



YI'S SOLUTIONS

YI'S SOULTIONS: API

How do I create a new API? How do I call it after it's created? How do I add known available commands?

Summary

Chapter 1 API

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Chapter 1 API

A. API: Create Template

The file format supports three types: [Ps1](#), [Psd1](#), [Psm1](#)

Editing API naming rules: In the main interface, enter the shortcut command "API Set" or "Set API" to access the API settings interface, then create the API according to the rules.

Once created, open the file and edit it.

B. API: Edit new file

After creating [Ps1](#), [Psd1](#), and [Psm1](#) according to the rules, create a text editing software, select the known elements, and add them to the new file.

1. Language

1.1. Language: Settings

[Language -Reset](#)

Activate the language settings interface.

1.2. Language: View all strings

[\\$lang | Out-GridView](#)

Warning: Do not use [\\$lang = @\(\)](#) in the API to reset the default strings.

1.3. Language: Add new language strings using +=

[\\$lang += @{ ApiNewName = "hello, this api custom new name" }](#)

1.4. Language: Call the newly added strings using the API

Use [Write-host \\$lang.ApiNewName](#) or call known language strings from [Yi's Solutions: Write-host \\$lang.FontsUI](#)

2. Available UI Interface

All known menus, interfaces, etc., can be accessed via the API.

2.1. UI Settings: Image Source

2.1.1. UI Settings: Image Source

[Image_Select](#)

2.1.2. UI Settings - Other Menus

2.1.2.1. UI Settings: Functions

`Image_Select -Page "Set"`

2.1.2.2. UI Settings: ISO

`Image_Select -Page "ISO"`

2.1.2.3. UI Settings: API

`Image_Select -Page "API"`

2.2. No image mounting required

2.2.1. Preferred Primary Key

Before processing, please set the primary key name. You can switch between different primary keys during the process.

Available primary key range:

`WI = Install;wim;Install;wim;`

`WR = Install;wim;WinRE;wim;`

`EI = Install;esd;Install;esd;`

`ER = Install;esd;WinRe;wim;`

`BW = boot;wim;boot;wim;`

2.2.1.1. Setting the preferred option

`Shortcuts_Select -Name "WI"`

`WI` = It can be changed to another primary key; please refer to: Preferred Primary Key.

2.2.1.2. Clearing the selected primary key

`$Global:Primary_Key_Image = @()`

`$Global:Save_Current_Default_key = ""`

2.2.2. Mount

`Shortcuts_Mount_Key_and_Index -Command "IW 1"`

`IW` = It can be changed to another primary key; please refer to: Preferred Primary Key.

`1` = Select index number 1. Other index numbers can be selected. If the index number is incorrect, a mounting interface will pop up with an error message.

2.2.3. Remount

`Shortcuts_ReMount_Key -Name "IW"`

IW = It can be changed to another primary key; please refer to: Preferred Primary Key.

2.2.4. Append

`Shortcuts_Append_IAB -Name "IW"`

IW = It can be changed to another primary key; please refer to: Preferred Primary Key.

2.2.5. Remove

`Shortcuts_Remove_Index -Command "WI"`

IW = It can be changed to another primary key; please refer to: Preferred Primary Key.

1 = Selecting index number 1 is an option; other index numbers can also be selected. If an incorrect index number is entered, a mounting interface will appear, displaying an error message.

2.2.6. Updating and extracting files within the image.

`Shortcuts_Euwl_Primary_Key -Name "WI"`

IW = It can be changed to another primary key; please refer to: Preferred Primary Key.

2.2.7. Rebuild

`Shortcuts_Rebuild_Key -Name "WI"`

IW = It can be changed to another primary key; please refer to: Preferred Primary Key.

2.2.8. Apply

`Shortcuts_Apply_Key -Name "WI"`

IW = It can be changed to another primary key; please refer to: Preferred Primary Key.

2.2.9. Capture

`Image_Capture_UI`

2.2.10. Additional edition

`Shortcuts_Additional_Edition_Key -Name "WI"`

IW = It can be changed to another primary key; please refer to: Preferred Primary Key.

2.2.11. Extracting language packs

`Shortcuts_Image_Language -Command "Lp E"`

2.2.12. Conversion, merging, splitting

Image_Convert

2.2.13. Generating ISO

ISO_Create

Quickly generate ISO

ISO_Create_UI -Quick -ISO

2.3. When a new mount image is available

2.3.1. Mount status

2.3.1.1. Save

Shortcuts_Save -Name "WI"

IW = It can be changed to another primary key; please refer to: Preferred Primary Key.

2.3.1.2. Do not save

Shortcuts_Unmnt -Name "WI -Q"

IW = It can be changed to another primary key; please refer to: Preferred Primary Key.

-Q = After adding, quick discarding is allowed.

2.3.1.3. Unmount all mounted devices

-Quicik = After adding, quick discarding is allowed.

2.3.1.3.1. Save

Eject_Forcebly_All -Save -DontSave -Quick

2.3.1.3.2. Do not save

Eject_Forcebly_All -DontSave -Quick

2.3.2. Solution: Generation

Solutions_Menu

2.3.3. Language Pack

Language_Menu

2.3.4. InBox Apps

[InBox_Apps_Menu](#)

2.3.5. Cumulative Updates

[Cumulative_updates_menu](#)

2.3.6. Drivers

[Drive_Menu](#)

2.3.7. Image Version

[Image_Version_Menu](#)

2.3.8. Windows Features

[Windows_Feature_Menu](#)

2.3.9. PowerShell Functions

[Shortcuts_PowerShell_Functions_Unrestricted -Command "Pause"](#)

Pause = Can be replaced with: [Clear](#), [CTD](#), [Empty](#), [RAMDISK](#), [RAMDISK_AR](#), [REFS](#), [TPM](#), This displays the available names and details: [Functions_Tasks_List](#)

2.3.9.1. Before running

[Shortcuts_PowerShell_Functions -Command "A"](#)

2.3.9.2. After running

[Shortcuts_PowerShell_Functions -Command "B"](#)

2.3.9.3. Unrestricted

[Functions_Unrestricted_UI](#)

2.3.10. API

[Solutions_API_Command -Name "YI"](#)

YI = Replace the API-available names and display the available names: [Solutions_API_Command -Name "List"](#)

2.3.10.1. Before running

[Solutions_API_Command -Name "A"](#)

2.3.10.2. After running

Solutions_API_Command -Name "B"

2.3.10.3. Unrestricted

API_Unrestricted_UI

2.4. Events

2.4.1. Autonomous Driving

Event_Assign_Task_Customize_Autopilot

2.4.2. Customize the assignment of known events

Event_Assign_Task_Customize

3. Call command set

To narrow down the search, after displaying the main rule names, please search for the corresponding names and learn about the known methods.

3.1. Image Rules

\$Global:Image_Rule

3.2. Image Source

\$Global:Image_source

3.3. Get Mount Point

\$Global:Mount_To_Route

3.4. Temporary Path

\$Global:Mount_To_RouteTemp



Yi's SOLUTIONS

This API documentation is part of [Yi's Solutions](#) content. Learn more:

- Yi's official website | <https://fengyi.tel/solutions>
- Github | <https://github.com/ilikeyi/solutions>

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