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LFS REST API General support
(26 posts, started Sun 7 Nov 2021, 18:18)

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#1   LFS REST API General support   Sun 7 Nov 2021, 18:18

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© 2002-2025 Live for Speed - Scawen Roberts, Eric Bailey, Victor van Vlaardingen

All timestamps on this website are displayed in your local timezone

Joined : 13 Aug 2011
Posts : 83

Here is some known info so far:

First, register your application at https://www.lfs.net/account/api .
You can then request a Bearer token with your client ID and client secret at id.lfs.net. Quick example:

```
// Request a Bearer token by using the client_credentials grant type.
// This requires client_id and client_secret.
// One can simply fetch that by POSTing those values. See below for example.

$accessTokenUrl = 'https://id.lfs.net/oauth2/access_token';
$accessTokenPost = [
    'grant_type'    => 'client_credentials',
    'client_id'     => 'dfffniwufhnfr823nhr',
    'client_secret' => '4n8rrrn3ycnf48ycf8ny4r',
];

$context  = stream_context_create([
    'http' => [
        'method'  => 'POST',
        'header'  => 'Content-Type: application/x-www-form-urlencoded',
        'content' => http_build_query($accessTokenPost),
        'ignore_errors' => true,
    ]
]);
$result = file_get_contents($accessTokenUrl, false, $context);
if ($result)
{
    $json = json_decode($result);
    print_r($json);
}
else
{
    var_dump($http_response_header);
    var_dump($result);
}
```

With the obtained Bearer token, you can use our new API at https://api.lfs.net . Quick example:

```
$bearerToken = 'abcdefetc';
$apiUrl = 'https://api.lfs.net/vehiclemod';
$opts = array('http' =>
    array(
        'method'  => 'GET',
        'header'  => 'Authorization: Bearer '.$bearerToken,
    )
);

$result = file_get_contents(
    $apiUrl,
    false,
    stream_context_create($opts)
);

if ($result)
{
    header('Content-Type: application/json');
    echo $result;
}
else
{
    var_dump($http_response_header);
    var_dump($result);
}
```

That gives you a list of all vehicle mods. The schema of a VehicleModSummary object:

```
{
  "data": {
    "id":               string  // Vehicle Mod identifier. AKA Skin ID, in HEX format
    "name":             string  // Vehicle Mod name
    "descriptionShort": string  // Short description
    "description":      string  // Description
    "userId":           int     // Uploader user ID
    "userName":         string  // Uploader user Name
    "wip":              boolean // Work In Progress
    "publishedAt":      int     // Unixtimestamp of publish date
    "numDownloads":     int     // Number of downloads
    "curUsage":         int     // Number of racers using this mod online right now
    "rating":           int     // Rating, from 0 - 5
    "numRatings":       int     // Number of people who rated
    "version":          int     // Vehicle Mod Version
    "lastDownloadedAt": int     // Unixtimestamp of last download date
    "class":            int     // Vehicle class
    "ev":               boolean // Electric Vehicle if true
    }
  }
}

"class":
0: Object
1: Touring car
```

```
4: Formula
5: GT
6: Kart
7: Bike
8: Van
9: Truck
10: Formula 1
11: Formula SAE
```

You can also get more detailed by performing a GET /vehiclemod/{id} which will return:

```
{
  "data": {
    "id":                string  // Vehicle Mod identifier. AKA Skin ID, in HEX format
    "name":              string  // Vehicle Mod name
    "descriptionShort":  string  // Short description
    "description":       string  // Description
    "userId":            int     // Uploader user ID
    "userName":          string  // Uploader user Name
    "wip":               boolean // Work In Progress
    "publishedAt":       int     // Unixtimestamp of publish date
    "numDownloads":      int     // Number of downloads
    "curUsage":          int     // Number of racers using this mod online right now
    "rating":            int     // Rating, from 0 - 5
    "numRatings":        int     // Number of people who rated
    "version":           int     // Vehicle Mod Version
    "lastDownloadedAt":  int     // Unixtimestamp of last download date
    "class":             int     // Vehicle class
    "ev":                boolean // Electric Vehicle if true
    "vehicle": {
      "iceCc":              int     // ICE cc
      "iceNumCylinders":    int     // ICE number of cylinders
      "iceLayout":          int     // ICE engine layout
      "evRedLine":          float   // EV redline
      "drive":              int     // Drive
      "shiftType":          int     // Shift type
      "power":              float   // Power in kW
      "maxPowerRpm":        int     // Max power at RPM
      "torque":             float   // Torque in Nm
      "maxTorqueRpm":       int     // Max torque at RPM
      "mass":               float   // Total mass of vehicle in kg
      "bhp":                float   // BHP
      "powerWightRatio":    float   // Power to weight ratio
      "bhpTon":             float   // BHP per ton
      "fuelTankSize":       float   // Fuel tank size. If "ev" = true, its unit is kWh, otherwise litres
    }
  }
}
```

```
"class":
0: Object
1: Touring car
2: Saloon car
3: Buggy
4: Formula
5: GT
6: Kart
7: Bike
8: Van
9: Truck
10: Formula 1
11: Formula SAE

"iceLayout":
0: inline
1: flat
2: V

"drive":
0: None
1: Rear wheel drive
2: Front wheel drive
3: All wheel drive

"shiftType":
0: None
1: H-pattern gearbox
2: Motorbike
3: Sequential
4: Sequential with ignition cut
5: Paddle
6: Electric motor
7: Centrifugal clutch
```

#2   Sun 7 Nov 2021, 18:32

Joined : 13 Aug 2011
Posts : 83

I'm using Postman to do that, but the server responds with 401:

```
{
    "error": {
        "message": "Client authentication failed: invalid_client"
    }
}
```

And yes, my app is registered with no redirect url and SPA option turned off

› **Your registered Applications**

Application ID		Name	Display Name	SPA	Created	Last Used		
m5lb	dveJ	RC-Core	RC Core InSim	No	Today, 17:47	Never	Edit	Delete

#3   Sun 7 Nov 2021, 20:59

Racon
S3 licensed

Joined : 25 Dec 2006
Posts : 1828
Online at :
PiranMOTOInfiniteHotlap

I'm getting the same, but using the code above with just my credentials pasted in.

#4   Sun 7 Nov 2021, 22:33

Victor
Developer

Joined : 20 Jan 2003
Posts : 9230

I can reproduce. Will investigate.

#5   Sun 7 Nov 2021, 22:43

Victor
Developer

Joined : 20 Jan 2003
Posts : 9230

Aha - even if you only use the client_credentials flow, the lib I use still requires you to enter a redirect-uri. For both of you I've added https://www.lfs.net as a test and it works.
I don't wanna hack this in the lib itself, so I think I have to enforce the redirect uri in the form, even if you don't use it.

#6   Sun 7 Nov 2021, 22:45

Racon
S3 licensed

Joined : 25 Dec 2006
Posts : 1828
Online at :
PiranMOTOInfiniteHotlap

Thanks Victor, that's got it!

#7   Sun 7 Nov 2021, 23:05

Racon
S3 licensed

Joined : 25 Dec 2006
Posts : 1828
Online at :
PiranMOTOInfiniteHotlap

I can get a token and use it to access */vehiclemod* now, but */vehiclemod/{id}* is returning a 404.

#8   Mon 8 Nov 2021, 0:08

Joined : 20 Jan 2003
Posts : 9230

#9

Mon 8 Nov 2021, 0:18

Racon
S3 licensed

Joined : 25 Dec 2006
Posts : 1828
Online at :
Piran MOTO InfiniteHotlap

That's got that one too, thanks.

#10

Mon 8 Nov 2021, 2:47

Dygear
Section moderator
S3 licensed

Joined : 8 Feb 2005
Posts : 3809

Oh crap. I should probably update the LFSWorld SDK

#11

Wed 10 Nov 2021, 16:56

Joined : 13 Aug 2011
Posts : 83

I've just wasted good ~1 hours trying to figure out why the API server did not accept Authorization header 🤦
It looks like there's nginx standing as a load balancer before the API and it rewrites calls to the
https://api.lfs.net/vehiclemod endpoint
but it does it with a 302 Redirect response (to the same endpoint but with / at the end..) which somehow cancels Authorization flow in the .NET
side.

So any .NET users (and possibly c++) should use the "correct" url: https://api.lfs.net/vehiclemod/ (with the / at the end).

Here's a code example to get List of all mod vehicles:

```
Quote from .net core :
            public async Task<List<ModCarEntry>> GetModdedCars()
            {
                var client = new HttpClient();
                var content = new FormUrlEncodedContent(new Dictionary<string, string>
                {
                    {"client_secret", "your_client_secret"},
                    {"client_id", "your_client_id"},
                    {"grant_type", "client_credentials"}
                });

                var tokenResponse = await client.PostAsync("https://id.lfs.net/oauth2/access_token", content);
                var tokenText = await tokenResponse.Content.ReadAsStringAsync();
                var tokenObject = JsonConvert.DeserializeObject<TokenResponse>(tokenText);
                var accessToken = tokenObject.access_token;

                client.DefaultRequestHeaders.Add("Authorization", "Bearer " + accessToken);
                var carEntriesResponse = await client.GetStringAsync("https://api.lfs.net/vehiclemod/");

                return JsonConvert.DeserializeObject<ModCarEntriesResponse>(carEntriesResponse).Data;
            }

            public class TokenResponse
            {
                public string token_type { get; set; }
                public int expires_in { get; set; }
                public string access_token { get; set; }
            }

            class ModCarEntriesResponse
            {
                public List<ModCarEntry> Data { get; set; }
            }

            public class ModCarEntry
            {
                public string id { get; set; }
                public string name { get; set; }
                public string descriptionShort { get; set; }
                public string description { get; set; }
                public int userId { get; set; }
                public string userName { get; set; }
                public bool wip { get; set; }
                public int publishedAt { get; set; }
                public int numDownloads { get; set; }
                public int curUsage { get; set; }
                public float rating { get; set; }
                public int numRatings { get; set; }
                public int version { get; set; }
                public int lastDownloadedAt { get; set; }
                public int _class { get; set; }
                public bool ev { get; set; }
            }
```

Last edited by xspeedasx, Wed 10 Nov 2021, 17:04.

#12   Wed 10 Nov 2021, 17:24

Victor
Developer

Oooh sorry, I hate it when sites do that. This was an oversight and I usually write my configs to allow both with and without / .
So that's fixed now.

Joined : 20 Jan 2003
Posts : 9230

#13   Sun 14 Nov 2021, 18:32

Log in   Create account

Joined : 13 Aug 2011
Posts : 83

New update W45!

Changes from 0.6W43 to 0.6W45:

LFS:

New mod filters Staff picks only / Include tweak mods / Include WIP
You can now set list of mods allowed on host (via InSim or LFS.net)
...

Will there be staff_pick/tweak flags included in the mod data?

P.S. from what I saw - ratings go from 1 to 5, because you can't click 0 stars, right? 😁

> Quote :
>
> ```
>     "rating":              int     // Rating, from 0 - 5
> ```

And its also actually float

#14

Victor
Developer

Joined : 20 Jan 2003
Posts : 9230

Sun 14 Nov 2021, 19:01

Ah, yeah I've added those:
```
"staffPick":            boolean // Mod is selected for Staff Pick
"tweakMod":             boolean // Mod is categorised as a Tweak Mod
```

Thanks for the rating float remark Have adjusted my doc.
It can be 0 though, if noone has voted.

#15

DarkKostas
S3 licensed

Joined : 29 Aug 2008
Posts : 316

Thu 25 Nov 2021, 23:55

> Quote from xspeedasx :
> Here's a code example to get List of all mod vehicles:

Just a note on this. I had to add this line

> Quote :
>
> ServicePointManager.SecurityProtocol = SecurityProtocolType.Tls12;
> var client = new HttpClient();

or else i was getting an error about TLS. Same as you too i had to also add the redirect link to lfs.net and now it works as expected!

#16

xspeedasx
S3 licensed
Joined : 13 Aug 2011
Posts : 83

Fri 26 Nov 2021, 12:52

> Quote from DarkKostas :
> Just a note on this. I had to add this line
>
> ```
> ServicePointManager.SecurityProtocol = SecurityProtocolType.Tls12;
> ```

Yes, if you're using insim.net standard version, your project is probably also set to the .NET 4.5 version.
The .NET 4.5 only supports TLS 1.0 by default.
Upgrading your project to .NET 4.6 would support 1.2 by default (and would allow to use C# 6.0 syntax 😁), and it *should* still allow to reference the 4.5 version dll, but this is trivial, since it can be solved with the ServicePointManager option adjust.

There shouldn't be such problems in .NET 6 insim.net version

#17

PeterN
S3 licensed

Joined : 18 Oct 2009
Posts : 424

Fri 26 Nov 2021, 13:03

Should really move away from .NET 4.5, it'll be unsupported soon...

https://devblogs.microsoft.com/dotnet/net-framework-4-5-2-4-6-4-6-1-will-reach-end-of-support-on-april-26-2022/

#18

Fri 26 Nov 2021, 14:22

Joined : 13 Aug 2011
Posts : 83

> Quote from PeterN :
> Should really move away from .NET 4.5, it'll be unsupported soon...
>
> https://devblogs.microsoft.com/dotnet/net-framework-4-5-2-4-6-4-6-1-will-reach-end-of-support-on-april-26-2022/

the 4.5 version is already in lower priority than the .NET 6 version, meaning when there will be more inSim changes, version 6 will be updated first.

#19   Fri 26 Nov 2021, 20:06

NeOn_sp
S3 licensed
Joined : 17 Dec 2005
Posts : 86

I can't find the documentation 🙈

#20   Fri 26 Nov 2021, 21:28

LakynVonLegendaus
S3 licensed

Joined : 5 Sep 2012
Posts : 326

> Quote from xspeedasx :
> Here's a code example to get List of all mod vehicles

That would take me about 5 lifetimes to code, thanks for sharing!

> Quote from NeOn_sp :
> I can't find the documentation 🙈

The one that's supposed to be in the LFS Manual? I didn't find that either, I guess it doesn't actually exist yet.

#21   Tue 30 Nov 2021, 15:49

Victor
Developer

Joined : 20 Jan 2003
Posts : 9230

The API manual is not there yet, indeed. The API endpoints / bodies are also not yet final. When they are, I'll create the manual pages. The above endpoints were provided so ppl have something to request info regarding vehicle mods for now.

#22   Tue 14 Dec 2021, 21:52

LakynVonLegendaus
S3 licensed

Joined : 5 Sep 2012
Posts : 326

Could access flag be included in the mod data?

#23   Mon 27 Dec 2021, 16:05

PeterN
S3 licensed

Joined : 18 Oct 2009
Posts : 424

Second this, would be nice to be able filter out private mods, or mods that have been removed.

EDIT: Also can we get an approved status flag added too?

Last edited by PeterN, Fri 31 Dec 2021, 18:33.

#24   Wed 19 Jan 2022, 17:07

xspeedasx
S3 licensed
Joined : 13 Aug 2011
Posts : 83

Would it be terribly hard to include configuration names with their respective ids for cars?

#25   Wed 19 Jan 2022, 17:17

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Joined : 20 Jan 2003
Posts : 9230

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