

SWF API

Account

/account/logout - end account session - POST

/account/login - start account session and get a session identifier- POST {username, password}

/account/authorise - get link to authorise account with spotify (requires being authenticated) user is taken to redirect after being authorised - POST {redirect}

All of the below require authentication in the form of a session cookie and username cookie

Room

/friends/{username}/add - add specified user to friends - POST

/friends/{username}/listen - start receiving sync events from this users playback and stop receiving from other users - PUT

/friends/{username}/leave - stop receiving sync events from this user - PUT

/friends/{username}/remove - remove friend - DELETE

/friends - list friends and whether you are listening to them - GET

Playback

/playback/play - play track - PUT

/playback/pause - pause track - PUT

/playback/next - next track - PUT

/playback/prev - previous track - PUT

/playback/playtrack - play a specified uri with optional timestamp - PUT {uri, (timestamp)}

/playback/state - find the playback state - GET

playback state is a json object with the following format:

```
{
  "isPlaying": true,
  "albumCoverURL": "https://example.com/image.jpg",
  "track": "Insane", "artist": "Eminem",
  "album": "Relapse: Refill",
  "progress": 1335,
  "length": 181000
}
```

friends returns a json object with the following format:

```
{
  "friends": [
    {
      "username": "ben",
      "listening": true
    },
    {
      "username": "joe",
      "listening": false
    }
  ]
}
```

listening is whether you are listening to them or not