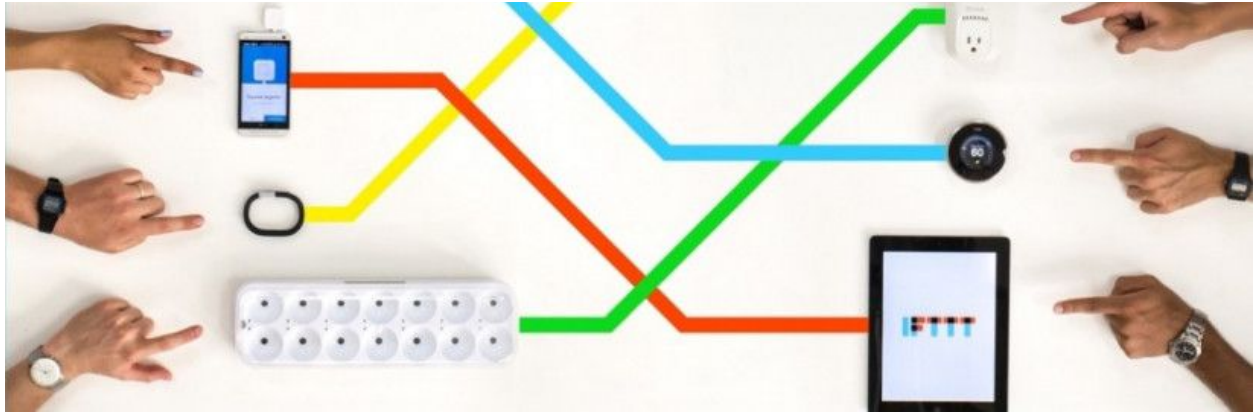


IFTTT + Webhooks

Making custom 'If This Then That' triggers using Webhooks



What is 'If this then that'? (<https://ifttt.com/>)

IFTTT is a web-based automation service that consolidates a ton of existing products and services (from Twitter to automated sprinkler systems). It makes it really easy to make automated apps by combining 'services', 'triggers', and 'ingredients', 'applets':

Services: These are packets of data from web services, like Twitter, eBay, Youtube, or Gsuite. Services can also be actions controlled by a certain API, like sending SMS or receiving weather data. Check out the full list: (<https://ifttt.com/services>)

Triggers: These are the commands that trigger your desired action. They can be keywords from a social feed, Alexa commands, or [Webhooks](#)

Ingredients: Ingredients are basic data available from a trigger—from the fitbit trigger, for example; calories burned, steps, heart rate, location. You can use this data in your action if you want.

Actions: These are the result of your applet. They are the 'outputs'. For example, Tweeting, or changing the color of a Phillips Hue Lightbulb.

Applet: Applets are the app that you create to connect services through triggers and actions. For example, if you like a picture on Instagram (trigger), an IFTTT app can send the photo to your [Dropbox](#) account (action).

What are Webhooks?



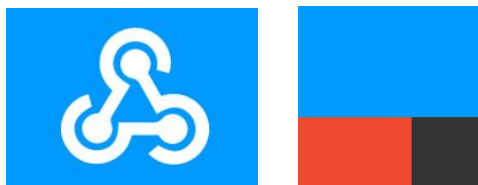
Webhooks (Sometimes called reverse API's) don't require an explicit request to send data. They just push data to a service when it's available.

“To use a webhook, you register a URL with the company providing the service. That URL is a place within your application that will accept the data and do something with it. In some cases, you can tell the provider the situations when you'd like to receive data. Whenever there's something new, the webhook will send it to your URL.”

- <https://sendgrid.com/blog/webhook-vs-api-whats-difference/>

Using Webhooks for IFTTT

(https://ifttt.com/maker_webhooks)

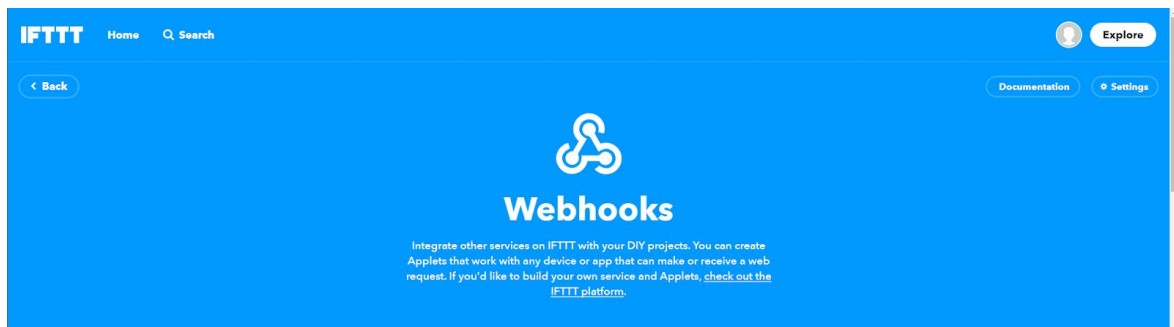


The Webhooks Service on IFTTT lets you build a custom service to use in your applets. You can use any device or application that can make or receive web requests. This has a lot of great applications for combining physical interactives with any of the services that IFTTT hosts.

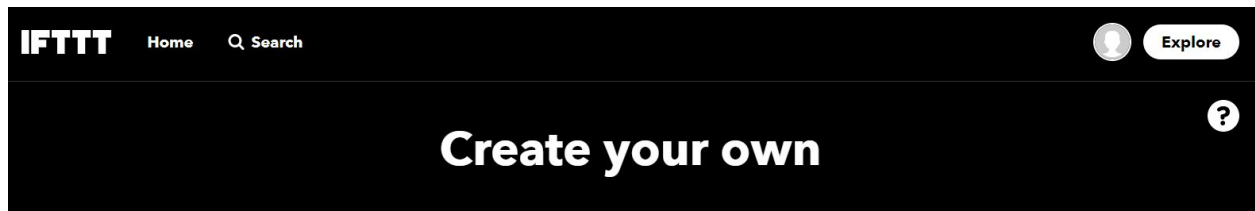
An Example:

Here's how to build a button that, when pressed, sends out a slack message asking if anyone wants to come with you to get coffee.

- 1) Log in to IFTTT and connect to the two services we'll be using. In this case, Webhooks (https://ifttt.com/maker_webhooks) and Slack (<https://ifttt.com/slack>). You'll be asked to sign in to whatever service you connect, and agree to permissions.
- 2) Once you connect Webhooks, you'll be able to access the documentation button (on the top right corner) press this to access your personal webhooks key, and take note of it for later. You can replace {event} with your event trigger word. I used <Pressed>



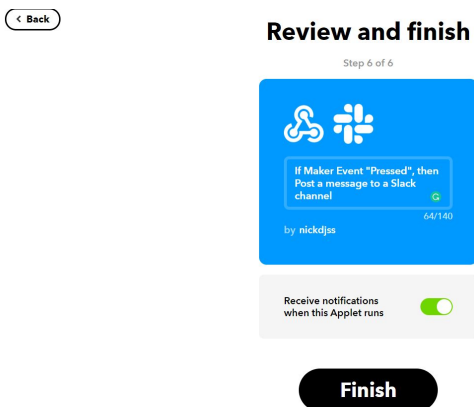
- 3) Our Webhooks channel is active and ready to be used. Next, you can make an applet using it. Navigate to the IFTTT Maker platform at (<https://ifttt.com/create>). Press the “This” button and select webhooks, then “Receive web request” as our trigger. Type in the Event name we expect to receive. I used “Pressed”. (make sure it’s the same as step 2)



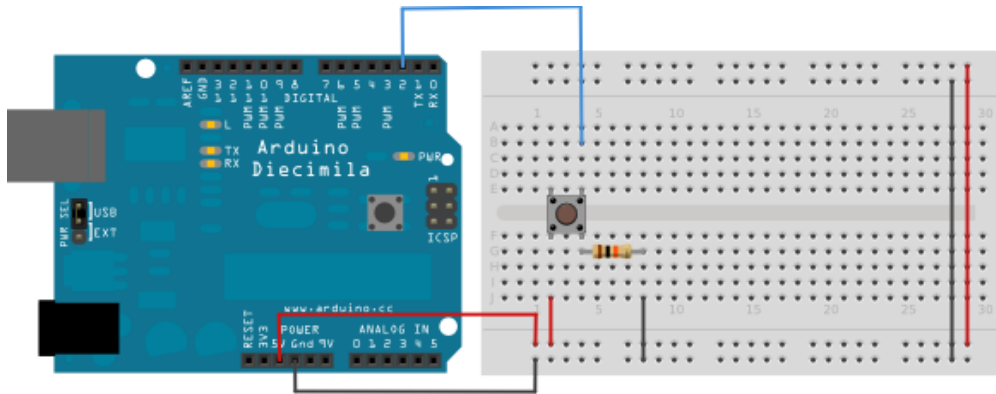
If This Then That

Build your own service on the **IFTTT** Platform [↗](#)

- 4) For the “That” action we’ll use Slack. Here you can customize the message that gets sent and which channel it is sent on. (I used: “anyone want coffee?”) Pressing “Finish” will start your applet.



- 5) Using Node.js and Johnny Five connected to an Arduino will send the POST webhook request. But this can be done using any system that can POST to a URL. Here's the circuit I used:



- 6) Here is the code I'm using to trigger the IFTTT Webhook:

https://github.com/nickdjss/Slack_Coffee_Button

- 7) There are really only two important parts: First It connects to an Arduino using Johnny five and when the button is pressed, it sends a POST request to the webhook's url. (from step 2)
- 8) Now, when you press the button, you should see a slack message sent with whatever body text you've specified ("anyone want coffee?")

optional) You can also send a packet of JSON data along with your post request in the form of

```
json:{  
  value1: "some value"  
  value2: "some other value"  
}
```

This can be variable, like sensor data, or predefined values. You can call it out in IFTTT by incorporating {{value1}} or {{value2}}.