDefaults() *ThingUpdateRequest
```

NewThingUpdateRequestWithDefaults instantiates a new ThingUpdateRequest object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetActions

```
func (o *ThingUpdateRequest) GetActions() map[string]interface{}
```

GetActions returns the Actions field if non-nil, zero value otherwise.

### GetActionsOk

```
func (o *ThingUpdateRequest) GetActionsOk() (*map[string]interface{}, bool)
```

GetActionsOk returns a tuple with the Actions field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetActions

```
func (o *ThingUpdateRequest) SetActions(v map[string]interface{})
```

SetActions sets Actions field to given value.

### HasActions

```
func (o *ThingUpdateRequest) HasActions() bool
```

HasActions returns a boolean if a field has been set.

### GetDescription

```
func (o *ThingUpdateRequest) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

### GetDescriptionOk

```
func (o *ThingUpdateRequest) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetDescription

```
func (o *ThingUpdateRequest) SetDescription(v string)
```

SetDescription sets Description field to given value.

### HasDescription

```
func (o *ThingUpdateRequest) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

### GetEvents

```
func (o *ThingUpdateRequest) GetEvents() map[string]interface{}
```

GetEvents returns the Events field if non-nil, zero value otherwise.

## **GetEventsOk**

```
func (o *ThingUpdateRequest) GetEventsOk() (*map[string]interface{}, bool)
```

GetEventsOk returns a tuple with the Events field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetEvents**

```
func (o *ThingUpdateRequest) SetEvents(v map[string]interface{})
```

SetEvents sets Events field to given value.

## **HasEvents**

```
func (o *ThingUpdateRequest) HasEvents() bool
```

HasEvents returns a boolean if a field has been set.

## **GetProperties**

```
func (o *ThingUpdateRequest) GetProperties() map[string]interface{}
```

GetProperties returns the Properties field if non-nil, zero value otherwise.

## **GetPropertiesOk**

```
func (o *ThingUpdateRequest) GetPropertiesOk() (*map[string]interface{}, bool)
```

GetPropertiesOk returns a tuple with the Properties field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetProperties**

```
func (o *ThingUpdateRequest) SetProperties(v map[string]interface{})
```

SetProperties sets Properties field to given value.

## **HasProperties**

```
func (o *ThingUpdateRequest) HasProperties() bool
```

HasProperties returns a boolean if a field has been set.

## **GetTitle**

```
func (o *ThingUpdateRequest) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

## **GetTitleOk**

```
func (o *ThingUpdateRequest) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetTitle**

```
func (o *ThingUpdateRequest) SetTitle(v string)
```

SetTitle sets Title field to given value.

## HasTitle

```
func (o *ThingUpdateRequest) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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# ThingUpdateResponse

## Properties

Name	Type	Description	Notes
<b>Actions</b>	Pointer to <b>map[string]interface{}</b>		[optional]
<b>Collection</b>	Pointer to <b>string</b>		[optional]
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Events</b>	Pointer to <b>map[string]interface{}</b>		[optional]
<b>Href</b>	Pointer to <b>string</b>		[optional]
<b>Id</b>	Pointer to <b>string</b>		[optional]
<b>Links</b>	Pointer to <b>[]ThingCreateResponseLinks</b>		[optional]
<b>Model</b>	Pointer to <b>map[string]interface{}</b>		[optional]
<b>Properties</b>	Pointer to <b>map[string]interface{}</b>		[optional]
<b>Space</b>	Pointer to <b>string</b>		[optional]
<b>Title</b>	Pointer to <b>string</b>		[optional]
<b>Uid</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewThingUpdateResponse

```
func NewThingUpdateResponse() *ThingUpdateResponse
```

NewThingUpdateResponse instantiates a new ThingUpdateResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewThingUpdateResponseWithDefaults

```
func NewThingUpdateResponseWithDefaults() *ThingUpdateResponse
```

NewThingUpdateResponseWithDefaults instantiates a new ThingUpdateResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetActions

```
func (o *ThingUpdateResponse) GetActions() map[string]interface{}
```

GetActions returns the Actions field if non-nil, zero value otherwise.

## GetActionsOk

```
func (o *ThingUpdateResponse) GetActionsOk() (*map[string]interface{}, bool)
```

GetActionsOk returns a tuple with the Actions field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.



## SetActions

```
func (o *ThingUpdateResponse) SetActions(v map[string]interface{})
```

SetActions sets Actions field to given value.

## HasActions

```
func (o *ThingUpdateResponse) HasActions() bool
```

HasActions returns a boolean if a field has been set.

## GetCollection

```
func (o *ThingUpdateResponse) GetCollection() string
```

GetCollection returns the Collection field if non-nil, zero value otherwise.

## GetCollectionOk

```
func (o *ThingUpdateResponse) GetCollectionOk() (*string, bool)
```

GetCollectionOk returns a tuple with the Collection field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetCollection

```
func (o *ThingUpdateResponse) SetCollection(v string)
```

SetCollection sets Collection field to given value.

## HasCollection

```
func (o *ThingUpdateResponse) HasCollection() bool
```

HasCollection returns a boolean if a field has been set.

## GetDescription

```
func (o *ThingUpdateResponse) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

## GetDescriptionOk

```
func (o *ThingUpdateResponse) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetDescription

```
func (o *ThingUpdateResponse) SetDescription(v string)
```

SetDescription sets Description field to given value.

## HasDescription

```
func (o *ThingUpdateResponse) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

## GetEvents

```
func (o *ThingUpdateResponse) GetEvents() map[string]interface{}
```

GetEvents returns the Events field if non-nil, zero value otherwise.

## GetEventsOk

```
func (o *ThingUpdateResponse) GetEventsOk() (*map[string]interface{}, bool)
```

GetEventsOk returns a tuple with the Events field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetEvents

```
func (o *ThingUpdateResponse) SetEvents(v map[string]interface{})
```

SetEvents sets Events field to given value.

## HasEvents

```
func (o *ThingUpdateResponse) HasEvents() bool
```

HasEvents returns a boolean if a field has been set.

## GetHref

```
func (o *ThingUpdateResponse) GetHref() string
```

GetHref returns the Href field if non-nil, zero value otherwise.

## GetHrefOk

```
func (o *ThingUpdateResponse) GetHrefOk() (*string, bool)
```

GetHrefOk returns a tuple with the Href field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetHref

```
func (o *ThingUpdateResponse) SetHref(v string)
```

SetHref sets Href field to given value.

## HasHref

```
func (o *ThingUpdateResponse) HasHref() bool
```

HasHref returns a boolean if a field has been set.

## GetId

```
func (o *ThingUpdateResponse) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

## GetIdOk

```
func (o *ThingUpdateResponse) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetId

```
func (o *ThingUpdateResponse) SetId(v string)
```

SetId sets Id field to given value.

## HasId

```
func (o *ThingUpdateResponse) HasId() bool
```

HasId returns a boolean if a field has been set.

## GetLinks

```
func (o *ThingUpdateResponse) GetLinks() []ThingCreateResponseLinks
```

GetLinks returns the Links field if non-nil, zero value otherwise.

## GetLinksOk

```
func (o *ThingUpdateResponse) GetLinksOk() (*[]ThingCreateResponseLinks, bool)
```

GetLinksOk returns a tuple with the Links field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetLinks

```
func (o *ThingUpdateResponse) SetLinks(v []ThingCreateResponseLinks)
```

SetLinks sets Links field to given value.

## HasLinks

```
func (o *ThingUpdateResponse) HasLinks() bool
```

HasLinks returns a boolean if a field has been set.

## GetModel

```
func (o *ThingUpdateResponse) GetModel() map[string]interface{}
```

GetModel returns the Model field if non-nil, zero value otherwise.

## GetModelOk

```
func (o *ThingUpdateResponse) GetModelOk() (*map[string]interface{}, bool)
```

GetModelOk returns a tuple with the Model field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetModel

```
func (o *ThingUpdateResponse) SetModel(v map[string]interface{})
```

SetModel sets Model field to given value.

## HasModel

```
func (o *ThingUpdateResponse) HasModel() bool
```

HasModel returns a boolean if a field has been set.

## GetProperties

```
func (o *ThingUpdateResponse) GetProperties() map[string]interface{}
```

GetProperties returns the Properties field if non-nil, zero value otherwise.

## GetPropertiesOk

```
func (o *ThingUpdateResponse) GetPropertiesOk() (*map[string]interface{}, bool)
```

GetPropertiesOk returns a tuple with the Properties field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetProperties

```
func (o *ThingUpdateResponse) SetProperties(v map[string]interface{})
```

SetProperties sets Properties field to given value.

## HasProperties

```
func (o *ThingUpdateResponse) HasProperties() bool
```

HasProperties returns a boolean if a field has been set.

## GetSpace

```
func (o *ThingUpdateResponse) GetSpace() string
```

GetSpace returns the Space field if non-nil, zero value otherwise.

## GetSpaceOk

```
func (o *ThingUpdateResponse) GetSpaceOk() (*string, bool)
```

GetSpaceOk returns a tuple with the Space field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetSpace

```
func (o *ThingUpdateResponse) SetSpace(v string)
```

SetSpace sets Space field to given value.

## HasSpace

```
func (o *ThingUpdateResponse) HasSpace() bool
```

HasSpace returns a boolean if a field has been set.

## GetTitle

```
func (o *ThingUpdateResponse) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

## GetTitleOk

```
func (o *ThingUpdateResponse) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetTitle

```
func (o *ThingUpdateResponse) SetTitle(v string)
```

SetTitle sets Title field to given value.

## HasTitle

```
func (o *ThingUpdateResponse) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

## GetUid

```
func (o *ThingUpdateResponse) GetUid() string
```

GetUid returns the Uid field if non-nil, zero value otherwise.

## GetUidOk

```
func (o *ThingUpdateResponse) GetUidOk() (*string, bool)
```

GetUidOk returns a tuple with the Uid field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetUid

```
func (o *ThingUpdateResponse) SetUid(v string)
```

SetUid sets Uid field to given value.

## HasUid

```
func (o *ThingUpdateResponse) HasUid() bool
```

HasUid returns a boolean if a field has been set.

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# \ThingsApi

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Description
<b>AddThing</b>	<b>Post</b> /spaces/{space}/collections/{collection-name}/things	Add a thing description
<b>DeleteThing</b>	<b>Delete</b> /spaces/{space}/collections/{collection-name}/things/{thing-id}	Delete thing
<b>ListThings</b>	<b>Get</b> /spaces/{space}/collections/{collection-name}/things	List thing descriptions
<b>ResetThingClientSecret</b>	<b>Post</b> /spaces/{space}/collections/{collection-name}/things/{thing-id}/reset-secret	Reset Client Secret
<b>ShowThing</b>	<b>Get</b> /spaces/{space}/collections/{collection-name}/things/{thing-id}	Show thing
<b>UpdateThing</b>	<b>Put</b> /spaces/{space}/collections/{collection-name}/things/{thing-id}	Update thing description

## AddThing

```
ThingCreateResponse AddThing(ctx, space, collectionName).ThingRequest(thingRequest).Execute()
```

Add a thing description

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    thingRequest := *openapiclient.NewThingRequest() // ThingRequest | Create a new thing description in the platform

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ThingsApi.AddThing(context.Background(), space, collectionName).ThingRequest(thingRequest)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ThingsApi.AddThing`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `AddThing`: ThingCreateResponse
    fmt.Fprintf(os.Stdout, "Response from `ThingsApi.AddThing`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		

Other Parameters

Other parameters are passed through a pointer to a apiAddThingRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

thingRequest | ThingRequest | Create a new thing description in the platform |

Return type

ThingCreateResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json, /

# DeleteThing

DeleteThing(ctx, space, collectionName, thingId).Execute()

Delete thing

## Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ThingsApi.DeleteThing(context.Background(), space, collectionName, thingId).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ThingsApi.DeleteThing`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
}
```

## Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
thingId	string		

## Other Parameters

Other parameters are passed through a pointer to a apiDeleteThingRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

(empty response body)

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** Not defined

- **Accept:** application/json, /

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## ListThings

ThingListResponse ListThings(ctx, space, collectionName).Execute()

List thing descriptions

### Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ThingsApi.ListThings(context.Background(), space, collectionName).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ThingsApi.ListThings`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ListThings`: ThingListResponse
    fmt.Fprintf(os.Stdout, "Response from `ThingsApi.ListThings`: %v\n", resp)
}
```

### Path Parameters

Name	Type	Description	Notes
ctx	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	<b>string</b>		
collectionName	<b>string</b>		

### Other Parameters

Other parameters are passed through a pointer to a apiListThingsRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

### Return type

#### ThingListResponse

### Authorization

OAuth2Security, OAuth2Security, bearerAuth



HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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ResetThingClientSecret

Secret ResetThingClientSecret(ctx, space, collectionName, thingId).Execute()

Reset Client Secret

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ThingsApi.ResetThingClientSecret(context.Background(), space, collectionName, thingId)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ThingsApi.ResetThingClientSecret`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ResetThingClientSecret`: Secret
    fmt.Fprintf(os.Stdout, "Response from `ThingsApi.ResetThingClientSecret`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
thingId	string		

Other Parameters

Other parameters are passed through a pointer to a apiResetThingClientSecretRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

Secret

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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ShowThing

ThingResponse ShowThing(ctx, space, collectionName, thingId).Execute()

Show thing

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ThingsApi.ShowThing(context.Background(), space, collectionName, thingId).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ThingsApi.ShowThing`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ShowThing`: ThingResponse
    fmt.Fprintf(os.Stdout, "Response from `ThingsApi.ShowThing`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
thingId	string		

Other Parameters

Other parameters are passed through a pointer to a apiShowThingRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

ThingResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json, /

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UpdateThing

ThingUpdateResponse UpdateThing(ctx, space, collectionName, thingId).ThingUpdateRequest(thingUpdateRequest).Execute()

Update thing description

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string /
    thingUpdateRequest := *openapiclient.NewThingUpdateRequest() // ThingUpdateRequest / Update an existent thing

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ThingsApi.UpdateThing(context.Background(), space, collectionName, thingId).ThingUpdateRequest(thingUpdateRequest).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ThingsApi.UpdateThing`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `UpdateThing`: ThingUpdateResponse
    fmt.Fprintf(os.Stdout, "Response from `ThingsApi.UpdateThing`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
thingId	string		

## Other Parameters

Other parameters are passed through a pointer to a `apiUpdateThingRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

**thingUpdateRequest** | **ThingUpdateRequest** | Update an existent thing description by Id |

## Return type

**ThingUpdateResponse**

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type**: application/json
- **Accept**: application/json

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# \ThingsStatusApi

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Description
<b>ListItems</b>	<b>Get</b> /spaces/{space}/collections/{collection-name}/things-status	List items
<b>ShowItem</b>	<b>Get</b> /spaces/{space}/collections/{collection-name}/things-status/{thing-id}	Show item

## ListItems

```
ThingStatusListResponse ListItems(ctx, space, collectionName).Execute()
```

List items

## Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient " ./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ThingsStatusApi.ListItems(context.Background(), space, collectionName).Execute()
```

```

if err != nil {
    fmt.Fprintf(os.Stderr, "Error when calling `ThingsStatusApi.ListItems`: %v\n", err)
    fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
}
// response from `ListItems`: ThingStatusListResponse
fmt.Fprintf(os.Stdout, "Response from `ThingsStatusApi.ListItems`: %v\n", resp)
}

```

## Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>		
<b>collectionName</b>	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a `apiListItemsRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

### ThingStatusListResponse

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type**: Not defined
- **Accept**: application/json, /

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## ShowItem

```
ThingStatusResponse ShowItem(ctx, space, collectionName, thingId).Execute()
```

Show item

## Example

```
package main
```

```

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

```

```

func main() {
    space := "altair" // string /

```

```

collectionName := "ElectronicBoards" // string /
thingId := "01edb9j75vymj8p7qppm19h8nx" // string /

configuration := openapiclient.NewConfiguration()
api_client := openapiclient.NewAPIClient(configuration)
resp, r, err := api_client.ThingsStatusApi.ShowItem(context.Background(), space, collectionName, thingId).Execute()
if err != nil {
    fmt.Fprintf(os.Stderr, "Error when calling `ThingsStatusApi.ShowItem`: %v\n", err)
    fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
}
// response from `ShowItem`: ThingStatusResponse
fmt.Fprintf(os.Stdout, "Response from `ThingsStatusApi.ShowItem`: %v\n", resp)
}

```

## Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>		
<b>collectionName</b>	<b>string</b>		
<b>thingId</b>	<b>string</b>		

## Other Parameters

Other parameters are passed through a pointer to a `apiShowItemRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

## ThingStatusResponse

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type**: Not defined
- **Accept**: application/json, /

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# TokenResponse

## Properties

Name	Type	Description	Notes
<b>AccessToken</b>	<b>string</b>		
<b>ExpiresIn</b>	<b>int32</b>		
<b>IdToken</b>	Pointer to <b>string</b>		[optional]
<b>RefreshToken</b>	Pointer to <b>string</b>		[optional]
<b>Scope</b>	<b>string</b>		
<b>TokenType</b>	<b>string</b>		

## Methods

### NewTokenResponse

```
func NewTokenResponse(accessToken string, expiresIn int32, scope string, tokenType string, ) *TokenResponse
```

NewTokenResponse instantiates a new TokenResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewTokenResponseWithDefaults

```
func NewTokenResponseWithDefaults() *TokenResponse
```

NewTokenResponseWithDefaults instantiates a new TokenResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetAccessToken

```
func (o *TokenResponse) GetAccessToken() string
```

GetAccessToken returns the AccessToken field if non-nil, zero value otherwise.

### GetAccessTokenOk

```
func (o *TokenResponse) GetAccessTokenOk() (*string, bool)
```

GetAccessTokenOk returns a tuple with the AccessToken field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetAccessToken

```
func (o *TokenResponse) SetAccessToken(v string)
```

SetAccessToken sets AccessToken field to given value.

### GetExpiresIn

```
func (o *TokenResponse) GetExpiresIn() int32
```

GetExpiresIn returns the ExpiresIn field if non-nil, zero value otherwise.

### GetExpiresInOk

```
func (o *TokenResponse) GetExpiresInOk() (*int32, bool)
```

GetExpiresInOk returns a tuple with the ExpiresIn field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetExpiresIn

```
func (o *TokenResponse) SetExpiresIn(v int32)
```

SetExpiresIn sets ExpiresIn field to given value.

### GetIdToken

```
func (o *TokenResponse) GetIdToken() string
```

GetIdToken returns the IdToken field if non-nil, zero value otherwise.

### **GetIdTokenOk**

```
func (o *TokenResponse) GetIdTokenOk() (*string, bool)
```

GetIdTokenOk returns a tuple with the IdToken field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetIdToken**

```
func (o *TokenResponse) SetIdToken(v string)
```

SetIdToken sets IdToken field to given value.

### **HasIdToken**

```
func (o *TokenResponse) HasIdToken() bool
```

HasIdToken returns a boolean if a field has been set.

### **GetRefreshToken**

```
func (o *TokenResponse) GetRefreshToken() string
```

GetRefreshToken returns the RefreshToken field if non-nil, zero value otherwise.

### **GetRefreshTokenOk**

```
func (o *TokenResponse) GetRefreshTokenOk() (*string, bool)
```

GetRefreshTokenOk returns a tuple with the RefreshToken field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetRefreshToken**

```
func (o *TokenResponse) SetRefreshToken(v string)
```

SetRefreshToken sets RefreshToken field to given value.

### **HasRefreshToken**

```
func (o *TokenResponse) HasRefreshToken() bool
```

HasRefreshToken returns a boolean if a field has been set.

### **GetScope**

```
func (o *TokenResponse) GetScope() string
```

GetScope returns the Scope field if non-nil, zero value otherwise.

### **GetScopeOk**

```
func (o *TokenResponse) GetScopeOk() (*string, bool)
```

GetScopeOk returns a tuple with the Scope field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetScope**

```
func (o *TokenResponse) SetScope(v string)
```

SetScope sets Scope field to given value.



## GetTokenType

```
func (o *TokenResponse) GetTokenType() string
```

GetTokenType returns the TokenType field if non-nil, zero value otherwise.

## GetTokenTypeOk

```
func (o *TokenResponse) GetTokenTypeOk() (*string, bool)
```

GetTokenTypeOk returns a tuple with the TokenType field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetTokenType

```
func (o *TokenResponse) SetTokenType(v string)
```

SetTokenType sets TokenType field to given value.

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# UpdateCluster

## Properties

Name	Type	Description	Notes
<b>Description</b>	Pointer to <b>string</b>		[optional]
<b>Title</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewUpdateCluster

```
func NewUpdateCluster() *UpdateCluster
```

NewUpdateCluster instantiates a new UpdateCluster object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewUpdateClusterWithDefaults

```
func NewUpdateClusterWithDefaults() *UpdateCluster
```

NewUpdateClusterWithDefaults instantiates a new UpdateCluster object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetDescription

```
func (o *UpdateCluster) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

## GetDescriptionOk

```
func (o *UpdateCluster) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *UpdateCluster) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *UpdateCluster) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetTitle

```
func (o *UpdateCluster) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *UpdateCluster) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *UpdateCluster) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *UpdateCluster) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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UpdateClusterResponse

Properties

Name	Type	Description	Notes
Actions	Pointer to <b>UpdateClusterResponseActions</b>		[optional]
Description	Pointer to <b>string</b>		[optional]
Events	Pointer to <b>UpdateClusterResponseEvents</b>		[optional]
Href	Pointer to <b>string</b>		[optional]
Id	Pointer to <b>string</b>		[optional]
Links	Pointer to <b>[]ThingCreateResponseLinks</b>		[optional]
Properties	Pointer to <b>UpdateClusterResponseProperties</b>		[optional]
Space	Pointer to <b>string</b>		[optional]
Title	Pointer to <b>string</b>		[optional]

Methods

NewUpdateClusterResponse

```
func NewUpdateClusterResponse() *UpdateClusterResponse
```

NewUpdateClusterResponse instantiates a new UpdateClusterResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### **NewUpdateClusterResponseWithDefaults**

```
func NewUpdateClusterResponseWithDefaults() *UpdateClusterResponse
```

NewUpdateClusterResponseWithDefaults instantiates a new UpdateClusterResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### **GetActions**

```
func (o *UpdateClusterResponse) GetActions() UpdateClusterResponseActions
```

GetActions returns the Actions field if non-nil, zero value otherwise.

### **GetActionsOk**

```
func (o *UpdateClusterResponse) GetActionsOk() (*UpdateClusterResponseActions, bool)
```

GetActionsOk returns a tuple with the Actions field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetActions**

```
func (o *UpdateClusterResponse) SetActions(v UpdateClusterResponseActions)
```

SetActions sets Actions field to given value.

### **HasActions**

```
func (o *UpdateClusterResponse) HasActions() bool
```

HasActions returns a boolean if a field has been set.

### **GetDescription**

```
func (o *UpdateClusterResponse) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

### **GetDescriptionOk**

```
func (o *UpdateClusterResponse) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### **SetDescription**

```
func (o *UpdateClusterResponse) SetDescription(v string)
```

SetDescription sets Description field to given value.

### **HasDescription**

```
func (o *UpdateClusterResponse) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

## GetEvents

```
func (o *UpdateClusterResponse) GetEvents() UpdateClusterResponseEvents
```

GetEvents returns the Events field if non-nil, zero value otherwise.

## GetEventsOk

```
func (o *UpdateClusterResponse) GetEventsOk() (*UpdateClusterResponseEvents, bool)
```

GetEventsOk returns a tuple with the Events field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetEvents

```
func (o *UpdateClusterResponse) SetEvents(v UpdateClusterResponseEvents)
```

SetEvents sets Events field to given value.

## HasEvents

```
func (o *UpdateClusterResponse) HasEvents() bool
```

HasEvents returns a boolean if a field has been set.

## GetHref

```
func (o *UpdateClusterResponse) GetHref() string
```

GetHref returns the Href field if non-nil, zero value otherwise.

## GetHrefOk

```
func (o *UpdateClusterResponse) GetHrefOk() (*string, bool)
```

GetHrefOk returns a tuple with the Href field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetHref

```
func (o *UpdateClusterResponse) SetHref(v string)
```

SetHref sets Href field to given value.

## HasHref

```
func (o *UpdateClusterResponse) HasHref() bool
```

HasHref returns a boolean if a field has been set.

## GetId

```
func (o *UpdateClusterResponse) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

## GetIdOk

```
func (o *UpdateClusterResponse) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetId

```
func (o *UpdateClusterResponse) SetId(v string)
```

SetId sets Id field to given value.

## HasId

```
func (o *UpdateClusterResponse) HasId() bool
```

HasId returns a boolean if a field has been set.

## GetLinks

```
func (o *UpdateClusterResponse) GetLinks() []ThingCreateResponseLinks
```

GetLinks returns the Links field if non-nil, zero value otherwise.

## GetLinksOk

```
func (o *UpdateClusterResponse) GetLinksOk() (*[]ThingCreateResponseLinks, bool)
```

GetLinksOk returns a tuple with the Links field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetLinks

```
func (o *UpdateClusterResponse) SetLinks(v []ThingCreateResponseLinks)
```

SetLinks sets Links field to given value.

## HasLinks

```
func (o *UpdateClusterResponse) HasLinks() bool
```

HasLinks returns a boolean if a field has been set.

## GetProperties

```
func (o *UpdateClusterResponse) GetProperties() UpdateClusterResponseProperties
```

GetProperties returns the Properties field if non-nil, zero value otherwise.

## GetPropertiesOk

```
func (o *UpdateClusterResponse) GetPropertiesOk() (*UpdateClusterResponseProperties, bool)
```

GetPropertiesOk returns a tuple with the Properties field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetProperties

```
func (o *UpdateClusterResponse) SetProperties(v UpdateClusterResponseProperties)
```

SetProperties sets Properties field to given value.

## HasProperties

```
func (o *UpdateClusterResponse) HasProperties() bool
```

HasProperties returns a boolean if a field has been set.

## GetSpace

```
func (o *UpdateClusterResponse) GetSpace() string
```

GetSpace returns the Space field if non-nil, zero value otherwise.

## GetSpaceOk

```
func (o *UpdateClusterResponse) GetSpaceOk() (*string, bool)
```

GetSpaceOk returns a tuple with the Space field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetSpace

```
func (o *UpdateClusterResponse) SetSpace(v string)
```

SetSpace sets Space field to given value.

## HasSpace

```
func (o *UpdateClusterResponse) HasSpace() bool
```

HasSpace returns a boolean if a field has been set.

## GetTitle

```
func (o *UpdateClusterResponse) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

## GetTitleOk

```
func (o *UpdateClusterResponse) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetTitle

```
func (o *UpdateClusterResponse) SetTitle(v string)
```

SetTitle sets Title field to given value.

## HasTitle

```
func (o *UpdateClusterResponse) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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# UpdateClusterResponseActions

## Properties

Name	Type	Description	Notes
<b>RunStats</b>	Pointer to <b>ActionRunStats</b>		[optional]
<b>SendKubectl</b>	Pointer to <b>ActionSendKubectl</b>		[optional]
<b>StopStats</b>	Pointer to <b>ActionStopStats</b>		[optional]

## Methods

### NewUpdateClusterResponseActions

```
func NewUpdateClusterResponseActions() *UpdateClusterResponseActions
```

NewUpdateClusterResponseActions instantiates a new UpdateClusterResponseActions object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewUpdateClusterResponseActionsWithDefaults

```
func NewUpdateClusterResponseActionsWithDefaults() *UpdateClusterResponseActions
```

NewUpdateClusterResponseActionsWithDefaults instantiates a new UpdateClusterResponseActions object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetRunStats

```
func (o *UpdateClusterResponseActions) GetRunStats() ActionRunStats
```

GetRunStats returns the RunStats field if non-nil, zero value otherwise.

### GetRunStatsOk

```
func (o *UpdateClusterResponseActions) GetRunStatsOk() (*ActionRunStats, bool)
```

GetRunStatsOk returns a tuple with the RunStats field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetRunStats

```
func (o *UpdateClusterResponseActions) SetRunStats(v ActionRunStats)
```

SetRunStats sets RunStats field to given value.

### HasRunStats

```
func (o *UpdateClusterResponseActions) HasRunStats() bool
```

HasRunStats returns a boolean if a field has been set.

### GetSendKubectl

```
func (o *UpdateClusterResponseActions) GetSendKubectl() ActionSendKubectl
```

GetSendKubectl returns the SendKubectl field if non-nil, zero value otherwise.

### GetSendKubectlOk

```
func (o *UpdateClusterResponseActions) GetSendKubectlOk() (*ActionSendKubectl, bool)
```

GetSendKubectlOk returns a tuple with the SendKubectl field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetSendKubectl

```
func (o *UpdateClusterResponseActions) SetSendKubectl(v ActionSendKubectl)
```

SetSendKubectl sets SendKubectl field to given value.

## HasSendKubectl

```
func (o *UpdateClusterResponseActions) HasSendKubectl() bool
```

HasSendKubectl returns a boolean if a field has been set.

## GetStopStats

```
func (o *UpdateClusterResponseActions) GetStopStats() ActionStopStats
```

GetStopStats returns the StopStats field if non-nil, zero value otherwise.

## GetStopStatsOk

```
func (o *UpdateClusterResponseActions) GetStopStatsOk() (*ActionStopStats, bool)
```

GetStopStatsOk returns a tuple with the StopStats field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetStopStats

```
func (o *UpdateClusterResponseActions) SetStopStats(v ActionStopStats)
```

SetStopStats sets StopStats field to given value.

## HasStopStats

```
func (o *UpdateClusterResponseActions) HasStopStats() bool
```

HasStopStats returns a boolean if a field has been set.

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# UpdateClusterResponseEvents

## Properties

Name	Type	Description	Notes
<b>DeploymentsStats</b>	Pointer to <b>EventDeploymentStats</b>		[optional]
<b>KubectlLogs</b>	Pointer to <b>EventKubectlLogs</b>		[optional]
<b>NodesStats</b>	Pointer to <b>EventNodesStats</b>		[optional]

## Methods

### NewUpdateClusterResponseEvents

```
func NewUpdateClusterResponseEvents() *UpdateClusterResponseEvents
```

NewUpdateClusterResponseEvents instantiates a new UpdateClusterResponseEvents object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewUpdateClusterResponseEventsWithDefaults

```
func NewUpdateClusterResponseEventsWithDefaults() *UpdateClusterResponseEvents
```

NewUpdateClusterResponseEventsWithDefaults instantiates a new UpdateClusterResponseEvents object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set



## **GetDeploymentsStats**

```
func (o *UpdateClusterResponseEvents) GetDeploymentsStats() EventDeploymentStats
```

GetDeploymentsStats returns the DeploymentsStats field if non-nil, zero value otherwise.

## **GetDeploymentsStatsOk**

```
func (o *UpdateClusterResponseEvents) GetDeploymentsStatsOk() (*EventDeploymentStats, bool)
```

GetDeploymentsStatsOk returns a tuple with the DeploymentsStats field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetDeploymentsStats**

```
func (o *UpdateClusterResponseEvents) SetDeploymentsStats(v EventDeploymentStats)
```

SetDeploymentsStats sets DeploymentsStats field to given value.

## **HasDeploymentsStats**

```
func (o *UpdateClusterResponseEvents) HasDeploymentsStats() bool
```

HasDeploymentsStats returns a boolean if a field has been set.

## **GetKubectlLogs**

```
func (o *UpdateClusterResponseEvents) GetKubectlLogs() EventKubectlLogs
```

GetKubectlLogs returns the KubectlLogs field if non-nil, zero value otherwise.

## **GetKubectlLogsOk**

```
func (o *UpdateClusterResponseEvents) GetKubectlLogsOk() (*EventKubectlLogs, bool)
```

GetKubectlLogsOk returns a tuple with the KubectlLogs field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetKubectlLogs**

```
func (o *UpdateClusterResponseEvents) SetKubectlLogs(v EventKubectlLogs)
```

SetKubectlLogs sets KubectlLogs field to given value.

## **HasKubectlLogs**

```
func (o *UpdateClusterResponseEvents) HasKubectlLogs() bool
```

HasKubectlLogs returns a boolean if a field has been set.

## **GetNodesStats**

```
func (o *UpdateClusterResponseEvents) GetNodesStats() EventNodesStats
```

GetNodesStats returns the NodesStats field if non-nil, zero value otherwise.

## GetNodesStatsOk

```
func (o *UpdateClusterResponseEvents) GetNodesStatsOk() (*EventNodesStats, bool)
```

GetNodesStatsOk returns a tuple with the NodesStats field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetNodesStats

```
func (o *UpdateClusterResponseEvents) SetNodesStats(v EventNodesStats)
```

SetNodesStats sets NodesStats field to given value.

## HasNodesStats

```
func (o *UpdateClusterResponseEvents) HasNodesStats() bool
```

HasNodesStats returns a boolean if a field has been set.

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# UpdateClusterResponseProperties

## Properties

Name	Type	Description	Notes
<b>BuildConfiguration</b>	Pointer to <b>PropertyBuildConfiguration</b>		[optional]
<b>MasterNode</b>	Pointer to <b>PropertyMasterNode</b>		[optional]
<b>Status</b>	Pointer to <b>PropertyStatus</b>		[optional]

## Methods

### NewUpdateClusterResponseProperties

```
func NewUpdateClusterResponseProperties() *UpdateClusterResponseProperties
```

NewUpdateClusterResponseProperties instantiates a new UpdateClusterResponseProperties object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewUpdateClusterResponsePropertiesWithDefaults

```
func NewUpdateClusterResponsePropertiesWithDefaults() *UpdateClusterResponseProperties
```

NewUpdateClusterResponsePropertiesWithDefaults instantiates a new UpdateClusterResponseProperties object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

## GetBuildConfiguration

```
func (o *UpdateClusterResponseProperties) GetBuildConfiguration() PropertyBuildConfiguration
```

GetBuildConfiguration returns the BuildConfiguration field if non-nil, zero value otherwise.

## GetBuildConfigurationOk

```
func (o *UpdateClusterResponseProperties) GetBuildConfigurationOk() (*PropertyBuildConfiguration, bool)
```

GetBuildConfigurationOk returns a tuple with the BuildConfiguration field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetBuildConfiguration

```
func (o *UpdateClusterResponseProperties) SetBuildConfiguration(v PropertyBuildConfiguration)
```

SetBuildConfiguration sets BuildConfiguration field to given value.

## HasBuildConfiguration

```
func (o *UpdateClusterResponseProperties) HasBuildConfiguration() bool
```

HasBuildConfiguration returns a boolean if a field has been set.

## GetMasterNode

```
func (o *UpdateClusterResponseProperties) GetMasterNode() PropertyMasterNode
```

GetMasterNode returns the MasterNode field if non-nil, zero value otherwise.

## GetMasterNodeOk

```
func (o *UpdateClusterResponseProperties) GetMasterNodeOk() (*PropertyMasterNode, bool)
```

GetMasterNodeOk returns a tuple with the MasterNode field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetMasterNode

```
func (o *UpdateClusterResponseProperties) SetMasterNode(v PropertyMasterNode)
```

SetMasterNode sets MasterNode field to given value.

## HasMasterNode

```
func (o *UpdateClusterResponseProperties) HasMasterNode() bool
```

HasMasterNode returns a boolean if a field has been set.

## GetStatus

```
func (o *UpdateClusterResponseProperties) GetStatus() PropertyStatus
```

GetStatus returns the Status field if non-nil, zero value otherwise.

## GetStatusOk

```
func (o *UpdateClusterResponseProperties) GetStatusOk() (*PropertyStatus, bool)
```

GetStatusOk returns a tuple with the Status field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetStatus

```
func (o *UpdateClusterResponseProperties) SetStatus(v PropertyStatus)
```

SetStatus sets Status field to given value.

## HasStatus

```
func (o *UpdateClusterResponseProperties) HasStatus() bool
```

HasStatus returns a boolean if a field has been set.

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# User

## Properties

Name	Type	Description	Notes
<b>CreatedAt</b>	Pointer to <b>string</b>		[optional]
<b>Email</b>	Pointer to <b>string</b>		[optional]
<b>Id</b>	Pointer to <b>string</b>		[optional]
<b>KratosId</b>	Pointer to <b>string</b>		[optional]
<b>Space</b>	Pointer to <b>string</b>		[optional]
<b>UpdatedAt</b>	Pointer to <b>string</b>		[optional]

## Methods

### NewUser

```
func NewUser() *User
```

NewUser instantiates a new User object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

### NewUserWithDefaults

```
func NewUserWithDefaults() *User
```

NewUserWithDefaults instantiates a new User object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

### GetCreatedAt

```
func (o *User) GetCreatedAt() string
```

GetCreatedAt returns the CreatedAt field if non-nil, zero value otherwise.

### GetCreatedAtOk

```
func (o *User) GetCreatedAtOk() (*string, bool)
```

GetCreatedAtOk returns a tuple with the CreatedAt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

### SetCreatedAt

```
func (o *User) SetCreatedAt(v string)
```

SetCreatedAt sets CreatedAt field to given value.

## HasCreatedAt

```
func (o *User) HasCreatedAt() bool
```

HasCreatedAt returns a boolean if a field has been set.

## GetEmail

```
func (o *User) GetEmail() string
```

GetEmail returns the Email field if non-nil, zero value otherwise.

## GetEmailOk

```
func (o *User) GetEmailOk() (*string, bool)
```

GetEmailOk returns a tuple with the Email field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetEmail

```
func (o *User) SetEmail(v string)
```

SetEmail sets Email field to given value.

## HasEmail

```
func (o *User) HasEmail() bool
```

HasEmail returns a boolean if a field has been set.

## GetId

```
func (o *User) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

## GetIdOk

```
func (o *User) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## SetId

```
func (o *User) SetId(v string)
```

SetId sets Id field to given value.

## HasId

```
func (o *User) HasId() bool
```

HasId returns a boolean if a field has been set.

## GetKratosId

```
func (o *User) GetKratosId() string
```

GetKratosId returns the KratosId field if non-nil, zero value otherwise.

## **GetKratosIdOk**

```
func (o *User) GetKratosIdOk() (*string, bool)
```

GetKratosIdOk returns a tuple with the KratosId field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetKratosId**

```
func (o *User) SetKratosId(v string)
```

SetKratosId sets KratosId field to given value.

## **HasKratosId**

```
func (o *User) HasKratosId() bool
```

HasKratosId returns a boolean if a field has been set.

## **GetSpace**

```
func (o *User) GetSpace() string
```

GetSpace returns the Space field if non-nil, zero value otherwise.

## **GetSpaceOk**

```
func (o *User) GetSpaceOk() (*string, bool)
```

GetSpaceOk returns a tuple with the Space field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetSpace**

```
func (o *User) SetSpace(v string)
```

SetSpace sets Space field to given value.

## **HasSpace**

```
func (o *User) HasSpace() bool
```

HasSpace returns a boolean if a field has been set.

## **GetUpdatedAt**

```
func (o *User) GetUpdatedAt() string
```

GetUpdatedAt returns the UpdatedAt field if non-nil, zero value otherwise.

## **GetUpdatedAtOk**

```
func (o *User) GetUpdatedAtOk() (*string, bool)
```

GetUpdatedAtOk returns a tuple with the UpdatedAt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

## **SetUpdatedAt**

```
func (o *User) SetUpdatedAt(v string)
```

SetUpdatedAt sets UpdatedAt field to given value.

## HasUpdatedAt

```
func (o *User) HasUpdatedAt() bool
```

HasUpdatedAt returns a boolean if a field has been set.

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## \UsersApi

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Description
<b>DeleteUserFromAccount</b>	<b>Delete</b> /spaces/{space}/users/{user_id}	Delete a User from an Account
<b>GetUserFromAccount</b>	<b>Get</b> /spaces/{space}/users/{user_id}	Get a User from an Account
<b>ListUsersFromAccount</b>	<b>Get</b> /spaces/{space}/users	List Users from an Account

## DeleteUserFromAccount

```
DeleteUserFromAccount(ctx, space, userId).Execute()
```

Delete a User from an Account

### Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "space_example" // string |
    userId := "userId_example" // string |

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.UsersApi.DeleteUserFromAccount(context.Background(), space, userId).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `UsersApi.DeleteUserFromAccount`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
}
```

### Path Parameters

Name	Type	Description	Notes
<b>ctx</b>	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
<b>space</b>	<b>string</b>		
<b>userId</b>	<b>string</b>		

### Other Parameters

Other parameters are passed through a pointer to a `apiDeleteUserFromAccountRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

(empty response body)

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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## GetUserFromAccount

User GetUserFromAccount(ctx, space, userId).Execute()

Get a User from an Account

## Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "space_example" // string /
    userId := "userId_example" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.UsersApi.GetUserFromAccount(context.Background(), space, userId).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `UsersApi.GetUserFromAccount`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `GetUserFromAccount`: User
    fmt.Fprintf(os.Stdout, "Response from `UsersApi.GetUserFromAccount`: %v\n", resp)
}
```

## Path Parameters

Name	Type	Description	Notes
ctx	<b>context.Context</b>	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	<b>string</b>		
userId	<b>string</b>		



## Other Parameters

Other parameters are passed through a pointer to a `apiGetUserFromAccountRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

User

## Authorization

OAuth2Security, OAuth2Security, bearerAuth

## HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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## ListUsersFromAccount

```
[]User ListUsersFromAccount(ctx, space).Execute()
```

List Users from an Account

## Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "openapi"
)

func main() {
    space := "space_example" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.UsersApi.ListUsersFromAccount(context.Background(), space).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `UsersApi.ListUsersFromAccount`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ListUsersFromAccount`: []User
    fmt.Fprintf(os.Stdout, "Response from `UsersApi.ListUsersFromAccount`: %v\n", resp)
}
```

## Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		

## Other Parameters

Other parameters are passed through a pointer to a `apiListUsersFromAccountRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

## Return type

[]`User`

## Authorization

`OAuth2Security`, `OAuth2Security`, `bearerAuth`

## HTTP request headers

- **Content-Type:** Not defined
- **Accept:** `application/json`

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