Introduction to OAuth and Data Management API

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Developer Advocate



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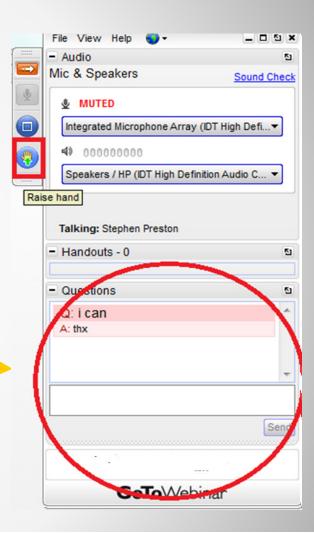


To ask questions

Raise hand to speak

or

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OAuth

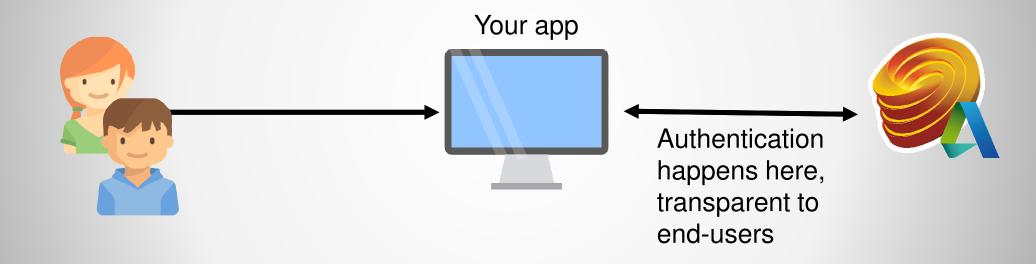


Common industry standard

- Used across the galaxy!
- ID & Password remains secure!
- Grant access to a limited time (under a predefined scope)
- Authenticate API access (2-legged)
- Controlled access to end-user information stored with Autodesk (3-legged)

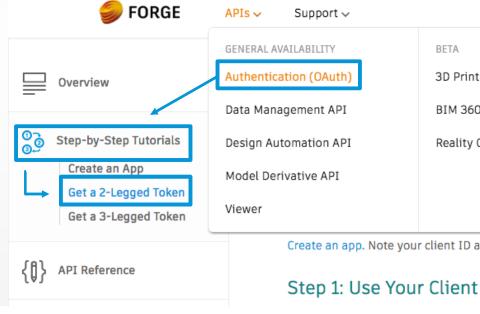


Which approach should I use? 2-legged



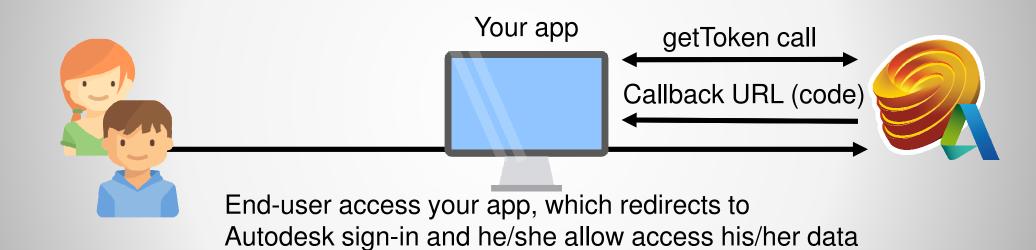
Which approach should I use? 2-legged

- Transparent to end-users (no Autodesk Forge brand appear)
- All files are stored under your developer account (OSS buckets)
- Server-server enterprise communication for BIM 360 API
- Get 2-legged token tutorial
 - /authentication/vl/authenticate



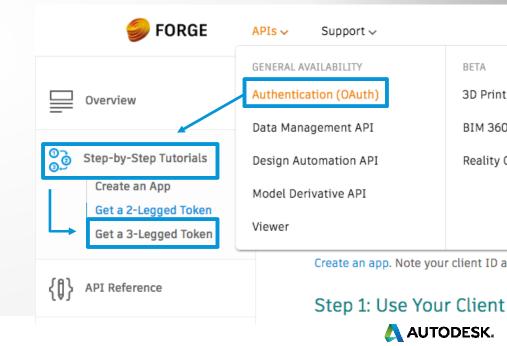


Which approach should I use? 3-legged



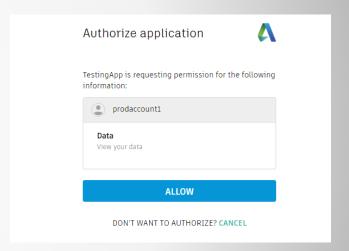
Which approach should I use? 3-legged

- End-use will need to enter his/her credentials and approve access at least once.
- All files are stored under the end-user account (hubs & projects)
- User level operations (actions performed using the user credentials/approval)
- Get 3-legged token tutorial
 - /authentication/vl/authorize
 - [callback your app]
 - /authentication/vl/gettoken
 - /authentication/vl/refreshtoken



OAuth scopes

- Define which data is accessible for the token (both 2- or 3-legged)
- On 3-legged, the scope define the permissions the end-user will need to approve on the consent page.
- IMPORTANT: if the end-user have access to the token, create a token with restricted access (e.g. read-only).



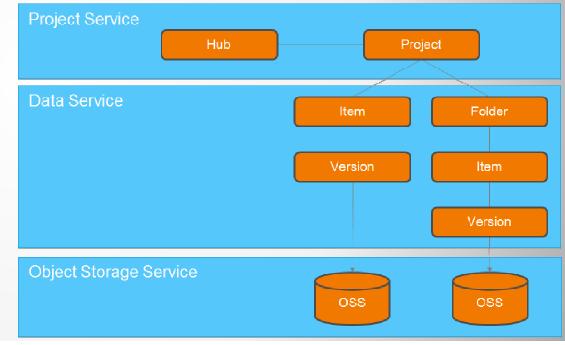
- Malicious end-user with a write-enabled token can modify data directly on your account (e.g. your buckets)
- For Viewer, use viewables:read scope ONLY (or Proxy)



Data Management API

Overview

- User data, needs 3-legged token
- Hubs, Projects, Folders, Items (and versions)
 - Abstraction on top of OSS
- Access to:
 BIM 360 Team & Docs
 Collaboration for Revit
 Fusion 360
 OSS (app bucket)



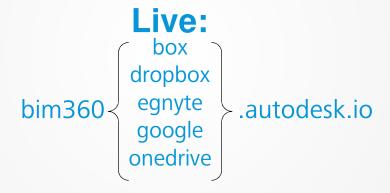


Overview - Endpoints

- Projects, Data & OSS endpoints, here are a few (of many):
- /projects/
 - Hubs /project/v1/hubs
 - Projects /project/vl/hubs/:hub_id/projects
- /data/
 - Folders /data/vl/projects/:project_id/folders/:folder_id/contents
 - Items /data/vl/projects/:project_id/items/:item_id
 - Version /data/vl/projects/:project_id/versions/:version_id
- /oss/
 - Buckets /oss/v2/buckets (POST to create, GET to list)
 - Upload /oss/v2/buckets/:bucketKey/objects/:objectName



Demonstration!



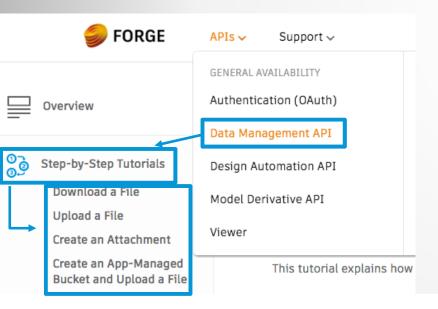
Source-code

github.com/Autodesk-Forge/bim360appstore-data.management-nodejs-transfer.storage



Tutorials, please!

- Check our amazing tutorials!
- Which tutorial? A few scenarios at this post: https://forge.autodesk.com/cloud_and_mobile/2016/09/forge-tutorials-which-should-i-use.html







Tips & Tricks



BIM 360: Listing files

About the attributes.extension.type

Hubs

Enterprise (shared with me): hubs:autodesk.core:Hub

Personal: hubs:autodesk.a360:PersonalHub

BIM 360 Docs account: hubs:autodesk.bim360:Account

Projects

Other projects: projects:autodesk.core:Project

BIM 360 Docs Projects: projects:autodesk.bim360:Project

Items

Folders folders:autodesk.core:Folder or folders:autodesk.bim360:Folder

Files items:autodesk.core:File or items:autodesk.bim360:File

Others items:autodesk.bim360:Document

items:autodesk.bim360:ReviewDocument



BIM 360: Upload a file

- Tutorial: https://developer.autodesk.com/en/docs/data/v2/tutorials/upload-file/
- POST projects/:project_id/items
 Creates a new item (and first version)
 - data.attribute.extension.type "items:autodesk.core:File": "items:autodesk.bim360:File"
 - included[0].attribute.extension.type "versions:autodesk.core:File": "versions:autodesk.bim360:File"
- POST projects/:project_id/versions
 Creates a new version for an item
 - data.attribute.extension.type
 "versions:autodesk.core:File": "versions:autodesk.bim360:File"



BIM 360: Create Folder

- BIM 360 Team
 - POST projects/:project_id/folders3-legged2-legged
- BIM 360 Docs
 - POST projects/:project_id/commands
 3-legged
 2-legged only with x-user-id (as of August/2017)

Transferring files



Why AWS Lambda? Benefits of "server-less" approach

- Scalable
 Automatically scales your application by running code in response to each trigger
- Multiple transfers
 Code runs in parallel and processes each trigger individually, scaling precisely with the size of the workload
- On-demand
 Runs your code without requiring you to provision servers
- Cheaper (for high demanding tasks)
 Pay for only the compute time you consume, avoid a big server idle most of the time



Transfer from Autodesk to Storage

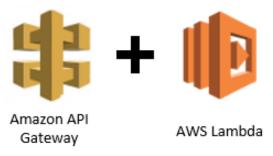
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- 3. Check destination folder
- 4. Create file "place holder"

Webapp



- 5. Prepare source and destination URLs with Authorization header
- 6. Send "job" to AWS Lambda



- 7. Lambda download from source, upload to destination
- 8. Send "job complete" notification

- 1. User selects a file
- 2. Get the href of the file





Transfer from Storage to Autodesk

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Amazon API

Gateway

- 1. User selects a file
- 2. Get the href of the file

Webapp



- 5. Prepare source and destination URLs with Authorization header
- 6. Send "job" to AVVS Lambda
 - 9. Create Version on Autodesk

AWS Lambda

7. Lambda download from source,

upload to destination

8. Send "job complete" notification

- 3. Check destination folder
- 4. Create file "place holder" (i.e. storage location)



R AUTODESK BIM 360 TEAM

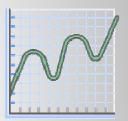
BIM 360 DOCS



Learn more

- AWS Lambda aws.amazon.com/lambda aws.amazon.com/api-gateway
- Transfer to Storages sample forge.autodesk.com/blog/transfer-storages-sample
- Transferring files with AWS Lambda forge.autodesk.com/blog/transferring-files-aws-lambda
- Running Forge Viewer on AWS Lambda Server and API Gateway forge.autodesk.com/blog/running-forge-viewer-aws-lambda-server-and-api-gateway





Libraries?





- Sample bim360appstore-data.management-nodejs-transfer.storage
- npm install forge-apis@0.4.1







- Sample data.management-csharp-sample
- Install-Package Autodesk.Forge -Version 1.0.2



- Java github.com/Autodesk-Forge/forge-api-java-client
- PHP github.com/Autodesk-Forge/forge-php-client



What's next?

- Register & get a key developer.autodesk.com
- See documentation & tutorials
 <u>developer.autodesk.com/en/docs/data/v2</u>
- Reuse code GitHub
 github.com/Autodesk-Forge
- Ask questions stackoverflow
 TAG: <u>autodesk-data-management</u>

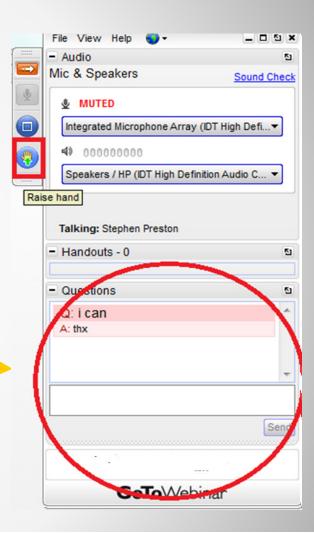


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Thank you!

Happy programming!

