



GetUserLinkedAccount

SDK Type: Javascript/Node.js

Description Gets an Asset Issuer account for a User.

Required Inputs

- **asset_issuer_uid** ~ The UID of an Asset Issuer, which is defined as an entity that creates, issues, and manages digital assets.
- **user_uid** ~ The UID of a User.

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)
3. [LinkAssetIssuerAccountToUser](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_issuer_uid = "";
var user_uid = "";
sdk.getUserLinkedAccount(asset_issuer_uid, user_uid).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



GetUserInventoryWithPayload

SDK Type: Javascript/Node.js

Description Get's a users inventory with payload data.

Required Inputs

- **asset_issuer_uid** ~ _
- **user_uid** ~ _

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_issuer_uid = "";
var user_uid = "";
sdk.getUserInventoryWithPayload(asset_issuer_uid, user_uid).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



CreateMarketplaceAssetUnlimited

SDK Type: Javascript/Node.js

Description Create's a Marketplace Asset from a Asset Schema.

Required Inputs

- **asset_schema_uid** ~ The UID of an Asset Schema, which is defined by the unique properties that make up a digital asset.
- **json_payload** ~ The JSON Schema Payload, which is required to mint an Asset.

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)
3. [CreateAssetSchema](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_schema_uid = "";
var json_payload = "";
sdk.createMarketplaceAssetUnlimited(asset_schema_uid, json_payload).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



CreateMarketplaceAssetUnlimitedWithImage

SDK Type: Javascript/Node.js

Description Create's a Marketplace Asset from a Asset Schema.

Required Inputs

- **asset_schema_uid** ~ The UID of an Asset Schema, which is defined by the unique properties that make up a digital asset.
- **json_payload** ~ The JSON Schema Payload, which is required to mint an Asset.
- **image_file** ~ Directory location of an image file.

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)
3. [CreateAssetSchema](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_schema_uid = "";
var json_payload = "";
var image_file = "";
sdk.createMarketplaceAssetUnlimitedWithImage(asset_schema_uid, json_payload, image_file).then((data)
=> {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



CreateMarketplaceAssetQuantity

SDK Type: Javascript/Node.js

Description Create's a Marketplace Asset from a Asset Schema.

Required Inputs

- **asset_schema_uid** ~ *The UID of an Asset Schema, which is defined by the unique properties that make up a digital asset.*
- **json_payload** ~ *The JSON Schema Payload, which is required to mint an Asset.*
- **quantity** ~ *This is the Quantity of the sellable amount.*

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)
3. [CreateAssetSchema](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_schema_uid = "";
var json_payload = "";
var quantity = "";
sdk.createMarketplaceAssetQuantity(asset_schema_uid, json_payload, quantity).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



CreateMarketplaceAssetQuantitydWithImage

SDK Type: Javascript/Node.js

Description Create's a Marketplace Asset from a Asset Schema.

Required Inputs

- **asset_schema_uid** ~ The UID of an Asset Schema, which is defined by the unique properties that make up a digital asset.
- **json_payload** ~ The JSON Schema Payload, which is required to mint an Asset.
- **image_file** ~ Directory location of an image file.
- **quantity** ~ This is the Quantity of the sellable amount.

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)
3. [CreateAssetSchema](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_schema_uid = "";
var json_payload = "";
var image_file = "";
var quantity = "";
sdk.createMarketplaceAssetQuantitydWithImage(asset_schema_uid, json_payload, image_file,
quantity).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



CreateMarketplaceListing

SDK Type: Javascript/Node.js

Description Assign's a Marketplace Asset to be Listed on the Marketplace.

Required Inputs

- **user_inventory_uid** ~ __
- **sale_price** ~ __
- **listing_data** ~ __

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)
3. [CreateAssetSchema](#)
4. [CreateMarketplaceAssetQuantity](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var user_inventory_uid = "";
var sale_price = "";
var listing_data = "";
sdk.createMarketplaceListing(user_inventory_uid, sale_price, listing_data).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



CreateUserAssetIssuerOwnership

SDK Type: Javascript/Node.js

Description Links ownership of an existing User to an Asset Issuer.

Required Inputs

- **asset_issuer_uid** ~ The UID of an Asset Issuer, which is defined as an entity that creates, issues, and manages digital assets.
- **user_uid** ~ The UID of a User.
- **game_username** ~ The username from an Asset Issuer's database to link to a User.
- **game_uid** ~ The Unique Identifier from an Asset Issuer's database to link a User.

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_issuer_uid = "";
var user_uid = "";
var game_username = "";
var game_uid = "";
sdk.createUserAssetIssuerOwnership(asset_issuer_uid, user_uid, game_username, game_uid).then((data)
=> {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



UpdateUserAssetIssuerOwnership

SDK Type: Javascript/Node.js

Description Updates ownership of an existing User to an Asset Issuer.

Required Inputs

- **asset_issuer_uid** ~ The UID of an Asset Issuer, which is defined as an entity that creates, issues, and manages digital assets.
- **user_uid** ~ The UID of a User.
- **game_username** ~ The username from an Asset Issuer's database to link to a User.
- **game_uid** ~ The Unique Identifier from an Asset Issuer's database to link a User.

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_issuer_uid = "";
var user_uid = "";
var game_username = "";
var game_uid = "";
sdk.updateUserAssetIssuerOwnership(asset_issuer_uid, user_uid, game_username, game_uid).then((data)
=> {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



DeleteUserAssetIssuerOwnership

SDK Type: Javascript/Node.js

Description Removes the ownership link between an Asset Issuer & a User.

Required Inputs

- **asset_issuer_uid** ~ The UID of an Asset Issuer, which is defined as an entity that creates, issues, and manages digital assets.
- **user_uid** ~ The UID of a User.

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_issuer_uid = "";
var user_uid = "";
sdk.deleteUserAssetIssuerOwnership(asset_issuer_uid, user_uid).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



DispatchExternalInvite

SDK Type: Javascript/Node.js

Description Invites Users to join CONTACT Systems.

Required Inputs

- **asset_issuer_uid** ~ The UID of an Asset Issuer, which is defined as an entity that creates, issues, and manages digital assets.
- **game_email** ~ The Email address of the User.
- **game_username** ~ The username from an Asset Issuer's database to link to a User.
- **game_uid** ~ The Unique Identifier from an Asset Issuer's database to link a User.

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_issuer_uid = "";
var game_email = "";
var game_username = "";
var game_uid = "";
sdk.dispatchExternalInvite(asset_issuer_uid, game_email, game_username, game_uid).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



ConsumeExternalInvite

SDK Type: Javascript/Node.js

Description Activates keys for a User.

Required Inputs

- **asset_issuer_uid** ~ The UID of an Asset Issuer, which is defined as an entity that creates, issues, and manages digital assets.
- **invite_key** ~ The Invite Key sent to the User's email (or given to a user).

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_issuer_uid = "";
var invite_key = "";
sdk.consumeExternalInvite(asset_issuer_uid, invite_key).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



CreateUserAssetIssuerAccessGrant

SDK Type: *Javascript/Node.js*

Description Grants access to inventory outside of a Game Session.

Required Inputs

- **asset_issuer_uid** ~ The UID of an Asset Issuer, which is defined as an entity that creates, issues, and manages digital assets.
- **user_uid** ~ The UID of a User.

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_issuer_uid = "";
var user_uid = "";
sdk.createUserAssetIssuerAccessGrant(asset_issuer_uid, user_uid).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



DeleteUserAssetIssuerAccessGrant

SDK Type: Javascript/Node.js

Description Deletes access to inventory outside of a Game Session.

Required Inputs

- **asset_issuer_uid** ~ The UID of an Asset Issuer, which is defined as an entity that creates, issues, and manages digital assets.
- **user_uid** ~ The UID of a User.

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_issuer_uid = "";
var user_uid = "";
sdk.deleteUserAssetIssuerAccessGrant(asset_issuer_uid, user_uid).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



AssignItem

SDK Type: Javascript/Node.js

Description Assigns a minted Asset to a User that has not been previously assigned.

Required Inputs

- **asset_uid** ~ An Asset that has been minted from an Asset Schema, but has not been assigned to a User.
- **recipient_uid** ~ The User UID to receive an Asset.

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_uid = "";
var recipient_uid = "";
sdk.assignItem(asset_uid, recipient_uid).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



LoginUser

SDK Type: Javascript/Node.js

Description Enables User log in.

Required Inputs

- **user_email** ~ A User's email address.
- **user_password** ~ A User's password.

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var user_email = "";
var user_password = "";
sdk.loginUser(user_email, user_password).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



UnlockUserInventory

SDK Type: Javascript/Node.js

Description Unlocks a User's inventory during a Game Session if the Game Session is locked.

Required Inputs

- **asset_issuer_uid** ~ The UID of an Asset Issuer, which is defined as an entity that creates, issues, and manages digital assets.
- **user_uid** ~ The UID of a User.

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)
3. [GrantUserOwnership](#)
4. [CreateGameSession](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_issuer_uid = "";
var user_uid = "";
sdk.unlockUserInventory(asset_issuer_uid, user_uid).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



UnlockUserInventoryOAuth

SDK Type: Javascript/Node.js

Description Unlocks a User's inventory during a Game Session if the Game Session is locked.

Required Inputs

- **oauth_access_token** ~ This is a Token that is obtained via the oAuth2 Implementation in Contact Systems.
- **asset_issuer_uid** ~ The UID of an Asset Issuer, which is defined as an entity that creates, issues, and manages digital assets.
- **user_uid** ~ The UID of a User.

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)
3. [GrantUserOwnership](#)
4. [CreateGameSession](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var oauth_access_token = "";
var asset_issuer_uid = "";
var user_uid = "";
sdk.unlockUserInventoryOAuth(oauth_access_token, asset_issuer_uid, user_uid).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



LockUserInventory

SDK Type: Javascript/Node.js

Description Locks a User's inventory during a Game Session if the Game Session is unlocked.

Required Inputs

- **asset_issuer_uid** ~ The UID of an Asset Issuer, which is defined as an entity that creates, issues, and manages digital assets.
- **user_uid** ~ The UID of a User.

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)
3. [GrantUserOwnership](#)
4. [CreateGameSession](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_issuer_uid = "";
var user_uid = "";
sdk.lockUserInventory(asset_issuer_uid, user_uid).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



LockUserInventoryOAuth

SDK Type: Javascript/Node.js

Description Locks a User's inventory during a Game Session if the Game Session is unlocked.

Required Inputs

- **oauth_access_token** ~ This is a Token that is obtained via the oAuth2 Implementation in Contact Systems.
- **asset_issuer_uid** ~ The UID of an Asset Issuer, which is defined as an entity that creates, issues, and manages digital assets.
- **user_uid** ~ The UID of a User.

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)
3. [GrantUserOwnership](#)
4. [CreateGameSession](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var oauth_access_token = "";
var asset_issuer_uid = "";
var user_uid = "";
sdk.lockUserInventoryOAuth(oauth_access_token, asset_issuer_uid, user_uid).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



MintAssetSchemaForUser

SDK Type: Javascript/Node.js

Description Enables an Asset Issuer to mint an Asset Schema into an Asset & then assign it to a User's inventory.

Required Inputs

- **asset_schema_uid** ~ The UID of an Asset Schema, which is defined by the unique properties that make up a digital asset.
- **user_uid** ~ The UID of a User.
- **json_payload** ~ The JSON Schema Payload, which is required to mint an Asset.

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)
3. [CreateAssetSchema](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_schema_uid = "";
var user_uid = "";
var json_payload = "";
sdk.mintAssetSchemaForUser(asset_schema_uid, user_uid, json_payload).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



UpdateInventoryAsset

SDK Type: Javascript/Node.js

Description This allows an Asset Issuer to Update an Asset within a User's inventory.

Required Inputs

- **inventory_uid** ~ *The UID of an Inventory Asset stored on a User's Account.*
- **json_payload** ~ *The JSON Schema Payload, which is required to mint an Asset.*

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)
3. [MintAssetSchemaForUser](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var inventory_uid = "";
var json_payload = "";
sdk.updateInventoryAsset(inventory_uid, json_payload).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



GetUserInventoryAsset

SDK Type: Javascript/Node.js

Description Gets Asset data for an Asset within a User's inventory.

Required Inputs

- **asset_uid** ~ *This is a Asset within a User's Inventory.*

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)
3. [LinkAssetIssuerAccountToUser](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_uid = "";
sdk.getUserInventoryAsset(asset_uid).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



GetAssetIssuer

SDK Type: Javascript/Node.js

Description Gets an Asset Issuer's data.

Required Inputs

- **asset_issuer_uid** ~ This is the UID of a Asset Issuer which can be a Game, Application or Service that interfaces with CONTACT Systems API.

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_issuer_uid = "";
sdk.getAssetIssuer(asset_issuer_uid).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



GetAllAssetSchemas

SDK Type: Javascript/Node.js

Description Gets all Asset Schemas created by an Asset Issuer.

Required Inputs

- **asset_issuer_uid** ~ This is the UID of a Asset Issuer which can be a Game, Application or Service that interfaces with CONTACT Systems API.

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)
3. [CreateAssetSchema](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_issuer_uid = "";
sdk.getAllAssetSchemas(asset_issuer_uid).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



GetAssetSchema

SDK Type: *Javascript/Node.js*

Description Gets a designated Asset Schema created by an Asset Issuer.

Required Inputs

- **asset_schema_uid** ~ *The UID of an Asset Schema, which is defined by the unique properties that make up a digital asset.*

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)
3. [CreateAssetSchema](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_schema_uid = "";
sdk.getAssetSchema(asset_schema_uid).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



CreateAssetSchema

SDK Type: Javascript/Node.js

Description Creates an Asset Schema.

Required Inputs

- **schema_name** ~ An Asset Schema's name.
- **schema_json** ~ A JSON Schema, which is required to create an Asset Schema <https://json-schema.org/>
- **asset_issuer_uid** ~ This is the UID of a Asset Issuer which can be a Game, Application or Service that interfaces with CONTACT Systems API.
- **isactive** ~ Enables Asset Schemas to be minted; if "Inactive", the developer is unable to mint new Assets.
- **istradable** ~ Enables minted Assets to be traded between Users.
- **issellable** ~ Enables minted Assets to be sold.
- **isrevocable** ~ Enables an Asset Issuer to remove a minted Asset from a User's inventory.
- **isburnable** ~ Enables an Asset Issuer delete a minted Asset from a User's inventory.
- **tags** ~ List of Tags for a Associated Asset Schema Max is 5.
- **category** ~ Category ID for a contact systems category.

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var schema_name = "";
var schema_json = "";
var asset_issuer_uid = "";
var isactive = false;
var istradable = false;
var issellable = false;
var isrevocable = false;
var isburnable = false;
var tags = "";
var category = "";
sdk.createAssetSchema(schema_name, schema_json, asset_issuer_uid, isactive, istradable, issellable,
isrevocable, isburnable, tags, category).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



CreateAssetSchemaWithImage

SDK Type: Javascript/Node.js

Description Creates an Asset Schema.

Required Inputs

- **schema_name** ~ An Asset Schema's name.
- **schema_json** ~ A JSON Schema, which is required to create an Asset Schema <https://json-schema.org/>
- **asset_issuer_uid** ~ This is the UID of a Asset Issuer which can be a Game, Application or Service that interfaces with CONTACT Systems API.
- **isactive** ~ Enables Asset Schemas to be minted; if "Inactive", the developer is unable to mint new Assets.
- **istradable** ~ Enables minted Assets to be traded between Users.
- **issellable** ~ Enables minted Assets to be sold.
- **isrevocable** ~ Enables an Asset Issuer to remove a minted Asset from a User's inventory.
- **isburnable** ~ Enables an Asset Issuer delete a minted Asset from a User's inventory.
- **tags** ~ List of Tags for a Associated Asset Schema Max is 5.
- **category** ~ Category ID for a contact systems category.
- **image_file** ~ Directory location of an image file.

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var schema_name = "";
var schema_json = "";
var asset_issuer_uid = "";
var isactive = false;
var istradable = false;
var issellable = false;
var isrevocable = false;
var isburnable = false;
var tags = "";
var category = "";
var image_file = "";
sdk.createAssetSchemaWithImage(schema_name, schema_json, asset_issuer_uid, isactive, istradable,
issellable, isrevocable, isburnable, tags, category, image_file).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



GetUserFromGameSession

SDK Type: Javascript/Node.js

Description Gets a User's data from a Game Session.

Required Inputs

- **user_session** ~ *The User Session passed from the Desktop Login App.*

Notes

Prerequisites are listed below, if any are required.

1. **CreateOrganization**
2. **CreateAssetIssuer**
3. **CreateGameSession**

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var user_session = "";
sdk.getUserFromGameSession(user_session).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



CreateGameSession

SDK Type: Javascript/Node.js

Description Creates a Game Session for a User.

Required Inputs

- **asset_issuer_uid** ~ This is the UID of a Asset Issuer which can be a Game, Application or Service that interfaces with CONTACT Systems API.
- **user_uid** ~ The UID of a User.

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)
3. [LinkAssetIssuerAccountToUser](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_issuer_uid = "";
var user_uid = "";
sdk.createGameSession(asset_issuer_uid, user_uid).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



CreateGameSessionOAuth

SDK Type: Javascript/Node.js

Description Creates a Game Session for a User.

Required Inputs

- **oauth_access_token** ~ This is a Token that is obtained via the oAuth2 Implementation in Contact Systems.
- **asset_issuer_uid** ~ This is the UID of a Asset Issuer which can be a Game, Application or Service that interfaces with CONTACT Systems API.
- **user_uid** ~ The UID of a User.

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)
3. [LinkAssetIssuerAccountToUser](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var oauth_access_token = "";
var asset_issuer_uid = "";
var user_uid = "";
sdk.createGameSessionOAuth(oauth_access_token, asset_issuer_uid, user_uid).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



CreateLockedGameSession

SDK Type: Javascript/Node.js

Description Creates a Game Session with the inventory locked by an Asset Issuer for a User.

Required Inputs

- **asset_issuer_uid** ~ This is the UID of a Asset Issuer which can be a Game, Application or Service that interfaces with CONTACT Systems API.
- **user_uid** ~ The UID of a User.

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)
3. [LinkAssetIssuerAccountToUser](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_issuer_uid = "";
var user_uid = "";
sdk.createLockedGameSession(asset_issuer_uid, user_uid).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



CreateLockedGameSessionOAuth

SDK Type: Javascript/Node.js

Description Creates a Game Session with the inventory locked by an Asset Issuer for a User.

Required Inputs

- **oauth_access_token** ~ This is a Token that is obtained via the oAuth2 Implementation in Contact Systems.
- **asset_issuer_uid** ~ This is the UID of a Asset Issuer which can be a Game, Application or Service that interfaces with CONTACT Systems API.
- **user_uid** ~ The UID of a User.

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)
3. [LinkAssetIssuerAccountToUser](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var oauth_access_token = "";
var asset_issuer_uid = "";
var user_uid = "";
sdk.createLockedGameSessionOAuth(oauth_access_token, asset_issuer_uid, user_uid).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



EndGameSession

SDK Type: *Javascript/Node.js*

Description Ends a Game Session for a User.

Required Inputs

- **user_uid** ~ *The UID of a User.*

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
 2. [CreateAssetIssuer](#)
 3. [CreateGameSession](#)
-

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var user_uid = "";
sdk.endGameSession(user_uid).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



EndGameSessionOAuth

SDK Type: Javascript/Node.js

Description Ends a Game Session for a User.

Required Inputs

- **oauth_access_token** ~ This is a Token that is obtained via the oAuth2 Implementation in Contact Systems.
- **user_uid** ~ The UID of a User.

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)
3. [CreateGameSession](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var oauth_access_token = "";
var user_uid = "";
sdk.endGameSessionOAuth(oauth_access_token, user_uid).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



LinkAssetIssuerAccountToUser

SDK Type: Javascript/Node.js

Description Links an Asset Issuer's account to a CONTACT Systems User account.

Required Inputs

- **asset_issuer_uid** ~ This is the UID of a Asset Issuer which can be a Game, Application or Service that interfaces with CONTACT Systems API.
- **user_uid** ~ The UID of a User.
- **game_username** ~ This is the Username from the Asset Issuer's Database to Link to a User within CONTACT Systems.
- **game_uid** ~ This is the Unique Identifier from the Asset Issuer's Database to Link a User within CONTACT Systems.

Notes

Prerequisites are listed below, if any are required.

1. **CreateOrganization**
2. **CreateAssetIssuer**

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_issuer_uid = "";
var user_uid = "";
var game_username = "";
var game_uid = "";
sdk.linkAssetIssuerAccountToUser(asset_issuer_uid, user_uid, game_username, game_uid).then((data) =>
{
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



UnlinkAssetIssuerAccountFromUser

SDK Type: Javascript/Node.js

Description Unlinks an Asset Issuer's account to a CONTACT Systems User account.

Required Inputs

- **asset_issuer_uid** ~ This is the UID of a Asset Issuer which can be a Game, Application or Service that interfaces with CONTACT Systems API.
- **user_uid** ~ The UID of a User.

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)
3. [LinkAssetIssuerAccountToUser](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_issuer_uid = "";
var user_uid = "";
sdk.unlinkAssetIssuerAccountFromUser(asset_issuer_uid, user_uid).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



UpdateAssetIssuer

SDK Type: Javascript/Node.js

Description Updates an Asset Issuer.

Required Inputs

- **asset_issuer_uid** ~ This is the UID of a Asset Issuer which can be a Game, Application or Service that interfaces with CONTACT Systems API.
- **issuer_name** ~ An Asset Issuer's name.
- **issuer_industry** ~ Name of the Industry the Asset Issuer is apart of.

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_issuer_uid = "";
var issuer_name = "";
var issuer_industry = "";
sdk.updateAssetIssuer(asset_issuer_uid, issuer_name, issuer_industry).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



CreateAssetIssuer

SDK Type: Javascript/Node.js

Description Creates an Asset Issuer.

Required Inputs

- **organization_uid** ~ This is the UID of a Organization with-in CONTACT System's CoreAPI
- **issuer_name** ~ An Asset Issuer's name.
- **issuer_industry** ~ Name of the Industry the Asset Issuer is apart of.

Notes

Prerequisites are listed below, if any are required.

1. CreateOrganization

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var organization_uid = "";
var issuer_name = "";
var issuer_industry = "";
sdk.createAssetIssuer(organization_uid, issuer_name, issuer_industry).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



UpdateAssetIssuerWithImage

SDK Type: Javascript/Node.js

Description Updates an Asset Issuer with an image.

Required Inputs

- **asset_issuer_uid** ~ This is the UID of a Asset Issuer which can be a Game, Application or Service that interfaces with CONTACT Systems API.
- **issuer_name** ~ An Asset Issuer's name.
- **issuer_industry** ~ Name of the Industry the Asset Issuer is apart of.
- **image_file** ~ Directory location of an image file.

Notes

Prerequisites are listed below, if any are required.

1. **CreateOrganization**
2. **CreateAssetIssuer**

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_issuer_uid = "";
var issuer_name = "";
var issuer_industry = "";
var image_file = "";
sdk.updateAssetIssuerWithImage(asset_issuer_uid, issuer_name, issuer_industry,
image_file).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



CreateAssetIssuerWithImage

SDK Type: Javascript/Node.js

Description Creates an Asset Issuer with an image.

Required Inputs

- **organization_uid** ~ This is the UID of a Organization with-in CONTACT System's CoreAPI
- **issuer_name** ~ An Asset Issuer's name.
- **issuer_industry** ~ Name of the Industry the Asset Issuer is apart of.
- **image_file** ~ Directory location of an image file.

Notes

Prerequisites are listed below, if any are required.

1. CreateOrganization

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var organization_uid = "";
var issuer_name = "";
var issuer_industry = "";
var image_file = "";
sdk.createAssetIssuerWithImage(organization_uid, issuer_name, issuer_industry,
image_file).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



UpdateAssetSchemaWithImage

SDK Type: Javascript/Node.js

Description Updates an existing Asset Issuer.

Required Inputs

- **asset_schema_uid** ~ This is the UID of a Asset Schema that was Created by the Asset Issuer making the Request.
- **schema_name** ~ An Asset Schema's name.
- **schema_json** ~ A JSON Schema, which is required to create an Asset Schema <https://json-schema.org/>
- **issellable** ~ Enables minted Assets to be sold.
- **istradable** ~ Enables minted Assets to be traded between Users.
- **isrevocable** ~ Enables an Asset Issuer to remove a minted Asset from a User's inventory.
- **isburnable** ~ Enables an Asset Issuer delete a minted Asset from a User's inventory.
- **isactive** ~ Enables Asset Schemas to be minted; if "Inactive", the developer is unable to mint new Assets.
- **tags** ~ List of Tags for a Associated Asset Schema Max is 5.
- **category** ~ Category ID for a contact systems category.
- **image_file** ~ Directory location of an image file.

Notes

Prerequisites are listed below, if any are required.

1. **CreateOrganization**
2. **CreateAssetIssuer**
3. **CreateAssetSchema**

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_schema_uid = "";
var schema_name = "";
var schema_json = "";
var issellable = false;
var istradable = false;
var isrevocable = false;
var isburnable = false;
var isactive = false;
var tags = "";
var category = "";
var image_file = "";
sdk.updateAssetSchemaWithImage(asset_schema_uid, schema_name, schema_json, issellable, istradable,
isrevocable, isburnable, isactive, tags, category, image_file).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



UpdateAssetSchema

SDK Type: Javascript/Node.js

Description Updates an existing Asset Issuer.

Required Inputs

- **asset_schema_uid** ~ This is the UID of a Asset Schema that was Created by the Asset Issuer making the Request.
- **schema_name** ~ An Asset Schema's name.
- **schema_json** ~ A JSON Schema, which is required to create an Asset Schema <https://json-schema.org/>
- **issellable** ~ Enables minted Assets to be sold.
- **istradable** ~ Enables minted Assets to be traded between Users.
- **isrevocable** ~ Enables an Asset Issuer to remove a minted Asset from a User's inventory.
- **isburnable** ~ Enables an Asset Issuer delete a minted Asset from a User's inventory.
- **isactive** ~ Enables Asset Schemas to be minted; if "Inactive", the developer is unable to mint new Assets.
- **tags** ~ List of Tags for a Associated Asset Schema Max is 5.
- **category** ~ Category ID for a contact systems category.

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)
3. [CreateAssetSchema](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_schema_uid = "";
var schema_name = "";
var schema_json = "";
var issellable = false;
var istradable = false;
var isrevocable = false;
var isburnable = false;
var isactive = false;
var tags = "";
var category = "";
sdk.updateAssetSchema(asset_schema_uid, schema_name, schema_json, issellable, istradable,
isrevocable, isburnable, isactive, tags, category).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



RevokeInventoryAsset

SDK Type: Javascript/Node.js

Description Revokes an Asset within a user's inventory.

Required Inputs

- **asset_issuer_uid** ~ This is the UID of a Asset Issuer which can be a Game, Application or Service that interfaces with CONTACT Systems API.
- **asset_uid** ~ This is the UID of a Asset within a User's Inventory within CONTACT Systems.

Notes

Prerequisites are listed below, if any are required.

1. **CreateOrganization**
2. **CreateAssetIssuer**
3. **LinkAssetIssuerAccountToUser**
4. **MintAssetSchemaForUser**
5. **CreateGameSession**

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_issuer_uid = "";
var asset_uid = "";
sdk.revokeInventoryAsset(asset_issuer_uid, asset_uid).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



UseInventoryAsset

SDK Type: Javascript/Node.js

Description Uses an Asset within a User's inventory.

Required Inputs

- **asset_uid** ~ *This is a Asset within a User's Inventory.*

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
 2. [CreateAssetIssuer](#)
 3. [LinkAssetIssuerAccountToUser](#)
 4. [MintAssetSchemaForUser](#)
 5. [CreateGameSession](#)
-

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_uid = "";
sdk.useInventoryAsset(asset_uid).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



InviteUserFromAssetIssuer

SDK Type: Javascript/Node.js

Description Invites a User from an Asset Issuer's User System into the CØNTACT System's User System.

Required Inputs

- **asset_issuer_uid** ~ This is the UID of a Asset Issuer which can be a Game, Application or Service that interfaces with CØNTACT Systems API.
- **game_username** ~ This is the Username provided by the Asset Issuer to create a CØNTACT Systems Account by Linking their Asset Issuer account to CØNTACT.
- **game_uid** ~ This is the Asset Issuer's Unique Identifier to identify the user in their system.
- **game_email** ~ This is the Email address of the User.

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_issuer_uid = "";
var game_username = "";
var game_uid = "";
var game_email = "";
sdk.inviteUserFromAssetIssuer(asset_issuer_uid, game_username, game_uid, game_email).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



ListAssetIssuerAccounts

SDK Type: Javascript/Node.js

Description Lists all linked accounts for an Asset Issuer.

Required Inputs

- **asset_issuer_uid** ~ This is the UID of a Asset Issuer which can be a Game, Application or Service that interfaces with CONTACT Systems API.

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)
3. [LinkAssetIssuerAccountToUser](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_issuer_uid = "";
sdk.listAssetIssuerAccounts(asset_issuer_uid).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



DisableAssetSchema

SDK Type: Javascript/Node.js

Description Disables an enabled Asset Schema.

Required Inputs

- **asset_schema_uid** ~ This is the UID of a Asset Schema that was Created by the Asset Issuer making the Request.

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
 2. [CreateAssetIssuer](#)
 3. [CreateAssetSchema](#)
-

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_schema_uid = "";
sdk.disableAssetSchema(asset_schema_uid).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



EnableAssetSchema

SDK Type: Javascript/Node.js

Description Enables a disabled Asset Schema.

Required Inputs

- **asset_schema_uid** ~ *This is the UID of a Asset Schema that was Created by the Asset Issuer making the Request.*

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)
3. [CreateAssetSchema](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_schema_uid = "";
sdk.enableAssetSchema(asset_schema_uid).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



DisableAssetIssuer

SDK Type: Javascript/Node.js

Description Disables a Enabled Asset Issuer

Required Inputs

- **asset_issuer_uid** ~ This is the UID of a Asset Issuer which can be a Game, Application or Service that interfaces with CONTACT Systems API.

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
 2. [CreateAssetIssuer](#)
-

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_issuer_uid = "";
sdk.disableAssetIssuer(asset_issuer_uid).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



EnableAssetIssuer

SDK Type: Javascript/Node.js

Description Enables a disabled Asset Issuer.

Required Inputs

- **asset_issuer_uid** ~ This is the UID of a Asset Issuer which can be a Game, Application or Service that interfaces with CONTACT Systems API.

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var asset_issuer_uid = "";
sdk.enableAssetIssuer(asset_issuer_uid).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



CreateOauth2Client

SDK Type: Javascript/Node.js

Description Allows a Developer to create a oAuth 2 Client.

Required Inputs

- **domain** ~ This is the Domain URL for the Redirection System.
- **description** ~ This allows you to Set what this oAuth 2 Client is for.
- **asset_issuer_uid** ~ This is the UID of a Asset Issuer which can be a Game, Application or Service that interfaces with CONTACT Systems API.

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var domain = "";
var description = "";
var asset_issuer_uid = "";
sdk.createOauth2Client(domain, description, asset_issuer_uid).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



GetUserDataOAuth

SDK Type: Javascript/Node.js

Description Gets user's base data based on OAuth

Required Inputs

- **oauth_access_token** ~ *This is a Token that is obtained via the oAuth2 Implementation in Contact Systems.*

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)

2. [CreateAssetIssuer](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var oauth_access_token = "";
sdk.getUserDataOAuth(oauth_access_token).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



ListCategories

SDK Type: Javascript/Node.js

Description Lists all Categories on the Contact Platform.

Required Inputs

Notes

Prerequisites are listed below, if any are required.

1. None

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);

sdk.listCategories().then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```



ListAssetIssuers

SDK Type: Javascript/Node.js

Description Lists all Asset Issuers for a Organization

Required Inputs

- **organization_uid** ~ This is the UID of a Organization with-in CONTACT System's CoreAPI

Notes

Prerequisites are listed below, if any are required.

1. [CreateOrganization](#)
2. [CreateAssetIssuer](#)

```
var access = "00000000-0000-0000-0000-000000000000", secret = "00000000-0000-0000-0000-000000000000";
var contact = require('metropolis-node'), sdk = new contact(access, secret);
var organization_uid = "";
sdk.listAssetIssuers(organization_uid).then((data) => {
  console.log(data);
}).catch((err) => {
  console.log(err);
});
```