

Account

Properties

Name	Type	Description	Notes
CreatedAt	Pointer to string		[optional]
Id	Pointer to string		[optional]
Name	Pointer to string		[optional]
Owner	Pointer to string		[optional]
UpdatedAt	Pointer to string		[optional]

Methods

NewAccount

```
func NewAccount() *Account
```

NewAccount instantiates a new Account object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewAccountWithDefaults

```
func NewAccountWithDefaults() *Account
```

NewAccountWithDefaults instantiates a new Account object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetCreatedAt

```
func (o *Account) GetCreatedAt() string
```

GetCreatedAt returns the CreatedAt field if non-nil, zero value otherwise.

GetCreatedAtOk

```
func (o *Account) GetCreatedAtOk() (*string, bool)
```

GetCreatedAtOk returns a tuple with the CreatedAt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetCreatedAt

```
func (o *Account) SetCreatedAt(v string)
```

SetCreatedAt sets CreatedAt field to given value.

HasCreatedAt

```
func (o *Account) HasCreatedAt() bool
```

HasCreatedAt returns a boolean if a field has been set.

GetId

```
func (o *Account) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

GetIdOk

```
func (o *Account) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetId

```
func (o *Account) SetId(v string)
```

SetId sets Id field to given value.

HasId

```
func (o *Account) HasId() bool
```

HasId returns a boolean if a field has been set.

GetName

```
func (o *Account) GetName() string
```

GetName returns the Name field if non-nil, zero value otherwise.

GetNameOk

```
func (o *Account) GetNameOk() (*string, bool)
```

GetNameOk returns a tuple with the Name field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetName

```
func (o *Account) SetName(v string)
```

SetName sets Name field to given value.

HasName

```
func (o *Account) HasName() bool
```

HasName returns a boolean if a field has been set.

GetOwner

```
func (o *Account) GetOwner() string
```

GetOwner returns the Owner field if non-nil, zero value otherwise.

GetOwnerOk

```
func (o *Account) GetOwnerOk() (*string, bool)
```

GetOwnerOk returns a tuple with the Owner field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetOwner

```
func (o *Account) SetOwner(v string)
```

SetOwner sets Owner field to given value.

HasOwner

```
func (o *Account) HasOwner() bool
```

HasOwner returns a boolean if a field has been set.

GetUpdatedAt

```
func (o *Account) GetUpdatedAt() string
```

GetUpdatedAt returns the UpdatedAt field if non-nil, zero value otherwise.

GetUpdatedAtOk

```
func (o *Account) GetUpdatedAtOk() (*string, bool)
```

GetUpdatedAtOk returns a tuple with the UpdatedAt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetUpdatedAt

```
func (o *Account) SetUpdatedAt(v string)
```

SetUpdatedAt sets UpdatedAt field to given value.

HasUpdatedAt

```
func (o *Account) HasUpdatedAt() bool
```

HasUpdatedAt returns a boolean if a field has been set.

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AccountUserInfo

Properties

Name	Type	Description	Notes
Space	Pointer to string		[optional]
User	Pointer to string		[optional]

Methods

NewAccountUserInfo

```
func NewAccountUserInfo() *AccountUserInfo
```

NewAccountUserInfo instantiates a new AccountUserInfo object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewAccountUserInfoWithDefaults

```
func NewAccountUserInfoWithDefaults() *AccountUserInfo
```

NewAccountUserInfoWithDefaults instantiates a new AccountUserInfo object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetSpace

```
func (o *AccountUserInfo) GetSpace() string
```

GetSpace returns the Space field if non-nil, zero value otherwise.

GetSpaceOk

```
func (o *AccountUserInfo) GetSpaceOk() (*string, bool)
```

GetSpaceOk returns a tuple with the Space field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetSpace

```
func (o *AccountUserInfo) SetSpace(v string)
```

SetSpace sets Space field to given value.

HasSpace

```
func (o *AccountUserInfo) HasSpace() bool
```

HasSpace returns a boolean if a field has been set.

GetUser

```
func (o *AccountUserInfo) GetUser() string
```

GetUser returns the User field if non-nil, zero value otherwise.

GetUserOk

```
func (o *AccountUserInfo) GetUserOk() (*string, bool)
```

GetUserOk returns a tuple with the User field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetUser

```
func (o *AccountUserInfo) SetUser(v string)
```

SetUser sets User field to given value.

HasUser

```
func (o *AccountUserInfo) HasUser() bool
```

HasUser returns a boolean if a field has been set.

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\AccountsApi

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Description
CreateAccount	Post /spaces	Create an Account
DeleteAccount	Delete /spaces/{space}	Delete an Account
GetAccount	Get /spaces/{space}	Get an Account
ListAccounts	Get /spaces	List Accounts

Method	HTTP request	Description
UpdateAccount	Put /spaces/{space}	Update an Account

CreateAccount

Account CreateAccount(ctx).Account(account).Execute()

Create an Account

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    account := *openapiclient.NewAccount() // Account / Body of a new Account

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.AccountsApi.CreateAccount(context.Background()).Account(account).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `AccountsApi.CreateAccount`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `CreateAccount`: Account
    fmt.Fprintf(os.Stdout, "Response from `AccountsApi.CreateAccount`: %v\n", resp)
}
```

Path Parameters

Other Parameters

Other parameters are passed through a pointer to a apiCreateAccountRequest struct via the builder pattern

Name	Type	Description	Notes
account	Account	Body of a new Account	

Return type

Account

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type**: application/json
- **Accept**: application/json

DeleteAccount

```
DeleteAccount(ctx, space).Execute()
```

Delete an Account

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "space_example" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.AccountsApi.DeleteAccount(context.Background(), space).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `AccountsApi.DeleteAccount`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		

Other Parameters

Other parameters are passed through a pointer to a `apiDeleteAccountRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

(empty response body)

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type**: Not defined
- **Accept**: application/json

GetAccount

Account GetAccount(ctx, space).Execute()

Get an Account

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "space_example" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.AccountsApi.GetAccount(context.Background(), space).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `AccountsApi.GetAccount`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `GetAccount`: Account
    fmt.Fprintf(os.Stdout, "Response from `AccountsApi.GetAccount`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		

Other Parameters

Other parameters are passed through a pointer to a apiGetAccountRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

Account

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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ListAccounts

```
[]Account ListAccounts(ctx).Execute()
```

List Accounts

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.AccountsApi.ListAccounts(context.Background()).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `AccountsApi.ListAccounts`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ListAccounts`: []Account
    fmt.Fprintf(os.Stdout, "Response from `AccountsApi.ListAccounts`: %v\n", resp)
}
```

Path Parameters

This endpoint does not need any parameter.

Other Parameters

Other parameters are passed through a pointer to a `apiListAccountsRequest` struct via the builder pattern

Return type

```
[]Account
```

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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UpdateAccount

Account UpdateAccount(ctx, space).Account(account).Execute()
Update an Account

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "space_example" // string /
    account := *openapiclient.NewAccount() // Account / Body to update an Account

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.AccountsApi.UpdateAccount(context.Background(), space).Account(account).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `AccountsApi.UpdateAccount`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `UpdateAccount`: Account
    fmt.Fprintf(os.Stdout, "Response from `AccountsApi.UpdateAccount`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		

Other Parameters

Other parameters are passed through a pointer to a apiUpdateAccountRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

account | Account | Body to update an Account |

Return type

Account

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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ActionDelay

Properties

Name	Type	Description	Notes
Description	Pointer to string		[optional]
Input	Pointer to ActionDelayInput		[optional]
Title	Pointer to string		[optional]

Methods

NewActionDelay

```
func NewActionDelay() *ActionDelay
```

NewActionDelay instantiates a new ActionDelay object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewActionDelayWithDefaults

```
func NewActionDelayWithDefaults() *ActionDelay
```

NewActionDelayWithDefaults instantiates a new ActionDelay object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDescription

```
func (o *ActionDelay) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *ActionDelay) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *ActionDelay) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *ActionDelay) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetInput

```
func (o *ActionDelay) GetInput() ActionDelayInput
```

GetInput returns the Input field if non-nil, zero value otherwise.

GetInputOk

```
func (o *ActionDelay) GetInputOk() (*ActionDelayInput, bool)
```

GetInputOk returns a tuple with the Input field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetInput

```
func (o *ActionDelay) SetInput(v ActionDelayInput)
```

SetInput sets Input field to given value.

HasInput

```
func (o *ActionDelay) HasInput() bool
```

HasInput returns a boolean if a field has been set.

GetTitle

```
func (o *ActionDelay) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *ActionDelay) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *ActionDelay) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *ActionDelay) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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ActionDelayInput

Properties

Name	Type	Description	Notes
Properties	Pointer to ActionDelayInputProperties		[optional]

Methods

NewActionDelayInput

```
func NewActionDelayInput() *ActionDelayInput
```

NewActionDelayInput instantiates a new ActionDelayInput object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewActionDelayInputWithDefaults

```
func NewActionDelayInputWithDefaults() *ActionDelayInput
```

NewActionDelayInputWithDefaults instantiates a new ActionDelayInput object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetProperties

```
func (o *ActionDelayInput) GetProperties() ActionDelayInputProperties
```

GetProperties returns the Properties field if non-nil, zero value otherwise.

GetPropertiesOk

```
func (o *ActionDelayInput) GetPropertiesOk() (*ActionDelayInputProperties, bool)
```

GetPropertiesOk returns a tuple with the Properties field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetProperties

```
func (o *ActionDelayInput) SetProperties(v ActionDelayInputProperties)
```

SetProperties sets Properties field to given value.

HasProperties

```
func (o *ActionDelayInput) HasProperties() bool
```

HasProperties returns a boolean if a field has been set.

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ActionDelayInputProperties

Properties

Name	Type	Description	Notes
Input	Pointer to ActionDelayInputPropertiesInput		[optional]

Methods

NewActionDelayInputProperties

```
func NewActionDelayInputProperties() *ActionDelayInputProperties
```

NewActionDelayInputProperties instantiates a new ActionDelayInputProperties object This constructor will assign default values

to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewActionDelayInputPropertiesWithDefaults

```
func NewActionDelayInputPropertiesWithDefaults() *ActionDelayInputProperties
```

NewActionDelayInputPropertiesWithDefaults instantiates a new ActionDelayInputProperties object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetInput

```
func (o *ActionDelayInputProperties) GetInput() ActionDelayInputPropertiesInput
```

GetInput returns the Input field if non-nil, zero value otherwise.

GetInputOk

```
func (o *ActionDelayInputProperties) GetInputOk() (*ActionDelayInputPropertiesInput, bool)
```

GetInputOk returns a tuple with the Input field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetInput

```
func (o *ActionDelayInputProperties) SetInput(v ActionDelayInputPropertiesInput)
```

SetInput sets Input field to given value.

HasInput

```
func (o *ActionDelayInputProperties) HasInput() bool
```

HasInput returns a boolean if a field has been set.

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ActionDelayInputPropertiesInput

Properties

Name	Type	Description	Notes
Maximum	Pointer to float32		[optional]
Minimum	Pointer to float32		[optional]
Type	Pointer to string		[optional]

Methods

NewActionDelayInputPropertiesInput

```
func NewActionDelayInputPropertiesInput() *ActionDelayInputPropertiesInput
```

NewActionDelayInputPropertiesInput instantiates a new ActionDelayInputPropertiesInput object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewActionDelayInputPropertiesInputWithDefaults

```
func NewActionDelayInputPropertiesInputWithDefaults() *ActionDelayInputPropertiesInput
```

NewActionDelayInputPropertiesInputWithDefaults instantiates a new ActionDelayInputPropertiesInput object. This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetMaximum

```
func (o *ActionDelayInputPropertiesInput) GetMaximum() float32
```

GetMaximum returns the Maximum field if non-nil, zero value otherwise.

GetMaximumOk

```
func (o *ActionDelayInputPropertiesInput) GetMaximumOk() (*float32, bool)
```

GetMaximumOk returns a tuple with the Maximum field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetMaximum

```
func (o *ActionDelayInputPropertiesInput) SetMaximum(v float32)
```

SetMaximum sets Maximum field to given value.

HasMaximum

```
func (o *ActionDelayInputPropertiesInput) HasMaximum() bool
```

HasMaximum returns a boolean if a field has been set.

GetMinimum

```
func (o *ActionDelayInputPropertiesInput) GetMinimum() float32
```

GetMinimum returns the Minimum field if non-nil, zero value otherwise.

GetMinimumOk

```
func (o *ActionDelayInputPropertiesInput) GetMinimumOk() (*float32, bool)
```

GetMinimumOk returns a tuple with the Minimum field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetMinimum

```
func (o *ActionDelayInputPropertiesInput) SetMinimum(v float32)
```

SetMinimum sets Minimum field to given value.

HasMinimum

```
func (o *ActionDelayInputPropertiesInput) HasMinimum() bool
```

HasMinimum returns a boolean if a field has been set.

GetType

```
func (o *ActionDelayInputPropertiesInput) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

GetTypeOk

```
func (o *ActionDelayInputPropertiesInput) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetType

```
func (o *ActionDelayInputPropertiesInput) SetType(v string)
```

SetType sets Type field to given value.

HasType

```
func (o *ActionDelayInputPropertiesInput) HasType() bool
```

HasType returns a boolean if a field has been set.

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ActionDelayListResponse

Properties

Name	Type	Description	Notes
Data	Pointer to []map[string]interface{}		[optional]
Paging	Pointer to ActionDelayListResponsePaging		[optional]

Methods

NewActionDelayListResponse

```
func NewActionDelayListResponse() *ActionDelayListResponse
```

NewActionDelayListResponse instantiates a new ActionDelayListResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewActionDelayListResponseWithDefaults

```
func NewActionDelayListResponseWithDefaults() *ActionDelayListResponse
```

NewActionDelayListResponseWithDefaults instantiates a new ActionDelayListResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetData

```
func (o *ActionDelayListResponse) GetData() []map[string]interface{}
```

GetData returns the Data field if non-nil, zero value otherwise.

GetDataOk

```
func (o *ActionDelayListResponse) GetDataOk() (*[]map[string]interface{}, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetData

```
func (o *ActionDelayListResponse) SetData(v []map[string]interface{})
```

SetData sets Data field to given value.

HasData

```
func (o *ActionDelayListResponse) HasData() bool
```

HasData returns a boolean if a field has been set.

GetPaging

```
func (o *ActionDelayListResponse) GetPaging() ActionDelayListResponsePaging
```

GetPaging returns the Paging field if non-nil, zero value otherwise.

GetPagingOk

```
func (o *ActionDelayListResponse) GetPagingOk() (*ActionDelayListResponsePaging, bool)
```

GetPagingOk returns a tuple with the Paging field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPaging

```
func (o *ActionDelayListResponse) SetPaging(v ActionDelayListResponsePaging)
```

SetPaging sets Paging field to given value.

HasPaging

```
func (o *ActionDelayListResponse) HasPaging() bool
```

HasPaging returns a boolean if a field has been set.

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ActionDelayListResponsePaging

Properties

Name	Type	Description	Notes
NextCursor	Pointer to string		[optional]
PreviousCursor	Pointer to string		[optional]

Methods

NewActionDelayListResponsePaging

```
func NewActionDelayListResponsePaging() *ActionDelayListResponsePaging
```


NewActionDelayListResponsePaging instantiates a new ActionDelayListResponsePaging object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewActionDelayListResponsePagingWithDefaults

```
func NewActionDelayListResponsePagingWithDefaults() *ActionDelayListResponsePaging
```

NewActionDelayListResponsePagingWithDefaults instantiates a new ActionDelayListResponsePaging object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetNextCursor

```
func (o *ActionDelayListResponsePaging) GetNextCursor() string
```

GetNextCursor returns the NextCursor field if non-nil, zero value otherwise.

GetNextCursorOk

```
func (o *ActionDelayListResponsePaging) GetNextCursorOk() (*string, bool)
```

GetNextCursorOk returns a tuple with the NextCursor field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetNextCursor

```
func (o *ActionDelayListResponsePaging) SetNextCursor(v string)
```

SetNextCursor sets NextCursor field to given value.

HasNextCursor

```
func (o *ActionDelayListResponsePaging) HasNextCursor() bool
```

HasNextCursor returns a boolean if a field has been set.

GetPreviousCursor

```
func (o *ActionDelayListResponsePaging) GetPreviousCursor() string
```

GetPreviousCursor returns the PreviousCursor field if non-nil, zero value otherwise.

GetPreviousCursorOk

```
func (o *ActionDelayListResponsePaging) GetPreviousCursorOk() (*string, bool)
```

GetPreviousCursorOk returns a tuple with the PreviousCursor field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPreviousCursor

```
func (o *ActionDelayListResponsePaging) SetPreviousCursor(v string)
```

SetPreviousCursor sets PreviousCursor field to given value.

HasPreviousCursor

```
func (o *ActionDelayListResponsePaging) HasPreviousCursor() bool
```

HasPreviousCursor returns a boolean if a field has been set.

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ActionDelayResponse

Properties

Name	Type	Description	Notes
Description	Pointer to string		[optional]
Input	Pointer to ActionDelayInput		[optional]
Links	Pointer to [] ActionDelayResponseLinks		[optional]
Title	Pointer to string		[optional]

Methods

NewActionDelayResponse

```
func NewActionDelayResponse() *ActionDelayResponse
```

NewActionDelayResponse instantiates a new ActionDelayResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewActionDelayResponseWithDefaults

```
func NewActionDelayResponseWithDefaults() *ActionDelayResponse
```

NewActionDelayResponseWithDefaults instantiates a new ActionDelayResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDescription

```
func (o *ActionDelayResponse) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *ActionDelayResponse) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *ActionDelayResponse) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *ActionDelayResponse) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetInput

```
func (o *ActionDelayResponse) GetInput() ActionDelayInput
```

GetInput returns the Input field if non-nil, zero value otherwise.

GetInputOk

```
func (o *ActionDelayResponse) GetInputOk() (*ActionDelayInput, bool)
```

GetInputOk returns a tuple with the Input field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetInput

```
func (o *ActionDelayResponse) SetInput(v ActionDelayInput)
```

SetInput sets Input field to given value.

HasInput

```
func (o *ActionDelayResponse) HasInput() bool
```

HasInput returns a boolean if a field has been set.

GetLinks

```
func (o *ActionDelayResponse) GetLinks() []ActionDelayResponseLinks
```

GetLinks returns the Links field if non-nil, zero value otherwise.

GetLinksOk

```
func (o *ActionDelayResponse) GetLinksOk() (*[]ActionDelayResponseLinks, bool)
```

GetLinksOk returns a tuple with the Links field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetLinks

```
func (o *ActionDelayResponse) SetLinks(v []ActionDelayResponseLinks)
```

SetLinks sets Links field to given value.

HasLinks

```
func (o *ActionDelayResponse) HasLinks() bool
```

HasLinks returns a boolean if a field has been set.

GetTitle

```
func (o *ActionDelayResponse) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *ActionDelayResponse) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *ActionDelayResponse) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *ActionDelayResponse) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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ActionDelayResponseLinks

Properties

Name	Type	Description	Notes
Href	Pointer to string		[optional]

Methods

NewActionDelayResponseLinks

```
func NewActionDelayResponseLinks() *ActionDelayResponseLinks
```

NewActionDelayResponseLinks instantiates a new ActionDelayResponseLinks object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewActionDelayResponseLinksWithDefaults

```
func NewActionDelayResponseLinksWithDefaults() *ActionDelayResponseLinks
```

NewActionDelayResponseLinksWithDefaults instantiates a new ActionDelayResponseLinks object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetHref

```
func (o *ActionDelayResponseLinks) GetHref() string
```

GetHref returns the Href field if non-nil, zero value otherwise.

GetHrefOk

```
func (o *ActionDelayResponseLinks) GetHrefOk() (*string, bool)
```

GetHrefOk returns a tuple with the Href field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetHref

```
func (o *ActionDelayResponseLinks) SetHref(v string)
```

SetHref sets Href field to given value.

HasHref

```
func (o *ActionDelayResponseLinks) HasHref() bool
```

HasHref returns a boolean if a field has been set.

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ActionListResponse

Properties

Name	Type	Description	Notes
Data	Pointer to <code>[]map[string]interface{}</code>		[optional]
Paging	Pointer to <code>ActionDelayListResponsePaging</code>		[optional]

Methods

NewActionListResponse

```
func NewActionListResponse() *ActionListResponse
```

NewActionListResponse instantiates a new ActionListResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewActionListResponseWithDefaults

```
func NewActionListResponseWithDefaults() *ActionListResponse
```

NewActionListResponseWithDefaults instantiates a new ActionListResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetData

```
func (o *ActionListResponse) GetData() []map[string]interface{}
```

GetData returns the Data field if non-nil, zero value otherwise.

GetDataOk

```
func (o *ActionListResponse) GetDataOk() (*[]map[string]interface{}, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetData

```
func (o *ActionListResponse) SetData(v []map[string]interface{})
```

SetData sets Data field to given value.

HasData

```
func (o *ActionListResponse) HasData() bool
```

HasData returns a boolean if a field has been set.

GetPaging

```
func (o *ActionListResponse) GetPaging() ActionDelayListResponsePaging
```

GetPaging returns the Paging field if non-nil, zero value otherwise.

GetPagingOk

```
func (o *ActionListResponse) GetPagingOk() (*ActionDelayListResponsePaging, bool)
```

GetPagingOk returns a tuple with the Paging field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPaging

```
func (o *ActionListResponse) SetPaging(v ActionDelayListResponsePaging)
```

SetPaging sets Paging field to given value.

HasPaging

```
func (o *ActionListResponse) HasPaging() bool
```

HasPaging returns a boolean if a field has been set.

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ActionReboot

Properties

Name	Type	Description	Notes
Description	Pointer to string		[optional]
Title	Pointer to string		[optional]

Methods

NewActionReboot

```
func NewActionReboot() *ActionReboot
```

NewActionReboot instantiates a new ActionReboot object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewActionRebootWithDefaults

```
func NewActionRebootWithDefaults() *ActionReboot
```

NewActionRebootWithDefaults instantiates a new ActionReboot object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDescription

```
func (o *ActionReboot) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *ActionReboot) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *ActionReboot) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *ActionReboot) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetTitle

```
func (o *ActionReboot) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *ActionReboot) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *ActionReboot) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *ActionReboot) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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ActionRebootResponse

Properties

Name	Type	Description	Notes
Description	Pointer to string		[optional]
Links	Pointer to [] ActionDelayResponseLinks		[optional]
Title	Pointer to string		[optional]

Methods

NewActionRebootResponse

```
func NewActionRebootResponse() *ActionRebootResponse
```

NewActionRebootResponse instantiates a new ActionRebootResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewActionRebootResponseWithDefaults

```
func NewActionRebootResponseWithDefaults() *ActionRebootResponse
```

NewActionRebootResponseWithDefaults instantiates a new ActionRebootResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDescription

```
func (o *ActionRebootResponse) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *ActionRebootResponse) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *ActionRebootResponse) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *ActionRebootResponse) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetLinks

```
func (o *ActionRebootResponse) GetLinks() []ActionDelayResponseLinks
```

GetLinks returns the Links field if non-nil, zero value otherwise.

GetLinksOk

```
func (o *ActionRebootResponse) GetLinksOk() (*[]ActionDelayResponseLinks, bool)
```

GetLinksOk returns a tuple with the Links field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetLinks

```
func (o *ActionRebootResponse) SetLinks(v []ActionDelayResponseLinks)
```

SetLinks sets Links field to given value.

HasLinks

```
func (o *ActionRebootResponse) HasLinks() bool
```

HasLinks returns a boolean if a field has been set.

GetTitle

```
func (o *ActionRebootResponse) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *ActionRebootResponse) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *ActionRebootResponse) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *ActionRebootResponse) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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ActionResponseElement1

Properties

Name	Type	Description	Notes
Delay	Pointer to ActionResponseElement1Delay		[optional]

Methods

NewActionResponseElement1

```
func NewActionResponseElement1() *ActionResponseElement1
```

NewActionResponseElement1 instantiates a new ActionResponseElement1 object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewActionResponseElement1WithDefaults

```
func NewActionResponseElement1WithDefaults() *ActionResponseElement1
```

NewActionResponseElement1WithDefaults instantiates a new ActionResponseElement1 object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDelay

```
func (o *ActionResponseElement1) GetDelay() ActionResponseElement1Delay
```

GetDelay returns the Delay field if non-nil, zero value otherwise.

GetDelayOk

```
func (o *ActionResponseElement1) GetDelayOk() (*ActionResponseElement1Delay, bool)
```

GetDelayOk returns a tuple with the Delay field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDelay

```
func (o *ActionResponseElement1) SetDelay(v ActionResponseElement1Delay)
```

SetDelay sets Delay field to given value.

HasDelay

```
func (o *ActionResponseElement1) HasDelay() bool
```

HasDelay returns a boolean if a field has been set.

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ActionResponseElement1Delay

Properties

Name	Type	Description	Notes
Href	Pointer to string		[optional]
Input	Pointer to ActionResponseElement1DelayInput		[optional]
Status	Pointer to string		[optional]
TimeRequested	Pointer to time.Time		[optional]

Methods

NewActionResponseElement1Delay

```
func NewActionResponseElement1Delay() *ActionResponseElement1Delay
```

NewActionResponseElement1Delay instantiates a new ActionResponseElement1Delay object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewActionResponseElement1DelayWithDefaults

```
func NewActionResponseElement1DelayWithDefaults() *ActionResponseElement1Delay
```

NewActionResponseElement1DelayWithDefaults instantiates a new ActionResponseElement1Delay object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetHref

```
func (o *ActionResponseElement1Delay) GetHref() string
```

GetHref returns the Href field if non-nil, zero value otherwise.

GetHrefOk

```
func (o *ActionResponseElement1Delay) GetHrefOk() (*string, bool)
```

GetHrefOk returns a tuple with the Href field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetHref

```
func (o *ActionResponseElement1Delay) SetHref(v string)
```

SetHref sets Href field to given value.

HasHref

```
func (o *ActionResponseElement1Delay) HasHref() bool
```

HasHref returns a boolean if a field has been set.

GetInput

```
func (o *ActionResponseElement1Delay) GetInput() ActionResponseElement1DelayInput
```

GetInput returns the Input field if non-nil, zero value otherwise.

GetInputOk

```
func (o *ActionResponseElement1Delay) GetInputOk() (*ActionResponseElement1DelayInput, bool)
```

GetInputOk returns a tuple with the Input field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetInput

```
func (o *ActionResponseElement1Delay) SetInput(v ActionResponseElement1DelayInput)
```

SetInput sets Input field to given value.

HasInput

```
func (o *ActionResponseElement1Delay) HasInput() bool
```

HasInput returns a boolean if a field has been set.

GetStatus

```
func (o *ActionResponseElement1Delay) GetStatus() string
```

GetStatus returns the Status field if non-nil, zero value otherwise.

GetStatusOk

```
func (o *ActionResponseElement1Delay) GetStatusOk() (*string, bool)
```

GetStatusOk returns a tuple with the Status field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetStatus

```
func (o *ActionResponseElement1Delay) SetStatus(v string)
```

SetStatus sets Status field to given value.

HasStatus

```
func (o *ActionResponseElement1Delay) HasStatus() bool
```

HasStatus returns a boolean if a field has been set.

GetTimeRequested

```
func (o *ActionResponseElement1Delay) GetTimeRequested() time.Time
```

GetTimeRequested returns the TimeRequested field if non-nil, zero value otherwise.

GetTimeRequestedOk

```
func (o *ActionResponseElement1Delay) GetTimeRequestedOk() (*time.Time, bool)
```

GetTimeRequestedOk returns a tuple with the TimeRequested field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTimeRequested

```
func (o *ActionResponseElement1Delay) SetTimeRequested(v time.Time)
```

SetTimeRequested sets TimeRequested field to given value.

HasTimeRequested

```
func (o *ActionResponseElement1Delay) HasTimeRequested() bool
```

HasTimeRequested returns a boolean if a field has been set.

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ActionResponseElement1DelayInput

Properties

Name	Type	Description	Notes
Delay	Pointer to int32		[optional]

Methods

NewActionResponseElement1DelayInput

```
func NewActionResponseElement1DelayInput() *ActionResponseElement1DelayInput
```

NewActionResponseElement1DelayInput instantiates a new ActionResponseElement1DelayInput object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewActionResponseElement1DelayInputWithDefaults

```
func NewActionResponseElement1DelayInputWithDefaults() *ActionResponseElement1DelayInput
```

NewActionResponseElement1DelayInputWithDefaults instantiates a new ActionResponseElement1DelayInput object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDelay

```
func (o *ActionResponseElement1DelayInput) GetDelay() int32
```

GetDelay returns the Delay field if non-nil, zero value otherwise.

GetDelayOk

```
func (o *ActionResponseElement1DelayInput) GetDelayOk() (*int32, bool)
```

GetDelayOk returns a tuple with the Delay field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDelay

```
func (o *ActionResponseElement1DelayInput) SetDelay(v int32)
```

SetDelay sets Delay field to given value.

HasDelay

```
func (o *ActionResponseElement1DelayInput) HasDelay() bool
```

HasDelay returns a boolean if a field has been set.

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ActionResponseElement2

Properties

Name	Type	Description	Notes
Delay	Pointer to ActionResponseElement2Delay		[optional]

Methods

NewActionResponseElement2

```
func NewActionResponseElement2() *ActionResponseElement2
```

NewActionResponseElement2 instantiates a new ActionResponseElement2 object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewActionResponseElement2WithDefaults

```
func NewActionResponseElement2WithDefaults() *ActionResponseElement2
```

NewActionResponseElement2WithDefaults instantiates a new ActionResponseElement2 object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDelay

```
func (o *ActionResponseElement2) GetDelay() ActionResponseElement2Delay
```

GetDelay returns the Delay field if non-nil, zero value otherwise.

GetDelayOk

```
func (o *ActionResponseElement2) GetDelayOk() (*ActionResponseElement2Delay, bool)
```

GetDelayOk returns a tuple with the Delay field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDelay

```
func (o *ActionResponseElement2) SetDelay(v ActionResponseElement2Delay)
```

SetDelay sets Delay field to given value.

HasDelay

```
func (o *ActionResponseElement2) HasDelay() bool
```

HasDelay returns a boolean if a field has been set.

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ActionResponseElement2Delay

Properties

Name	Type	Description	Notes
Href	Pointer to string		[optional]
Input	Pointer to ActionResponseElement2DelayInput		[optional]
Status	Pointer to string		[optional]
TimeRequested	Pointer to time.Time		[optional]

Methods

NewActionResponseElement2Delay

```
func NewActionResponseElement2Delay() *ActionResponseElement2Delay
```

NewActionResponseElement2Delay instantiates a new ActionResponseElement2Delay object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewActionResponseElement2DelayWithDefaults

```
func NewActionResponseElement2DelayWithDefaults() *ActionResponseElement2Delay
```

NewActionResponseElement2DelayWithDefaults instantiates a new ActionResponseElement2Delay object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetHref

```
func (o *ActionResponseElement2Delay) GetHref() string
```

GetHref returns the Href field if non-nil, zero value otherwise.

GetHrefOk

```
func (o *ActionResponseElement2Delay) GetHrefOk() (*string, bool)
```

GetHrefOk returns a tuple with the Href field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetHref

```
func (o *ActionResponseElement2Delay) SetHref(v string)
```

SetHref sets Href field to given value.

HasHref

```
func (o *ActionResponseElement2Delay) HasHref() bool
```

HasHref returns a boolean if a field has been set.

GetInput

```
func (o *ActionResponseElement2Delay) GetInput() ActionResponseElement2DelayInput
```

GetInput returns the Input field if non-nil, zero value otherwise.

GetInputOk

```
func (o *ActionResponseElement2Delay) GetInputOk() (*ActionResponseElement2DelayInput, bool)
```

GetInputOk returns a tuple with the Input field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetInput

```
func (o *ActionResponseElement2Delay) SetInput(v ActionResponseElement2DelayInput)
```

SetInput sets Input field to given value.

HasInput

```
func (o *ActionResponseElement2Delay) HasInput() bool
```

HasInput returns a boolean if a field has been set.

GetStatus

```
func (o *ActionResponseElement2Delay) GetStatus() string
```

GetStatus returns the Status field if non-nil, zero value otherwise.

GetStatusOk

```
func (o *ActionResponseElement2Delay) GetStatusOk() (*string, bool)
```

GetStatusOk returns a tuple with the Status field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetStatus

```
func (o *ActionResponseElement2Delay) SetStatus(v string)
```

SetStatus sets Status field to given value.

HasStatus

```
func (o *ActionResponseElement2Delay) HasStatus() bool
```

HasStatus returns a boolean if a field has been set.

GetTimeRequested

```
func (o *ActionResponseElement2Delay) GetTimeRequested() time.Time
```

GetTimeRequested returns the TimeRequested field if non-nil, zero value otherwise.

GetTimeRequestedOk

```
func (o *ActionResponseElement2Delay) GetTimeRequestedOk() (*time.Time, bool)
```

GetTimeRequestedOk returns a tuple with the TimeRequested field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTimeRequested

```
func (o *ActionResponseElement2Delay) SetTimeRequested(v time.Time)
```

SetTimeRequested sets TimeRequested field to given value.

HasTimeRequested

```
func (o *ActionResponseElement2Delay) HasTimeRequested() bool
```

HasTimeRequested returns a boolean if a field has been set.

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ActionResponseElement2DelayInput

Properties

Name	Type	Description	Notes
Delay	Pointer to int32		[optional]

Methods

NewActionResponseElement2DelayInput

```
func NewActionResponseElement2DelayInput() *ActionResponseElement2DelayInput
```

NewActionResponseElement2DelayInput instantiates a new ActionResponseElement2DelayInput object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewActionResponseElement2DelayInputWithDefaults

```
func NewActionResponseElement2DelayInputWithDefaults() *ActionResponseElement2DelayInput
```

NewActionResponseElement2DelayInputWithDefaults instantiates a new ActionResponseElement2DelayInput object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDelay

```
func (o *ActionResponseElement2DelayInput) GetDelay() int32
```

GetDelay returns the Delay field if non-nil, zero value otherwise.

GetDelayOk

```
func (o *ActionResponseElement2DelayInput) GetDelayOk() (*int32, bool)
```

GetDelayOk returns a tuple with the Delay field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDelay

```
func (o *ActionResponseElement2DelayInput) SetDelay(v int32)
```

SetDelay sets Delay field to given value.

HasDelay

```
func (o *ActionResponseElement2DelayInput) HasDelay() bool
```

HasDelay returns a boolean if a field has been set.

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ActionResponseElement3

Properties

Name	Type	Description	Notes
Reboot	Pointer to ActionResponseElement3Reboot		[optional]

Methods

NewActionResponseElement3

```
func NewActionResponseElement3() *ActionResponseElement3
```

NewActionResponseElement3 instantiates a new ActionResponseElement3 object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewActionResponseElement3WithDefaults

```
func NewActionResponseElement3WithDefaults() *ActionResponseElement3
```

NewActionResponseElement3WithDefaults instantiates a new ActionResponseElement3 object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetReboot

```
func (o *ActionResponseElement3) GetReboot() ActionResponseElement3Reboot
```

GetReboot returns the Reboot field if non-nil, zero value otherwise.

GetRebootOk

```
func (o *ActionResponseElement3) GetRebootOk() (*ActionResponseElement3Reboot, bool)
```

GetRebootOk returns a tuple with the Reboot field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetReboot

```
func (o *ActionResponseElement3) SetReboot(v ActionResponseElement3Reboot)
```

SetReboot sets Reboot field to given value.

HasReboot

```
func (o *ActionResponseElement3) HasReboot() bool
```

HasReboot returns a boolean if a field has been set.

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ActionResponseElement3Reboot

Properties

Name	Type	Description	Notes
Href	Pointer to string		[optional]
Status	Pointer to string		[optional]
TimeRequested	Pointer to time.Time		[optional]

Methods

NewActionResponseElement3Reboot

```
func NewActionResponseElement3Reboot() *ActionResponseElement3Reboot
```

NewActionResponseElement3Reboot instantiates a new ActionResponseElement3Reboot object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewActionResponseElement3RebootWithDefaults

```
func NewActionResponseElement3RebootWithDefaults() *ActionResponseElement3Reboot
```

NewActionResponseElement3RebootWithDefaults instantiates a new ActionResponseElement3Reboot object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetHref

```
func (o *ActionResponseElement3Reboot) GetHref() string
```

GetHref returns the Href field if non-nil, zero value otherwise.

GetHrefOk

```
func (o *ActionResponseElement3Reboot) GetHrefOk() (*string, bool)
```

GetHrefOk returns a tuple with the Href field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetHref

```
func (o *ActionResponseElement3Reboot) SetHref(v string)
```

SetHref sets Href field to given value.

HasHref

```
func (o *ActionResponseElement3Reboot) HasHref() bool
```

HasHref returns a boolean if a field has been set.

GetStatus

```
func (o *ActionResponseElement3Reboot) GetStatus() string
```

GetStatus returns the Status field if non-nil, zero value otherwise.

GetStatusOk

```
func (o *ActionResponseElement3Reboot) GetStatusOk() (*string, bool)
```

GetStatusOk returns a tuple with the Status field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetStatus

```
func (o *ActionResponseElement3Reboot) SetStatus(v string)
```

SetStatus sets Status field to given value.

HasStatus

```
func (o *ActionResponseElement3Reboot) HasStatus() bool
```

HasStatus returns a boolean if a field has been set.

GetTimeRequested

```
func (o *ActionResponseElement3Reboot) GetTimeRequested() time.Time
```

GetTimeRequested returns the TimeRequested field if non-nil, zero value otherwise.

GetTimeRequestedOk

```
func (o *ActionResponseElement3Reboot) GetTimeRequestedOk() (*time.Time, bool)
```

GetTimeRequestedOk returns a tuple with the TimeRequested field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTimeRequested

```
func (o *ActionResponseElement3Reboot) SetTimeRequested(v time.Time)
```

SetTimeRequested sets TimeRequested field to given value.

HasTimeRequested

```
func (o *ActionResponseElement3Reboot) HasTimeRequested() bool
```

HasTimeRequested returns a boolean if a field has been set.

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ActionRunStats

Properties

Name	Type	Description	Notes
Description	Pointer to string		[optional]
Input	Pointer to ActionRunStatsInput		[optional]
Links	Pointer to []ActionDelayResponseLinks		[optional]
Title	Pointer to string		[optional]

Methods

NewActionRunStats

```
func NewActionRunStats() *ActionRunStats
```

NewActionRunStats instantiates a new ActionRunStats object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewActionRunStatsWithDefaults

```
func NewActionRunStatsWithDefaults() *ActionRunStats
```

NewActionRunStatsWithDefaults instantiates a new ActionRunStats object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDescription

```
func (o *ActionRunStats) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *ActionRunStats) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *ActionRunStats) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *ActionRunStats) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetInput

```
func (o *ActionRunStats) GetInput() ActionRunStatsInput
```

GetInput returns the Input field if non-nil, zero value otherwise.

GetInputOk

```
func (o *ActionRunStats) GetInputOk() (*ActionRunStatsInput, bool)
```

GetInputOk returns a tuple with the Input field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetInput

```
func (o *ActionRunStats) SetInput(v ActionRunStatsInput)
```

SetInput sets Input field to given value.

HasInput

```
func (o *ActionRunStats) HasInput() bool
```

HasInput returns a boolean if a field has been set.

GetLinks

```
func (o *ActionRunStats) GetLinks() []ActionDelayResponseLinks
```

GetLinks returns the Links field if non-nil, zero value otherwise.

GetLinksOk

```
func (o *ActionRunStats) GetLinksOk() (*[]ActionDelayResponseLinks, bool)
```

GetLinksOk returns a tuple with the Links field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetLinks

```
func (o *ActionRunStats) SetLinks(v []ActionDelayResponseLinks)
```

SetLinks sets Links field to given value.

HasLinks

```
func (o *ActionRunStats) HasLinks() bool
```

HasLinks returns a boolean if a field has been set.

GetTitle

```
func (o *ActionRunStats) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *ActionRunStats) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *ActionRunStats) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *ActionRunStats) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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ActionRunStatsInput

Properties

Name	Type	Description	Notes
Properties	Pointer to ActionRunStatsInputProperties		[optional]
Type	Pointer to string		[optional]

Methods

NewActionRunStatsInput

```
func NewActionRunStatsInput() *ActionRunStatsInput
```

NewActionRunStatsInput instantiates a new ActionRunStatsInput object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewActionRunStatsInputWithDefaults

```
func NewActionRunStatsInputWithDefaults() *ActionRunStatsInput
```

NewActionRunStatsInputWithDefaults instantiates a new ActionRunStatsInput object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetProperties

```
func (o *ActionRunStatsInput) GetProperties() ActionRunStatsInputProperties
```

GetProperties returns the Properties field if non-nil, zero value otherwise.

GetPropertiesOk

```
func (o *ActionRunStatsInput) GetPropertiesOk() (*ActionRunStatsInputProperties, bool)
```

GetPropertiesOk returns a tuple with the Properties field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetProperties

```
func (o *ActionRunStatsInput) SetProperties(v ActionRunStatsInputProperties)
```

SetProperties sets Properties field to given value.

HasProperties

```
func (o *ActionRunStatsInput) HasProperties() bool
```

HasProperties returns a boolean if a field has been set.

GetType

```
func (o *ActionRunStatsInput) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

GetTypeOk

```
func (o *ActionRunStatsInput) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetType

```
func (o *ActionRunStatsInput) SetType(v string)
```

SetType sets Type field to given value.

HasType

```
func (o *ActionRunStatsInput) HasType() bool
```

HasType returns a boolean if a field has been set.

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ActionRunStatsInputProperties

Properties

Name	Type	Description	Notes
Interval	Pointer to ActionRunStatsInputPropertiesInterval		[optional]

Methods

NewActionRunStatsInputProperties

```
func NewActionRunStatsInputProperties() *ActionRunStatsInputProperties
```

NewActionRunStatsInputProperties instantiates a new ActionRunStatsInputProperties object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewActionRunStatsInputPropertiesWithDefaults

```
func NewActionRunStatsInputPropertiesWithDefaults() *ActionRunStatsInputProperties
```

NewActionRunStatsInputPropertiesWithDefaults instantiates a new ActionRunStatsInputProperties object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetInterval

```
func (o *ActionRunStatsInputProperties) GetInterval() ActionRunStatsInputPropertiesInterval
```

GetInterval returns the Interval field if non-nil, zero value otherwise.

GetIntervalOk

```
func (o *ActionRunStatsInputProperties) GetIntervalOk() (*ActionRunStatsInputPropertiesInterval, bool)
```

GetIntervalOk returns a tuple with the Interval field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetInterval

```
func (o *ActionRunStatsInputProperties) SetInterval(v ActionRunStatsInputPropertiesInterval)
```

SetInterval sets Interval field to given value.

HasInterval

```
func (o *ActionRunStatsInputProperties) HasInterval() bool
```

HasInterval returns a boolean if a field has been set.

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ActionRunStatsInputPropertiesInterval

Properties

Name	Type	Description	Notes
Type	Pointer to string		[optional]

Methods

NewActionRunStatsInputPropertiesInterval

```
func NewActionRunStatsInputPropertiesInterval() *ActionRunStatsInputPropertiesInterval
```

NewActionRunStatsInputPropertiesInterval instantiates a new ActionRunStatsInputPropertiesInterval object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewActionRunStatsInputPropertiesIntervalWithDefaults

```
func NewActionRunStatsInputPropertiesIntervalWithDefaults() *ActionRunStatsInputPropertiesInterval
```

NewActionRunStatsInputPropertiesIntervalWithDefaults instantiates a new ActionRunStatsInputPropertiesInterval object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetType

```
func (o *ActionRunStatsInputPropertiesInterval) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

GetTypeOk

```
func (o *ActionRunStatsInputPropertiesInterval) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetType

```
func (o *ActionRunStatsInputPropertiesInterval) SetType(v string)
```

SetType sets Type field to given value.

HasType

```
func (o *ActionRunStatsInputPropertiesInterval) HasType() bool
```

HasType returns a boolean if a field has been set.

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ActionSendKubectl

Properties

Name	Type	Description	Notes
Description	Pointer to string		[optional]
Input	Pointer to ActionSendKubectlInput		[optional]
Links	Pointer to []ActionDelayResponseLinks		[optional]
Title	Pointer to string		[optional]

Methods

NewActionSendKubectl

```
func NewActionSendKubectl() *ActionSendKubectl
```

NewActionSendKubectl instantiates a new ActionSendKubectl object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewActionSendKubectlWithDefaults

```
func NewActionSendKubectlWithDefaults() *ActionSendKubectl
```

NewActionSendKubectlWithDefaults instantiates a new ActionSendKubectl object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDescription

```
func (o *ActionSendKubectl) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *ActionSendKubectl) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *ActionSendKubectl) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *ActionSendKubect1) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetInput

```
func (o *ActionSendKubect1) GetInput() ActionSendKubect1Input
```

GetInput returns the Input field if non-nil, zero value otherwise.

GetInputOk

```
func (o *ActionSendKubect1) GetInputOk() (*ActionSendKubect1Input, bool)
```

GetInputOk returns a tuple with the Input field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetInput

```
func (o *ActionSendKubect1) SetInput(v ActionSendKubect1Input)
```

SetInput sets Input field to given value.

HasInput

```
func (o *ActionSendKubect1) HasInput() bool
```

HasInput returns a boolean if a field has been set.

GetLinks

```
func (o *ActionSendKubect1) GetLinks() []ActionDelayResponseLinks
```

GetLinks returns the Links field if non-nil, zero value otherwise.

GetLinksOk

```
func (o *ActionSendKubect1) GetLinksOk() (*[]ActionDelayResponseLinks, bool)
```

GetLinksOk returns a tuple with the Links field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetLinks

```
func (o *ActionSendKubect1) SetLinks(v []ActionDelayResponseLinks)
```

SetLinks sets Links field to given value.

HasLinks

```
func (o *ActionSendKubect1) HasLinks() bool
```

HasLinks returns a boolean if a field has been set.

GetTitle

```
func (o *ActionSendKubect1) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *ActionSendKubectl) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *ActionSendKubectl) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *ActionSendKubectl) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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ActionSendKubectlInput

Properties

Name	Type	Description	Notes
Properties	Pointer to ActionSendKubectlInputProperties		[optional]
Type	Pointer to string		[optional]

Methods

NewActionSendKubectlInput

```
func NewActionSendKubectlInput() *ActionSendKubectlInput
```

NewActionSendKubectlInput instantiates a new ActionSendKubectlInput object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewActionSendKubectlInputWithDefaults

```
func NewActionSendKubectlInputWithDefaults() *ActionSendKubectlInput
```

NewActionSendKubectlInputWithDefaults instantiates a new ActionSendKubectlInput object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetProperties

```
func (o *ActionSendKubectlInput) GetProperties() ActionSendKubectlInputProperties
```

GetProperties returns the Properties field if non-nil, zero value otherwise.

GetPropertiesOk

```
func (o *ActionSendKubectlInput) GetPropertiesOk() (*ActionSendKubectlInputProperties, bool)
```

GetPropertiesOk returns a tuple with the Properties field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetProperties

```
func (o *ActionSendKubectllInput) SetProperties(v ActionSendKubectllInputProperties)
```

SetProperties sets Properties field to given value.

HasProperties

```
func (o *ActionSendKubectllInput) HasProperties() bool
```

HasProperties returns a boolean if a field has been set.

GetType

```
func (o *ActionSendKubectllInput) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

GetTypeOk

```
func (o *ActionSendKubectllInput) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetType

```
func (o *ActionSendKubectllInput) SetType(v string)
```

SetType sets Type field to given value.

HasType

```
func (o *ActionSendKubectllInput) HasType() bool
```

HasType returns a boolean if a field has been set.

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ActionSendKubectllInputProperties

Properties

Name	Type	Description	Notes
Arguments	Pointer to ActionSendKubectllInputPropertiesArguments		[optional]
Command	Pointer to ActionSendKubectllInputPropertiesCommand		[optional]
CorrelationId	Pointer to ActionSendKubectllInputPropertiesCommand		[optional]

Methods

NewActionSendKubectllInputProperties

```
func NewActionSendKubectllInputProperties() *ActionSendKubectllInputProperties
```

NewActionSendKubectllInputProperties instantiates a new ActionSendKubectllInputProperties object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewActionSendKubectlInputPropertiesWithDefaults

```
func NewActionSendKubectlInputPropertiesWithDefaults() *ActionSendKubectlInputProperties
```

NewActionSendKubectlInputPropertiesWithDefaults instantiates a new ActionSendKubectlInputProperties object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetArguments

```
func (o *ActionSendKubectlInputProperties) GetArguments() ActionSendKubectlInputPropertiesArguments
```

GetArguments returns the Arguments field if non-nil, zero value otherwise.

GetArgumentsOk

```
func (o *ActionSendKubectlInputProperties) GetArgumentsOk() (*ActionSendKubectlInputPropertiesArguments, bool)
```

GetArgumentsOk returns a tuple with the Arguments field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetArguments

```
func (o *ActionSendKubectlInputProperties) SetArguments(v ActionSendKubectlInputPropertiesArguments)
```

SetArguments sets Arguments field to given value.

HasArguments

```
func (o *ActionSendKubectlInputProperties) HasArguments() bool
```

HasArguments returns a boolean if a field has been set.

GetCommand

```
func (o *ActionSendKubectlInputProperties) GetCommand() ActionSendKubectlInputPropertiesCommand
```

GetCommand returns the Command field if non-nil, zero value otherwise.

GetCommandOk

```
func (o *ActionSendKubectlInputProperties) GetCommandOk() (*ActionSendKubectlInputPropertiesCommand, bool)
```

GetCommandOk returns a tuple with the Command field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetCommand

```
func (o *ActionSendKubectlInputProperties) SetCommand(v ActionSendKubectlInputPropertiesCommand)
```

SetCommand sets Command field to given value.

HasCommand

```
func (o *ActionSendKubectlInputProperties) HasCommand() bool
```

HasCommand returns a boolean if a field has been set.

GetCorrelationId

```
func (o *ActionSendKubectllInputProperties) GetCorrelationId() ActionSendKubectllInputPropertiesCommand
```

GetCorrelationId returns the CorrelationId field if non-nil, zero value otherwise.

GetCorrelationIdOk

```
func (o *ActionSendKubectllInputProperties) GetCorrelationIdOk() (*ActionSendKubectllInputPropertiesCommand, bool)
```

GetCorrelationIdOk returns a tuple with the CorrelationId field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetCorrelationId

```
func (o *ActionSendKubectllInputProperties) SetCorrelationId(v ActionSendKubectllInputPropertiesCommand)
```

SetCorrelationId sets CorrelationId field to given value.

HasCorrelationId

```
func (o *ActionSendKubectllInputProperties) HasCorrelationId() bool
```

HasCorrelationId returns a boolean if a field has been set.

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ActionSendKubectllInputPropertiesArguments

Properties

Name	Type	Description	Notes
Type	Pointer to string		[optional]

Methods

NewActionSendKubectllInputPropertiesArguments

```
func NewActionSendKubectllInputPropertiesArguments() *ActionSendKubectllInputPropertiesArguments
```

NewActionSendKubectllInputPropertiesArguments instantiates a new ActionSendKubectllInputPropertiesArguments object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewActionSendKubectllInputPropertiesArgumentsWithDefaults

```
func NewActionSendKubectllInputPropertiesArgumentsWithDefaults() *ActionSendKubectllInputPropertiesArguments
```

NewActionSendKubectllInputPropertiesArgumentsWithDefaults instantiates a new ActionSendKubectllInputPropertiesArguments object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetType

```
func (o *ActionSendKubectllInputPropertiesArguments) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

GetTypeOk

```
func (o *ActionSendKubectllInputPropertiesArguments) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetType

```
func (o *ActionSendKubectllInputPropertiesArguments) SetType(v string)
```

SetType sets Type field to given value.

HasType

```
func (o *ActionSendKubectllInputPropertiesArguments) HasType() bool
```

HasType returns a boolean if a field has been set.

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ActionSendKubectllInputPropertiesCommand

Properties

Name	Type	Description	Notes
Type	Pointer to string		[optional]

Methods

NewActionSendKubectllInputPropertiesCommand

```
func NewActionSendKubectllInputPropertiesCommand() *ActionSendKubectllInputPropertiesCommand
```

NewActionSendKubectllInputPropertiesCommand instantiates a new ActionSendKubectllInputPropertiesCommand object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewActionSendKubectllInputPropertiesCommandWithDefaults

```
func NewActionSendKubectllInputPropertiesCommandWithDefaults() *ActionSendKubectllInputPropertiesCommand
```

NewActionSendKubectllInputPropertiesCommandWithDefaults instantiates a new ActionSendKubectllInputPropertiesCommand object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetType

```
func (o *ActionSendKubectllInputPropertiesCommand) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

GetTypeOk

```
func (o *ActionSendKubectllInputPropertiesCommand) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetType

```
func (o *ActionSendKubectllInputPropertiesCommand) SetType(v string)
```

SetType sets Type field to given value.

HasType

```
func (o *ActionSendKubectllInputPropertiesCommand) HasType() bool
```

HasType returns a boolean if a field has been set.

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ActionStopStats

Properties

Name	Type	Description	Notes
Description	Pointer to string		[optional]
Links	Pointer to [] ActionDelayResponseLinks		[optional]
Title	Pointer to string		[optional]

Methods

NewActionStopStats

```
func NewActionStopStats() *ActionStopStats
```

NewActionStopStats instantiates a new ActionStopStats object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewActionStopStatsWithDefaults

```
func NewActionStopStatsWithDefaults() *ActionStopStats
```

NewActionStopStatsWithDefaults instantiates a new ActionStopStats object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDescription

```
func (o *ActionStopStats) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *ActionStopStats) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *ActionStopStats) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *ActionStopStats) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetLinks

```
func (o *ActionStopStats) GetLinks() []ActionDelayResponseLinks
```

GetLinks returns the Links field if non-nil, zero value otherwise.

GetLinksOk

```
func (o *ActionStopStats) GetLinksOk() (*[]ActionDelayResponseLinks, bool)
```

GetLinksOk returns a tuple with the Links field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetLinks

```
func (o *ActionStopStats) SetLinks(v []ActionDelayResponseLinks)
```

SetLinks sets Links field to given value.

HasLinks

```
func (o *ActionStopStats) HasLinks() bool
```

HasLinks returns a boolean if a field has been set.

GetTitle

```
func (o *ActionStopStats) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *ActionStopStats) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *ActionStopStats) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *ActionStopStats) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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\ActionsApi

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Des
AddAction	Post /spaces/{space}/collections/{collection-name}/things/{thing-id}/actions/{action}	Re
DeleteAction	Delete /spaces/{space}/collections/{collection-name}/things/{thing-id}/actions/{action}/{action-id}	Del
ListActions	Get /spaces/{space}/collections/{collection-name}/things/{thing-id}/actions	List
ListActionsByName	Get /spaces/{space}/collections/{collection-name}/things/{thing-id}/actions/{action}	List
ShowAction	Get /spaces/{space}/collections/{collection-name}/things/{thing-id}/actions/{action}/{action-id}	Sho
UpdateAction	Put /spaces/{space}/collections/{collection-name}/things/{thing-id}/actions/{action}/{action-id}	Up

AddAction

```
map[string]interface{} AddAction(ctx, space, collectionName, thingId, action).RequestBody(requestBody).Execute()
```

Request action

Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string /
    action := "delay" // string /
    requestBody := map[string]interface{}{"key": interface{}(123)} // map[string]interface{} / Create a new acti

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ActionsApi.AddAction(context.Background(), space, collectionName, thingId, action)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ActionsApi.AddAction`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `AddAction`: map[string]interface{}
    fmt.Fprintf(os.Stdout, "Response from `ActionsApi.AddAction`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
thingId	string		
action	string		

Other Parameters

Other parameters are passed through a pointer to a apiAddActionRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

`requestBody | map[string]interface{}` | Create a new action |

Return type

`map[string]interface{}`

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json, /

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DeleteAction

DeleteAction(ctx, space, collectionName, thingId, action, actionId).Execute()

Delete Action

Example

```
package main
```

```
import (
```

```
    "context"
```

```
    "fmt"
```

```
    "os"
```

```
    openapiclient "./openapi"
```

```
)
```

```
func main() {
```

```
    space := "altair" // string /
```

```
    collectionName := "ElectronicBoards" // string /
```

```
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string /
```

```
    action := "delay" // string /
```

```
    actionId := "01EDCAQE78A7CP6REXV5J8BAKR" // string /
```

```
    configuration := openapiclient.NewConfiguration()
```

```
    api_client := openapiclient.NewAPIClient(configuration)
```

```
    resp, r, err := api_client.ActionsApi.DeleteAction(context.Background(), space, collectionName, thingId, act
```

```
    if err != nil {
```

```
        fmt.Fprintf(os.Stderr, "Error when calling `ActionsApi.DeleteAction`: %v\n", err)
```

```
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
```

```
    }
```

```
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	

Name	Type	Description	Notes
space	string		
collectionName	string		
thingId	string		
action	string		
actionId	string		

Other Parameters

Other parameters are passed through a pointer to a `apiDeleteActionRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

(empty response body)

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json, /

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ListActions

ActionListResponse ListActions(ctx, space, collectionName, thingId).Execute()

Lists all the action queues for a thing

Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)
```

```
func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ActionsApi.ListActions(context.Background(), space, collectionName, thingId).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ActionsApi.ListActions`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
}
```

```

}
// response from `ListActions`: ActionListResponse
fmt.Fprintf(os.Stdout, "Response from `ActionsApi.ListActions`: %v\n", resp)
}

```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
thingId	string		

Other Parameters

Other parameters are passed through a pointer to a `apiListActionsRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

ActionListResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json, /

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ListActionsByName

```
ActionDelayListResponse ListActionsByName(ctx, space, collectionName, thingId, action).Execute()
```

List the queue of actions from a thing

Example

```

package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string /

```

```

    action := "delay" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ActionsApi.ListActionsByName(context.Background(), space, collectionName, thingId)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ActionsApi.ListActionsByName`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ListActionsByName`: ActionDelayListResponse
    fmt.Fprintf(os.Stdout, "Response from `ActionsApi.ListActionsByName`: %v\n", resp)
}

```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
thingId	string		
action	string		

Other Parameters

Other parameters are passed through a pointer to a `apiListActionsByNameRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

ActionDelayListResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type**: Not defined
- **Accept**: application/json, /

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ShowAction

```
map[string]interface{} ShowAction(ctx, space, collectionName, thingId, action, actionId).Execute()
```

Show action requested

Example

```

package main

import (
    "context"

```

```

    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string /
    action := "delay" // string /
    actionId := "01EDCAQE78A7CP6REXV5J8BAKR" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ActionsApi.ShowAction(context.Background(), space, collectionName, thingId, action)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ActionsApi.ShowAction`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ShowAction`: map[string]interface{}
    fmt.Fprintf(os.Stdout, "Response from `ActionsApi.ShowAction`: %v\n", resp)
}

```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
thingId	string		
action	string		
actionId	string		

Other Parameters

Other parameters are passed through a pointer to a apiShowActionRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

map[string]interface{}

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json, /

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UpdateAction

map[string]interface{} UpdateAction(ctx, space, collectionName, thingId, action, actionId).RequestBody(requestBody).Execute()
Update action inside a queue

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string /
    action := "delay" // string /
    actionId := "01EDCAQE78A7CP6REXV5J8BAKR" // string /
    requestBody := map[string]interface{}{"key": interface{}(123)} // map[string]interface{} / Update an existent thing by Id

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ActionsApi.UpdateAction(context.Background(), space, collectionName, thingId, action, actionId, requestBody)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ActionsApi.UpdateAction`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `UpdateAction`: map[string]interface{}
    fmt.Fprintf(os.Stdout, "Response from `ActionsApi.UpdateAction`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
thingId	string		
action	string		
actionId	string		

Other Parameters

Other parameters are passed through a pointer to a apiUpdateActionRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

requestBody | map[string]interface{} | Update an existent thing by Id |

Return type

map[string]interface{}

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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App

Properties

Name	Type	Description	Notes
AuthCodeConfig	Pointer to AuthCodeConfig	Configuration for 'authorization_code' apps. Can be null for type 'client_credentials'. This property is not available when listing Apps.	[optional]
ClientId	string		
Description	string		
Id	string		
Name	string		
Scopes	string		
Secret	Pointer to string	If 'secret' attribute is set in a request, a new random client secret will be generated and returned in the response.	[optional]
Type	AppType		

Methods

NewApp

```
func NewApp(clientId string, description string, id string, name string, scopes string, type_ AppType, )
*App
```

NewApp instantiates a new App object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewAppWithDefaults

```
func NewAppWithDefaults() *App
```

NewAppWithDefaults instantiates a new App object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetAuthCodeConfig

```
func (o *App) GetAuthCodeConfig() AuthCodeConfig
```

GetAuthCodeConfig returns the AuthCodeConfig field if non-nil, zero value otherwise.

GetAuthCodeConfigOk

```
func (o *App) GetAuthCodeConfigOk() (*AuthCodeConfig, bool)
```

GetAuthCodeConfigOk returns a tuple with the AuthCodeConfig field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetAuthCodeConfig

```
func (o *App) SetAuthCodeConfig(v AuthCodeConfig)
```

SetAuthCodeConfig sets AuthCodeConfig field to given value.

HasAuthCodeConfig

```
func (o *App) HasAuthCodeConfig() bool
```

HasAuthCodeConfig returns a boolean if a field has been set.

GetClientId

```
func (o *App) GetClientId() string
```

GetClientId returns the ClientId field if non-nil, zero value otherwise.

GetClientIdOk

```
func (o *App) GetClientIdOk() (*string, bool)
```

GetClientIdOk returns a tuple with the ClientId field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetClientId

```
func (o *App) SetClientId(v string)
```

SetClientId sets ClientId field to given value.

GetDescription

```
func (o *App) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *App) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *App) SetDescription(v string)
```

SetDescription sets Description field to given value.

GetId

```
func (o *App) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

GetIdOk

```
func (o *App) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetId

```
func (o *App) SetId(v string)
```

SetId sets Id field to given value.

GetName

```
func (o *App) GetName() string
```

GetName returns the Name field if non-nil, zero value otherwise.

GetNameOk

```
func (o *App) GetNameOk() (*string, bool)
```

GetNameOk returns a tuple with the Name field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetName

```
func (o *App) SetName(v string)
```

SetName sets Name field to given value.

GetScopes

```
func (o *App) GetScopes() string
```

GetScopes returns the Scopes field if non-nil, zero value otherwise.

GetScopesOk

```
func (o *App) GetScopesOk() (*string, bool)
```

GetScopesOk returns a tuple with the Scopes field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetScopes

```
func (o *App) SetScopes(v string)
```

SetScopes sets Scopes field to given value.

GetSecret

```
func (o *App) GetSecret() string
```

GetSecret returns the Secret field if non-nil, zero value otherwise.

GetSecretOk

```
func (o *App) GetSecretOk() (*string, bool)
```

GetSecretOk returns a tuple with the Secret field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetSecret

```
func (o *App) SetSecret(v string)
```

SetSecret sets Secret field to given value.

HasSecret

```
func (o *App) HasSecret() bool
```

HasSecret returns a boolean if a field has been set.

GetType

```
func (o *App) GetType() AppType
```

GetType returns the Type field if non-nil, zero value otherwise.

GetTypeOk

```
func (o *App) GetTypeOk() (*AppType, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetType

```
func (o *App) SetType(v AppType)
```

SetType sets Type field to given value.

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AppCreation

Properties

Name	Type	Description
AuthCodeConfig	Pointer to AuthCodeConfig	Configuration for 'authorization_code' apps. Can be null for type 'client_credentials'
Description	Pointer to string	
Name	string	

Name	Type	Description
Scopes	Pointer to string	
Type	Pointer to AppType	

Methods

NewAppCreation

```
func NewAppCreation(name string, ) *AppCreation
```

NewAppCreation instantiates a new AppCreation object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewAppCreationWithDefaults

```
func NewAppCreationWithDefaults() *AppCreation
```

NewAppCreationWithDefaults instantiates a new AppCreation object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetAuthCodeConfig

```
func (o *AppCreation) GetAuthCodeConfig() AuthCodeConfig
```

GetAuthCodeConfig returns the AuthCodeConfig field if non-nil, zero value otherwise.

GetAuthCodeConfigOk

```
func (o *AppCreation) GetAuthCodeConfigOk() (*AuthCodeConfig, bool)
```

GetAuthCodeConfigOk returns a tuple with the AuthCodeConfig field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetAuthCodeConfig

```
func (o *AppCreation) SetAuthCodeConfig(v AuthCodeConfig)
```

SetAuthCodeConfig sets AuthCodeConfig field to given value.

HasAuthCodeConfig

```
func (o *AppCreation) HasAuthCodeConfig() bool
```

HasAuthCodeConfig returns a boolean if a field has been set.

GetDescription

```
func (o *AppCreation) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *AppCreation) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *AppCreation) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *AppCreation) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetName

```
func (o *AppCreation) GetName() string
```

GetName returns the Name field if non-nil, zero value otherwise.

GetNameOk

```
func (o *AppCreation) GetNameOk() (*string, bool)
```

GetNameOk returns a tuple with the Name field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetName

```
func (o *AppCreation) SetName(v string)
```

SetName sets Name field to given value.

GetScopes

```
func (o *AppCreation) GetScopes() string
```

GetScopes returns the Scopes field if non-nil, zero value otherwise.

GetScopesOk

```
func (o *AppCreation) GetScopesOk() (*string, bool)
```

GetScopesOk returns a tuple with the Scopes field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetScopes

```
func (o *AppCreation) SetScopes(v string)
```

SetScopes sets Scopes field to given value.

HasScopes

```
func (o *AppCreation) HasScopes() bool
```

HasScopes returns a boolean if a field has been set.

GetType

```
func (o *AppCreation) GetType() AppType
```

GetType returns the Type field if non-nil, zero value otherwise.

GetTypeOk

```
func (o *AppCreation) GetTypeOk() (*AppType, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetType

```
func (o *AppCreation) SetType(v AppType)
```

SetType sets Type field to given value.

HasType

```
func (o *AppCreation) HasType() bool
```

HasType returns a boolean if a field has been set.

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AppType

Enum

- CLIENT_CREDENTIALS (value: "client_credentials")
- AUTHORIZATION_CODE (value: "authorization_code")

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\AppsApi

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Description
CreateApp	Post /spaces/{space}/apps	Create an App
DeleteApp	Delete /spaces/{space}/apps/{app_id}	Delete an App
GetApp	Get /spaces/{space}/apps/{app_id}	Get an App
ListApps	Get /spaces/{space}/apps	List Apps
PatchApp	Patch /spaces/{space}/apps/{app_id}	Patch an App
UpdateApp	Put /spaces/{space}/apps/{app_id}	Update an App

CreateApp

```
App CreateApp(ctx, space).AppCreation(appCreation).Execute()
```

Create an App

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient " ./openapi"
)
```

```
func main() {
    space := "space_example" // string /
    appCreation := *openapiclient.NewAppCreation("New App") // AppCreation | Body of a new App

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.AppsApi.CreateApp(context.Background(), space).AppCreation(appCreation).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `AppsApi.CreateApp`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `CreateApp`: App
    fmt.Fprintf(os.Stdout, "Response from `AppsApi.CreateApp`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		

Other Parameters

Other parameters are passed through a pointer to a apiCreateAppRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

appCreation | AppCreation | Body of a new App |

Return type

App

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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DeleteApp

DeleteApp(ctx, space, appId).Execute()

Delete an App

Example

```
package main
```



```
import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "space_example" // string /
    appId := "appId_example" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.AppsApi.DeleteApp(context.Background(), space, appId).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `AppsApi.DeleteApp`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
appId	string		

Other Parameters

Other parameters are passed through a pointer to a `apiDeleteAppRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

(empty response body)

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type**: Not defined
- **Accept**: application/json

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GetApp

App `GetApp(ctx, space, appId).Execute()`

Get an App

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "space_example" // string /
    appId := "appId_example" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.AppsApi.GetApp(context.Background(), space, appId).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `AppsApi.GetApp`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `GetApp`: App
    fmt.Fprintf(os.Stdout, "Response from `AppsApi.GetApp`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
appId	string		

Other Parameters

Other parameters are passed through a pointer to a apiGetAppRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

App

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type**: Not defined
- **Accept**: application/json

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ListApps

```
[]App ListApps(ctx, space).Execute()
```

List Apps

Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "space_example" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.AppsApi.ListApps(context.Background(), space).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `AppsApi.ListApps`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ListApps`: []App
    fmt.Fprintf(os.Stdout, "Response from `AppsApi.ListApps`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		

Other Parameters

Other parameters are passed through a pointer to a apiListAppsRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

[]App

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type**: Not defined
- **Accept**: application/json

PatchApp

```
App PatchApp(ctx, space, appId).App(app).Execute()
```

Patch an App

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "space_example" // string /
    appId := "appId_example" // string /
    app := *openapiclient.NewApp("app::01EE7NSAKN69Y2K7QNDS962F12", "This is the description of my Super App!",

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.AppsApi.PatchApp(context.Background(), space, appId).App(app).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `AppsApi.PatchApp`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `PatchApp`: App
    fmt.Fprintf(os.Stdout, "Response from `AppsApi.PatchApp`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
appId	string		

Other Parameters

Other parameters are passed through a pointer to a apiPatchAppRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

app | App | Body to patch an App |

Return type

App

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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UpdateApp

```
App UpdateApp(ctx, space, appId).App(app).Execute()
```

Update an App

Example

```
package main
```

```
import (  
    "context"  
    "fmt"  
    "os"  
    openapiclient "./openapi"  
)  
  
func main() {  
    space := "space_example" // string /  
    appId := "appId_example" // string /  
    app := *openapiclient.NewApp("app::01EE7NSAKN69Y2K7QNDS962F12", "This is the description of my Super App!",  
  
    configuration := openapiclient.NewConfiguration()  
    api_client := openapiclient.NewAPIClient(configuration)  
    resp, r, err := api_client.AppsApi.UpdateApp(context.Background(), space, appId).App(app).Execute()  
    if err != nil {  
        fmt.Fprintf(os.Stderr, "Error when calling `AppsApi.UpdateApp`: %v\n", err)  
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)  
    }  
    // response from `UpdateApp`: App  
    fmt.Fprintf(os.Stdout, "Response from `AppsApi.UpdateApp`: %v\n", resp)  
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
appId	string		

Other Parameters

Other parameters are passed through a pointer to a apiUpdateAppRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

app | **App** | Body to update an App |

Return type

App

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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AuthCodeConfig

Properties

Name	Type	Description	Notes
AllowedCorsOrigins	Pointer to []string		[optional] [default to []]
BackchannelLogoutUri	Pointer to string		[optional] [default to “”]
FrontchannelLogoutUri	Pointer to string		[optional] [default to “”]
PostLogoutRedirectUris	Pointer to []string		[optional] [default to []]
RedirectUris	Pointer to []string		[optional] [default to []]

Methods

NewAuthCodeConfig

```
func NewAuthCodeConfig() *AuthCodeConfig
```

NewAuthCodeConfig instantiates a new AuthCodeConfig object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewAuthCodeConfigWithDefaults

```
func NewAuthCodeConfigWithDefaults() *AuthCodeConfig
```

NewAuthCodeConfigWithDefaults instantiates a new AuthCodeConfig object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetAllowedCorsOrigins

```
func (o *AuthCodeConfig) GetAllowedCorsOrigins() []string
```

GetAllowedCorsOrigins returns the AllowedCorsOrigins field if non-nil, zero value otherwise.

GetAllowedCorsOriginsOk

```
func (o *AuthCodeConfig) GetAllowedCorsOriginsOk() (*[]string, bool)
```

GetAllowedCorsOriginsOk returns a tuple with the AllowedCorsOrigins field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetAllowedCorsOrigins

```
func (o *AuthCodeConfig) SetAllowedCorsOrigins(v []string)
```

SetAllowedCorsOrigins sets AllowedCorsOrigins field to given value.

HasAllowedCorsOrigins

```
func (o *AuthCodeConfig) HasAllowedCorsOrigins() bool
```

HasAllowedCorsOrigins returns a boolean if a field has been set.

GetBackchannelLogoutUri

```
func (o *AuthCodeConfig) GetBackchannelLogoutUri() string
```

GetBackchannelLogoutUri returns the BackchannelLogoutUri field if non-nil, zero value otherwise.

GetBackchannelLogoutUriOk

```
func (o *AuthCodeConfig) GetBackchannelLogoutUriOk() (*string, bool)
```

GetBackchannelLogoutUriOk returns a tuple with the BackchannelLogoutUri field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetBackchannelLogoutUri

```
func (o *AuthCodeConfig) SetBackchannelLogoutUri(v string)
```

SetBackchannelLogoutUri sets BackchannelLogoutUri field to given value.

HasBackchannelLogoutUri

```
func (o *AuthCodeConfig) HasBackchannelLogoutUri() bool
```

HasBackchannelLogoutUri returns a boolean if a field has been set.

GetFrontchannelLogoutUri

```
func (o *AuthCodeConfig) GetFrontchannelLogoutUri() string
```

GetFrontchannelLogoutUri returns the FrontchannelLogoutUri field if non-nil, zero value otherwise.

GetFrontchannelLogoutUriOk

```
func (o *AuthCodeConfig) GetFrontchannelLogoutUriOk() (*string, bool)
```

GetFrontchannelLogoutUriOk returns a tuple with the FrontchannelLogoutUri field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetFrontchannelLogoutUri

```
func (o *AuthCodeConfig) SetFrontchannelLogoutUri(v string)
```

SetFrontchannelLogoutUri sets FrontchannelLogoutUri field to given value.

HasFrontchannelLogoutUri

```
func (o *AuthCodeConfig) HasFrontchannelLogoutUri() bool
```

HasFrontchannelLogoutUri returns a boolean if a field has been set.

GetPostLogoutRedirectUri

```
func (o *AuthCodeConfig) GetPostLogoutRedirectUri() []string
```

GetPostLogoutRedirectUri returns the PostLogoutRedirectUri field if non-nil, zero value otherwise.

GetPostLogoutRedirectUriOk

```
func (o *AuthCodeConfig) GetPostLogoutRedirectUriOk() (*[]string, bool)
```

GetPostLogoutRedirectUriOk returns a tuple with the PostLogoutRedirectUri field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPostLogoutRedirectUri

```
func (o *AuthCodeConfig) SetPostLogoutRedirectUri(v []string)
```

SetPostLogoutRedirectUri sets PostLogoutRedirectUri field to given value.

HasPostLogoutRedirectUri

```
func (o *AuthCodeConfig) HasPostLogoutRedirectUri() bool
```

HasPostLogoutRedirectUri returns a boolean if a field has been set.

GetRedirectUri

```
func (o *AuthCodeConfig) GetRedirectUri() []string
```

GetRedirectUri returns the RedirectUri field if non-nil, zero value otherwise.

GetRedirectUriOk

```
func (o *AuthCodeConfig) GetRedirectUriOk() (*[]string, bool)
```

GetRedirectUriOk returns a tuple with the RedirectUri field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetRedirectUri

```
func (o *AuthCodeConfig) SetRedirectUri(v []string)
```

SetRedirectUri sets RedirectUri field to given value.

HasRedirectUri

```
func (o *AuthCodeConfig) HasRedirectUri() bool
```

HasRedirectUri returns a boolean if a field has been set.

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AuthZError

Properties

Name	Type	Description	Notes
Error	Pointer to AuthZErrorError		[optional]

Methods

NewAuthZError

```
func NewAuthZError() *AuthZError
```

NewAuthZError instantiates a new AuthZError object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewAuthZErrorWithDefaults

```
func NewAuthZErrorWithDefaults() *AuthZError
```

NewAuthZErrorWithDefaults instantiates a new AuthZError object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetError

```
func (o *AuthZError) GetError() AuthZErrorError
```

GetError returns the Error field if non-nil, zero value otherwise.

GetErrorOk

```
func (o *AuthZError) GetErrorOk() (*AuthZErrorError, bool)
```

GetErrorOk returns a tuple with the Error field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetError

```
func (o *AuthZError) SetError(v AuthZErrorError)
```

SetError sets Error field to given value.

HasError

```
func (o *AuthZError) HasError() bool
```

HasError returns a boolean if a field has been set.

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AuthZErrorError

Properties

Name	Type	Description	Notes
Code	Pointer to int32		[optional]

Name	Type	Description	Notes
Message	Pointer to string		[optional]
Reason	Pointer to string		[optional]
Status	Pointer to string		[optional]

Methods

NewAuthZErrorError

```
func NewAuthZErrorError() *AuthZErrorError
```

NewAuthZErrorError instantiates a new AuthZErrorError object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewAuthZErrorErrorWithDefaults

```
func NewAuthZErrorErrorWithDefaults() *AuthZErrorError
```

NewAuthZErrorErrorWithDefaults instantiates a new AuthZErrorError object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetCode

```
func (o *AuthZErrorError) GetCode() int32
```

GetCode returns the Code field if non-nil, zero value otherwise.

GetCodeOk

```
func (o *AuthZErrorError) GetCodeOk() (*int32, bool)
```

GetCodeOk returns a tuple with the Code field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetCode

```
func (o *AuthZErrorError) SetCode(v int32)
```

SetCode sets Code field to given value.

HasCode

```
func (o *AuthZErrorError) HasCode() bool
```

HasCode returns a boolean if a field has been set.

GetMessage

```
func (o *AuthZErrorError) GetMessage() string
```

GetMessage returns the Message field if non-nil, zero value otherwise.

GetMessageOk

```
func (o *AuthZErrorError) GetMessageOk() (*string, bool)
```

GetMessageOk returns a tuple with the Message field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetMessage

```
func (o *AuthZErrorError) SetMessage(v string)
```

SetMessage sets Message field to given value.

HasMessage

```
func (o *AuthZErrorError) HasMessage() bool
```

HasMessage returns a boolean if a field has been set.

GetReason

```
func (o *AuthZErrorError) GetReason() string
```

GetReason returns the Reason field if non-nil, zero value otherwise.

GetReasonOk

```
func (o *AuthZErrorError) GetReasonOk() (*string, bool)
```

GetReasonOk returns a tuple with the Reason field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetReason

```
func (o *AuthZErrorError) SetReason(v string)
```

SetReason sets Reason field to given value.

HasReason

```
func (o *AuthZErrorError) HasReason() bool
```

HasReason returns a boolean if a field has been set.

GetStatus

```
func (o *AuthZErrorError) GetStatus() string
```

GetStatus returns the Status field if non-nil, zero value otherwise.

GetStatusOk

```
func (o *AuthZErrorError) GetStatusOk() (*string, bool)
```

GetStatusOk returns a tuple with the Status field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetStatus

```
func (o *AuthZErrorError) SetStatus(v string)
```

SetStatus sets Status field to given value.

HasStatus

```
func (o *AuthZErrorError) HasStatus() bool
```

HasStatus returns a boolean if a field has been set.

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BaseError

Properties

Name	Type	Description	Notes
Error	Pointer to BaseErrorError		[optional]

Methods

NewBaseError

```
func NewBaseError() *BaseError
```

NewBaseError instantiates a new BaseError object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewBaseErrorWithDefaults

```
func NewBaseErrorWithDefaults() *BaseError
```

NewBaseErrorWithDefaults instantiates a new BaseError object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetError

```
func (o *BaseError) GetError() BaseErrorError
```

GetError returns the Error field if non-nil, zero value otherwise.

GetErrorOk

```
func (o *BaseError) GetErrorOk() (*BaseErrorError, bool)
```

GetErrorOk returns a tuple with the Error field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetError

```
func (o *BaseError) SetError(v BaseErrorError)
```

SetError sets Error field to given value.

HasError

```
func (o *BaseError) HasError() bool
```

HasError returns a boolean if a field has been set.

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BaseErrorError

Properties

Name	Type	Description	Notes
Code	Pointer to int32		[optional]
Message	Pointer to string		[optional]
Status	Pointer to string		[optional]

Methods

NewBaseErrorError

```
func NewBaseErrorError() *BaseErrorError
```

NewBaseErrorError instantiates a new BaseErrorError object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewBaseErrorErrorWithDefaults

```
func NewBaseErrorErrorWithDefaults() *BaseErrorError
```

NewBaseErrorErrorWithDefaults instantiates a new BaseErrorError object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetCode

```
func (o *BaseErrorError) GetCode() int32
```

GetCode returns the Code field if non-nil, zero value otherwise.

GetCodeOk

```
func (o *BaseErrorError) GetCodeOk() (*int32, bool)
```

GetCodeOk returns a tuple with the Code field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetCode

```
func (o *BaseErrorError) SetCode(v int32)
```

SetCode sets Code field to given value.

HasCode

```
func (o *BaseErrorError) HasCode() bool
```

HasCode returns a boolean if a field has been set.

GetMessage

```
func (o *BaseErrorError) GetMessage() string
```

GetMessage returns the Message field if non-nil, zero value otherwise.

GetMessageOk

```
func (o *BaseErrorError) GetMessageOk() (*string, bool)
```

GetMessageOk returns a tuple with the Message field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetMessage

```
func (o *BaseErrorError) SetMessage(v string)
```

SetMessage sets Message field to given value.

HasMessage

```
func (o *BaseErrorError) HasMessage() bool
```

HasMessage returns a boolean if a field has been set.

GetStatus

```
func (o *BaseErrorError) GetStatus() string
```

GetStatus returns the Status field if non-nil, zero value otherwise.

GetStatusOk

```
func (o *BaseErrorError) GetStatusOk() (*string, bool)
```

GetStatusOk returns a tuple with the Status field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetStatus

```
func (o *BaseErrorError) SetStatus(v string)
```

SetStatus sets Status field to given value.

HasStatus

```
func (o *BaseErrorError) HasStatus() bool
```

HasStatus returns a boolean if a field has been set.

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\BuildConfigsApi

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Description
BuildConfCreate	Post /spaces/{space}/build-configs/	Create Build Configuration
BuildConfDelete	Delete /spaces/{space}/build-configs/{build-configID}/	Delete Build Configuration
BuildConfGet	Get /spaces/{space}/build-configs/{build-configID}/	Get Build Configuration
BuildConfList	Get /spaces/{space}/build-configs/	List Build Configuration
BuildConfUpdate	Put /spaces/{space}/build-configs/{build-configID}/	Update Build Configuration
BuildConfUpdateParcialy	Patch /spaces/{space}/build-configs/{build-configID}/	Update Build Configuration
BuildGenerateFile	Post /spaces/{space}/build-configs/{build-configID}/generate-file	Create a temporary endpoint wit

BuildConfCreate

ModelsBuildConfigResponse BuildConfCreate(ctx, space).ModelsBuildConfigRequest(modelsBuildConfigRequest).Execute()
Create Build Configuration

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string | Space ID
    modelsBuildConfigRequest := *openapiclient.NewModelsBuildConfigRequest() // ModelsBuildConfigRequest | Build Configuration

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.BuildConfigsApi.BuildConfCreate(context.Background(), space).ModelsBuildConfigRequest().Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `BuildConfigsApi.BuildConfCreate`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `BuildConfCreate`: ModelsBuildConfigResponse
    fmt.Fprintf(os.Stdout, "Response from `BuildConfigsApi.BuildConfCreate`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string	Space ID	

Other Parameters

Other parameters are passed through a pointer to a apiBuildConfCreateRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

modelsBuildConfigRequest | ModelsBuildConfigRequest | Build Configuration |

Return type

ModelsBuildConfigResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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BuildConfDelete

ModelsResourcesDeleteResponse BuildConfDelete(ctx, space, buildConfigID).Execute()
Delete Build Configuration

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string | Space ID
    buildConfigID := "01EYR1HVQT08QE4R7JJVSWZK2H" // string | Build Configuration ID

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.BuildConfigsApi.BuildConfDelete(context.Background(), space, buildConfigID).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `BuildConfigsApi.BuildConfDelete`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `BuildConfDelete`: ModelsResourcesDeleteResponse
    fmt.Fprintf(os.Stdout, "Response from `BuildConfigsApi.BuildConfDelete`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string	Space ID	
buildConfigID	string	Build Configuration ID	

Other Parameters

Other parameters are passed through a pointer to a apiBuildConfDeleteRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

ModelsResourcesDeleteResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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BuildConfGet

ModelsBuildConfigResponse BuildConfGet(ctx, space, buildConfigID).Execute()

Get Build Configuration

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string | Space ID
    buildConfigID := "01EYR1HVQT08QE4R7JJVSWZK2H" // string | Build Configuration ID

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.BuildConfigsApi.BuildConfGet(context.Background(), space, buildConfigID).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `BuildConfigsApi.BuildConfGet`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `BuildConfGet`: ModelsBuildConfigResponse
    fmt.Fprintf(os.Stdout, "Response from `BuildConfigsApi.BuildConfGet`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string	Space ID	
buildConfigID	string	Build Configuration ID	

Other Parameters

Other parameters are passed through a pointer to a apiBuildConfGetRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

ModelsBuildConfigResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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BuildConfList

DataPagingBuildConfigs BuildConfList(ctx, space).Execute()

List Build Configuration

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string | Space ID

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.BuildConfigsApi.BuildConfList(context.Background(), space).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `BuildConfigsApi.BuildConfList`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `BuildConfList`: DataPagingBuildConfigs
    fmt.Fprintf(os.Stdout, "Response from `BuildConfigsApi.BuildConfList`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string	Space ID	

Other Parameters

Other parameters are passed through a pointer to a apiBuildConfListRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

DataPagingBuildConfigs

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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BuildConfUpdate

ModelsBuildConfigResponse BuildConfUpdate(ctx, space, buildConfigID).ModelsBuildConfigRequest(modelsBuildConfigRequest).E

Update Build Configuration

Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "openapi"
)
```

```
func main() {
    space := "altair" // string | Space ID
    buildConfigID := "01EYR1HVQT08QE4R7JJVSWZK2H" // string | Build Configuration ID
    modelsBuildConfigRequest := *openapiclient.NewModelsBuildConfigRequest() // ModelsBuildConfigRequest | Build Configuration Request

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.BuildConfigsApi.BuildConfUpdate(context.Background(), space, buildConfigID).ModelsBuildConfigRequest(modelsBuildConfigRequest).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `BuildConfigsApi.BuildConfUpdate`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `BuildConfUpdate`: ModelsBuildConfigResponse
    fmt.Fprintf(os.Stdout, "Response from `BuildConfigsApi.BuildConfUpdate`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string	Space ID	
buildConfigID	string	Build Configuration ID	

Other Parameters

Other parameters are passed through a pointer to a `apiBuildConfUpdateRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

`modelsBuildConfigRequest` | `ModelsBuildConfigRequest` | Build Configuration |

Return type

`ModelsBuildConfigResponse`

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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BuildConfUpdateParcialy

`ModelsBuildConfigResponse BuildConfUpdateParcialy(ctx, space, buildConfigID).ModelsBuildConfigRequest(modelsBuildConfigRe`
Update Build Configuration

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string | Space ID
    buildConfigID := "01EYR1HVQT08QE4R7JJVSWZK2H" // string | Build Configuration ID
    modelsBuildConfigRequest := *openapiclient.NewModelsBuildConfigRequest() // ModelsBuildConfigRequest | Build Configuration

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.BuildConfigsApi.BuildConfUpdateParcialy(context.Background(), space, buildConfigID)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `BuildConfigsApi.BuildConfUpdateParcialy`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `BuildConfUpdateParcialy`: ModelsBuildConfigResponse
    fmt.Fprintf(os.Stdout, "Response from `BuildConfigsApi.BuildConfUpdateParcialy`: %v\n", resp)
}
```


Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string	Space ID	
buildConfigID	string	Build Configuration ID	

Other Parameters

Other parameters are passed through a pointer to a `apiBuildConfUpdateParcialyRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

`modelsBuildConfigRequest` | `ModelsBuildConfigRequest` | Build Configuration |

Return type

`ModelsBuildConfigResponse`

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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BuildGenerateFile

`ModelsBuildConfigGenerateFile BuildGenerateFile(ctx, space, buildConfigID).Execute()`

Create a temporary endpoint with the Build Configuration file

Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "space_example" // string | Space ID
    buildConfigID := "buildConfigID_example" // string | Build Configuration ID

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.BuildConfigsApi.BuildGenerateFile(context.Background(), space, buildConfigID).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `BuildConfigsApi.BuildGenerateFile`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
}
```

```
// response from `BuildGenerateFile`: ModelsBuildConfigGenerateFile
fmt.Fprintf(os.Stdout, "Response from `BuildConfigsApi.BuildGenerateFile`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string	Space ID	
buildConfigID	string	Build Configuration ID	

Other Parameters

Other parameters are passed through a pointer to a `apiBuildGenerateFileRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

ModelsBuildConfigGenerateFile

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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\ClustersApi

All URIs are relative to `https://api.dev.altairsc.com`

Method	HTTP request	Description
CreateCluster	Post /spaces/{space}/clusters	Add a cluster
DeleteCluster	Delete /spaces/{space}/clusters/{cluster-id}	Delete cluster
ListClusters	Get /spaces/{space}/clusters	List clusters
ReinstallCluster	Put /spaces/{space}/clusters/{cluster-id}/reinstall	Regenerate configuration files
ResetClusterClientSecret	Post /spaces/{space}/clusters/{cluster-id}/reset-secret	Reset Client Secret
ShowCluster	Get /spaces/{space}/clusters/{cluster-id}	Show cluster
UpdateCluster	Put /spaces/{space}/clusters/{cluster-id}	Update cluster

CreateCluster

```
CreateClusterResponse CreateCluster(ctx, space).CreateCluster(createCluster).Execute()
```

Add a cluster

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    createCluster := *openapiclient.NewCreateCluster() // CreateCluster | Create a new cluster in the platform

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ClustersApi.CreateCluster(context.Background(), space).CreateCluster(createCluster)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ClustersApi.CreateCluster`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `CreateCluster`: CreateClusterResponse
    fmt.Fprintf(os.Stdout, "Response from `ClustersApi.CreateCluster`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		

Other Parameters

Other parameters are passed through a pointer to a apiCreateClusterRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

`createCluster` | `CreateCluster` | Create a new cluster in the platform |

Return type

`CreateClusterResponse`

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

DeleteCluster

DeleteClusterResponse DeleteCluster(ctx, space, clusterId).Execute()

Delete cluster

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    clusterId := "01ed9hx8vnxqn1md5vv4tes3ra" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ClustersApi.DeleteCluster(context.Background(), space, clusterId).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ClustersApi.DeleteCluster`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `DeleteCluster`: DeleteClusterResponse
    fmt.Fprintf(os.Stdout, "Response from `ClustersApi.DeleteCluster`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
clusterId	string		

Other Parameters

Other parameters are passed through a pointer to a apiDeleteClusterRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

DeleteClusterResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- Content-Type: Not defined

- **Accept:** application/json

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ListClusters

```
ListClustersResponse ListClusters(ctx, space).Execute()
```

List clusters

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ClustersApi.ListClusters(context.Background(), space).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ClustersApi.ListClusters`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ListClusters`: ListClustersResponse
    fmt.Fprintf(os.Stdout, "Response from `ClustersApi.ListClusters`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		

Other Parameters

Other parameters are passed through a pointer to a `apiListClustersRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

ListClustersResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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ReinstallCluster

CreateClusterResponse ReinstallCluster(ctx, space, clusterId).Execute()

Regenerate configuration files

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    clusterId := "01ed9hx8vnxqn1md5vv4tes3ra" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ClustersApi.ReinstallCluster(context.Background(), space, clusterId).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ClustersApi.ReinstallCluster`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ReinstallCluster`: CreateClusterResponse
    fmt.Fprintf(os.Stdout, "Response from `ClustersApi.ReinstallCluster`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
clusterId	string		

Other Parameters

Other parameters are passed through a pointer to a apiReinstallClusterRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

CreateClusterResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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ResetClusterClientSecret

Secret ResetClusterClientSecret(ctx, space, clusterId).Execute()

Reset Client Secret

Example

```
package main
```

```
import (  
    "context"  
    "fmt"  
    "os"  
    openapiclient "./openapi"  
)  
  
func main() {  
    space := "altair" // string /  
    clusterId := "01ed9hx8vnxqn1md5vv4tes3ra" // string /  
  
    configuration := openapiclient.NewConfiguration()  
    api_client := openapiclient.NewAPIClient(configuration)  
    resp, r, err := api_client.ClustersApi.ResetClusterClientSecret(context.Background(), space, clusterId).Execute()  
    if err != nil {  
        fmt.Fprintf(os.Stderr, "Error when calling `ClustersApi.ResetClusterClientSecret`: %v\n", err)  
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)  
    }  
    // response from `ResetClusterClientSecret`: Secret  
    fmt.Fprintf(os.Stdout, "Response from `ClustersApi.ResetClusterClientSecret`: %v\n", resp)  
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
clusterId	string		

Other Parameters

Other parameters are passed through a pointer to a apiResetClusterClientSecretRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

Secret

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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ShowCluster

ShowClusterResponse ShowCluster(ctx, space, clusterId).Execute()

Show cluster

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    clusterId := "01ed9hx8vnxqn1md5vv4tes3ra" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ClustersApi.ShowCluster(context.Background(), space, clusterId).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ClustersApi.ShowCluster`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ShowCluster`: ShowClusterResponse
    fmt.Fprintf(os.Stdout, "Response from `ClustersApi.ShowCluster`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
clusterId	string		

Other Parameters

Other parameters are passed through a pointer to a apiShowClusterRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

ShowClusterResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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UpdateCluster

UpdateClusterResponse UpdateCluster(ctx, space, clusterId).UpdateCluster(updateCluster).Execute()

Update cluster

Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    clusterId := "01ed9hx8vnxqn1md5vv4tes3ra" // string /
    updateCluster := *openapiclient.NewUpdateCluster() // UpdateCluster / Update a specific cluster

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ClustersApi.UpdateCluster(context.Background(), space, clusterId).UpdateCluster(u
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ClustersApi.UpdateCluster`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `UpdateCluster`: UpdateClusterResponse
    fmt.Fprintf(os.Stdout, "Response from `ClustersApi.UpdateCluster`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
clusterId	string		

Other Parameters

Other parameters are passed through a pointer to a `apiUpdateClusterRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

updateCluster | **UpdateCluster** | Update a specific cluster |

Return type

UpdateClusterResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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CollectionListResponse

Properties

Name	Type	Description	Notes
Data	Pointer to <code>[]CollectionResponse</code>		[optional]
Paging	Pointer to <code>ActionDelayListResponsePaging</code>		[optional]

Methods

NewCollectionListResponse

```
func NewCollectionListResponse() *CollectionListResponse
```

`NewCollectionListResponse` instantiates a new `CollectionListResponse` object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewCollectionListResponseWithDefaults

```
func NewCollectionListResponseWithDefaults() *CollectionListResponse
```

`NewCollectionListResponseWithDefaults` instantiates a new `CollectionListResponse` object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetData

```
func (o *CollectionListResponse) GetData() []CollectionResponse
```

`GetData` returns the `Data` field if non-nil, zero value otherwise.

GetDataOk

```
func (o *CollectionListResponse) GetDataOk() (*[]CollectionResponse, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetData

```
func (o *CollectionListResponse) SetData(v []CollectionResponse)
```

SetData sets Data field to given value.

HasData

```
func (o *CollectionListResponse) HasData() bool
```

HasData returns a boolean if a field has been set.

GetPaging

```
func (o *CollectionListResponse) GetPaging() ActionDelayListResponsePaging
```

GetPaging returns the Paging field if non-nil, zero value otherwise.

GetPagingOk

```
func (o *CollectionListResponse) GetPagingOk() (*ActionDelayListResponsePaging, bool)
```

GetPagingOk returns a tuple with the Paging field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPaging

```
func (o *CollectionListResponse) SetPaging(v ActionDelayListResponsePaging)
```

SetPaging sets Paging field to given value.

HasPaging

```
func (o *CollectionListResponse) HasPaging() bool
```

HasPaging returns a boolean if a field has been set.

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CollectionRequest

Properties

Name	Type	Description	Notes
Description	Pointer to string		[optional]
Name	Pointer to string		[optional]

Methods

NewCollectionRequest

```
func NewCollectionRequest() *CollectionRequest
```


NewCollectionRequest instantiates a new CollectionRequest object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewCollectionRequestWithDefaults

```
func NewCollectionRequestWithDefaults() *CollectionRequest
```

NewCollectionRequestWithDefaults instantiates a new CollectionRequest object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDescription

```
func (o *CollectionRequest) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *CollectionRequest) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *CollectionRequest) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *CollectionRequest) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetName

```
func (o *CollectionRequest) GetName() string
```

GetName returns the Name field if non-nil, zero value otherwise.

GetNameOk

```
func (o *CollectionRequest) GetNameOk() (*string, bool)
```

GetNameOk returns a tuple with the Name field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetName

```
func (o *CollectionRequest) SetName(v string)
```

SetName sets Name field to given value.

HasName

```
func (o *CollectionRequest) HasName() bool
```

HasName returns a boolean if a field has been set.

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CollectionResponse

Properties

Name	Type	Description	Notes
Description	Pointer to string		[optional]
Name	Pointer to string		[optional]

Methods

NewCollectionResponse

```
func NewCollectionResponse() *CollectionResponse
```

NewCollectionResponse instantiates a new CollectionResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewCollectionResponseWithDefaults

```
func NewCollectionResponseWithDefaults() *CollectionResponse
```

NewCollectionResponseWithDefaults instantiates a new CollectionResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDescription

```
func (o *CollectionResponse) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *CollectionResponse) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *CollectionResponse) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *CollectionResponse) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetName

```
func (o *CollectionResponse) GetName() string
```

GetName returns the Name field if non-nil, zero value otherwise.

GetNameOk

```
func (o *CollectionResponse) GetNameOk() (*string, bool)
```

GetNameOk returns a tuple with the Name field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetName

```
func (o *CollectionResponse) SetName(v string)
```

SetName sets Name field to given value.

HasName

```
func (o *CollectionResponse) HasName() bool
```

HasName returns a boolean if a field has been set.

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CollectionUpdateRequest

Properties

Name	Type	Description	Notes
Description	Pointer to string		[optional]
Title	Pointer to string		[optional]

Methods

NewCollectionUpdateRequest

```
func NewCollectionUpdateRequest() *CollectionUpdateRequest
```

NewCollectionUpdateRequest instantiates a new CollectionUpdateRequest object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewCollectionUpdateRequestWithDefaults

```
func NewCollectionUpdateRequestWithDefaults() *CollectionUpdateRequest
```

NewCollectionUpdateRequestWithDefaults instantiates a new CollectionUpdateRequest object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDescription

```
func (o *CollectionUpdateRequest) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *CollectionUpdateRequest) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *CollectionUpdateRequest) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *CollectionUpdateRequest) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetTitle

```
func (o *CollectionUpdateRequest) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *CollectionUpdateRequest) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *CollectionUpdateRequest) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *CollectionUpdateRequest) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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CollectionUpdateResponse

Properties

Name	Type	Description	Notes
Description	Pointer to string		[optional]
Name	Pointer to string		[optional]

Methods

NewCollectionUpdateResponse

```
func NewCollectionUpdateResponse() *CollectionUpdateResponse
```

NewCollectionUpdateResponse instantiates a new CollectionUpdateResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewCollectionUpdateResponseWithDefaults

```
func NewCollectionUpdateResponseWithDefaults() *CollectionUpdateResponse
```

NewCollectionUpdateResponseWithDefaults instantiates a new CollectionUpdateResponse object. This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDescription

```
func (o *CollectionUpdateResponse) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *CollectionUpdateResponse) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *CollectionUpdateResponse) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *CollectionUpdateResponse) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetName

```
func (o *CollectionUpdateResponse) GetName() string
```

GetName returns the Name field if non-nil, zero value otherwise.

GetNameOk

```
func (o *CollectionUpdateResponse) GetNameOk() (*string, bool)
```

GetNameOk returns a tuple with the Name field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetName

```
func (o *CollectionUpdateResponse) SetName(v string)
```

SetName sets Name field to given value.

HasName

```
func (o *CollectionUpdateResponse) HasName() bool
```

HasName returns a boolean if a field has been set.

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\CollectionsApi

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Description
AddCollection	Post /spaces/{space}/collections	Create collection
DeleteCollection	Delete /spaces/{space}/collections/{collection-name}	Delete collection
ListCollections	Get /spaces/{space}/collections	List collections
ShowCollection	Get /spaces/{space}/collections/{collection-name}	Show collection
UpdateCollection	Put /spaces/{space}/collections/{collection-name}	Update collection

AddCollection

```
CollectionResponse AddCollection(ctx, space).CollectionRequest(collectionRequest).Execute()
```

Create collection

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionRequest := *openapiclient.NewCollectionRequest() // CollectionRequest / Create a new collection in

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.CollectionsApi.AddCollection(context.Background(), space).CollectionRequest(collectionRequest).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `CollectionsApi.AddCollection`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `AddCollection`: CollectionResponse
    fmt.Fprintf(os.Stdout, "Response from `CollectionsApi.AddCollection`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		

Other Parameters

Other parameters are passed through a pointer to a apiAddCollectionRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

CollectionResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json, /

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DeleteCollection

DeleteCollection(ctx, space, collectionName).Execute()
Delete collection

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.CollectionsApi.DeleteCollection(context.Background(), space, collectionName).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `CollectionsApi.DeleteCollection`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		

Other Parameters

Other parameters are passed through a pointer to a apiDeleteCollectionRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

(empty response body)

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json, /

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ListCollections

```
CollectionListResponse ListCollections(ctx, space).Execute()
```

List collections

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "openapi"
)

func main() {
    space := "altair" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.CollectionsApi.ListCollections(context.Background(), space).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `CollectionsApi.ListCollections`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ListCollections`: CollectionListResponse
    fmt.Fprintf(os.Stdout, "Response from `CollectionsApi.ListCollections`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		

Other Parameters

Other parameters are passed through a pointer to a `apiListCollectionsRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

CollectionListResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json, /

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ShowCollection

```
CollectionResponse ShowCollection(ctx, space, collectionName).Execute()
```

Show collection

Example

```
package main
```

```
import (  
    "context"  
    "fmt"  
    "os"  
    openapiclient "openapi"  
)  
  
func main() {  
    space := "altair" // string |  
    collectionName := "ElectronicBoards" // string |  
  
    configuration := openapiclient.NewConfiguration()  
    api_client := openapiclient.NewAPIClient(configuration)  
    resp, r, err := api_client.CollectionsApi.ShowCollection(context.Background(), space, collectionName).Execute()  
    if err != nil {  
        fmt.Fprintf(os.Stderr, "Error when calling `CollectionsApi.ShowCollection`: %v\n", err)  
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)  
    }  
    // response from `ShowCollection`: CollectionResponse  
    fmt.Fprintf(os.Stdout, "Response from `CollectionsApi.ShowCollection`: %v\n", resp)  
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	

Name	Type	Description	Notes
space	string		
collectionName	string		

Other Parameters

Other parameters are passed through a pointer to a `apiShowCollectionRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

CollectionResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json, /

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UpdateCollection

CollectionUpdateResponse UpdateCollection(ctx, space, collectionName).CollectionUpdateRequest(collectionUpdateRequest).Execu

Update collection

Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    collectionUpdateRequest := *openapiclient.NewCollectionUpdateRequest() // CollectionUpdateRequest / Update a

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.CollectionsApi.UpdateCollection(context.Background(), space, collectionName).Coll
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `CollectionsApi.UpdateCollection`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `UpdateCollection`: CollectionUpdateResponse
    fmt.Fprintf(os.Stdout, "Response from `CollectionsApi.UpdateCollection`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		

Other Parameters

Other parameters are passed through a pointer to a `apiUpdateCollectionRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

`collectionUpdateRequest` | `CollectionUpdateRequest` | Update an existent collection by name |

Return type

`CollectionUpdateResponse`

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type**: application/json
- **Accept**: application/json

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CreateCluster

Properties

Name	Type	Description	Notes
Description	Pointer to string		[optional]
Title	Pointer to string		[optional]

Methods

NewCreateCluster

```
func NewCreateCluster() *CreateCluster
```

`NewCreateCluster` instantiates a new `CreateCluster` object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewCreateClusterWithDefaults

```
func NewCreateClusterWithDefaults() *CreateCluster
```

NewCreateClusterWithDefaults instantiates a new CreateCluster object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDescription

```
func (o *CreateCluster) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *CreateCluster) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *CreateCluster) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *CreateCluster) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetTitle

```
func (o *CreateCluster) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *CreateCluster) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *CreateCluster) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *CreateCluster) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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CreateClusterResponse

Properties

Name	Type	Description	Notes
DeploymentFile	Pointer to string		[optional]
Description	Pointer to string		[optional]
Id	Pointer to string		[optional]
MinutesToExpire	Pointer to int32		[optional]
SecretsFile	Pointer to string		[optional]
Status	Pointer to string		[optional]
Title	Pointer to string		[optional]

Methods

NewCreateClusterResponse

```
func NewCreateClusterResponse() *CreateClusterResponse
```

NewCreateClusterResponse instantiates a new CreateClusterResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewCreateClusterResponseWithDefaults

```
func NewCreateClusterResponseWithDefaults() *CreateClusterResponse
```

NewCreateClusterResponseWithDefaults instantiates a new CreateClusterResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDeploymentFile

```
func (o *CreateClusterResponse) GetDeploymentFile() string
```

GetDeploymentFile returns the DeploymentFile field if non-nil, zero value otherwise.

GetDeploymentFileOk

```
func (o *CreateClusterResponse) GetDeploymentFileOk() (*string, bool)
```

GetDeploymentFileOk returns a tuple with the DeploymentFile field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDeploymentFile

```
func (o *CreateClusterResponse) SetDeploymentFile(v string)
```

SetDeploymentFile sets DeploymentFile field to given value.

HasDeploymentFile

```
func (o *CreateClusterResponse) HasDeploymentFile() bool
```

HasDeploymentFile returns a boolean if a field has been set.

GetDescription

```
func (o *CreateClusterResponse) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *CreateClusterResponse) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *CreateClusterResponse) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *CreateClusterResponse) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetId

```
func (o *CreateClusterResponse) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

GetIdOk

```
func (o *CreateClusterResponse) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetId

```
func (o *CreateClusterResponse) SetId(v string)
```

SetId sets Id field to given value.

HasId

```
func (o *CreateClusterResponse) HasId() bool
```

HasId returns a boolean if a field has been set.

GetMinutesToExpire

```
func (o *CreateClusterResponse) GetMinutesToExpire() int32
```

GetMinutesToExpire returns the MinutesToExpire field if non-nil, zero value otherwise.

GetMinutesToExpireOk

```
func (o *CreateClusterResponse) GetMinutesToExpireOk() (*int32, bool)
```

GetMinutesToExpireOk returns a tuple with the MinutesToExpire field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetMinutesToExpire

```
func (o *CreateClusterResponse) SetMinutesToExpire(v int32)
```

SetMinutesToExpire sets MinutesToExpire field to given value.

HasMinutesToExpire

```
func (o *CreateClusterResponse) HasMinutesToExpire() bool
```

HasMinutesToExpire returns a boolean if a field has been set.

GetSecretsFile

```
func (o *CreateClusterResponse) GetSecretsFile() string
```

GetSecretsFile returns the SecretsFile field if non-nil, zero value otherwise.

GetSecretsFileOk

```
func (o *CreateClusterResponse) GetSecretsFileOk() (*string, bool)
```

GetSecretsFileOk returns a tuple with the SecretsFile field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetSecretsFile

```
func (o *CreateClusterResponse) SetSecretsFile(v string)
```

SetSecretsFile sets SecretsFile field to given value.

HasSecretsFile

```
func (o *CreateClusterResponse) HasSecretsFile() bool
```

HasSecretsFile returns a boolean if a field has been set.

GetStatus

```
func (o *CreateClusterResponse) GetStatus() string
```

GetStatus returns the Status field if non-nil, zero value otherwise.

GetStatusOk

```
func (o *CreateClusterResponse) GetStatusOk() (*string, bool)
```

GetStatusOk returns a tuple with the Status field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetStatus

```
func (o *CreateClusterResponse) SetStatus(v string)
```

SetStatus sets Status field to given value.

HasStatus

```
func (o *CreateClusterResponse) HasStatus() bool
```

HasStatus returns a boolean if a field has been set.

GetTitle

```
func (o *CreateClusterResponse) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *CreateClusterResponse) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *CreateClusterResponse) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *CreateClusterResponse) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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CreateData

Properties

Name	Type	Description	Notes
Hello	Pointer to string		[optional]

Methods

NewCreateData

```
func NewCreateData() *CreateData
```

NewCreateData instantiates a new CreateData object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewCreateDataWithDefaults

```
func NewCreateDataWithDefaults() *CreateData
```

NewCreateDataWithDefaults instantiates a new CreateData object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetHello

```
func (o *CreateData) GetHello() string
```

GetHello returns the Hello field if non-nil, zero value otherwise.

GetHelloOk

```
func (o *CreateData) GetHelloOk() (*string, bool)
```

GetHelloOk returns a tuple with the Hello field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetHello

```
func (o *CreateData) SetHello(v string)
```

SetHello sets Hello field to given value.

HasHello

```
func (o *CreateData) HasHello() bool
```

HasHello returns a boolean if a field has been set.

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CreateDataResponse

Properties

Name	Type	Description	Notes
Result	Pointer to string		[optional]

Methods

NewCreateDataResponse

```
func NewCreateDataResponse() *CreateDataResponse
```

NewCreateDataResponse instantiates a new CreateDataResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewCreateDataResponseWithDefaults

```
func NewCreateDataResponseWithDefaults() *CreateDataResponse
```

NewCreateDataResponseWithDefaults instantiates a new CreateDataResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetResult

```
func (o *CreateDataResponse) GetResult() string
```

GetResult returns the Result field if non-nil, zero value otherwise.

GetResultOk

```
func (o *CreateDataResponse) GetResultOk() (*string, bool)
```

GetResultOk returns a tuple with the Result field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetResult

```
func (o *CreateDataResponse) SetResult(v string)
```

SetResult sets Result field to given value.

HasResult

```
func (o *CreateDataResponse) HasResult() bool
```

HasResult returns a boolean if a field has been set.

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CreateLabel

Properties

Name	Type	Description	Notes
Color	Pointer to string		[optional]
LabelDescription	Pointer to string		[optional]
LabelName	Pointer to string		[optional]

Methods

NewCreateLabel

```
func NewCreateLabel() *CreateLabel
```

NewCreateLabel instantiates a new CreateLabel object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewCreateLabelWithDefaults

```
func NewCreateLabelWithDefaults() *CreateLabel
```

NewCreateLabelWithDefaults instantiates a new CreateLabel object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetColor

```
func (o *CreateLabel) GetColor() string
```

GetColor returns the Color field if non-nil, zero value otherwise.

GetColorOk

```
func (o *CreateLabel) GetColorOk() (*string, bool)
```

GetColorOk returns a tuple with the Color field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetColor

```
func (o *CreateLabel) SetColor(v string)
```

SetColor sets Color field to given value.

HasColor

```
func (o *CreateLabel) HasColor() bool
```

HasColor returns a boolean if a field has been set.

GetLabelDescription

```
func (o *CreateLabel) GetLabelDescription() string
```

GetLabelDescription returns the LabelDescription field if non-nil, zero value otherwise.

GetLabelDescriptionOk

```
func (o *CreateLabel) GetLabelDescriptionOk() (*string, bool)
```

GetLabelDescriptionOk returns a tuple with the LabelDescription field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetLabelDescription

```
func (o *CreateLabel) SetLabelDescription(v string)
```

SetLabelDescription sets LabelDescription field to given value.

HasLabelDescription

```
func (o *CreateLabel) HasLabelDescription() bool
```

HasLabelDescription returns a boolean if a field has been set.

GetLabelName

```
func (o *CreateLabel) GetLabelName() string
```

GetLabelName returns the LabelName field if non-nil, zero value otherwise.

GetLabelNameOk

```
func (o *CreateLabel) GetLabelNameOk() (*string, bool)
```

GetLabelNameOk returns a tuple with the LabelName field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetLabelName

```
func (o *CreateLabel) SetLabelName(v string)
```

SetLabelName sets LabelName field to given value.

HasLabelName

```
func (o *CreateLabel) HasLabelName() bool
```

HasLabelName returns a boolean if a field has been set.

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CreateLabelRelation

Properties

Name	Type	Description	Notes
EntityId	Pointer to string		[optional]
EntityType	Pointer to string		[optional]

Methods

NewCreateLabelRelation

```
func NewCreateLabelRelation() *CreateLabelRelation
```

NewCreateLabelRelation instantiates a new CreateLabelRelation object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewCreateLabelRelationWithDefaults

```
func NewCreateLabelRelationWithDefaults() *CreateLabelRelation
```

NewCreateLabelRelationWithDefaults instantiates a new CreateLabelRelation object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetEntityId

```
func (o *CreateLabelRelation) GetEntityId() string
```

GetEntityId returns the EntityId field if non-nil, zero value otherwise.

GetEntityIdOk

```
func (o *CreateLabelRelation) GetEntityIdOk() (*string, bool)
```

GetEntityIdOk returns a tuple with the EntityId field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetEntityId

```
func (o *CreateLabelRelation) SetEntityId(v string)
```

SetEntityId sets EntityId field to given value.

HasEntityId

```
func (o *CreateLabelRelation) HasEntityId() bool
```

HasEntityId returns a boolean if a field has been set.

GetEntityType

```
func (o *CreateLabelRelation) GetEntityType() string
```

GetEntityType returns the EntityType field if non-nil, zero value otherwise.

GetEntityTypeOk

```
func (o *CreateLabelRelation) GetEntityTypeOk() (*string, bool)
```

GetEntityTypeOk returns a tuple with the EntityType field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetEntityType

```
func (o *CreateLabelRelation) SetEntityType(v string)
```

SetEntityType sets EntityType field to given value.

HasEntityType

```
func (o *CreateLabelRelation) HasEntityType() bool
```

HasEntityType returns a boolean if a field has been set.

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CreateLabelResponse

Properties

Name	Type	Description	Notes
Color	Pointer to string		[optional]
Id	Pointer to string		[optional]
LabelDescription	Pointer to string		[optional]
LabelName	Pointer to string		[optional]
Mqtt	Pointer to bool		[optional]
Space	Pointer to string		[optional]

Methods

NewCreateLabelResponse

```
func NewCreateLabelResponse() *CreateLabelResponse
```

NewCreateLabelResponse instantiates a new CreateLabelResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewCreateLabelResponseWithDefaults

```
func NewCreateLabelResponseWithDefaults() *CreateLabelResponse
```

NewCreateLabelResponseWithDefaults instantiates a new CreateLabelResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetColor

```
func (o *CreateLabelResponse) GetColor() string
```

GetColor returns the Color field if non-nil, zero value otherwise.

GetColorOk

```
func (o *CreateLabelResponse) GetColorOk() (*string, bool)
```

GetColorOk returns a tuple with the Color field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetColor

```
func (o *CreateLabelResponse) SetColor(v string)
```

SetColor sets Color field to given value.

HasColor

```
func (o *CreateLabelResponse) HasColor() bool
```

HasColor returns a boolean if a field has been set.

GetId

```
func (o *CreateLabelResponse) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

GetIdOk

```
func (o *CreateLabelResponse) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetId

```
func (o *CreateLabelResponse) SetId(v string)
```

SetId sets Id field to given value.

HasId

```
func (o *CreateLabelResponse) HasId() bool
```

HasId returns a boolean if a field has been set.

GetLabelDescription

```
func (o *CreateLabelResponse) GetLabelDescription() string
```

GetLabelDescription returns the LabelDescription field if non-nil, zero value otherwise.

GetLabelDescriptionOk

```
func (o *CreateLabelResponse) GetLabelDescriptionOk() (*string, bool)
```

GetLabelDescriptionOk returns a tuple with the LabelDescription field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetLabelDescription

```
func (o *CreateLabelResponse) SetLabelDescription(v string)
```

SetLabelDescription sets LabelDescription field to given value.

HasLabelDescription

```
func (o *CreateLabelResponse) HasLabelDescription() bool
```

HasLabelDescription returns a boolean if a field has been set.

GetLabelName

```
func (o *CreateLabelResponse) GetLabelName() string
```

GetLabelName returns the LabelName field if non-nil, zero value otherwise.

GetLabelNameOk

```
func (o *CreateLabelResponse) GetLabelNameOk() (*string, bool)
```

GetLabelNameOk returns a tuple with the LabelName field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetLabelName

```
func (o *CreateLabelResponse) SetLabelName(v string)
```

SetLabelName sets LabelName field to given value.

HasLabelName

```
func (o *CreateLabelResponse) HasLabelName() bool
```

HasLabelName returns a boolean if a field has been set.

GetMqtt

```
func (o *CreateLabelResponse) GetMqtt() bool
```

GetMqtt returns the Mqtt field if non-nil, zero value otherwise.

GetMqttOk

```
func (o *CreateLabelResponse) GetMqttOk() (*bool, bool)
```

GetMqttOk returns a tuple with the Mqtt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetMqtt

```
func (o *CreateLabelResponse) SetMqtt(v bool)
```

SetMqtt sets Mqtt field to given value.

HasMqtt

```
func (o *CreateLabelResponse) HasMqtt() bool
```

HasMqtt returns a boolean if a field has been set.

GetSpace

```
func (o *CreateLabelResponse) GetSpace() string
```

GetSpace returns the Space field if non-nil, zero value otherwise.

GetSpaceOk

```
func (o *CreateLabelResponse) GetSpaceOk() (*string, bool)
```

GetSpaceOk returns a tuple with the Space field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetSpace

```
func (o *CreateLabelResponse) SetSpace(v string)
```

SetSpace sets Space field to given value.

HasSpace

```
func (o *CreateLabelResponse) HasSpace() bool
```

HasSpace returns a boolean if a field has been set.

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CredentialsResponseList

Properties

Name	Type	Description	Notes
Collection	Pointer to [] CredentialsStudio		[optional]

Methods

NewCredentialsResponseList

```
func NewCredentialsResponseList() *CredentialsResponseList
```

NewCredentialsResponseList instantiates a new CredentialsResponseList object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewCredentialsResponseListWithDefaults

```
func NewCredentialsResponseListWithDefaults() *CredentialsResponseList
```

NewCredentialsResponseListWithDefaults instantiates a new CredentialsResponseList object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetCollection

```
func (o *CredentialsResponseList) GetCollection() []CredentialsStudio
```

GetCollection returns the Collection field if non-nil, zero value otherwise.

GetCollectionOk

```
func (o *CredentialsResponseList) GetCollectionOk() (*[]CredentialsStudio, bool)
```

GetCollectionOk returns a tuple with the Collection field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetCollection

```
func (o *CredentialsResponseList) SetCollection(v []CredentialsStudio)
```

SetCollection sets Collection field to given value.

HasCollection

```
func (o *CredentialsResponseList) HasCollection() bool
```

HasCollection returns a boolean if a field has been set.

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CredentialsResponsePUT

Properties

Name	Type	Description	Notes
CreatedAt	Pointer to time.Time		[optional]
Description	Pointer to string		[optional]
Enabled	Pointer to bool		[optional]
ExpiredAt	Pointer to int32		[optional]
Id	Pointer to string		[optional]
Password	Pointer to string		[optional]
Topics	Pointer to []MQTTAccountProperties		[optional]
Type	Pointer to string		[optional]
Username	Pointer to string		[optional]

Methods

NewCredentialsResponsePUT

```
func NewCredentialsResponsePUT() *CredentialsResponsePUT
```

NewCredentialsResponsePUT instantiates a new CredentialsResponsePUT object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewCredentialsResponsePUTWithDefaults

```
func NewCredentialsResponsePUTWithDefaults() *CredentialsResponsePUT
```

NewCredentialsResponsePUTWithDefaults instantiates a new CredentialsResponsePUT object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetCreatedAt

```
func (o *CredentialsResponsePUT) GetCreatedAt() time.Time
```

GetCreatedAt returns the CreatedAt field if non-nil, zero value otherwise.

GetCreatedAtOk

```
func (o *CredentialsResponsePUT) GetCreatedAtOk() (*time.Time, bool)
```

GetCreatedAtOk returns a tuple with the CreatedAt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetCreatedAt

```
func (o *CredentialsResponsePUT) SetCreatedAt(v time.Time)
```

SetCreatedAt sets CreatedAt field to given value.

HasCreatedAt

```
func (o *CredentialsResponsePUT) HasCreatedAt() bool
```

HasCreatedAt returns a boolean if a field has been set.

GetDescription

```
func (o *CredentialsResponsePUT) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *CredentialsResponsePUT) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *CredentialsResponsePUT) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *CredentialsResponsePUT) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetEnabled

```
func (o *CredentialsResponsePUT) GetEnabled() bool
```

GetEnabled returns the Enabled field if non-nil, zero value otherwise.

GetEnabledOk

```
func (o *CredentialsResponsePUT) GetEnabledOk() (*bool, bool)
```

GetEnabledOk returns a tuple with the Enabled field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetEnabled

```
func (o *CredentialsResponsePUT) SetEnabled(v bool)
```

SetEnabled sets Enabled field to given value.

HasEnabled

```
func (o *CredentialsResponsePUT) HasEnabled() bool
```

HasEnabled returns a boolean if a field has been set.

GetExpiredAt

```
func (o *CredentialsResponsePUT) GetExpiredAt() int32
```

GetExpiredAt returns the ExpiredAt field if non-nil, zero value otherwise.

GetExpiredAtOk

```
func (o *CredentialsResponsePUT) GetExpiredAtOk() (*int32, bool)
```

GetExpiredAtOk returns a tuple with the ExpiredAt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetExpiredAt

```
func (o *CredentialsResponsePUT) SetExpiredAt(v int32)
```

SetExpiredAt sets ExpiredAt field to given value.

HasExpiredAt

```
func (o *CredentialsResponsePUT) HasExpiredAt() bool
```

HasExpiredAt returns a boolean if a field has been set.

GetId

```
func (o *CredentialsResponsePUT) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

GetIdOk

```
func (o *CredentialsResponsePUT) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetId

```
func (o *CredentialsResponsePUT) SetId(v string)
```

SetId sets Id field to given value.

HasId

```
func (o *CredentialsResponsePUT) HasId() bool
```

HasId returns a boolean if a field has been set.

GetPassword

```
func (o *CredentialsResponsePUT) GetPassword() string
```

GetPassword returns the Password field if non-nil, zero value otherwise.

GetPasswordOk

```
func (o *CredentialsResponsePUT) GetPasswordOk() (*string, bool)
```

GetPasswordOk returns a tuple with the Password field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPassword

```
func (o *CredentialsResponsePUT) SetPassword(v string)
```

SetPassword sets Password field to given value.

HasPassword

```
func (o *CredentialsResponsePUT) HasPassword() bool
```

HasPassword returns a boolean if a field has been set.

GetTopics

```
func (o *CredentialsResponsePUT) GetTopics() []MQTTAccountProperties
```

GetTopics returns the Topics field if non-nil, zero value otherwise.

GetTopicsOk

```
func (o *CredentialsResponsePUT) GetTopicsOk() (*[]MQTTAccountProperties, bool)
```

GetTopicsOk returns a tuple with the Topics field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTopics

```
func (o *CredentialsResponsePUT) SetTopics(v []MQTTAccountProperties)
```

SetTopics sets Topics field to given value.

HasTopics

```
func (o *CredentialsResponsePUT) HasTopics() bool
```

HasTopics returns a boolean if a field has been set.

GetType

```
func (o *CredentialsResponsePUT) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

GetTypeOk

```
func (o *CredentialsResponsePUT) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetType

```
func (o *CredentialsResponsePUT) SetType(v string)
```

SetType sets Type field to given value.

HasType

```
func (o *CredentialsResponsePUT) HasType() bool
```

HasType returns a boolean if a field has been set.

GetUsername

```
func (o *CredentialsResponsePUT) GetUsername() string
```

GetUsername returns the Username field if non-nil, zero value otherwise.

GetUsernameOk

```
func (o *CredentialsResponsePUT) GetUsernameOk() (*string, bool)
```

GetUsernameOk returns a tuple with the Username field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetUsername

```
func (o *CredentialsResponsePUT) SetUsername(v string)
```

SetUsername sets Username field to given value.

HasUsername

```
func (o *CredentialsResponsePUT) HasUsername() bool
```

HasUsername returns a boolean if a field has been set.

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CredentialsResponseThing

Properties

Name	Type	Description	Notes
Collection	Pointer to [] CredentialsThing		[optional]

Methods

NewCredentialsResponseThing

```
func NewCredentialsResponseThing() *CredentialsResponseThing
```

NewCredentialsResponseThing instantiates a new CredentialsResponseThing object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewCredentialsResponseThingWithDefaults

```
func NewCredentialsResponseThingWithDefaults() *CredentialsResponseThing
```

NewCredentialsResponseThingWithDefaults instantiates a new CredentialsResponseThing object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetCollection

```
func (o *CredentialsResponseThing) GetCollection() []CredentialsThing
```

GetCollection returns the Collection field if non-nil, zero value otherwise.

GetCollectionOk

```
func (o *CredentialsResponseThing) GetCollectionOk() (*[]CredentialsThing, bool)
```

GetCollectionOk returns a tuple with the Collection field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetCollection

```
func (o *CredentialsResponseThing) SetCollection(v []CredentialsThing)
```

SetCollection sets Collection field to given value.

HasCollection

```
func (o *CredentialsResponseThing) HasCollection() bool
```

HasCollection returns a boolean if a field has been set.

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CredentialsStudio

Properties

Name	Type	Description	Notes
CreatedAt	Pointer to time.Time		[optional]
Description	Pointer to string		[optional]
Enabled	Pointer to bool		[optional]
ExpiredAt	Pointer to int32		[optional]
Id	Pointer to string		[optional]
Topics	Pointer to []MQTTAccountPattern1		[optional]
Type	Pointer to string		[optional]
Username	Pointer to string		[optional]

Methods

NewCredentialsStudio

```
func NewCredentialsStudio() *CredentialsStudio
```

NewCredentialsStudio instantiates a new CredentialsStudio object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewCredentialsStudioWithDefaults

```
func NewCredentialsStudioWithDefaults() *CredentialsStudio
```

NewCredentialsStudioWithDefaults instantiates a new CredentialsStudio object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetCreatedAt

```
func (o *CredentialsStudio) GetCreatedAt() time.Time
```

GetCreatedAt returns the CreatedAt field if non-nil, zero value otherwise.

GetCreatedAtOk

```
func (o *CredentialsStudio) GetCreatedAtOk() (*time.Time, bool)
```

GetCreatedAtOk returns a tuple with the CreatedAt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetCreatedAt

```
func (o *CredentialsStudio) SetCreatedAt(v time.Time)
```

SetCreatedAt sets CreatedAt field to given value.

HasCreatedAt

```
func (o *CredentialsStudio) HasCreatedAt() bool
```

HasCreatedAt returns a boolean if a field has been set.

GetDescription

```
func (o *CredentialsStudio) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *CredentialsStudio) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *CredentialsStudio) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *CredentialsStudio) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetEnabled

```
func (o *CredentialsStudio) GetEnabled() bool
```

GetEnabled returns the Enabled field if non-nil, zero value otherwise.

GetEnabledOk

```
func (o *CredentialsStudio) GetEnabledOk() (*bool, bool)
```

GetEnabledOk returns a tuple with the Enabled field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetEnabled

```
func (o *CredentialsStudio) SetEnabled(v bool)
```

SetEnabled sets Enabled field to given value.

HasEnabled

```
func (o *CredentialsStudio) HasEnabled() bool
```

HasEnabled returns a boolean if a field has been set.

GetExpiredAt

```
func (o *CredentialsStudio) GetExpiredAt() int32
```

GetExpiredAt returns the ExpiredAt field if non-nil, zero value otherwise.

GetExpiredAtOk

```
func (o *CredentialsStudio) GetExpiredAtOk() (*int32, bool)
```

GetExpiredAtOk returns a tuple with the ExpiredAt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetExpiredAt

```
func (o *CredentialsStudio) SetExpiredAt(v int32)
```

SetExpiredAt sets ExpiredAt field to given value.

HasExpiredAt

```
func (o *CredentialsStudio) HasExpiredAt() bool
```

HasExpiredAt returns a boolean if a field has been set.

GetId

```
func (o *CredentialsStudio) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

GetIdOk

```
func (o *CredentialsStudio) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetId

```
func (o *CredentialsStudio) SetId(v string)
```

SetId sets Id field to given value.

HasId

```
func (o *CredentialsStudio) HasId() bool
```

HasId returns a boolean if a field has been set.

GetTopics

```
func (o *CredentialsStudio) GetTopics() []MQTTAccountPattern1
```

GetTopics returns the Topics field if non-nil, zero value otherwise.

GetTopicsOk

```
func (o *CredentialsStudio) GetTopicsOk() (*[]MQTTAccountPattern1, bool)
```

GetTopicsOk returns a tuple with the Topics field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTopics

```
func (o *CredentialsStudio) SetTopics(v []MQTTAccountPattern1)
```

SetTopics sets Topics field to given value.

HasTopics

```
func (o *CredentialsStudio) HasTopics() bool
```

HasTopics returns a boolean if a field has been set.

GetType

```
func (o *CredentialsStudio) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

GetTypeOk

```
func (o *CredentialsStudio) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetType

```
func (o *CredentialsStudio) SetType(v string)
```

SetType sets Type field to given value.

HasType

```
func (o *CredentialsStudio) HasType() bool
```

HasType returns a boolean if a field has been set.

GetUsername

```
func (o *CredentialsStudio) GetUsername() string
```

GetUsername returns the Username field if non-nil, zero value otherwise.

GetUsernameOk

```
func (o *CredentialsStudio) GetUsernameOk() (*string, bool)
```

GetUsernameOk returns a tuple with the Username field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetUsername

```
func (o *CredentialsStudio) SetUsername(v string)
```

SetUsername sets Username field to given value.

HasUsername

```
func (o *CredentialsStudio) HasUsername() bool
```

HasUsername returns a boolean if a field has been set.

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CredentialsThing

Properties

Name	Type	Description	Notes
CreatedAt	Pointer to time.Time		[optional]
Description	Pointer to string		[optional]
Enabled	Pointer to bool		[optional]
ExpiredAt	Pointer to int32		[optional]
Id	Pointer to string		[optional]
Topics	Pointer to []MQTTAccountProperties		[optional]
Type	Pointer to string		[optional]
Username	Pointer to string		[optional]

Methods

NewCredentialsThing

```
func NewCredentialsThing() *CredentialsThing
```

NewCredentialsThing instantiates a new CredentialsThing object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewCredentialsThingWithDefaults

```
func NewCredentialsThingWithDefaults() *CredentialsThing
```

NewCredentialsThingWithDefaults instantiates a new CredentialsThing object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetCreatedAt

```
func (o *CredentialsThing) GetCreatedAt() time.Time
```

GetCreatedAt returns the CreatedAt field if non-nil, zero value otherwise.

GetCreatedAtOk

```
func (o *CredentialsThing) GetCreatedAtOk() (*time.Time, bool)
```

GetCreatedAtOk returns a tuple with the CreatedAt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetCreatedAt

```
func (o *CredentialsThing) SetCreatedAt(v time.Time)
```

SetCreatedAt sets CreatedAt field to given value.

HasCreatedAt

```
func (o *CredentialsThing) HasCreatedAt() bool
```

HasCreatedAt returns a boolean if a field has been set.

GetDescription

```
func (o *CredentialsThing) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *CredentialsThing) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *CredentialsThing) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *CredentialsThing) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetEnabled

```
func (o *CredentialsThing) GetEnabled() bool
```

GetEnabled returns the Enabled field if non-nil, zero value otherwise.

GetEnabledOk

```
func (o *CredentialsThing) GetEnabledOk() (*bool, bool)
```

GetEnabledOk returns a tuple with the Enabled field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetEnabled

```
func (o *CredentialsThing) SetEnabled(v bool)
```

SetEnabled sets Enabled field to given value.

HasEnabled

```
func (o *CredentialsThing) HasEnabled() bool
```

HasEnabled returns a boolean if a field has been set.

GetExpiredAt

```
func (o *CredentialsThing) GetExpiredAt() int32
```

GetExpiredAt returns the ExpiredAt field if non-nil, zero value otherwise.

GetExpiredAtOk

```
func (o *CredentialsThing) GetExpiredAtOk() (*int32, bool)
```

GetExpiredAtOk returns a tuple with the ExpiredAt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetExpiredAt

```
func (o *CredentialsThing) SetExpiredAt(v int32)
```

SetExpiredAt sets ExpiredAt field to given value.

HasExpiredAt

```
func (o *CredentialsThing) HasExpiredAt() bool
```

HasExpiredAt returns a boolean if a field has been set.

GetId

```
func (o *CredentialsThing) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

GetIdOk

```
func (o *CredentialsThing) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetId

```
func (o *CredentialsThing) SetId(v string)
```

SetId sets Id field to given value.

HasId

```
func (o *CredentialsThing) HasId() bool
```

HasId returns a boolean if a field has been set.

GetTopics

```
func (o *CredentialsThing) GetTopics() []MQTTAccountProperties
```

GetTopics returns the Topics field if non-nil, zero value otherwise.

GetTopicsOk

```
func (o *CredentialsThing) GetTopicsOk() (*[]MQTTAccountProperties, bool)
```

GetTopicsOk returns a tuple with the Topics field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTopics

```
func (o *CredentialsThing) SetTopics(v []MQTTAccountProperties)
```

SetTopics sets Topics field to given value.

HasTopics

```
func (o *CredentialsThing) HasTopics() bool
```

HasTopics returns a boolean if a field has been set.

GetType

```
func (o *CredentialsThing) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

GetTypeOk

```
func (o *CredentialsThing) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetType

```
func (o *CredentialsThing) SetType(v string)
```

SetType sets Type field to given value.

HasType

```
func (o *CredentialsThing) HasType() bool
```

HasType returns a boolean if a field has been set.

GetUsername

```
func (o *CredentialsThing) GetUsername() string
```

GetUsername returns the Username field if non-nil, zero value otherwise.

GetUsernameOk

```
func (o *CredentialsThing) GetUsernameOk() (*string, bool)
```

GetUsernameOk returns a tuple with the Username field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetUsername

```
func (o *CredentialsThing) SetUsername(v string)
```

SetUsername sets Username field to given value.

HasUsername

```
func (o *CredentialsThing) HasUsername() bool
```

HasUsername returns a boolean if a field has been set.

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\DataApi

All URIs are relative to *<https://api.dev.altairsc.com>*

Method	HTTP request	Description
CreateData	Post /spaces/{space}/data	Create data
DeleteData	Delete /spaces/{space}/data/{data-id}	Delete Data
DeleteDataFromSource	Delete /spaces/{space}/data	Delete Data
ListData	Get /spaces/{space}/data	List Data
ShowData	Get /spaces/{space}/data/{data-id}	Show Data

CreateData

```
CreateDataResponse CreateData(ctx, space).Body(body).Execute()
```

Create data

Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    body := interface{}({"hello":"world"}) // interface{} /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.DataApi.CreateData(context.Background(), space).Body(body).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `DataApi.CreateData`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `CreateData`: CreateDataResponse
    fmt.Fprintf(os.Stdout, "Response from `DataApi.CreateData`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		

Other Parameters

Other parameters are passed through a pointer to a apiCreateDataRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

body | **interface{}** | |

Return type

CreateDataResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json, /

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DeleteData

```
DeleteData(ctx, space, dataId).Execute()
```

Delete Data

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    dataId := "01EDVJEMFD24360JT7434A6GS8" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.DataApi.DeleteData(context.Background(), space, dataId).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `DataApi.DeleteData`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
dataId	string		

Other Parameters

Other parameters are passed through a pointer to a apiDeleteDataRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

(empty response body)

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json, /

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DeleteDataFromSource

```
DeleteDataFromSource(ctx, space).Source(source).Execute()
```

Delete Data

Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    source := "01EDVJEMFD24360JT7434A6GS8" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.DataApi.DeleteDataFromSource(context.Background(), space).Source(source).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `DataApi.DeleteDataFromSource`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		

Other Parameters

Other parameters are passed through a pointer to a `apiDeleteDataFromSourceRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

source | string | |

Return type

(empty response body)

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json, /

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ListData

```
ListDataResponse ListData(ctx, space).Source(source).Execute()
```

List Data

Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    source := "01EDVJEMFD24360JT7434A6GS8" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.DataApi.ListData(context.Background(), space).Source(source).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `DataApi.ListData`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ListData`: ListDataResponse
    fmt.Fprintf(os.Stdout, "Response from `DataApi.ListData`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		

Other Parameters

Other parameters are passed through a pointer to a `apiListDataRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

`source` | `string` | |

Return type

`ListDataResponse`

Authorization

`OAuth2Security`, `OAuth2Security`, `bearerAuth`

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** `application/json`, /

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ShowData

```
interface{} ShowData(ctx, space, dataId).Download(download).Metadata(metadata).Execute()
```

Show Data

Example

```
package main
```

```
import (
```

```
    "context"
```

```
    "fmt"
```

```
    "os"
```

```
    openapiclient "./openapi"
```

```
)
```

```
func main() {
```

```
    space := "altair" // string /
```

```
    dataId := "01EDVJEMFD24360JT7434A6GS8" // string /
```

```
    download := false // bool / (optional)
```

```
    metadata := true // bool / (optional)
```

```
    configuration := openapiclient.NewConfiguration()
```

```
    api_client := openapiclient.NewAPIClient(configuration)
```

```
    resp, r, err := api_client.DataApi.ShowData(context.Background(), space, dataId).Download(download).Metadata(metadata).Execute()
```

```
    if err != nil {
```

```
        fmt.Fprintf(os.Stderr, "Error when calling `DataApi.ShowData`: %v\n", err)
```

```
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
```

```
    }
```

```
    // response from `ShowData`: interface{}
```

```
    fmt.Fprintf(os.Stdout, "Response from `DataApi.ShowData`: %v\n", resp)
```

```
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
dataId	string		

Other Parameters

Other parameters are passed through a pointer to a `apiShowDataRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

download | **bool** | | **metadata** | **bool** | |

Return type

`interface{}`

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type**: Not defined
- **Accept**: application/json, /

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DataElement

Properties

Name	Type	Description	Notes
At	Pointer to time.Time		[optional]
Content	Pointer to interface{}	Can be any value, including 'null'	[optional]
Id	Pointer to string		[optional]
SourceId	Pointer to string		[optional]

Methods

NewDataElement

```
func NewDataElement() *DataElement
```

`NewDataElement` instantiates a new `DataElement` object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewDataElementWithDefaults

```
func NewDataElementWithDefaults() *DataElement
```

NewDataElementWithDefaults instantiates a new DataElement object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetAt

```
func (o *DataElement) GetAt() time.Time
```

GetAt returns the At field if non-nil, zero value otherwise.

GetAtOk

```
func (o *DataElement) GetAtOk() (*time.Time, bool)
```

GetAtOk returns a tuple with the At field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetAt

```
func (o *DataElement) SetAt(v time.Time)
```

SetAt sets At field to given value.

HasAt

```
func (o *DataElement) HasAt() bool
```

HasAt returns a boolean if a field has been set.

GetContent

```
func (o *DataElement) GetContent() interface{}
```

GetContent returns the Content field if non-nil, zero value otherwise.

GetContentOk

```
func (o *DataElement) GetContentOk() (*interface{}, bool)
```

GetContentOk returns a tuple with the Content field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetContent

```
func (o *DataElement) SetContent(v interface{})
```

SetContent sets Content field to given value.

HasContent

```
func (o *DataElement) HasContent() bool
```

HasContent returns a boolean if a field has been set.

SetContentNil

```
func (o *DataElement) SetContentNil(b bool)
```

SetContentNil sets the value for Content to be an explicit nil

UnsetContent

```
func (o *DataElement) UnsetContent()
```

UnsetContent ensures that no value is present for Content, not even an explicit nil ### GetId

```
func (o *DataElement) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

GetIdOk

```
func (o *DataElement) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetId

```
func (o *DataElement) SetId(v string)
```

SetId sets Id field to given value.

HasId

```
func (o *DataElement) HasId() bool
```

HasId returns a boolean if a field has been set.

GetSourceId

```
func (o *DataElement) GetSourceId() string
```

GetSourceId returns the SourceId field if non-nil, zero value otherwise.

GetSourceIdOk

```
func (o *DataElement) GetSourceIdOk() (*string, bool)
```

GetSourceIdOk returns a tuple with the SourceId field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetSourceId

```
func (o *DataElement) SetSourceId(v string)
```

SetSourceId sets SourceId field to given value.

HasSourceId

```
func (o *DataElement) HasSourceId() bool
```

HasSourceId returns a boolean if a field has been set.

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DataListElement1

Properties

Name	Type	Description	Notes
At	Pointer to time.Time		[optional]
Content	Pointer to string		[optional]
Id	Pointer to string		[optional]
SourceId	Pointer to string		[optional]

Methods

NewDataListElement1

```
func NewDataListElement1() *DataListElement1
```

NewDataListElement1 instantiates a new DataListElement1 object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewDataListElement1WithDefaults

```
func NewDataListElement1WithDefaults() *DataListElement1
```

NewDataListElement1WithDefaults instantiates a new DataListElement1 object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetAt

```
func (o *DataListElement1) GetAt() time.Time
```

GetAt returns the At field if non-nil, zero value otherwise.

GetAtOk

```
func (o *DataListElement1) GetAtOk() (*time.Time, bool)
```

GetAtOk returns a tuple with the At field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetAt

```
func (o *DataListElement1) SetAt(v time.Time)
```

SetAt sets At field to given value.

HasAt

```
func (o *DataListElement1) HasAt() bool
```

HasAt returns a boolean if a field has been set.

GetContent

```
func (o *DataListElement1) GetContent() string
```

GetContent returns the Content field if non-nil, zero value otherwise.

GetContentOk

```
func (o *DataListElement1) GetContentOk() (*string, bool)
```

GetContentOk returns a tuple with the Content field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetContent

```
func (o *DataListElement1) SetContent(v string)
```

SetContent sets Content field to given value.

HasContent

```
func (o *DataListElement1) HasContent() bool
```

HasContent returns a boolean if a field has been set.

GetId

```
func (o *DataListElement1) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

GetIdOk

```
func (o *DataListElement1) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetId

```
func (o *DataListElement1) SetId(v string)
```

SetId sets Id field to given value.

HasId

```
func (o *DataListElement1) HasId() bool
```

HasId returns a boolean if a field has been set.

GetSourceId

```
func (o *DataListElement1) GetSourceId() string
```

GetSourceId returns the SourceId field if non-nil, zero value otherwise.

GetSourceIdOk

```
func (o *DataListElement1) GetSourceIdOk() (*string, bool)
```

GetSourceIdOk returns a tuple with the SourceId field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetSourceId

```
func (o *DataListElement1) SetSourceId(v string)
```

SetSourceId sets SourceId field to given value.

HasSourceId

```
func (o *DataListElement1) HasSourceId() bool
```

HasSourceId returns a boolean if a field has been set.

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DataListElement2

Properties

Name	Type	Description	Notes
At	Pointer to time.Time		[optional]
Content	Pointer to string		[optional]
Id	Pointer to string		[optional]
SourceId	Pointer to string		[optional]

Methods

NewDataListElement2

```
func NewDataListElement2() *DataListElement2
```

NewDataListElement2 instantiates a new DataListElement2 object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewDataListElement2WithDefaults

```
func NewDataListElement2WithDefaults() *DataListElement2
```

NewDataListElement2WithDefaults instantiates a new DataListElement2 object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetAt

```
func (o *DataListElement2) GetAt() time.Time
```

GetAt returns the At field if non-nil, zero value otherwise.

GetAtOk

```
func (o *DataListElement2) GetAtOk() (*time.Time, bool)
```

GetAtOk returns a tuple with the At field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetAt

```
func (o *DataListElement2) SetAt(v time.Time)
```

SetAt sets At field to given value.

HasAt

```
func (o *DataListElement2) HasAt() bool
```

HasAt returns a boolean if a field has been set.

GetContent

```
func (o *DataListElement2) GetContent() string
```

GetContent returns the Content field if non-nil, zero value otherwise.

GetContentOk

```
func (o *DataListElement2) GetContentOk() (*string, bool)
```

GetContentOk returns a tuple with the Content field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetContent

```
func (o *DataListElement2) SetContent(v string)
```

SetContent sets Content field to given value.

HasContent

```
func (o *DataListElement2) HasContent() bool
```

HasContent returns a boolean if a field has been set.

GetId

```
func (o *DataListElement2) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

GetIdOk

```
func (o *DataListElement2) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetId

```
func (o *DataListElement2) SetId(v string)
```

SetId sets Id field to given value.

HasId

```
func (o *DataListElement2) HasId() bool
```

HasId returns a boolean if a field has been set.

GetSourceId

```
func (o *DataListElement2) GetSourceId() string
```

GetSourceId returns the SourceId field if non-nil, zero value otherwise.

GetSourceIdOk

```
func (o *DataListElement2) GetSourceIdOk() (*string, bool)
```

GetSourceIdOk returns a tuple with the SourceId field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetSourceId

```
func (o *DataListElement2) SetSourceId(v string)
```

SetSourceId sets SourceId field to given value.

HasSourceId

```
func (o *DataListElement2) HasSourceId() bool
```

HasSourceId returns a boolean if a field has been set.

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DataListElement3

Properties

Name	Type	Description	Notes
At	Pointer to time.Time		[optional]
Content	Pointer to string		[optional]
Id	Pointer to string		[optional]
SourceId	Pointer to string		[optional]

Methods

NewDataListElement3

```
func NewDataListElement3() *DataListElement3
```

NewDataListElement3 instantiates a new DataListElement3 object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewDataListElement3WithDefaults

```
func NewDataListElement3WithDefaults() *DataListElement3
```

NewDataListElement3WithDefaults instantiates a new DataListElement3 object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetAt

```
func (o *DataListElement3) GetAt() time.Time
```

GetAt returns the At field if non-nil, zero value otherwise.

GetAtOk

```
func (o *DataListElement3) GetAtOk() (*time.Time, bool)
```

GetAtOk returns a tuple with the At field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetAt

```
func (o *DataListElement3) SetAt(v time.Time)
```

SetAt sets At field to given value.

HasAt

```
func (o *DataListElement3) HasAt() bool
```

HasAt returns a boolean if a field has been set.

GetContent

```
func (o *DataListElement3) GetContent() string
```

GetContent returns the Content field if non-nil, zero value otherwise.

GetContentOk

```
func (o *DataListElement3) GetContentOk() (*string, bool)
```

GetContentOk returns a tuple with the Content field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetContent

```
func (o *DataListElement3) SetContent(v string)
```

SetContent sets Content field to given value.

HasContent

```
func (o *DataListElement3) HasContent() bool
```

HasContent returns a boolean if a field has been set.

GetId

```
func (o *DataListElement3) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

GetIdOk

```
func (o *DataListElement3) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetId

```
func (o *DataListElement3) SetId(v string)
```

SetId sets Id field to given value.

HasId

```
func (o *DataListElement3) HasId() bool
```

HasId returns a boolean if a field has been set.

GetSourceId

```
func (o *DataListElement3) GetSourceId() string
```

GetSourceId returns the SourceId field if non-nil, zero value otherwise.

GetSourceIdOk

```
func (o *DataListElement3) GetSourceIdOk() (*string, bool)
```

GetSourceIdOk returns a tuple with the SourceId field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetSourceId

```
func (o *DataListElement3) SetSourceId(v string)
```

SetSourceId sets SourceId field to given value.

HasSourceId

```
func (o *DataListElement3) HasSourceId() bool
```

HasSourceId returns a boolean if a field has been set.

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DataPagingBuildConfigs

Properties

Name	Type	Description	Notes
Data	Pointer to <code>[]ModelsBuildConfigResponse</code>		[optional]
Paging	Pointer to <code>ActionDelayListResponsePaging</code>		[optional]

Methods

NewDataPagingBuildConfigs

```
func NewDataPagingBuildConfigs() *DataPagingBuildConfigs
```

NewDataPagingBuildConfigs instantiates a new DataPagingBuildConfigs object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewDataPagingBuildConfigsWithDefaults

```
func NewDataPagingBuildConfigsWithDefaults() *DataPagingBuildConfigs
```

NewDataPagingBuildConfigsWithDefaults instantiates a new DataPagingBuildConfigs object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetData

```
func (o *DataPagingBuildConfigs) GetData() []ModelsBuildConfigResponse
```

GetData returns the Data field if non-nil, zero value otherwise.

GetDataOk

```
func (o *DataPagingBuildConfigs) GetDataOk() (*[]ModelsBuildConfigResponse, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetData

```
func (o *DataPagingBuildConfigs) SetData(v []ModelsBuildConfigResponse)
```

SetData sets Data field to given value.

HasData

```
func (o *DataPagingBuildConfigs) HasData() bool
```

HasData returns a boolean if a field has been set.

GetPaging

```
func (o *DataPagingBuildConfigs) GetPaging() ActionDelayListResponsePaging
```

GetPaging returns the Paging field if non-nil, zero value otherwise.

GetPagingOk

```
func (o *DataPagingBuildConfigs) GetPagingOk() (*ActionDelayListResponsePaging, bool)
```

GetPagingOk returns a tuple with the Paging field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPaging

```
func (o *DataPagingBuildConfigs) SetPaging(v ActionDelayListResponsePaging)
```

SetPaging sets Paging field to given value.

HasPaging

```
func (o *DataPagingBuildConfigs) HasPaging() bool
```

HasPaging returns a boolean if a field has been set.

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DataPagingResources

Properties

Name	Type	Description	Notes
Data	Pointer to <code>[]ModelsResourcesResponseList</code>		[optional]
Paging	Pointer to <code>ActionDelayListResponsePaging</code>		[optional]

Methods

NewDataPagingResources

```
func NewDataPagingResources() *DataPagingResources
```

NewDataPagingResources instantiates a new DataPagingResources object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewDataPagingResourcesWithDefaults

```
func NewDataPagingResourcesWithDefaults() *DataPagingResources
```

NewDataPagingResourcesWithDefaults instantiates a new DataPagingResources object. This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetData

```
func (o *DataPagingResources) GetData() []ModelsResourcesResponseList
```

GetData returns the Data field if non-nil, zero value otherwise.

GetDataOk

```
func (o *DataPagingResources) GetDataOk() (*[]ModelsResourcesResponseList, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetData

```
func (o *DataPagingResources) SetData(v []ModelsResourcesResponseList)
```

SetData sets Data field to given value.

HasData

```
func (o *DataPagingResources) HasData() bool
```

HasData returns a boolean if a field has been set.

GetPaging

```
func (o *DataPagingResources) GetPaging() ActionDelayListResponsePaging
```

GetPaging returns the Paging field if non-nil, zero value otherwise.

GetPagingOk

```
func (o *DataPagingResources) GetPagingOk() (*ActionDelayListResponsePaging, bool)
```

GetPagingOk returns a tuple with the Paging field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPaging

```
func (o *DataPagingResources) SetPaging(v ActionDelayListResponsePaging)
```

SetPaging sets Paging field to given value.

HasPaging

```
func (o *DataPagingResources) HasPaging() bool
```

HasPaging returns a boolean if a field has been set.

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DeleteClusterResponse

Properties

Name	Type	Description	Notes
ErrorClusterBackend	Pointer to DeleteClusterResponseErrorClusterBackend		[optional]

Methods

NewDeleteClusterResponse

```
func NewDeleteClusterResponse() *DeleteClusterResponse
```

NewDeleteClusterResponse instantiates a new DeleteClusterResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewDeleteClusterResponseWithDefaults

```
func NewDeleteClusterResponseWithDefaults() *DeleteClusterResponse
```

NewDeleteClusterResponseWithDefaults instantiates a new DeleteClusterResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetErrorClusterBackend

```
func (o *DeleteClusterResponse) GetErrorClusterBackend() DeleteClusterResponseErrorClusterBackend
```

GetErrorClusterBackend returns the ErrorClusterBackend field if non-nil, zero value otherwise.

GetErrorClusterBackendOk

```
func (o *DeleteClusterResponse) GetErrorClusterBackendOk() (*DeleteClusterResponseErrorClusterBackend, bool)
```

GetErrorClusterBackendOk returns a tuple with the ErrorClusterBackend field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetErrorClusterBackend

```
func (o *DeleteClusterResponse) SetErrorClusterBackend(v DeleteClusterResponseErrorClusterBackend)
```

SetErrorClusterBackend sets ErrorClusterBackend field to given value.

HasErrorClusterBackend

```
func (o *DeleteClusterResponse) HasErrorClusterBackend() bool
```

HasErrorClusterBackend returns a boolean if a field has been set.

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DeleteClusterResponseErrorClusterBackend

Properties

Name	Type	Description	Notes
HttpStatusCode	Pointer to int32		[optional]

Methods

NewDeleteClusterResponseErrorClusterBackend

```
func NewDeleteClusterResponseErrorClusterBackend() *DeleteClusterResponseErrorClusterBackend
```

NewDeleteClusterResponseErrorClusterBackend instantiates a new DeleteClusterResponseErrorClusterBackend object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewDeleteClusterResponseErrorClusterBackendWithDefaults

```
func NewDeleteClusterResponseErrorClusterBackendWithDefaults() *DeleteClusterResponseErrorClusterBackend
```

NewDeleteClusterResponseErrorClusterBackendWithDefaults instantiates a new DeleteClusterResponseErrorClusterBackend object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetHttpStatusCode

```
func (o *DeleteClusterResponseErrorClusterBackend) GetHttpStatusCode() int32
```

GetHttpStatusCode returns the HttpStatusCode field if non-nil, zero value otherwise.

GetHttpStatusCodeOk

```
func (o *DeleteClusterResponseErrorClusterBackend) GetHttpStatusCodeOk() (*int32, bool)
```

GetHttpStatusCodeOk returns a tuple with the HttpStatusCode field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetHttpStatusCode

```
func (o *DeleteClusterResponseErrorClusterBackend) SetHttpStatusCode(v int32)
```

SetHttpStatusCode sets HttpStatusCode field to given value.

HasHttpStatusCode

```
func (o *DeleteClusterResponseErrorClusterBackend) HasHttpStatusCode() bool
```

HasHttpStatusCode returns a boolean if a field has been set.

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ErrorResponse

Properties

Name	Type	Description	Notes
Error	Pointer to ErrorResponseError		[optional]

Methods

NewErrorResponse

```
func NewErrorResponse() *ErrorResponse
```

NewErrorResponse instantiates a new ErrorResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewErrorResponseWithDefaults

```
func NewErrorResponseWithDefaults() *ErrorResponse
```

NewErrorResponseWithDefaults instantiates a new ErrorResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetError

```
func (o *ErrorResponse) GetError() ErrorResponseError
```

GetError returns the Error field if non-nil, zero value otherwise.

GetErrorOk

```
func (o *ErrorResponse) GetErrorOk() (*ErrorResponseError, bool)
```

GetErrorOk returns a tuple with the Error field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetError

```
func (o *ErrorResponse) SetError(v ErrorResponseError)
```

SetError sets Error field to given value.

HasError

```
func (o *ErrorResponse) HasError() bool
```

HasError returns a boolean if a field has been set.

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ErrorResponseError

Properties

Name	Type	Description	Notes
Message	Pointer to string		[optional]
Status	Pointer to int64		[optional]

Methods

NewErrorResponseError

```
func NewErrorResponseError() *ErrorResponseError
```

NewErrorResponseError instantiates a new ErrorResponseError object This constructor will assign default values to properties

that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewErrorResponseErrorWithDefaults

```
func NewErrorResponseErrorWithDefaults() *ErrorResponseError
```

NewErrorResponseErrorWithDefaults instantiates a new ErrorResponseError object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetMessage

```
func (o *ErrorResponseError) GetMessage() string
```

GetMessage returns the Message field if non-nil, zero value otherwise.

GetMessageOk

```
func (o *ErrorResponseError) GetMessageOk() (*string, bool)
```

GetMessageOk returns a tuple with the Message field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetMessage

```
func (o *ErrorResponseError) SetMessage(v string)
```

SetMessage sets Message field to given value.

HasMessage

```
func (o *ErrorResponseError) HasMessage() bool
```

HasMessage returns a boolean if a field has been set.

GetStatus

```
func (o *ErrorResponseError) GetStatus() int64
```

GetStatus returns the Status field if non-nil, zero value otherwise.

GetStatusOk

```
func (o *ErrorResponseError) GetStatusOk() (*int64, bool)
```

GetStatusOk returns a tuple with the Status field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetStatus

```
func (o *ErrorResponseError) SetStatus(v int64)
```

SetStatus sets Status field to given value.

HasStatus

```
func (o *ErrorResponseError) HasStatus() bool
```

HasStatus returns a boolean if a field has been set.

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EventDeploymentStats

Properties

Name	Type	Description	Notes
Data	Pointer to ActionSendKubectInputPropertiesArguments		[optional]
Description	Pointer to string		[optional]
Links	Pointer to []ActionDelayResponseLinks		[optional]
Title	Pointer to string		[optional]

Methods

NewEventDeploymentStats

```
func NewEventDeploymentStats() *EventDeploymentStats
```

NewEventDeploymentStats instantiates a new EventDeploymentStats object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewEventDeploymentStatsWithDefaults

```
func NewEventDeploymentStatsWithDefaults() *EventDeploymentStats
```

NewEventDeploymentStatsWithDefaults instantiates a new EventDeploymentStats object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetData

```
func (o *EventDeploymentStats) GetData() ActionSendKubectInputPropertiesArguments
```

GetData returns the Data field if non-nil, zero value otherwise.

GetDataOk

```
func (o *EventDeploymentStats) GetDataOk() (*ActionSendKubectInputPropertiesArguments, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetData

```
func (o *EventDeploymentStats) SetData(v ActionSendKubectInputPropertiesArguments)
```

SetData sets Data field to given value.

HasData

```
func (o *EventDeploymentStats) HasData() bool
```

HasData returns a boolean if a field has been set.

GetDescription

```
func (o *EventDeploymentStats) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *EventDeploymentStats) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *EventDeploymentStats) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *EventDeploymentStats) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetLinks

```
func (o *EventDeploymentStats) GetLinks() []ActionDelayResponseLinks
```

GetLinks returns the Links field if non-nil, zero value otherwise.

GetLinksOk

```
func (o *EventDeploymentStats) GetLinksOk() (*[]ActionDelayResponseLinks, bool)
```

GetLinksOk returns a tuple with the Links field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetLinks

```
func (o *EventDeploymentStats) SetLinks(v []ActionDelayResponseLinks)
```

SetLinks sets Links field to given value.

HasLinks

```
func (o *EventDeploymentStats) HasLinks() bool
```

HasLinks returns a boolean if a field has been set.

GetTitle

```
func (o *EventDeploymentStats) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *EventDeploymentStats) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *EventDeploymentStats) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *EventDeploymentStats) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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EventHighCPU

Properties

Name	Type	Description	Notes
Data	Pointer to EventHighCPUData		[optional]
Description	Pointer to string		[optional]
Title	Pointer to string		[optional]

Methods

NewEventHighCPU

```
func NewEventHighCPU() *EventHighCPU
```

NewEventHighCPU instantiates a new EventHighCPU object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewEventHighCPUWithDefaults

```
func NewEventHighCPUWithDefaults() *EventHighCPU
```

NewEventHighCPUWithDefaults instantiates a new EventHighCPU object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetData

```
func (o *EventHighCPU) GetData() EventHighCPUData
```

GetData returns the Data field if non-nil, zero value otherwise.

GetDataOk

```
func (o *EventHighCPU) GetDataOk() (*EventHighCPUData, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetData

```
func (o *EventHighCPU) SetData(v EventHighCPUData)
```

SetData sets Data field to given value.

HasData

```
func (o *EventHighCPU) HasData() bool
```

HasData returns a boolean if a field has been set.

GetDescription

```
func (o *EventHighCPU) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *EventHighCPU) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *EventHighCPU) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *EventHighCPU) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetTitle

```
func (o *EventHighCPU) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *EventHighCPU) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *EventHighCPU) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *EventHighCPU) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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EventHighCPUData

Properties

Name	Type	Description	Notes
Type	Pointer to string		[optional]
Unit	Pointer to string		[optional]

Methods

NewEventHighCPUData

```
func NewEventHighCPUData() *EventHighCPUData
```

NewEventHighCPUData instantiates a new EventHighCPUData object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewEventHighCPUDataWithDefaults

```
func NewEventHighCPUDataWithDefaults() *EventHighCPUData
```

NewEventHighCPUDataWithDefaults instantiates a new EventHighCPUData object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetType

```
func (o *EventHighCPUData) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

GetTypeOk

```
func (o *EventHighCPUData) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetType

```
func (o *EventHighCPUData) SetType(v string)
```

SetType sets Type field to given value.

HasType

```
func (o *EventHighCPUData) HasType() bool
```

HasType returns a boolean if a field has been set.

GetUnit

```
func (o *EventHighCPUData) GetUnit() string
```

GetUnit returns the Unit field if non-nil, zero value otherwise.

GetUnitOk

```
func (o *EventHighCPUData) GetUnitOk() (*string, bool)
```

GetUnitOk returns a tuple with the Unit field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetUnit

```
func (o *EventHighCPUData) SetUnit(v string)
```

SetUnit sets Unit field to given value.

HasUnit

```
func (o *EventHighCPUData) HasUnit() bool
```

HasUnit returns a boolean if a field has been set.

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EventHighCPUListResponse

Properties

Name	Type	Description	Notes
Data	Pointer to <code>[]EventResponse1</code>		[optional]
Paging	Pointer to <code>ActionDelayListResponsePaging</code>		[optional]

Methods

NewEventHighCPUListResponse

```
func NewEventHighCPUListResponse() *EventHighCPUListResponse
```

NewEventHighCPUListResponse instantiates a new EventHighCPUListResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewEventHighCPUListResponseWithDefaults

```
func NewEventHighCPUListResponseWithDefaults() *EventHighCPUListResponse
```

NewEventHighCPUListResponseWithDefaults instantiates a new EventHighCPUListResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetData

```
func (o *EventHighCPUListResponse) GetData() []EventResponse1
```

GetData returns the Data field if non-nil, zero value otherwise.

GetDataOk

```
func (o *EventHighCPUListResponse) GetDataOk() (*[]EventResponse1, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetData

```
func (o *EventHighCPUListResponse) SetData(v []EventResponse1)
```

SetData sets Data field to given value.

HasData

```
func (o *EventHighCPUListResponse) HasData() bool
```

HasData returns a boolean if a field has been set.

GetPaging

```
func (o *EventHighCPUListResponse) GetPaging() ActionDelayListResponsePaging
```

GetPaging returns the Paging field if non-nil, zero value otherwise.

GetPagingOk

```
func (o *EventHighCPUListResponse) GetPagingOk() (*ActionDelayListResponsePaging, bool)
```

GetPagingOk returns a tuple with the Paging field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPaging

```
func (o *EventHighCPUListResponse) SetPaging(v ActionDelayListResponsePaging)
```

SetPaging sets Paging field to given value.

HasPaging

```
func (o *EventHighCPUListResponse) HasPaging() bool
```

HasPaging returns a boolean if a field has been set.

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EventHighCPUResponse

Properties

Name	Type	Description	Notes
Data	Pointer to EventHighCPUData		[optional]
Description	Pointer to string		[optional]
Links	Pointer to [] ActionDelayResponseLinks		[optional]
Title	Pointer to string		[optional]

Methods

NewEventHighCPUResponse

```
func NewEventHighCPUResponse() *EventHighCPUResponse
```

NewEventHighCPUResponse instantiates a new EventHighCPUResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewEventHighCPUResponseWithDefaults

```
func NewEventHighCPUResponseWithDefaults() *EventHighCPUResponse
```

NewEventHighCPUResponseWithDefaults instantiates a new EventHighCPUResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetData

```
func (o *EventHighCPUResponse) GetData() EventHighCPUData
```

GetData returns the Data field if non-nil, zero value otherwise.

GetDataOk

```
func (o *EventHighCPUResponse) GetDataOk() (*EventHighCPUData, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetData

```
func (o *EventHighCPUResponse) SetData(v EventHighCPUData)
```

SetData sets Data field to given value.

HasData

```
func (o *EventHighCPUResponse) HasData() bool
```

HasData returns a boolean if a field has been set.

GetDescription

```
func (o *EventHighCPUResponse) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *EventHighCPUResponse) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *EventHighCPUResponse) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *EventHighCPUResponse) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetLinks

```
func (o *EventHighCPUResponse) GetLinks() []ActionDelayResponseLinks
```

GetLinks returns the Links field if non-nil, zero value otherwise.

GetLinksOk

```
func (o *EventHighCPUResponse) GetLinksOk() (*[]ActionDelayResponseLinks, bool)
```

GetLinksOk returns a tuple with the Links field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetLinks

```
func (o *EventHighCPUResponse) SetLinks(v []ActionDelayResponseLinks)
```

SetLinks sets Links field to given value.

HasLinks

```
func (o *EventHighCPUResponse) HasLinks() bool
```

HasLinks returns a boolean if a field has been set.

GetTitle

```
func (o *EventHighCPUResponse) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *EventHighCPUResponse) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *EventHighCPUResponse) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *EventHighCPUResponse) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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EventKubectlLogs

Properties

Name	Type	Description	Notes
Data	Pointer to EventKubectlLogsData		[optional]
Description	Pointer to string		[optional]
Links	Pointer to []ActionDelayResponseLinks		[optional]
Title	Pointer to string		[optional]

Methods

NewEventKubectlLogs

```
func NewEventKubectlLogs() *EventKubectlLogs
```

NewEventKubectlLogs instantiates a new EventKubectlLogs object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewEventKubectlLogsWithDefaults

```
func NewEventKubectlLogsWithDefaults() *EventKubectlLogs
```

NewEventKubectlLogsWithDefaults instantiates a new EventKubectlLogs object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetData

```
func (o *EventKubectllLogs) GetData() EventKubectllLogsData
```

GetData returns the Data field if non-nil, zero value otherwise.

GetDataOk

```
func (o *EventKubectllLogs) GetDataOk() (*EventKubectllLogsData, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetData

```
func (o *EventKubectllLogs) SetData(v EventKubectllLogsData)
```

SetData sets Data field to given value.

HasData

```
func (o *EventKubectllLogs) HasData() bool
```

HasData returns a boolean if a field has been set.

GetDescription

```
func (o *EventKubectllLogs) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *EventKubectllLogs) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *EventKubectllLogs) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *EventKubectllLogs) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetLinks

```
func (o *EventKubectllLogs) GetLinks() []ActionDelayResponseLinks
```

GetLinks returns the Links field if non-nil, zero value otherwise.

GetLinksOk

```
func (o *EventKubectllLogs) GetLinksOk() ([]ActionDelayResponseLinks, bool)
```

GetLinksOk returns a tuple with the Links field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetLinks

```
func (o *EventKubectlLogs) SetLinks(v []ActionDelayResponseLinks)
```

SetLinks sets Links field to given value.

HasLinks

```
func (o *EventKubectlLogs) HasLinks() bool
```

HasLinks returns a boolean if a field has been set.

GetTitle

```
func (o *EventKubectlLogs) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *EventKubectlLogs) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *EventKubectlLogs) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *EventKubectlLogs) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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EventKubectlLogsData

Properties

Name	Type	Description	Notes
Type	Pointer to string		[optional]

Methods

NewEventKubectlLogsData

```
func NewEventKubectlLogsData() *EventKubectlLogsData
```

NewEventKubectlLogsData instantiates a new EventKubectlLogsData object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewEventKubectlLogsDataWithDefaults

```
func NewEventKubectlLogsDataWithDefaults() *EventKubectlLogsData
```

NewEventKubectlLogsDataWithDefaults instantiates a new EventKubectlLogsData object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetType

```
func (o *EventKubectlLogsData) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

GetTypeOk

```
func (o *EventKubectlLogsData) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetType

```
func (o *EventKubectlLogsData) SetType(v string)
```

SetType sets Type field to given value.

HasType

```
func (o *EventKubectlLogsData) HasType() bool
```

HasType returns a boolean if a field has been set.

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EventListResponse

Properties

Name	Type	Description	Notes
Data	Pointer to <code>[]map[string]interface{}</code>		[optional]
Paging	Pointer to <code>ActionDelayListResponsePaging</code>		[optional]

Methods

NewEventListResponse

```
func NewEventListResponse() *EventListResponse
```

NewEventListResponse instantiates a new EventListResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewEventListResponseWithDefaults

```
func NewEventListResponseWithDefaults() *EventListResponse
```

NewEventListResponseWithDefaults instantiates a new EventListResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetData

```
func (o *EventListResponse) GetData() []map[string]interface{}
```

GetData returns the Data field if non-nil, zero value otherwise.

GetDataOk

```
func (o *EventListResponse) GetDataOk() (*[]map[string]interface{}, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetData

```
func (o *EventListResponse) SetData(v []map[string]interface{})
```

SetData sets Data field to given value.

HasData

```
func (o *EventListResponse) HasData() bool
```

HasData returns a boolean if a field has been set.

GetPaging

```
func (o *EventListResponse) GetPaging() ActionDelayListResponsePaging
```

GetPaging returns the Paging field if non-nil, zero value otherwise.

GetPagingOk

```
func (o *EventListResponse) GetPagingOk() (*ActionDelayListResponsePaging, bool)
```

GetPagingOk returns a tuple with the Paging field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPaging

```
func (o *EventListResponse) SetPaging(v ActionDelayListResponsePaging)
```

SetPaging sets Paging field to given value.

HasPaging

```
func (o *EventListResponse) HasPaging() bool
```

HasPaging returns a boolean if a field has been set.

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EventNodesStats

Properties

Name	Type	Description	Notes
Data	Pointer to ActionSendKubectInputPropertiesArguments		[optional]
Description	Pointer to string		[optional]
Links	Pointer to []ActionDelayResponseLinks		[optional]
Title	Pointer to string		[optional]

Methods

NewEventNodesStats

```
func NewEventNodesStats() *EventNodesStats
```

NewEventNodesStats instantiates a new EventNodesStats object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewEventNodesStatsWithDefaults

```
func NewEventNodesStatsWithDefaults() *EventNodesStats
```

NewEventNodesStatsWithDefaults instantiates a new EventNodesStats object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetData

```
func (o *EventNodesStats) GetData() ActionSendKubectllInputPropertiesArguments
```

GetData returns the Data field if non-nil, zero value otherwise.

GetDataOk

```
func (o *EventNodesStats) GetDataOk() (*ActionSendKubectllInputPropertiesArguments, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetData

```
func (o *EventNodesStats) SetData(v ActionSendKubectllInputPropertiesArguments)
```

SetData sets Data field to given value.

HasData

```
func (o *EventNodesStats) HasData() bool
```

HasData returns a boolean if a field has been set.

GetDescription

```
func (o *EventNodesStats) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *EventNodesStats) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *EventNodesStats) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *EventNodesStats) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetLinks

```
func (o *EventNodesStats) GetLinks() []ActionDelayResponseLinks
```

GetLinks returns the Links field if non-nil, zero value otherwise.

GetLinksOk

```
func (o *EventNodesStats) GetLinksOk() (*[]ActionDelayResponseLinks, bool)
```

GetLinksOk returns a tuple with the Links field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetLinks

```
func (o *EventNodesStats) SetLinks(v []ActionDelayResponseLinks)
```

SetLinks sets Links field to given value.

HasLinks

```
func (o *EventNodesStats) HasLinks() bool
```

HasLinks returns a boolean if a field has been set.

GetTitle

```
func (o *EventNodesStats) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *EventNodesStats) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *EventNodesStats) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *EventNodesStats) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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EventResponse1

Properties

Name	Type	Description	Notes
HighCPU	Pointer to EventResponse1HighCPU		[optional]

Methods

NewEventResponse1

```
func NewEventResponse1() *EventResponse1
```

NewEventResponse1 instantiates a new EventResponse1 object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewEventResponse1WithDefaults

```
func NewEventResponse1WithDefaults() *EventResponse1
```

NewEventResponse1WithDefaults instantiates a new EventResponse1 object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetHighCPU

```
func (o *EventResponse1) GetHighCPU() EventResponse1HighCPU
```

GetHighCPU returns the HighCPU field if non-nil, zero value otherwise.

GetHighCPUOk

```
func (o *EventResponse1) GetHighCPUOk() (*EventResponse1HighCPU, bool)
```

GetHighCPUOk returns a tuple with the HighCPU field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetHighCPU

```
func (o *EventResponse1) SetHighCPU(v EventResponse1HighCPU)
```

SetHighCPU sets HighCPU field to given value.

HasHighCPU

```
func (o *EventResponse1) HasHighCPU() bool
```

HasHighCPU returns a boolean if a field has been set.

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EventResponse1HighCPU

Properties

Name	Type	Description	Notes
Data	Pointer to float32		[optional]
Href	Pointer to string		[optional]
Timestamp	Pointer to time.Time		[optional]

Methods

NewEventResponse1HighCPU

```
func NewEventResponse1HighCPU() *EventResponse1HighCPU
```

NewEventResponse1HighCPU instantiates a new EventResponse1HighCPU object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewEventResponse1HighCPUWithDefaults

```
func NewEventResponse1HighCPUWithDefaults() *EventResponse1HighCPU
```

NewEventResponse1HighCPUWithDefaults instantiates a new EventResponse1HighCPU object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetData

```
func (o *EventResponse1HighCPU) GetData() float32
```

GetData returns the Data field if non-nil, zero value otherwise.

GetDataOk

```
func (o *EventResponse1HighCPU) GetDataOk() (*float32, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetData

```
func (o *EventResponse1HighCPU) SetData(v float32)
```

SetData sets Data field to given value.

HasData

```
func (o *EventResponse1HighCPU) HasData() bool
```

HasData returns a boolean if a field has been set.

GetHref

```
func (o *EventResponse1HighCPU) GetHref() string
```

GetHref returns the Href field if non-nil, zero value otherwise.

GetHrefOk

```
func (o *EventResponse1HighCPU) GetHrefOk() (*string, bool)
```

GetHrefOk returns a tuple with the Href field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetHref

```
func (o *EventResponse1HighCPU) SetHref(v string)
```

SetHref sets Href field to given value.

HasHref

```
func (o *EventResponse1HighCPU) HasHref() bool
```

HasHref returns a boolean if a field has been set.

GetTimestamp

```
func (o *EventResponse1HighCPU) GetTimestamp() time.Time
```

GetTimestamp returns the Timestamp field if non-nil, zero value otherwise.

GetTimestampOk

```
func (o *EventResponse1HighCPU) GetTimestampOk() (*time.Time, bool)
```

GetTimestampOk returns a tuple with the Timestamp field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTimestamp

```
func (o *EventResponse1HighCPU) SetTimestamp(v time.Time)
```

SetTimestamp sets Timestamp field to given value.

HasTimestamp

```
func (o *EventResponse1HighCPU) HasTimestamp() bool
```

HasTimestamp returns a boolean if a field has been set.

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EventResponse2

Properties

Name	Type	Description	Notes
HighCPU	Pointer to EventResponse2HighCPU		[optional]

Methods

NewEventResponse2

```
func NewEventResponse2() *EventResponse2
```

NewEventResponse2 instantiates a new EventResponse2 object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewEventResponse2WithDefaults

```
func NewEventResponse2WithDefaults() *EventResponse2
```

NewEventResponse2WithDefaults instantiates a new EventResponse2 object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetHighCPU

```
func (o *EventResponse2) GetHighCPU() EventResponse2HighCPU
```

GetHighCPU returns the HighCPU field if non-nil, zero value otherwise.

GetHighCPUOk

```
func (o *EventResponse2) GetHighCPUOk() (*EventResponse2HighCPU, bool)
```

GetHighCPUOk returns a tuple with the HighCPU field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetHighCPU

```
func (o *EventResponse2) SetHighCPU(v EventResponse2HighCPU)
```

SetHighCPU sets HighCPU field to given value.

HasHighCPU

```
func (o *EventResponse2) HasHighCPU() bool
```

HasHighCPU returns a boolean if a field has been set.

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EventResponse2HighCPU

Properties

Name	Type	Description	Notes
Data	Pointer to float32		[optional]
Href	Pointer to string		[optional]
Timestamp	Pointer to time.Time		[optional]

Methods

NewEventResponse2HighCPU

```
func NewEventResponse2HighCPU() *EventResponse2HighCPU
```

NewEventResponse2HighCPU instantiates a new EventResponse2HighCPU object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewEventResponse2HighCPUWithDefaults

```
func NewEventResponse2HighCPUWithDefaults() *EventResponse2HighCPU
```

NewEventResponse2HighCPUWithDefaults instantiates a new EventResponse2HighCPU object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetData

```
func (o *EventResponse2HighCPU) GetData() float32
```

GetData returns the Data field if non-nil, zero value otherwise.

GetDataOk

```
func (o *EventResponse2HighCPU) GetDataOk() (*float32, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetData

```
func (o *EventResponse2HighCPU) SetData(v float32)
```

SetData sets Data field to given value.

HasData

```
func (o *EventResponse2HighCPU) HasData() bool
```

HasData returns a boolean if a field has been set.

GetHref

```
func (o *EventResponse2HighCPU) GetHref() string
```

GetHref returns the Href field if non-nil, zero value otherwise.

GetHrefOk

```
func (o *EventResponse2HighCPU) GetHrefOk() (*string, bool)
```

GetHrefOk returns a tuple with the Href field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetHref

```
func (o *EventResponse2HighCPU) SetHref(v string)
```

SetHref sets Href field to given value.

HasHref

```
func (o *EventResponse2HighCPU) HasHref() bool
```

HasHref returns a boolean if a field has been set.

GetTimestamp

```
func (o *EventResponse2HighCPU) GetTimestamp() time.Time
```

GetTimestamp returns the Timestamp field if non-nil, zero value otherwise.

GetTimestampOk

```
func (o *EventResponse2HighCPU) GetTimestampOk() (*time.Time, bool)
```

GetTimestampOk returns a tuple with the Timestamp field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTimestamp

```
func (o *EventResponse2HighCPU) SetTimestamp(v time.Time)
```

SetTimestamp sets Timestamp field to given value.

HasTimestamp

```
func (o *EventResponse2HighCPU) HasTimestamp() bool
```

HasTimestamp returns a boolean if a field has been set.

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\EventsApi

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Description
AddEvent	Post /spaces/{space}/collections/{collection-name}/things/{thing-id}/events/{event}	Add event
ListEvents	Get /spaces/{space}/collections/{collection-name}/things/{thing-id}/events	List histor
ListEventsByName	Get /spaces/{space}/collections/{collection-name}/things/{thing-id}/events/{event}	List histor
ShowEvent	Get /spaces/{space}/collections/{collection-name}/things/{thing-id}/events/{event}/{event-id}	Show even

AddEvent

```
map[string]interface{} AddEvent(ctx, space, collectionName, thingId, event).RequestBody(requestBody).Execute()
```

Add event

Example

```
package main
```

```
import (  
    "context"  
    "fmt"  
    "os"  
    openapiclient "./openapi"  
)  
  
func main() {  
    space := "altair" // string |  
    collectionName := "ElectronicBoards" // string |  
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string |  
    event := "highCPU" // string |  
    requestBody := map[string]interface{}{"key": interface{}(123)} // map[string]interface{} | Create a new acti  
  
    configuration := openapiclient.NewConfiguration()  
    api_client := openapiclient.NewAPIClient(configuration)  
    resp, r, err := api_client.EventsApi.AddEvent(context.Background(), space, collectionName, thingId, event).R  
    if err != nil {  
        fmt.Fprintf(os.Stderr, "Error when calling `EventsApi.AddEvent`: %v\n", err)  
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)  
    }  
    // response from `AddEvent`: map[string]interface{}  
    fmt.Fprintf(os.Stdout, "Response from `EventsApi.AddEvent`: %v\n", resp)  
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	

Name	Type	Description	Notes
space	string		
collectionName	string		
thingId	string		
event	string		

Other Parameters

Other parameters are passed through a pointer to a `apiAddEventRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

`requestBody` | `map[string]interface{}` | Create a new action |

Return type

`map[string]interface{}`

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json, /

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ListEvents

`EventListResponse ListEvents(ctx, space, collectionName, thingId).Execute()`

List history of all events

Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
```

```
    openapiclient "./openapi"
)
```

```
func main() {
```

```
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string /
```

```
    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.EventsApi.ListEvents(context.Background(), space, collectionName, thingId).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `EventsApi.ListEvents`: %v\n", err)
```

```

    fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
}
// response from `ListEvents`: EventListResponse
fmt.Fprintf(os.Stdout, "Response from `EventsApi.ListEvents`: %v\n", resp)
}

```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
thingId	string		

Other Parameters

Other parameters are passed through a pointer to a `apiListEventsRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

EventListResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json, /

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ListEventsByName

```
EventListResponse ListEventsByName(ctx, space, collectionName, thingId, event).Execute()
```

List history of one type of event

Example

```
package main
```

```

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

```

```

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /

```

```

thingId := "01edb9j75vymj8p7qppm19h8nx" // string /
event := "highCPU" // string /

configuration := openapiclient.NewConfiguration()
api_client := openapiclient.NewAPIClient(configuration)
resp, r, err := api_client.EventsApi.ListEventsByName(context.Background(), space, collectionName, thingId, event)
if err != nil {
    fmt.Fprintf(os.Stderr, "Error when calling `EventsApi.ListEventsByName`: %v\n", err)
    fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
}
// response from `ListEventsByName`: EventListResponse
fmt.Fprintf(os.Stdout, "Response from `EventsApi.ListEventsByName`: %v\n", resp)
}

```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
thingId	string		
event	string		

Other Parameters

Other parameters are passed through a pointer to a `apiListEventsByNameRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

EventListResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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ShowEvent

```
map[string]interface{} ShowEvent(ctx, space, collectionName, thingId, event, eventId).Execute()
```

Show event

Example

```
package main
```

```
import (
```

```

"context"
"fmt"
"os"
openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string /
    event := "highCPU" // string /
    eventId := "01EDCEZDTJX5OSQTCJST5EW5NX" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.EventsApi.ShowEvent(context.Background(), space, collectionName, thingId, event, &openapi.ShowEventRequest{
        // ...
    })
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `EventsApi.ShowEvent`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ShowEvent`: map[string]interface{}
    fmt.Fprintf(os.Stdout, "Response from `EventsApi.ShowEvent`: %v\n", resp)
}

```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
thingId	string		
event	string		
eventId	string		

Other Parameters

Other parameters are passed through a pointer to a `apiShowEventRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

`map[string]interface{}`

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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Invitation

Properties

Name	Type	Description
CreatedAt	Pointer to string	
From	Pointer to AccountUserInfo	
Id	Pointer to string	
Roles	Pointer to string	Comma-separated list of roles of the future user.
Status	Pointer to string	
ToEmail	Pointer to string	
ToUser	Pointer to NullableString	User ID of the invited user. It will be null until the invitation is accepted or rejected.
UpdatedAt	Pointer to string	

Methods

NewInvitation

```
func NewInvitation() *Invitation
```

NewInvitation instantiates a new Invitation object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewInvitationWithDefaults

```
func NewInvitationWithDefaults() *Invitation
```

NewInvitationWithDefaults instantiates a new Invitation object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetCreatedAt

```
func (o *Invitation) GetCreatedAt() string
```

GetCreatedAt returns the CreatedAt field if non-nil, zero value otherwise.

GetCreatedAtOk

```
func (o *Invitation) GetCreatedAtOk() (*string, bool)
```

GetCreatedAtOk returns a tuple with the CreatedAt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetCreatedAt

```
func (o *Invitation) SetCreatedAt(v string)
```

SetCreatedAt sets CreatedAt field to given value.

HasCreatedAt

```
func (o *Invitation) HasCreatedAt() bool
```

HasCreatedAt returns a boolean if a field has been set.

GetFrom

```
func (o *Invitation) GetFrom() AccountUserInfo
```

GetFrom returns the From field if non-nil, zero value otherwise.

GetFromOk

```
func (o *Invitation) GetFromOk() (*AccountUserInfo, bool)
```

GetFromOk returns a tuple with the From field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetFrom

```
func (o *Invitation) SetFrom(v AccountUserInfo)
```

SetFrom sets From field to given value.

HasFrom

```
func (o *Invitation) HasFrom() bool
```

HasFrom returns a boolean if a field has been set.

GetId

```
func (o *Invitation) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

GetIdOk

```
func (o *Invitation) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetId

```
func (o *Invitation) SetId(v string)
```

SetId sets Id field to given value.

HasId

```
func (o *Invitation) HasId() bool
```

HasId returns a boolean if a field has been set.

GetRoles

```
func (o *Invitation) GetRoles() string
```

GetRoles returns the Roles field if non-nil, zero value otherwise.

GetRolesOk

```
func (o *Invitation) GetRolesOk() (*string, bool)
```

GetRolesOk returns a tuple with the Roles field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetRoles

```
func (o *Invitation) SetRoles(v string)
```

SetRoles sets Roles field to given value.

HasRoles

```
func (o *Invitation) HasRoles() bool
```

HasRoles returns a boolean if a field has been set.

GetStatus

```
func (o *Invitation) GetStatus() string
```

GetStatus returns the Status field if non-nil, zero value otherwise.

GetStatusOk

```
func (o *Invitation) GetStatusOk() (*string, bool)
```

GetStatusOk returns a tuple with the Status field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetStatus

```
func (o *Invitation) SetStatus(v string)
```

SetStatus sets Status field to given value.

HasStatus

```
func (o *Invitation) HasStatus() bool
```

HasStatus returns a boolean if a field has been set.

GetToEmail

```
func (o *Invitation) GetToEmail() string
```

GetToEmail returns the ToEmail field if non-nil, zero value otherwise.

GetToEmailOk

```
func (o *Invitation) GetToEmailOk() (*string, bool)
```

GetToEmailOk returns a tuple with the ToEmail field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetToEmail

```
func (o *Invitation) SetToEmail(v string)
```

SetToEmail sets ToEmail field to given value.

HasToEmail

```
func (o *Invitation) HasToEmail() bool
```

HasToEmail returns a boolean if a field has been set.

GetToUser

```
func (o *Invitation) GetToUser() string
```

GetToUser returns the ToUser field if non-nil, zero value otherwise.

GetToUserOk

```
func (o *Invitation) GetToUserOk() (*string, bool)
```

GetToUserOk returns a tuple with the ToUser field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetToUser

```
func (o *Invitation) SetToUser(v string)
```

SetToUser sets ToUser field to given value.

HasToUser

```
func (o *Invitation) HasToUser() bool
```

HasToUser returns a boolean if a field has been set.

SetToUserNil

```
func (o *Invitation) SetToUserNil(b bool)
```

SetToUserNil sets the value for ToUser to be an explicit nil

UnsetToUser

```
func (o *Invitation) UnsetToUser()
```

UnsetToUser ensures that no value is present for ToUser, not even an explicit nil ### GetUpdatedAt

```
func (o *Invitation) GetUpdatedAt() string
```

GetUpdatedAt returns the UpdatedAt field if non-nil, zero value otherwise.

GetUpdatedAtOk

```
func (o *Invitation) GetUpdatedAtOk() (*string, bool)
```

GetUpdatedAtOk returns a tuple with the UpdatedAt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetUpdatedAt

```
func (o *Invitation) SetUpdatedAt(v string)
```

SetUpdatedAt sets UpdatedAt field to given value.

HasUpdatedAt

```
func (o *Invitation) HasUpdatedAt() bool
```

HasUpdatedAt returns a boolean if a field has been set.

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\InvitationsApi

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Description
CreateInvitation	Post /spaces/{space}/invitations	Create a new Invitation
DeleteSentInvitation	Delete /spaces/{space}/invitations/{invitation_id}	Delete an Invitation sent from Account
GetReceivedInvitation	Get /invitations/{invitation_id}	Get a received Invitation
GetSentInvitation	Get /spaces/{space}/invitations/{invitation_id}	Get an Invitation sent from an Account
ListReceivedInvitations	Get /invitations	List received Invitations
ListSentInvitations	Get /spaces/{space}/invitations	List Invitations sent from an Account
PatchReceivedInvitation	Patch /invitations/{invitation_id}	Accept / Reject a received Invitation
UpdateSentInvitation	Put /spaces/{space}/invitations/{invitation_id}	Update an Invitation

CreateInvitation

Invitation CreateInvitation(ctx, space).Invitation(invitation).Execute()

Create a new Invitation

Example

```
package main
```

```
import (
```

```
    "context"
```

```
    "fmt"
```

```
    "os"
```

```
    openapiclient "./openapi"
```

```
)
```

```
func main() {
```

```
    space := "microsoft" // string /
```

```
    invitation := *openapiclient.NewInvitation() // Invitation / Body of a new Invitation
```

```
    configuration := openapiclient.NewConfiguration()
```

```
    api_client := openapiclient.NewAPIClient(configuration)
```

```
    resp, r, err := api_client.InvitationsApi.CreateInvitation(context.Background(), space).Invitation(invitation)
```

```
    if err != nil {
```

```
        fmt.Fprintf(os.Stderr, "Error when calling `InvitationsApi.CreateInvitation`: %v\n", err)
```

```
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
```

```
    }
```

```
    // response from `CreateInvitation`: Invitation
```

```
    fmt.Fprintf(os.Stdout, "Response from `InvitationsApi.CreateInvitation`: %v\n", resp)
```

```
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		

Other Parameters

Other parameters are passed through a pointer to a apiCreateInvitationRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

invitation | **Invitation** | Body of a new Invitation |

Return type

Invitation

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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DeleteSentInvitation

DeleteSentInvitation(ctx, space, invitationId).Execute()

Delete an Invitation sent from Account

Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "space_example" // string /
    invitationId := "invitationId_example" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.InvitationsApi.DeleteSentInvitation(context.Background(), space, invitationId).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `InvitationsApi.DeleteSentInvitation`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
invitationId	string		

Other Parameters

Other parameters are passed through a pointer to a `apiDeleteSentInvitationRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

(empty response body)

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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GetReceivedInvitation

Invitation GetReceivedInvitation(ctx, invitationId).Execute()

Get a received Invitation

Example

```
package main
```

```
import (  
    "context"  
    "fmt"  
    "os"  
    openapiclient "./openapi"  
)  
  
func main() {  
    invitationId := "invitationId_example" // string /  
  
    configuration := openapiclient.NewConfiguration()  
    api_client := openapiclient.NewAPIClient(configuration)  
    resp, r, err := api_client.InvitationsApi.GetReceivedInvitation(context.Background(), invitationId).Execute()  
    if err != nil {  
        fmt.Fprintf(os.Stderr, "Error when calling `InvitationsApi.GetReceivedInvitation`: %v\n", err)  
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)  
    }  
    // response from `GetReceivedInvitation`: Invitation  
    fmt.Fprintf(os.Stdout, "Response from `InvitationsApi.GetReceivedInvitation`: %v\n", resp)  
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
invitationId	string		

Other Parameters

Other parameters are passed through a pointer to a `apiGetReceivedInvitationRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

Invitation

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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GetSentInvitation

Invitation GetSentInvitation(ctx, space, invitationId).Execute()

Get an Invitation sent from an Account

Example

```
package main
```

```
import (  
    "context"  
    "fmt"  
    "os"  
    openapiclient "./openapi"  
)  
  
func main() {  
    space := "space_example" // string /  
    invitationId := "invitationId_example" // string /  
  
    configuration := openapiclient.NewConfiguration()  
    api_client := openapiclient.NewAPIClient(configuration)  
    resp, r, err := api_client.InvitationsApi.GetSentInvitation(context.Background(), space, invitationId).Execute()  
    if err != nil {  
        fmt.Fprintf(os.Stderr, "Error when calling `InvitationsApi.GetSentInvitation`: %v\n", err)  
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)  
    }  
    // response from `GetSentInvitation`: Invitation  
    fmt.Fprintf(os.Stdout, "Response from `InvitationsApi.GetSentInvitation`: %v\n", resp)  
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	

Name	Type	Description	Notes
space	string		
invitationId	string		

Other Parameters

Other parameters are passed through a pointer to a `apiGetSentInvitationRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

Invitation

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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ListReceivedInvitations

```
[[]Invitation ListReceivedInvitations(ctx).Execute()]
```

List received Invitations

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.InvitationsApi.ListReceivedInvitations(context.Background()).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `InvitationsApi.ListReceivedInvitations`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ListReceivedInvitations`: []Invitation
    fmt.Fprintf(os.Stdout, "Response from `InvitationsApi.ListReceivedInvitations`: %v\n", resp)
}
```

Path Parameters

This endpoint does not need any parameter.

Other Parameters

Other parameters are passed through a pointer to a `apiListReceivedInvitationsRequest` struct via the builder pattern

Return type

`[]Invitation`

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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ListSentInvitations

```
[]Invitation ListSentInvitations(ctx, space).Execute()
```

List Invitations sent from an Account

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "space_example" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.InvitationsApi.ListSentInvitations(context.Background(), space).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `InvitationsApi.ListSentInvitations`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ListSentInvitations`: []Invitation
    fmt.Fprintf(os.Stdout, "Response from `InvitationsApi.ListSentInvitations`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		

Other Parameters

Other parameters are passed through a pointer to a `apiListSentInvitationsRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

`[]Invitation`

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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PatchReceivedInvitation

Invitation PatchReceivedInvitation(ctx, invitationId).Invitation(invitation).Execute()

Accept / Reject a received Invitation

Example

```
package main
```

```
import (
```

```
    "context"
```

```
    "fmt"
```

```
    "os"
```

```
    openapiclient "./openapi"
```

```
)
```

```
func main() {
```

```
    invitationId := "invitationId_example" // string /
```

```
    invitation := *openapiclient.NewInvitation() // Invitation / Body accepting/rejecting the Invitation
```

```
    configuration := openapiclient.NewConfiguration()
```

```
    api_client := openapiclient.NewAPIClient(configuration)
```

```
    resp, r, err := api_client.InvitationsApi.PatchReceivedInvitation(context.Background(), invitationId).Invitation
```

```
    if err != nil {
```

```
        fmt.Fprintf(os.Stderr, "Error when calling `InvitationsApi.PatchReceivedInvitation`: %v\n", err)
```

```
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
```

```
    }
```

```
    // response from `PatchReceivedInvitation`: Invitation
```

```
    fmt.Fprintf(os.Stdout, "Response from `InvitationsApi.PatchReceivedInvitation`: %v\n", resp)
```

```
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
invitationId	string		

Other Parameters

Other parameters are passed through a pointer to a `apiPatchReceivedInvitationRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

invitation | **Invitation** | Body accepting/rejecting the Invitation |

Return type

Invitation

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type**: application/json
- **Accept**: application/json

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UpdateSentInvitation

Invitation UpdateSentInvitation(ctx, space, invitationId).Invitation(invitation).Execute()

Update an Invitation

Example

```
package main
```

```
import (  
    "context"  
    "fmt"  
    "os"  
    openapiclient "./openapi"  
)  
  
func main() {  
    space := "space_example" // string |  
    invitationId := "invitationId_example" // string |  
    invitation := *openapiclient.NewInvitation() // Invitation | Body of a the updated Invitation  
  
    configuration := openapiclient.NewConfiguration()  
    api_client := openapiclient.NewAPIClient(configuration)  
    resp, r, err := api_client.InvitationsApi.UpdateSentInvitation(context.Background(), space, invitationId).Invoke()  
    if err != nil {  
        fmt.Fprintf(os.Stderr, "Error when calling `InvitationsApi.UpdateSentInvitation`: %v\n", err)  
    }  
}
```



```

    fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
}
// response from `UpdateSentInvitation`: Invitation
fmt.Fprintf(os.Stdout, "Response from `InvitationsApi.UpdateSentInvitation`: %v\n", resp)
}

```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
invitationId	string		

Other Parameters

Other parameters are passed through a pointer to a `apiUpdateSentInvitationRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

invitation | **Invitation** | Body of a the updated Invitation |

Return type

Invitation

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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\LabelApi

All URIs are relative to `https://api.dev.altairsc.com`

Method	HTTP request	Description
CreateLabel	Post /spaces/{space}/labels	Create label
CreateLabelRelation	Post /spaces/{space}/labels/{label-id}/relations	Create label relation
Delete	Delete /spaces/{space}/labels/{label-id}/relations	Delete Label relation
DeleteLabel	Delete /spaces/{space}/labels/{label-id}	Delete Label
ListLabel	Get /spaces/{space}/labels	List Labels
ShowLabel	Get /spaces/{space}/labels/{label-id}	Show Label
ShowLabelItems	Get /spaces/{space}/labels/{label-id}/relations	Show Label Items
UpdateLabel	Put /spaces/{space}/labels/{label-id}	Update label

CreateLabel

CreateLabelResponse CreateLabel(ctx, space).CreateLabel(createLabel).Execute()
Create label

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    createLabel := *openapiclient.NewCreateLabel() // CreateLabel /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.LabelApi.CreateLabel(context.Background(), space).CreateLabel(createLabel).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `LabelApi.CreateLabel`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `CreateLabel`: CreateLabelResponse
    fmt.Fprintf(os.Stdout, "Response from `LabelApi.CreateLabel`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		

Other Parameters

Other parameters are passed through a pointer to a apiCreateLabelRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

createLabel | CreateLabel | |

Return type

CreateLabelResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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CreateLabelRelation

LabelRelationElement1 CreateLabelRelation(ctx, space, labelId).CreateLabelRelation(createLabelRelation).Execute()
Create label relation

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    labelId := "01EDVJEMFD24360JT7434A6GS8" // string /
    createLabelRelation := *openapiclient.NewCreateLabelRelation() // CreateLabelRelation /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.LabelApi.CreateLabelRelation(context.Background(), space, labelId).CreateLabelRel
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `LabelApi.CreateLabelRelation`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `CreateLabelRelation`: LabelRelationElement1
    fmt.Fprintf(os.Stdout, "Response from `LabelApi.CreateLabelRelation`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
labelId	string		

Other Parameters

Other parameters are passed through a pointer to a apiCreateLabelRelationRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

LabelRelationElement1

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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Delete

```
LabelDeleteResponse Delete(ctx, space, labelId).EntityId(entityId).Execute()
```

Delete Label relation

Example

```
package main
```

```
import (  
    "context"  
    "fmt"  
    "os"  
    openapiclient "./openapi"  
)  
  
func main() {  
    space := "altair" // string |  
    labelId := "01EDVJEMFD24360JT7434A6GS8" // string |  
    entityId := "01EDVJEMFD24360JT7434A6GS8" // string | Removes label assigned to this entity_id  
  
    configuration := openapiclient.NewConfiguration()  
    api_client := openapiclient.NewAPIClient(configuration)  
    resp, r, err := api_client.LabelApi.Delete(context.Background(), space, labelId).EntityId(entityId).Execute()  
    if err != nil {  
        fmt.Fprintf(os.Stderr, "Error when calling `LabelApi.Delete`: %v\n", err)  
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)  
    }  
    // response from `Delete`: LabelDeleteResponse  
    fmt.Fprintf(os.Stdout, "Response from `LabelApi.Delete`: %v\n", resp)  
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
labelId	string		

Other Parameters

Other parameters are passed through a pointer to a `apiDeleteRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

entityId | **string** | Removes label assigned to this entity_id |

Return type

LabelDeleteResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type**: Not defined
- **Accept**: application/json

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DeleteLabel

LabelDeleteResponse DeleteLabel(ctx, space, labelId).Execute()

Delete Label

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    labelId := "01EDVJEMFD24360JT7434A6GS8" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.LabelApi.DeleteLabel(context.Background(), space, labelId).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `LabelApi.DeleteLabel`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `DeleteLabel`: LabelDeleteResponse
    fmt.Fprintf(os.Stdout, "Response from `LabelApi.DeleteLabel`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
labelId	string		

Other Parameters

Other parameters are passed through a pointer to a `apiDeleteLabelRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

LabelDeleteResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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ListLabel

`LabelListResponse ListLabel(ctx, space).Mqtt(mqtt).EntityId(entityId).EntityType(entityType).CollectionName(collectionName).LabelName(labelName)`

List Labels

Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "openapi"
)

func main() {
    space := "altair" // string |
    mqtt := true // bool | filter by labels with mqtt enabled (optional)
    entityId := "01EDVJEMFD24360JT7434A6GS8" // string | filter that shows labels of a certain entity (optional)
    entityType := "thing" // string | filter that shows labels of a certain entity type (optional)
    collectionName := "my-collection" // string | filter that shows labels of a certain collection. **Only available for certain collections**
    labelName := "some-label" // string | filter that shows labels by label_name (optional)

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.LabelApi.ListLabel(context.Background(), space).Mqtt(mqtt).EntityId(entityId).EntityType(entityType).CollectionName(collectionName).LabelName(labelName).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `LabelApi.ListLabel`: %v\n", err)
    }
}
```

```

    fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
}
// response from `ListLabel`: LabelListResponse
fmt.Fprintf(os.Stdout, "Response from `LabelApi.ListLabel`: %v\n", resp)
}

```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		

Other Parameters

Other parameters are passed through a pointer to a `apiListLabelRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

mqtt | **bool** | filter by labels with mqtt enabled | **entityId** | **string** | filter that shows labels of a certain entity | **entityType** | **string** | filter that shows labels of a certain entity type | **collectionName** | **string** | filter that shows labels of a certain collection. Only available for thing entities | **labelName** | **string** | filter that shows labels by label_name |

Return type

LabelListResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type**: Not defined
- **Accept**: application/json

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ShowLabel

```
LabelListElement1 ShowLabel(ctx, space, labelId).Execute()
```

Show Label

Example

```

package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {

```

```

space := "altair" // string /
labelId := "01EDVJEMFD24360JT7434A6GS8" // string /

configuration := openapiclient.NewConfiguration()
api_client := openapiclient.NewAPIClient(configuration)
resp, r, err := api_client.LabelApi.ShowLabel(context.Background(), space, labelId).Execute()
if err != nil {
    fmt.Fprintf(os.Stderr, "Error when calling `LabelApi.ShowLabel`: %v\n", err)
    fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
}
// response from `ShowLabel`: LabelListElement1
fmt.Fprintf(os.Stdout, "Response from `LabelApi.ShowLabel`: %v\n", resp)
}

```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
labelId	string		

Other Parameters

Other parameters are passed through a pointer to a apiShowLabelRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

LabelListElement1

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type**: Not defined
- **Accept**: application/json

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ShowLabelItems

```
LabelListElementRelations ShowLabelItems(ctx, space, labelId).EntityType(entityType).CollectionName(collectionName).EntityId(entityId)
```

Show Label Items

Example

```
package main
```

```
import (
    "context"
    "fmt"

```



```

"os"
openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    labelId := "01EDVJEMFD24360JT7434A6GS8" // string /
    entityType := "thing" // string / filter that shows only entities of a certain type (optional)
    collectionName := "01EDVJEMFD24360JT7434A6GS8" // string / filter that shows only entities from a certain collection
    entityId := "01EDVJEMFD24360JT7434A6GS8" // string / filter that shows only the entities that have this label

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.LabelApi.ShowLabelItems(context.Background(), space, labelId).EntityType(entityType)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `LabelApi.ShowLabelItems`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ShowLabelItems`: LabelListElementRelations
    fmt.Fprintf(os.Stdout, "Response from `LabelApi.ShowLabelItems`: %v\n", resp)
}

```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
labelId	string		

Other Parameters

Other parameters are passed through a pointer to a `apiShowLabelItemsRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

entityType | **string** | filter that shows only entities of a certain type | **collectionName** | **string** | filter that shows only entities from a certain collection. **Only available for thing entities** | **entityId** | **string** | filter that shows only the entities that have this label |

Return type

LabelListElementRelations

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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UpdateLabel

CreateLabelResponse UpdateLabel(ctx, space, labelId).CreateLabel(createLabel).Execute()
Update label

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    labelId := "01EDVJEMFD24360JT7434A6GS8" // string /
    createLabel := *openapiclient.NewCreateLabel() // CreateLabel /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.LabelApi.UpdateLabel(context.Background(), space, labelId).CreateLabel(createLabel)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `LabelApi.UpdateLabel`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `UpdateLabel`: CreateLabelResponse
    fmt.Fprintf(os.Stdout, "Response from `LabelApi.UpdateLabel`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
labelId	string		

Other Parameters

Other parameters are passed through a pointer to a apiUpdateLabelRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

createLabel | CreateLabel | |

Return type

CreateLabelResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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LabelDeleteResponse

Properties

Name	Type	Description	Notes
ErrorLabelBackend	Pointer to DeleteClusterResponseErrorClusterBackend		[optional]

Methods

NewLabelDeleteResponse

```
func NewLabelDeleteResponse() *LabelDeleteResponse
```

NewLabelDeleteResponse instantiates a new LabelDeleteResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewLabelDeleteResponseWithDefaults

```
func NewLabelDeleteResponseWithDefaults() *LabelDeleteResponse
```

NewLabelDeleteResponseWithDefaults instantiates a new LabelDeleteResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetErrorLabelBackend

```
func (o *LabelDeleteResponse) GetErrorLabelBackend() DeleteClusterResponseErrorClusterBackend
```

GetErrorLabelBackend returns the ErrorLabelBackend field if non-nil, zero value otherwise.

GetErrorLabelBackendOk

```
func (o *LabelDeleteResponse) GetErrorLabelBackendOk() (*DeleteClusterResponseErrorClusterBackend, bool)
```

GetErrorLabelBackendOk returns a tuple with the ErrorLabelBackend field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetErrorLabelBackend

```
func (o *LabelDeleteResponse) SetErrorLabelBackend(v DeleteClusterResponseErrorClusterBackend)
```

SetErrorLabelBackend sets ErrorLabelBackend field to given value.

HasErrorLabelBackend

```
func (o *LabelDeleteResponse) HasErrorLabelBackend() bool
```

HasErrorLabelBackend returns a boolean if a field has been set.

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LabelListElement1

Properties

Name	Type	Description	Notes
Color	Pointer to string		[optional]
Id	Pointer to string		[optional]
LabelDescription	Pointer to string		[optional]
LabelName	Pointer to string		[optional]
Mqtt	Pointer to bool		[optional]
Space	Pointer to string		[optional]

Methods

NewLabelListElement1

```
func NewLabelListElement1() *LabelListElement1
```

NewLabelListElement1 instantiates a new LabelListElement1 object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewLabelListElement1WithDefaults

```
func NewLabelListElement1WithDefaults() *LabelListElement1
```

NewLabelListElement1WithDefaults instantiates a new LabelListElement1 object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetColor

```
func (o *LabelListElement1) GetColor() string
```

GetColor returns the Color field if non-nil, zero value otherwise.

GetColorOk

```
func (o *LabelListElement1) GetColorOk() (*string, bool)
```

GetColorOk returns a tuple with the Color field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetColor

```
func (o *LabelListElement1) SetColor(v string)
```

SetColor sets Color field to given value.

HasColor

```
func (o *LabelListElement1) HasColor() bool
```

HasColor returns a boolean if a field has been set.

GetId

```
func (o *LabelListElement1) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

GetIdOk

```
func (o *LabelListElement1) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetId

```
func (o *LabelListElement1) SetId(v string)
```

SetId sets Id field to given value.

HasId

```
func (o *LabelListElement1) HasId() bool
```

HasId returns a boolean if a field has been set.

GetLabelDescription

```
func (o *LabelListElement1) GetLabelDescription() string
```

GetLabelDescription returns the LabelDescription field if non-nil, zero value otherwise.

GetLabelDescriptionOk

```
func (o *LabelListElement1) GetLabelDescriptionOk() (*string, bool)
```

GetLabelDescriptionOk returns a tuple with the LabelDescription field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetLabelDescription

```
func (o *LabelListElement1) SetLabelDescription(v string)
```

SetLabelDescription sets LabelDescription field to given value.

HasLabelDescription

```
func (o *LabelListElement1) HasLabelDescription() bool
```

HasLabelDescription returns a boolean if a field has been set.

GetLabelName

```
func (o *LabelListElement1) GetLabelName() string
```

GetLabelName returns the LabelName field if non-nil, zero value otherwise.

GetLabelNameOk

```
func (o *LabelListElement1) GetLabelNameOk() (*string, bool)
```

GetLabelNameOk returns a tuple with the LabelName field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetLabelName

```
func (o *LabelListElement1) SetLabelName(v string)
```

SetLabelName sets LabelName field to given value.

HasLabelName

```
func (o *LabelListElement1) HasLabelName() bool
```

HasLabelName returns a boolean if a field has been set.

GetMqtt

```
func (o *LabelListElement1) GetMqtt() bool
```

GetMqtt returns the Mqtt field if non-nil, zero value otherwise.

GetMqttOk

```
func (o *LabelListElement1) GetMqttOk() (*bool, bool)
```

GetMqttOk returns a tuple with the Mqtt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetMqtt

```
func (o *LabelListElement1) SetMqtt(v bool)
```

SetMqtt sets Mqtt field to given value.

HasMqtt

```
func (o *LabelListElement1) HasMqtt() bool
```

HasMqtt returns a boolean if a field has been set.

GetSpace

```
func (o *LabelListElement1) GetSpace() string
```

GetSpace returns the Space field if non-nil, zero value otherwise.

GetSpaceOk

```
func (o *LabelListElement1) GetSpaceOk() (*string, bool)
```

GetSpaceOk returns a tuple with the Space field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetSpace

```
func (o *LabelListElement1) SetSpace(v string)
```

SetSpace sets Space field to given value.

HasSpace

```
func (o *LabelListElement1) HasSpace() bool
```

HasSpace returns a boolean if a field has been set.

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LabelListElementRelations

Properties

Name	Type	Description	Notes
Data	Pointer to []LabelRelationElement1		[optional]
Paging	Pointer to map[string]interface{}		[optional]

Methods

NewLabelListElementRelations

```
func NewLabelListElementRelations() *LabelListElementRelations
```

NewLabelListElementRelations instantiates a new LabelListElementRelations object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewLabelListElementRelationsWithDefaults

```
func NewLabelListElementRelationsWithDefaults() *LabelListElementRelations
```

NewLabelListElementRelationsWithDefaults instantiates a new LabelListElementRelations object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetData

```
func (o *LabelListElementRelations) GetData() []LabelRelationElement1
```

GetData returns the Data field if non-nil, zero value otherwise.

GetDataOk

```
func (o *LabelListElementRelations) GetDataOk() (*[]LabelRelationElement1, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetData

```
func (o *LabelListElementRelations) SetData(v []LabelRelationElement1)
```

SetData sets Data field to given value.

HasData

```
func (o *LabelListElementRelations) HasData() bool
```

HasData returns a boolean if a field has been set.

GetPaging

```
func (o *LabelListElementRelations) GetPaging() map[string]interface{}
```

GetPaging returns the Paging field if non-nil, zero value otherwise.

GetPagingOk

```
func (o *LabelListElementRelations) GetPagingOk() (*map[string]interface{}, bool)
```

GetPagingOk returns a tuple with the Paging field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPaging

```
func (o *LabelListElementRelations) SetPaging(v map[string]interface{})
```

SetPaging sets Paging field to given value.

HasPaging

```
func (o *LabelListElementRelations) HasPaging() bool
```

HasPaging returns a boolean if a field has been set.

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LabelListResponse

Properties

Name	Type	Description	Notes
Data	Pointer to <code>[]LabelListElement1</code>		[optional]
Paging	Pointer to <code>map[string]interface{}</code>		[optional]

Methods

NewLabelListResponse

```
func NewLabelListResponse() *LabelListResponse
```

NewLabelListResponse instantiates a new LabelListResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewLabelListResponseWithDefaults

```
func NewLabelListResponseWithDefaults() *LabelListResponse
```

NewLabelListResponseWithDefaults instantiates a new LabelListResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetData

```
func (o *LabelListResponse) GetData() []LabelListElement1
```

GetData returns the Data field if non-nil, zero value otherwise.

GetDataOk

```
func (o *LabelListResponse) GetDataOk() (*[]LabelListElement1, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetData

```
func (o *LabelListResponse) SetData(v []LabelListElement1)
```

SetData sets Data field to given value.

HasData

```
func (o *LabelListResponse) HasData() bool
```

HasData returns a boolean if a field has been set.

GetPaging

```
func (o *LabelListResponse) GetPaging() map[string]interface{}
```

GetPaging returns the Paging field if non-nil, zero value otherwise.

GetPagingOk

```
func (o *LabelListResponse) GetPagingOk() (*map[string]interface{}, bool)
```

GetPagingOk returns a tuple with the Paging field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPaging

```
func (o *LabelListResponse) SetPaging(v map[string]interface{})
```

SetPaging sets Paging field to given value.

HasPaging

```
func (o *LabelListResponse) HasPaging() bool
```

HasPaging returns a boolean if a field has been set.

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LabelRelationElement1

Properties

Name	Type	Description	Notes
CollectionName	Pointer to string		[optional]
EntityId	Pointer to string		[optional]
EntityName	Pointer to string		[optional]
EntityType	Pointer to string		[optional]
LabelId	Pointer to string		[optional]
Space	Pointer to string		[optional]

Methods

NewLabelRelationElement1

```
func NewLabelRelationElement1() *LabelRelationElement1
```

NewLabelRelationElement1 instantiates a new LabelRelationElement1 object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewLabelRelationElement1WithDefaults

```
func NewLabelRelationElement1WithDefaults() *LabelRelationElement1
```

NewLabelRelationElement1WithDefaults instantiates a new LabelRelationElement1 object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetCollectionName

```
func (o *LabelRelationElement1) GetCollectionName() string
```

GetCollectionName returns the CollectionName field if non-nil, zero value otherwise.

GetCollectionNameOk

```
func (o *LabelRelationElement1) GetCollectionNameOk() (*string, bool)
```

GetCollectionNameOk returns a tuple with the CollectionName field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetCollectionName

```
func (o *LabelRelationElement1) SetCollectionName(v string)
```

SetCollectionName sets CollectionName field to given value.

HasCollectionName

```
func (o *LabelRelationElement1) HasCollectionName() bool
```

HasCollectionName returns a boolean if a field has been set.

GetEntityId

```
func (o *LabelRelationElement1) GetEntityId() string
```

GetEntityId returns the EntityId field if non-nil, zero value otherwise.

GetEntityIdOk

```
func (o *LabelRelationElement1) GetEntityIdOk() (*string, bool)
```

GetEntityIdOk returns a tuple with the EntityId field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetEntityId

```
func (o *LabelRelationElement1) SetEntityId(v string)
```

SetEntityId sets EntityId field to given value.

HasEntityId

```
func (o *LabelRelationElement1) HasEntityId() bool
```

HasEntityId returns a boolean if a field has been set.

GetEntityName

```
func (o *LabelRelationElement1) GetEntityName() string
```

GetEntityName returns the EntityName field if non-nil, zero value otherwise.

GetEntityNameOk

```
func (o *LabelRelationElement1) GetEntityNameOk() (*string, bool)
```

GetEntityNameOk returns a tuple with the EntityName field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetEntityName

```
func (o *LabelRelationElement1) SetEntityName(v string)
```

SetEntityName sets EntityName field to given value.

HasEntityName

```
func (o *LabelRelationElement1) HasEntityName() bool
```

HasEntityName returns a boolean if a field has been set.

GetEntityType

```
func (o *LabelRelationElement1) GetEntityType() string
```

GetEntityType returns the EntityType field if non-nil, zero value otherwise.

GetEntityTypeOk

```
func (o *LabelRelationElement1) GetEntityTypeOk() (*string, bool)
```

GetEntityTypeOk returns a tuple with the EntityType field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetEntityType

```
func (o *LabelRelationElement1) SetEntityType(v string)
```

SetEntityType sets EntityType field to given value.

HasEntityType

```
func (o *LabelRelationElement1) HasEntityType() bool
```

HasEntityType returns a boolean if a field has been set.

GetLabelId

```
func (o *LabelRelationElement1) GetLabelId() string
```

GetLabelId returns the LabelId field if non-nil, zero value otherwise.

GetLabelIdOk

```
func (o *LabelRelationElement1) GetLabelIdOk() (*string, bool)
```

GetLabelIdOk returns a tuple with the LabelId field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetLabelId

```
func (o *LabelRelationElement1) SetLabelId(v string)
```

SetLabelId sets LabelId field to given value.

HasLabelId

```
func (o *LabelRelationElement1) HasLabelId() bool
```

HasLabelId returns a boolean if a field has been set.

GetSpace

```
func (o *LabelRelationElement1) GetSpace() string
```

GetSpace returns the Space field if non-nil, zero value otherwise.

GetSpaceOk

```
func (o *LabelRelationElement1) GetSpaceOk() (*string, bool)
```

GetSpaceOk returns a tuple with the Space field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetSpace

```
func (o *LabelRelationElement1) SetSpace(v string)
```

SetSpace sets Space field to given value.

HasSpace

```
func (o *LabelRelationElement1) HasSpace() bool
```

HasSpace returns a boolean if a field has been set.

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\LabeledEntitiesApi

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Description
SpacesSpaceLabeledEntitiesGet	Get /spaces/{space}/labeled-entities	

SpacesSpaceLabeledEntitiesGet

```
LabeledListResponse SpacesSpaceLabeledEntitiesGet(ctx, space).EntityId(entityId).LabelId(labelId).LabelName(labelName).Entity'
```

Example

```
package main
```

```
import (  
    "context"  
    "fmt"  
    "os"
```

```

    openapiclient "./openapi"
)

func main() {
    space := "altair" // string |
    entityId := []string{"Inner_example"} // []string |
    labelId := []string{"Inner_example"} // []string |
    labelName := []string{"Inner_example"} // []string |
    entityType := "thing" // string | filter that shows only a certain type of entity
    collectionName := "my-collection" // string | filter that shows entities and their labels of a certain colle

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.LabeledEntitiesApi.SpacesSpaceLabeledEntitiesGet(context.Background(), space).Ent
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `LabeledEntitiesApi.SpacesSpaceLabeledEntitiesGet`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `SpacesSpaceLabeledEntitiesGet`: LabeledListResponse
    fmt.Fprintf(os.Stdout, "Response from `LabeledEntitiesApi.SpacesSpaceLabeledEntitiesGet`: %v\n", resp)
}

```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		

Other Parameters

Other parameters are passed through a pointer to a `apiSpacesSpaceLabeledEntitiesGetRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

entityId | []string | | **labelId** | []string | | **labelName** | []string | | **entityType** | **string** | filter that shows only a certain type of entity | **collectionName** | **string** | filter that shows entities and their labels of a certain collection. **Only available for thing entity type** |

Return type

LabeledListResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type**: Not defined
- **Accept**: application/json

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LabeledListItem1

Properties

Name	Type	Description	Notes
EntityId	Pointer to string		[optional]
Labels	Pointer to []LabelListElement1		[optional]

Methods

NewLabeledListItem1

```
func NewLabeledListItem1() *LabeledListItem1
```

NewLabeledListItem1 instantiates a new LabeledListItem1 object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewLabeledListItem1WithDefaults

```
func NewLabeledListItem1WithDefaults() *LabeledListItem1
```

NewLabeledListItem1WithDefaults instantiates a new LabeledListItem1 object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetEntityId

```
func (o *LabeledListItem1) GetEntityId() string
```

GetEntityId returns the EntityId field if non-nil, zero value otherwise.

GetEntityIdOk

```
func (o *LabeledListItem1) GetEntityIdOk() (*string, bool)
```

GetEntityIdOk returns a tuple with the EntityId field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetEntityId

```
func (o *LabeledListItem1) SetEntityId(v string)
```

SetEntityId sets EntityId field to given value.

HasEntityId

```
func (o *LabeledListItem1) HasEntityId() bool
```

HasEntityId returns a boolean if a field has been set.

GetLabels

```
func (o *LabeledListItem1) GetLabels() []LabelListElement1
```

GetLabels returns the Labels field if non-nil, zero value otherwise.

GetLabelsOk

```
func (o *LabeledListItem1) GetLabelsOk() (*[]LabelListElement1, bool)
```

GetLabelsOk returns a tuple with the Labels field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetLabels

```
func (o *LabeledListItem1) SetLabels(v []LabelListElement1)
```

SetLabels sets Labels field to given value.

HasLabels

```
func (o *LabeledListItem1) HasLabels() bool
```

HasLabels returns a boolean if a field has been set.

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LabeledListResponse

Properties

Name	Type	Description	Notes
Data	Pointer to <code>[]LabeledListItem1</code>		[optional]
Paging	Pointer to <code>map[string]interface{}</code>		[optional]

Methods

NewLabeledListResponse

```
func NewLabeledListResponse() *LabeledListResponse
```

NewLabeledListResponse instantiates a new LabeledListResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewLabeledListResponseWithDefaults

```
func NewLabeledListResponseWithDefaults() *LabeledListResponse
```

NewLabeledListResponseWithDefaults instantiates a new LabeledListResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetData

```
func (o *LabeledListResponse) GetData() []LabeledListItem1
```

GetData returns the Data field if non-nil, zero value otherwise.

GetDataOk

```
func (o *LabeledListResponse) GetDataOk() (*[]LabeledListItem1, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetData

```
func (o *LabeledListResponse) SetData(v []LabeledListItem1)
```

SetData sets Data field to given value.

HasData

```
func (o *LabeledListResponse) HasData() bool
```

HasData returns a boolean if a field has been set.

GetPaging

```
func (o *LabeledListResponse) GetPaging() map[string]interface{}
```

GetPaging returns the Paging field if non-nil, zero value otherwise.

GetPagingOk

```
func (o *LabeledListResponse) GetPagingOk() (*map[string]interface{}, bool)
```

GetPagingOk returns a tuple with the Paging field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPaging

```
func (o *LabeledListResponse) SetPaging(v map[string]interface{})
```

SetPaging sets Paging field to given value.

HasPaging

```
func (o *LabeledListResponse) HasPaging() bool
```

HasPaging returns a boolean if a field has been set.

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ListClustersResponse

Properties

Name	Type	Description	Notes
Collection	Pointer to [] ListClustersResponseElement1		[optional]

Methods

NewListClustersResponse

```
func NewListClustersResponse() *ListClustersResponse
```

NewListClustersResponse instantiates a new ListClustersResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewListClustersResponseWithDefaults

```
func NewListClustersResponseWithDefaults() *ListClustersResponse
```

NewListClustersResponseWithDefaults instantiates a new ListClustersResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetCollection

```
func (o *ListClustersResponse) GetCollection() []ListClustersResponseElement1
```

GetCollection returns the Collection field if non-nil, zero value otherwise.

GetCollectionOk

```
func (o *ListClustersResponse) GetCollectionOk() (*[]ListClustersResponseElement1, bool)
```

GetCollectionOk returns a tuple with the Collection field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetCollection

```
func (o *ListClustersResponse) SetCollection(v []ListClustersResponseElement1)
```

SetCollection sets Collection field to given value.

HasCollection

```
func (o *ListClustersResponse) HasCollection() bool
```

HasCollection returns a boolean if a field has been set.

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ListClustersResponseElement1

Properties

Name	Type	Description	Notes
Description	Pointer to string		[optional]
Id	Pointer to string		[optional]
Properties	Pointer to ListClustersResponseElement1Properties		[optional]
Title	Pointer to string		[optional]

Methods

NewListClustersResponseElement1

```
func NewListClustersResponseElement1() *ListClustersResponseElement1
```

NewListClustersResponseElement1 instantiates a new ListClustersResponseElement1 object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewListClustersResponseElement1WithDefaults

```
func NewListClustersResponseElement1WithDefaults() *ListClustersResponseElement1
```

NewListClustersResponseElement1WithDefaults instantiates a new ListClustersResponseElement1 object. This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDescription

```
func (o *ListClustersResponseElement1) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *ListClustersResponseElement1) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *ListClustersResponseElement1) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *ListClustersResponseElement1) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetId

```
func (o *ListClustersResponseElement1) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

GetIdOk

```
func (o *ListClustersResponseElement1) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetId

```
func (o *ListClustersResponseElement1) SetId(v string)
```

SetId sets Id field to given value.

HasId

```
func (o *ListClustersResponseElement1) HasId() bool
```

HasId returns a boolean if a field has been set.

GetProperties

```
func (o *ListClustersResponseElement1) GetProperties() ListClustersResponseElement1Properties
```

GetProperties returns the Properties field if non-nil, zero value otherwise.

GetPropertiesOk

```
func (o *ListClustersResponseElement1) GetPropertiesOk() (*ListClustersResponseElement1Properties, bool)
```

GetPropertiesOk returns a tuple with the Properties field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetProperties

```
func (o *ListClustersResponseElement1) SetProperties(v ListClustersResponseElement1Properties)
```

SetProperties sets Properties field to given value.

HasProperties

```
func (o *ListClustersResponseElement1) HasProperties() bool
```

HasProperties returns a boolean if a field has been set.

GetTitle

```
func (o *ListClustersResponseElement1) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *ListClustersResponseElement1) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *ListClustersResponseElement1) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *ListClustersResponseElement1) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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ListClustersResponseElement1Properties

Properties

Name	Type	Description	Notes
Status	Pointer to string		[optional]

Methods

NewListClustersResponseElement1Properties

```
func NewListClustersResponseElement1Properties() *ListClustersResponseElement1Properties
```

NewListClustersResponseElement1Properties instantiates a new ListClustersResponseElement1Properties object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewListClustersResponseElement1PropertiesWithDefaults

```
func NewListClustersResponseElement1PropertiesWithDefaults() *ListClustersResponseElement1Properties
```

NewListClustersResponseElement1PropertiesWithDefaults instantiates a new ListClustersResponseElement1Properties object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetStatus

```
func (o *ListClustersResponseElement1Properties) GetStatus() string
```

GetStatus returns the Status field if non-nil, zero value otherwise.

GetStatusOk

```
func (o *ListClustersResponseElement1Properties) GetStatusOk() (*string, bool)
```

GetStatusOk returns a tuple with the Status field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetStatus

```
func (o *ListClustersResponseElement1Properties) SetStatus(v string)
```

SetStatus sets Status field to given value.

HasStatus

```
func (o *ListClustersResponseElement1Properties) HasStatus() bool
```

HasStatus returns a boolean if a field has been set.

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ListClustersResponseElement2

Properties

Name	Type	Description	Notes
Description	Pointer to string		[optional]
Id	Pointer to string		[optional]
Properties	Pointer to ListClustersResponseElement1Properties		[optional]
Title	Pointer to string		[optional]

Methods

NewListClustersResponseElement2

```
func NewListClustersResponseElement2() *ListClustersResponseElement2
```

NewListClustersResponseElement2 instantiates a new ListClustersResponseElement2 object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewListClustersResponseElement2WithDefaults

```
func NewListClustersResponseElement2WithDefaults() *ListClustersResponseElement2
```

NewListClustersResponseElement2WithDefaults instantiates a new ListClustersResponseElement2 object. This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDescription

```
func (o *ListClustersResponseElement2) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *ListClustersResponseElement2) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *ListClustersResponseElement2) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *ListClustersResponseElement2) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetId

```
func (o *ListClustersResponseElement2) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

GetIdOk

```
func (o *ListClustersResponseElement2) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetId

```
func (o *ListClustersResponseElement2) SetId(v string)
```

SetId sets Id field to given value.

HasId

```
func (o *ListClustersResponseElement2) HasId() bool
```

HasId returns a boolean if a field has been set.

GetProperties

```
func (o *ListClustersResponseElement2) GetProperties() ListClustersResponseElement1Properties
```

GetProperties returns the Properties field if non-nil, zero value otherwise.

GetPropertiesOk

```
func (o *ListClustersResponseElement2) GetPropertiesOk() (*ListClustersResponseElement1Properties, bool)
```

GetPropertiesOk returns a tuple with the Properties field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetProperties

```
func (o *ListClustersResponseElement2) SetProperties(v ListClustersResponseElement1Properties)
```

SetProperties sets Properties field to given value.

HasProperties

```
func (o *ListClustersResponseElement2) HasProperties() bool
```

HasProperties returns a boolean if a field has been set.

GetTitle

```
func (o *ListClustersResponseElement2) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *ListClustersResponseElement2) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *ListClustersResponseElement2) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *ListClustersResponseElement2) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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ListDataResponse

Properties

Name	Type	Description	Notes
Collection	Pointer to []DataElement		[optional]

Methods

NewListDataResponse

```
func NewListDataResponse() *ListDataResponse
```

NewListDataResponse instantiates a new ListDataResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewListDataResponseWithDefaults

```
func NewListDataResponseWithDefaults() *ListDataResponse
```

NewListDataResponseWithDefaults instantiates a new ListDataResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetCollection

```
func (o *ListDataResponse) GetCollection() []DataElement
```

GetCollection returns the Collection field if non-nil, zero value otherwise.

GetCollectionOk

```
func (o *ListDataResponse) GetCollectionOk() (*[]DataElement, bool)
```

GetCollectionOk returns a tuple with the Collection field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetCollection

```
func (o *ListDataResponse) SetCollection(v []DataElement)
```

SetCollection sets Collection field to given value.

HasCollection

```
func (o *ListDataResponse) HasCollection() bool
```

HasCollection returns a boolean if a field has been set.

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MQTTAccountActions

Properties

Name	Type	Description	Notes
PatternPub	Pointer to string		[optional]
PatternSub	Pointer to string		[optional]

Methods

NewMQTTAccountActions

```
func NewMQTTAccountActions() *MQTTAccountActions
```

NewMQTTAccountActions instantiates a new MQTTAccountActions object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewMQTTAccountActionsWithDefaults

```
func NewMQTTAccountActionsWithDefaults() *MQTTAccountActions
```

NewMQTTAccountActionsWithDefaults instantiates a new MQTTAccountActions object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetPatternPub

```
func (o *MQTTAccountActions) GetPatternPub() string
```

GetPatternPub returns the PatternPub field if non-nil, zero value otherwise.

GetPatternPubOk

```
func (o *MQTTAccountActions) GetPatternPubOk() (*string, bool)
```

GetPatternPubOk returns a tuple with the PatternPub field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPatternPub

```
func (o *MQTTAccountActions) SetPatternPub(v string)
```

SetPatternPub sets PatternPub field to given value.

HasPatternPub

```
func (o *MQTTAccountActions) HasPatternPub() bool
```

HasPatternPub returns a boolean if a field has been set.

GetPatternSub

```
func (o *MQTTAccountActions) GetPatternSub() string
```

GetPatternSub returns the PatternSub field if non-nil, zero value otherwise.

GetPatternSubOk

```
func (o *MQTTAccountActions) GetPatternSubOk() (*string, bool)
```

GetPatternSubOk returns a tuple with the PatternSub field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPatternSub

```
func (o *MQTTAccountActions) SetPatternSub(v string)
```

SetPatternSub sets PatternSub field to given value.

HasPatternSub

```
func (o *MQTTAccountActions) HasPatternSub() bool
```

HasPatternSub returns a boolean if a field has been set.

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MQTTAccountData

Properties

Name	Type	Description	Notes
PatternPub	Pointer to string		[optional]
PatternSub	Pointer to string		[optional]

Methods

NewMQTTAccountData

```
func NewMQTTAccountData() *MQTTAccountData
```

NewMQTTAccountData instantiates a new MQTTAccountData object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewMQTTAccountDataWithDefaults

```
func NewMQTTAccountDataWithDefaults() *MQTTAccountData
```

NewMQTTAccountDataWithDefaults instantiates a new MQTTAccountData object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetPatternPub

```
func (o *MQTTAccountData) GetPatternPub() string
```

GetPatternPub returns the PatternPub field if non-nil, zero value otherwise.

GetPatternPubOk

```
func (o *MQTTAccountData) GetPatternPubOk() (*string, bool)
```

GetPatternPubOk returns a tuple with the PatternPub field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPatternPub

```
func (o *MQTTAccountData) SetPatternPub(v string)
```

SetPatternPub sets PatternPub field to given value.

HasPatternPub

```
func (o *MQTTAccountData) HasPatternPub() bool
```

HasPatternPub returns a boolean if a field has been set.

GetPatternSub

```
func (o *MQTTAccountData) GetPatternSub() string
```

GetPatternSub returns the PatternSub field if non-nil, zero value otherwise.

GetPatternSubOk

```
func (o *MQTTAccountData) GetPatternSubOk() (*string, bool)
```

GetPatternSubOk returns a tuple with the PatternSub field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPatternSub

```
func (o *MQTTAccountData) SetPatternSub(v string)
```

SetPatternSub sets PatternSub field to given value.

HasPatternSub

```
func (o *MQTTAccountData) HasPatternSub() bool
```

HasPatternSub returns a boolean if a field has been set.

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MQTTAccountEvents

Properties

Name	Type	Description	Notes
PatternPub	Pointer to string		[optional]
PatternSub	Pointer to string		[optional]

Methods

NewMQTTAccountEvents

```
func NewMQTTAccountEvents() *MQTTAccountEvents
```

NewMQTTAccountEvents instantiates a new MQTTAccountEvents object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewMQTTAccountEventsWithDefaults

```
func NewMQTTAccountEventsWithDefaults() *MQTTAccountEvents
```

NewMQTTAccountEventsWithDefaults instantiates a new MQTTAccountEvents object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetPatternPub

```
func (o *MQTTAccountEvents) GetPatternPub() string
```

GetPatternPub returns the PatternPub field if non-nil, zero value otherwise.

GetPatternPubOk

```
func (o *MQTTAccountEvents) GetPatternPubOk() (*string, bool)
```

GetPatternPubOk returns a tuple with the PatternPub field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPatternPub

```
func (o *MQTTAccountEvents) SetPatternPub(v string)
```

SetPatternPub sets PatternPub field to given value.

HasPatternPub

```
func (o *MQTTAccountEvents) HasPatternPub() bool
```

HasPatternPub returns a boolean if a field has been set.

GetPatternSub

```
func (o *MQTTAccountEvents) GetPatternSub() string
```

GetPatternSub returns the PatternSub field if non-nil, zero value otherwise.

GetPatternSubOk

```
func (o *MQTTAccountEvents) GetPatternSubOk() (*string, bool)
```

GetPatternSubOk returns a tuple with the PatternSub field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPatternSub

```
func (o *MQTTAccountEvents) SetPatternSub(v string)
```

SetPatternSub sets PatternSub field to given value.

HasPatternSub

```
func (o *MQTTAccountEvents) HasPatternSub() bool
```

HasPatternSub returns a boolean if a field has been set.

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MQTTAccountPattern1

Properties

Name	Type	Description	Notes
PatternPub	Pointer to string		[optional]
PatternSub	Pointer to string		[optional]

Methods

NewMQTTAccountPattern1

```
func NewMQTTAccountPattern1() *MQTTAccountPattern1
```

NewMQTTAccountPattern1 instantiates a new MQTTAccountPattern1 object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewMQTTAccountPattern1WithDefaults

```
func NewMQTTAccountPattern1WithDefaults() *MQTTAccountPattern1
```

NewMQTTAccountPattern1WithDefaults instantiates a new MQTTAccountPattern1 object. This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetPatternPub

```
func (o *MQTTAccountPattern1) GetPatternPub() string
```

GetPatternPub returns the PatternPub field if non-nil, zero value otherwise.

GetPatternPubOk

```
func (o *MQTTAccountPattern1) GetPatternPubOk() (*string, bool)
```

GetPatternPubOk returns a tuple with the PatternPub field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPatternPub

```
func (o *MQTTAccountPattern1) SetPatternPub(v string)
```

SetPatternPub sets PatternPub field to given value.

HasPatternPub

```
func (o *MQTTAccountPattern1) HasPatternPub() bool
```

HasPatternPub returns a boolean if a field has been set.

GetPatternSub

```
func (o *MQTTAccountPattern1) GetPatternSub() string
```

GetPatternSub returns the PatternSub field if non-nil, zero value otherwise.

GetPatternSubOk

```
func (o *MQTTAccountPattern1) GetPatternSubOk() (*string, bool)
```

GetPatternSubOk returns a tuple with the PatternSub field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPatternSub

```
func (o *MQTTAccountPattern1) SetPatternSub(v string)
```

SetPatternSub sets PatternSub field to given value.

HasPatternSub

```
func (o *MQTTAccountPattern1) HasPatternSub() bool
```

HasPatternSub returns a boolean if a field has been set.

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MQTTAccountPattern2

Properties

Name	Type	Description	Notes
PatternPub	Pointer to string		[optional]
PatternSub	Pointer to string		[optional]

Methods

NewMQTTAccountPattern2

```
func NewMQTTAccountPattern2() *MQTTAccountPattern2
```

NewMQTTAccountPattern2 instantiates a new MQTTAccountPattern2 object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewMQTTAccountPattern2WithDefaults

```
func NewMQTTAccountPattern2WithDefaults() *MQTTAccountPattern2
```

NewMQTTAccountPattern2WithDefaults instantiates a new MQTTAccountPattern2 object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetPatternPub

```
func (o *MQTTAccountPattern2) GetPatternPub() string
```

GetPatternPub returns the PatternPub field if non-nil, zero value otherwise.

GetPatternPubOk

```
func (o *MQTTAccountPattern2) GetPatternPubOk() (*string, bool)
```

GetPatternPubOk returns a tuple with the PatternPub field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPatternPub

```
func (o *MQTTAccountPattern2) SetPatternPub(v string)
```

SetPatternPub sets PatternPub field to given value.

HasPatternPub

```
func (o *MQTTAccountPattern2) HasPatternPub() bool
```

HasPatternPub returns a boolean if a field has been set.

GetPatternSub

```
func (o *MQTTAccountPattern2) GetPatternSub() string
```

GetPatternSub returns the PatternSub field if non-nil, zero value otherwise.

GetPatternSubOk

```
func (o *MQTTAccountPattern2) GetPatternSubOk() (*string, bool)
```

GetPatternSubOk returns a tuple with the PatternSub field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPatternSub

```
func (o *MQTTAccountPattern2) SetPatternSub(v string)
```

SetPatternSub sets PatternSub field to given value.

HasPatternSub

```
func (o *MQTTAccountPattern2) HasPatternSub() bool
```

HasPatternSub returns a boolean if a field has been set.

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MQTTAccountPattern3

Properties

Name	Type	Description	Notes
PatternPub	Pointer to string		[optional]
PatternSub	Pointer to string		[optional]

Methods

NewMQTTAccountPattern3

```
func NewMQTTAccountPattern3() *MQTTAccountPattern3
```

NewMQTTAccountPattern3 instantiates a new MQTTAccountPattern3 object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewMQTTAccountPattern3WithDefaults

```
func NewMQTTAccountPattern3WithDefaults() *MQTTAccountPattern3
```

NewMQTTAccountPattern3WithDefaults instantiates a new MQTTAccountPattern3 object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetPatternPub

```
func (o *MQTTAccountPattern3) GetPatternPub() string
```

GetPatternPub returns the PatternPub field if non-nil, zero value otherwise.

GetPatternPubOk

```
func (o *MQTTAccountPattern3) GetPatternPubOk() (*string, bool)
```

GetPatternPubOk returns a tuple with the PatternPub field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPatternPub

```
func (o *MQTTAccountPattern3) SetPatternPub(v string)
```

SetPatternPub sets PatternPub field to given value.

HasPatternPub

```
func (o *MQTTAccountPattern3) HasPatternPub() bool
```

HasPatternPub returns a boolean if a field has been set.

GetPatternSub

```
func (o *MQTTAccountPattern3) GetPatternSub() string
```

GetPatternSub returns the PatternSub field if non-nil, zero value otherwise.

GetPatternSubOk

```
func (o *MQTTAccountPattern3) GetPatternSubOk() (*string, bool)
```

GetPatternSubOk returns a tuple with the PatternSub field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPatternSub

```
func (o *MQTTAccountPattern3) SetPatternSub(v string)
```

SetPatternSub sets PatternSub field to given value.

HasPatternSub

```
func (o *MQTTAccountPattern3) HasPatternSub() bool
```

HasPatternSub returns a boolean if a field has been set.

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MQTTAccountProperties

Properties

Name	Type	Description	Notes
PatternPub	Pointer to string		[optional]
PatternSub	Pointer to string		[optional]

Methods

NewMQTTAccountProperties

```
func NewMQTTAccountProperties() *MQTTAccountProperties
```

NewMQTTAccountProperties instantiates a new MQTTAccountProperties object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewMQTTAccountPropertiesWithDefaults

```
func NewMQTTAccountPropertiesWithDefaults() *MQTTAccountProperties
```

NewMQTTAccountPropertiesWithDefaults instantiates a new MQTTAccountProperties object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetPatternPub

```
func (o *MQTTAccountProperties) GetPatternPub() string
```

GetPatternPub returns the PatternPub field if non-nil, zero value otherwise.

GetPatternPubOk

```
func (o *MQTTAccountProperties) GetPatternPubOk() (*string, bool)
```

GetPatternPubOk returns a tuple with the PatternPub field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPatternPub

```
func (o *MQTTAccountProperties) SetPatternPub(v string)
```

SetPatternPub sets PatternPub field to given value.

HasPatternPub

```
func (o *MQTTAccountProperties) HasPatternPub() bool
```

HasPatternPub returns a boolean if a field has been set.

GetPatternSub

```
func (o *MQTTAccountProperties) GetPatternSub() string
```

GetPatternSub returns the PatternSub field if non-nil, zero value otherwise.

GetPatternSubOk

```
func (o *MQTTAccountProperties) GetPatternSubOk() (*string, bool)
```

GetPatternSubOk returns a tuple with the PatternSub field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPatternSub

```
func (o *MQTTAccountProperties) SetPatternSub(v string)
```

SetPatternSub sets PatternSub field to given value.

HasPatternSub

```
func (o *MQTTAccountProperties) HasPatternSub() bool
```

HasPatternSub returns a boolean if a field has been set.

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\MQTTApi

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Description
CreateMQTTLabelCredentials	Post /spaces/{space}/mqtt/labels	Create MQTT credentials
DeleteMQTTLabel	Delete /spaces/{space}/mqtt/labels/{label-id}	Delete MQTT label
ListMQTTcredentials	Get /spaces/{space}/mqtt/credentials	List space MQTT credentials
ListThingMQTTcredentials	Get /spaces/{space}/mqtt/things/{thing-id}	List Thing MQTT credentials
ShowMQTTLabelInfo	Get /spaces/{space}/mqtt/labels/{label-id}	Show MQTT label details
ShowMQTTcredentials	Get /spaces/{space}/mqtt/credentials/{credentials-id}	Show MQTT credentials
UpdateMQTTLabel	Put /spaces/{space}/mqtt/labels/{label-id}	Update MQTT Label
UpdateMQTTcredentials	Put /spaces/{space}/mqtt/credentials/{credentials-id}	Update MQTT credentials
UpdateMQTTpassword	Patch /spaces/{space}/mqtt/credentials-username/{mqtt-username}	Update MQTT password

CreateMQTTLabelCredentials

```
MQTTPOSTResponse CreateMQTTLabelCredentials(ctx, space).MQTTPOSTBody(mqttPOSTBody).Execute()
```

Create MQTT credentials for a label

Example

```
package main
```

```
import (  
    "context"  
    "fmt"  
    "os"  
    openapiclient "./openapi"  
)  
  
func main() {  
    space := "altair" // string /  
    mqttPOSTBody := *openapiclient.NewMQTTPOSTBody() // MQTTPOSTBody / (optional)  
  
    configuration := openapiclient.NewConfiguration()  
    api_client := openapiclient.NewAPIClient(configuration)  
    resp, r, err := api_client.MQTTApi.CreateMQTTLabelCredentials(context.Background(), space).MQTTPOSTBody(mqttPOSTBody).Execute()  
    if err != nil {  
        fmt.Fprintf(os.Stderr, "Error when calling `MQTTApi.CreateMQTTLabelCredentials`: %v\n", err)  
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)  
    }  
    // response from `CreateMQTTLabelCredentials`: MQTTPOSTResponse  
    fmt.Fprintf(os.Stdout, "Response from `MQTTApi.CreateMQTTLabelCredentials`: %v\n", resp)  
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		

Other Parameters

Other parameters are passed through a pointer to a apiCreateMQTTLabelCredentialsRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

mMQTTPOSTBody | **MQTTPOSTBody** | |

Return type

MQTTPOSTResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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DeleteMQTTLabel

MQTTLabelDeleteResponse DeleteMQTTLabel(ctx, space, labelId).Execute()

Delete MQTT label

Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    labelId := "01EDRHEF2Y4ZB7COEGTAT8RQQS" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.MQTTApi.DeleteMQTTLabel(context.Background(), space, labelId).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `MQTTApi.DeleteMQTTLabel`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `DeleteMQTTLabel`: MQTTLabelDeleteResponse
    fmt.Fprintf(os.Stdout, "Response from `MQTTApi.DeleteMQTTLabel`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		

Name	Type	Description	Notes
labelId	string		

Other Parameters

Other parameters are passed through a pointer to a `apiDeleteMQTTLabelRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

MQTTLabelDeleteResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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ListMQTTcredentials

`CredentialsResponseList ListMQTTcredentials(ctx, space).Execute()`

List space MQTT credentials

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.MQTTApi.ListMQTTcredentials(context.Background(), space).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `MQTTApi.ListMQTTcredentials`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ListMQTTcredentials`: CredentialsResponseList
    fmt.Fprintf(os.Stdout, "Response from `MQTTApi.ListMQTTcredentials`: %v\n", resp)
}
```


Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		

Other Parameters

Other parameters are passed through a pointer to a `apiListMQTTcredentialsRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

CredentialsResponseList

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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ListThingMQTTcredentials

`CredentialsResponseThing ListThingMQTTcredentials(ctx, space, thingId).Execute()`

List Thing MQTT credentials

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    thingId := "01ed9jencjshpv374k15k1w2gr" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.MQTTApi.ListThingMQTTcredentials(context.Background(), space, thingId).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `MQTTApi.ListThingMQTTcredentials`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ListThingMQTTcredentials`: CredentialsResponseThing
    fmt.Fprintf(os.Stdout, "Response from `MQTTApi.ListThingMQTTcredentials`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
thingId	string		

Other Parameters

Other parameters are passed through a pointer to a `apiListThingMQTTcredentialsRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

CredentialsResponseThing

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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ShowMQTTLabelInfo

`MQTTLabelShowResponse ShowMQTTLabelInfo(ctx, space, labelId).Execute()`

Show MQTT label details

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    labelId := "01EDRHEF2Y4ZB7COEGTAT8RQQS" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.MQTTApi.ShowMQTTLabelInfo(context.Background(), space, labelId).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `MQTTApi.ShowMQTTLabelInfo`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
}
```

```

// response from `ShowMQTTLabelInfo`: MQTTLabelShowResponse
fmt.Fprintf(os.Stdout, "Response from `MQTTApi.ShowMQTTLabelInfo`: %v\n", resp)
}

```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
labelId	string		

Other Parameters

Other parameters are passed through a pointer to a `apiShowMQTTLabelInfoRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

MQTTLabelShowResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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ShowMQTTcredentials

```
CredentialsResponseThing ShowMQTTcredentials(ctx, space, credentialsId).Execute()
```

Show MQTT credentials

Example

```

package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    credentialsId := "01EDRMFZXHPEBGHZBYVV1W0Y9" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)

```

```

resp, r, err := api_client.MQTTApi.ShowMQTTcredentials(context.Background(), space, credentialsId).Execute()
if err != nil {
    fmt.Fprintf(os.Stderr, "Error when calling `MQTTApi.ShowMQTTcredentials`: %v\n", err)
    fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
}
// response from `ShowMQTTcredentials`: CredentialsResponseThing
fmt.Fprintf(os.Stdout, "Response from `MQTTApi.ShowMQTTcredentials`: %v\n", resp)
}

```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
credentialsId	string		

Other Parameters

Other parameters are passed through a pointer to a `apiShowMQTTcredentialsRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

CredentialsResponseThing

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type**: Not defined
- **Accept**: application/json

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UpdateMQTTLabel

MQTTPOSTResponse UpdateMQTTLabel(ctx, space, labelId).MQTTLabelCredentials(mMQTTLabelCredentials).Execute()

Update MQTT Label

Example

```
package main
```

```

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

```

```
func main() {
```



```
space := "altair" // string /
labelId := "01EDRHEF2Y4ZB7COEGTAT8RQQS" // string /
mQTTLabelCredentials := *openapiclient.NewMQTTLabelCredentials() // MQTTLabelCredentials / This is the field

configuration := openapiclient.NewConfiguration()
api_client := openapiclient.NewAPIClient(configuration)
resp, r, err := api_client.MQTTApi.UpdateMQTTLabel(context.Background(), space, labelId).MQTTLabelCredentials()
if err != nil {
    fmt.Fprintf(os.Stderr, "Error when calling `MQTTApi.UpdateMQTTLabel`: %v\n", err)
    fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
}
// response from `UpdateMQTTLabel`: MQTTPOSTResponse
fmt.Fprintf(os.Stdout, "Response from `MQTTApi.UpdateMQTTLabel`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
labelId	string		

Other Parameters

Other parameters are passed through a pointer to a apiUpdateMQTTLabelRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

mQTTLabelCredentials | MQTTLabelCredentials | This is the field that you can update |

Return type

MQTTPOSTResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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UpdateMQTTcredentials

CredentialsResponsePUT UpdateMQTTcredentials(ctx, space, credentialsId).MQTTPUTBody(mQTTPUTBody).Execute()
Update MQTT credentials

Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    credentialsId := "01EDRMFZXHPEBGHZBYVV1W0Y9" // string /
    mQTTPUTBody := *openapiclient.NewMQTTPUTBody() // MQTTPUTBody | These are the fields that you can update (op

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.MQTTApi.UpdateMQTTcredentials(context.Background(), space, credentialsId).MQTTPUT
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `MQTTApi.UpdateMQTTcredentials`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `UpdateMQTTcredentials`: CredentialsResponsePUT
    fmt.Fprintf(os.Stdout, "Response from `MQTTApi.UpdateMQTTcredentials`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
credentialsId	string		

Other Parameters

Other parameters are passed through a pointer to a apiUpdateMQTTcredentialsRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

mQTTPUTBody | MQTTPUTBody | These are the fields that you can update |

Return type

CredentialsResponsePUT

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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UpdateMQTTpassword

CredentialsResponsePUT UpdateMQTTpassword(ctx, space, mqttUsername).MQTTPassword(mQTTPassword).Execute()

Update MQTT password

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "string" // string /
    mqttUsername := "newUsername@altair" // string /
    MQTTPassword := *openapiclient.NewMQTTPassword() // MQTTPassword | This is the field that you can update (op

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.MQTTApi.UpdateMQTTPassword(context.Background(), space, mqttUsername).MQTTPassword
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `MQTTApi.UpdateMQTTPassword`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `UpdateMQTTPassword`: CredentialsResponsePUT
    fmt.Fprintf(os.Stdout, "Response from `MQTTApi.UpdateMQTTPassword`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
mqttUsername	string		

Other Parameters

Other parameters are passed through a pointer to a apiUpdateMQTTPasswordRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

mMQTTPassword | MQTTPassword | This is the field that you can update |

Return type

CredentialsResponsePUT

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- Content-Type: application/json

- **Accept:** application/json

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MQTTLabel

Properties

Name	Type	Description	Notes
PatternPub	Pointer to string		[optional]
PatternSub	Pointer to string		[optional]

Methods

NewMQTTLabel

```
func NewMQTTLabel() *MQTTLabel
```

NewMQTTLabel instantiates a new MQTTLabel object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewMQTTLabelWithDefaults

```
func NewMQTTLabelWithDefaults() *MQTTLabel
```

NewMQTTLabelWithDefaults instantiates a new MQTTLabel object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetPatternPub

```
func (o *MQTTLabel) GetPatternPub() string
```

GetPatternPub returns the PatternPub field if non-nil, zero value otherwise.

GetPatternPubOk

```
func (o *MQTTLabel) GetPatternPubOk() (*string, bool)
```

GetPatternPubOk returns a tuple with the PatternPub field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPatternPub

```
func (o *MQTTLabel) SetPatternPub(v string)
```

SetPatternPub sets PatternPub field to given value.

HasPatternPub

```
func (o *MQTTLabel) HasPatternPub() bool
```

HasPatternPub returns a boolean if a field has been set.

GetPatternSub

```
func (o *MQTTLabel) GetPatternSub() string
```

GetPatternSub returns the PatternSub field if non-nil, zero value otherwise.

GetPatternSubOk

```
func (o *MQTTLabel) GetPatternSubOk() (*string, bool)
```

GetPatternSubOk returns a tuple with the PatternSub field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPatternSub

```
func (o *MQTTLabel) SetPatternSub(v string)
```

SetPatternSub sets PatternSub field to given value.

HasPatternSub

```
func (o *MQTTLabel) HasPatternSub() bool
```

HasPatternSub returns a boolean if a field has been set.

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MQTTLabelCredentials

Properties

Name	Type	Description	Notes
Enabled	Pointer to bool		[optional]
Password	Pointer to string		[optional]
Username	Pointer to string		[optional]

Methods

NewMQTTLabelCredentials

```
func NewMQTTLabelCredentials() *MQTTLabelCredentials
```

NewMQTTLabelCredentials instantiates a new MQTTLabelCredentials object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewMQTTLabelCredentialsWithDefaults

```
func NewMQTTLabelCredentialsWithDefaults() *MQTTLabelCredentials
```

NewMQTTLabelCredentialsWithDefaults instantiates a new MQTTLabelCredentials object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetEnabled

```
func (o *MQTTLabelCredentials) GetEnabled() bool
```

GetEnabled returns the Enabled field if non-nil, zero value otherwise.

GetEnabledOk

```
func (o *MQTTLabelCredentials) GetEnabledOk() (*bool, bool)
```

GetEnabledOk returns a tuple with the Enabled field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetEnabled

```
func (o *MQTTLabelCredentials) SetEnabled(v bool)
```

SetEnabled sets Enabled field to given value.

HasEnabled

```
func (o *MQTTLabelCredentials) HasEnabled() bool
```

HasEnabled returns a boolean if a field has been set.

GetPassword

```
func (o *MQTTLabelCredentials) GetPassword() string
```

GetPassword returns the Password field if non-nil, zero value otherwise.

GetPasswordOk

```
func (o *MQTTLabelCredentials) GetPasswordOk() (*string, bool)
```

GetPasswordOk returns a tuple with the Password field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPassword

```
func (o *MQTTLabelCredentials) SetPassword(v string)
```

SetPassword sets Password field to given value.

HasPassword

```
func (o *MQTTLabelCredentials) HasPassword() bool
```

HasPassword returns a boolean if a field has been set.

GetUsername

```
func (o *MQTTLabelCredentials) GetUsername() string
```

GetUsername returns the Username field if non-nil, zero value otherwise.

GetUsernameOk

```
func (o *MQTTLabelCredentials) GetUsernameOk() (*string, bool)
```

GetUsernameOk returns a tuple with the Username field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetUsername

```
func (o *MQTTLabelCredentials) SetUsername(v string)
```

SetUsername sets Username field to given value.

HasUsername

```
func (o *MQTTLabelCredentials) HasUsername() bool
```

HasUsername returns a boolean if a field has been set.

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MQTTLabelDeleteResponse

Properties

Name	Type	Description	Notes
ErrorMqttBackend	Pointer to DeleteClusterResponseErrorClusterBackend		[optional]

Methods

NewMQTTLabelDeleteResponse

```
func NewMQTTLabelDeleteResponse() *MQTTLabelDeleteResponse
```

NewMQTTLabelDeleteResponse instantiates a new MQTTLabelDeleteResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewMQTTLabelDeleteResponseWithDefaults

```
func NewMQTTLabelDeleteResponseWithDefaults() *MQTTLabelDeleteResponse
```

NewMQTTLabelDeleteResponseWithDefaults instantiates a new MQTTLabelDeleteResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetErrorMqttBackend

```
func (o *MQTTLabelDeleteResponse) GetErrorMqttBackend() DeleteClusterResponseErrorClusterBackend
```

GetErrorMqttBackend returns the ErrorMqttBackend field if non-nil, zero value otherwise.

GetErrorMqttBackendOk

```
func (o *MQTTLabelDeleteResponse) GetErrorMqttBackendOk() (*DeleteClusterResponseErrorClusterBackend, bool)
```

GetErrorMqttBackendOk returns a tuple with the ErrorMqttBackend field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetErrorMqttBackend

```
func (o *MQTTLabelDeleteResponse) SetErrorMqttBackend(v DeleteClusterResponseErrorClusterBackend)
```

SetErrorMqttBackend sets ErrorMqttBackend field to given value.

HasErrorMqttBackend

```
func (o *MQTTLabelDeleteResponse) HasErrorMqttBackend() bool
```

HasErrorMqttBackend returns a boolean if a field has been set.

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MQTTLabelShowResponse

Properties

Name	Type	Description	Notes
CreatedAt	Pointer to time.Time		[optional]
Description	Pointer to string		[optional]
Enabled	Pointer to bool		[optional]
ExpiredAt	Pointer to int32		[optional]
Id	Pointer to string		[optional]
Topics	Pointer to [] MQTTLabel		[optional]
Type	Pointer to string		[optional]
Username	Pointer to string		[optional]

Methods

NewMQTTLabelShowResponse

```
func NewMQTTLabelShowResponse() *MQTTLabelShowResponse
```

NewMQTTLabelShowResponse instantiates a new MQTTLabelShowResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewMQTTLabelShowResponseWithDefaults

```
func NewMQTTLabelShowResponseWithDefaults() *MQTTLabelShowResponse
```

NewMQTTLabelShowResponseWithDefaults instantiates a new MQTTLabelShowResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetCreatedAt

```
func (o *MQTTLabelShowResponse) GetCreatedAt() time.Time
```

GetCreatedAt returns the CreatedAt field if non-nil, zero value otherwise.

GetCreatedAtOk

```
func (o *MQTTLabelShowResponse) GetCreatedAtOk() (*time.Time, bool)
```

GetCreatedAtOk returns a tuple with the CreatedAt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetCreatedAt

```
func (o *MQTTLabelShowResponse) SetCreatedAt(v time.Time)
```

SetCreatedAt sets CreatedAt field to given value.

HasCreatedAt

```
func (o *MQTTLabelShowResponse) HasCreatedAt() bool
```

HasCreatedAt returns a boolean if a field has been set.

GetDescription

```
func (o *MQTTLabelShowResponse) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *MQTTLabelShowResponse) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *MQTTLabelShowResponse) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *MQTTLabelShowResponse) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetEnabled

```
func (o *MQTTLabelShowResponse) GetEnabled() bool
```

GetEnabled returns the Enabled field if non-nil, zero value otherwise.

GetEnabledOk

```
func (o *MQTTLabelShowResponse) GetEnabledOk() (*bool, bool)
```

GetEnabledOk returns a tuple with the Enabled field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetEnabled

```
func (o *MQTTLabelShowResponse) SetEnabled(v bool)
```

SetEnabled sets Enabled field to given value.

HasEnabled

```
func (o *MQTTLabelShowResponse) HasEnabled() bool
```

HasEnabled returns a boolean if a field has been set.

GetExpiredAt

```
func (o *MQTTLabelShowResponse) GetExpiredAt() int32
```

GetExpiredAt returns the ExpiredAt field if non-nil, zero value otherwise.

GetExpiredAtOk

```
func (o *MQTTLabelShowResponse) GetExpiredAtOk() (*int32, bool)
```

GetExpiredAtOk returns a tuple with the ExpiredAt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetExpiredAt

```
func (o *MQTTLabelShowResponse) SetExpiredAt(v int32)
```

SetExpiredAt sets ExpiredAt field to given value.

HasExpiredAt

```
func (o *MQTTLabelShowResponse) HasExpiredAt() bool
```

HasExpiredAt returns a boolean if a field has been set.

GetId

```
func (o *MQTTLabelShowResponse) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

GetIdOk

```
func (o *MQTTLabelShowResponse) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetId

```
func (o *MQTTLabelShowResponse) SetId(v string)
```

SetId sets Id field to given value.

HasId

```
func (o *MQTTLabelShowResponse) HasId() bool
```

HasId returns a boolean if a field has been set.

GetTopics

```
func (o *MQTTLabelShowResponse) GetTopics() []MQTTLabel
```

GetTopics returns the Topics field if non-nil, zero value otherwise.

GetTopicsOk

```
func (o *MQTTLabelShowResponse) GetTopicsOk() (*[]MQTTLabel, bool)
```

GetTopicsOk returns a tuple with the Topics field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTopics

```
func (o *MQTTLabelShowResponse) SetTopics(v []MQTTLabel)
```

SetTopics sets Topics field to given value.

HasTopics

```
func (o *MQTTLabelShowResponse) HasTopics() bool
```

HasTopics returns a boolean if a field has been set.

GetType

```
func (o *MQTTLabelShowResponse) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

GetTypeOk

```
func (o *MQTTLabelShowResponse) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetType

```
func (o *MQTTLabelShowResponse) SetType(v string)
```

SetType sets Type field to given value.

HasType

```
func (o *MQTTLabelShowResponse) HasType() bool
```

HasType returns a boolean if a field has been set.

GetUsername

```
func (o *MQTTLabelShowResponse) GetUsername() string
```

GetUsername returns the Username field if non-nil, zero value otherwise.

GetUsernameOk

```
func (o *MQTTLabelShowResponse) GetUsernameOk() (*string, bool)
```

GetUsernameOk returns a tuple with the Username field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetUsername

```
func (o *MQTTLabelShowResponse) SetUsername(v string)
```

SetUsername sets Username field to given value.

HasUsername

```
func (o *MQTTLabelShowResponse) HasUsername() bool
```

HasUsername returns a boolean if a field has been set.

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MQTTPOSTBody

Properties

Name	Type	Description	Notes
Label	Pointer to string		[optional]
Password	Pointer to string		[optional]
Username	Pointer to string		[optional]

Methods

NewMQTTPOSTBody

```
func NewMQTTPOSTBody() *MQTTPOSTBody
```

NewMQTTPOSTBody instantiates a new MQTTPOSTBody object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewMQTTPOSTBodyWithDefaults

```
func NewMQTTPOSTBodyWithDefaults() *MQTTPOSTBody
```

NewMQTTPOSTBodyWithDefaults instantiates a new MQTTPOSTBody object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetLabel

```
func (o *MQTTPOSTBody) GetLabel() string
```

GetLabel returns the Label field if non-nil, zero value otherwise.

GetLabelOk

```
func (o *MQTTPOSTBody) GetLabelOk() (*string, bool)
```

GetLabelOk returns a tuple with the Label field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetLabel

```
func (o *MQTTPOSTBody) SetLabel(v string)
```

SetLabel sets Label field to given value.

HasLabel

```
func (o *MQTTPOSTBody) HasLabel() bool
```

HasLabel returns a boolean if a field has been set.

GetPassword

```
func (o *MQTTPOSTBody) GetPassword() string
```

GetPassword returns the Password field if non-nil, zero value otherwise.

GetPasswordOk

```
func (o *MQTTPOSTBody) GetPasswordOk() (*string, bool)
```

GetPasswordOk returns a tuple with the Password field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPassword

```
func (o *MQTTPOSTBody) SetPassword(v string)
```

SetPassword sets Password field to given value.

HasPassword

```
func (o *MQTTPOSTBody) HasPassword() bool
```

HasPassword returns a boolean if a field has been set.

GetUsername

```
func (o *MQTTPOSTBody) GetUsername() string
```

GetUsername returns the Username field if non-nil, zero value otherwise.

GetUsernameOk

```
func (o *MQTTPOSTBody) GetUsernameOk() (*string, bool)
```

GetUsernameOk returns a tuple with the Username field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetUsername

```
func (o *MQTTPOSTBody) SetUsername(v string)
```

SetUsername sets Username field to given value.

HasUsername

```
func (o *MQTTPOSTBody) HasUsername() bool
```

HasUsername returns a boolean if a field has been set.

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MQTTPOSTResponse

Properties

Name	Type	Description	Notes
CreatedAt	Pointer to time.Time		[optional]
Description	Pointer to string		[optional]
Enabled	Pointer to bool		[optional]
ExpiredAt	Pointer to int32		[optional]
Id	Pointer to string		[optional]
Password	Pointer to string		[optional]
Topics	Pointer to [] MQTTLabel		[optional]
Type	Pointer to string		[optional]

Name	Type	Description	Notes
Username	Pointer to string		[optional]

Methods

NewMQTTPOSTResponse

```
func NewMQTTPOSTResponse() *MQTTPOSTResponse
```

NewMQTTPOSTResponse instantiates a new MQTTPOSTResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewMQTTPOSTResponseWithDefaults

```
func NewMQTTPOSTResponseWithDefaults() *MQTTPOSTResponse
```

NewMQTTPOSTResponseWithDefaults instantiates a new MQTTPOSTResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetCreatedAt

```
func (o *MQTTPOSTResponse) GetCreatedAt() time.Time
```

GetCreatedAt returns the CreatedAt field if non-nil, zero value otherwise.

GetCreatedAtOk

```
func (o *MQTTPOSTResponse) GetCreatedAtOk() (*time.Time, bool)
```

GetCreatedAtOk returns a tuple with the CreatedAt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetCreatedAt

```
func (o *MQTTPOSTResponse) SetCreatedAt(v time.Time)
```

SetCreatedAt sets CreatedAt field to given value.

HasCreatedAt

```
func (o *MQTTPOSTResponse) HasCreatedAt() bool
```

HasCreatedAt returns a boolean if a field has been set.

GetDescription

```
func (o *MQTTPOSTResponse) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *MQTTPOSTResponse) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *MQTTPOSTResponse) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *MQTTPOSTResponse) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetEnabled

```
func (o *MQTTPOSTResponse) GetEnabled() bool
```

GetEnabled returns the Enabled field if non-nil, zero value otherwise.

GetEnabledOk

```
func (o *MQTTPOSTResponse) GetEnabledOk() (*bool, bool)
```

GetEnabledOk returns a tuple with the Enabled field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetEnabled

```
func (o *MQTTPOSTResponse) SetEnabled(v bool)
```

SetEnabled sets Enabled field to given value.

HasEnabled

```
func (o *MQTTPOSTResponse) HasEnabled() bool
```

HasEnabled returns a boolean if a field has been set.

GetExpiredAt

```
func (o *MQTTPOSTResponse) GetExpiredAt() int32
```

GetExpiredAt returns the ExpiredAt field if non-nil, zero value otherwise.

GetExpiredAtOk

```
func (o *MQTTPOSTResponse) GetExpiredAtOk() (*int32, bool)
```

GetExpiredAtOk returns a tuple with the ExpiredAt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetExpiredAt

```
func (o *MQTTPOSTResponse) SetExpiredAt(v int32)
```

SetExpiredAt sets ExpiredAt field to given value.

HasExpiredAt

```
func (o *MQTTPOSTResponse) HasExpiredAt() bool
```

HasExpiredAt returns a boolean if a field has been set.

GetId

```
func (o *MQTTPOSTResponse) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

GetIdOk

```
func (o *MQTTPOSTResponse) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetId

```
func (o *MQTTPOSTResponse) SetId(v string)
```

SetId sets Id field to given value.

HasId

```
func (o *MQTTPOSTResponse) HasId() bool
```

HasId returns a boolean if a field has been set.

GetPassword

```
func (o *MQTTPOSTResponse) GetPassword() string
```

GetPassword returns the Password field if non-nil, zero value otherwise.

GetPasswordOk

```
func (o *MQTTPOSTResponse) GetPasswordOk() (*string, bool)
```

GetPasswordOk returns a tuple with the Password field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPassword

```
func (o *MQTTPOSTResponse) SetPassword(v string)
```

SetPassword sets Password field to given value.

HasPassword

```
func (o *MQTTPOSTResponse) HasPassword() bool
```

HasPassword returns a boolean if a field has been set.

GetTopics

```
func (o *MQTTPOSTResponse) GetTopics() []MQTTLabel
```

GetTopics returns the Topics field if non-nil, zero value otherwise.

GetTopicsOk

```
func (o *MQTTPOSTResponse) GetTopicsOk() (*[]MQTTLabel, bool)
```

GetTopicsOk returns a tuple with the Topics field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTopics

```
func (o *MQTTPOSTResponse) SetTopics(v []MQTTLabel)
```

SetTopics sets Topics field to given value.

HasTopics

```
func (o *MQTTPOSTResponse) HasTopics() bool
```

HasTopics returns a boolean if a field has been set.

GetType

```
func (o *MQTTPOSTResponse) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

GetTypeOk

```
func (o *MQTTPOSTResponse) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetType

```
func (o *MQTTPOSTResponse) SetType(v string)
```

SetType sets Type field to given value.

HasType

```
func (o *MQTTPOSTResponse) HasType() bool
```

HasType returns a boolean if a field has been set.

GetUsername

```
func (o *MQTTPOSTResponse) GetUsername() string
```

GetUsername returns the Username field if non-nil, zero value otherwise.

GetUsernameOk

```
func (o *MQTTPOSTResponse) GetUsernameOk() (*string, bool)
```

GetUsernameOk returns a tuple with the Username field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetUsername

```
func (o *MQTTPOSTResponse) SetUsername(v string)
```

SetUsername sets Username field to given value.

HasUsername

```
func (o *MQTTPOSTResponse) HasUsername() bool
```

HasUsername returns a boolean if a field has been set.

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MQTTPUTBody

Properties

Name	Type	Description	Notes
Description	Pointer to string		[optional]
Enabled	Pointer to bool		[optional]
ExpiredAt	Pointer to int32		[optional]
Password	Pointer to string		[optional]
Username	Pointer to string		[optional]

Methods

NewMQTTPUTBody

```
func NewMQTTPUTBody() *MQTTPUTBody
```

NewMQTTPUTBody instantiates a new MQTTPUTBody object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewMQTTPUTBodyWithDefaults

```
func NewMQTTPUTBodyWithDefaults() *MQTTPUTBody
```

NewMQTTPUTBodyWithDefaults instantiates a new MQTTPUTBody object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDescription

```
func (o *MQTTPUTBody) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *MQTTPUTBody) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *MQTTPUTBody) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *MQTTPUTBody) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetEnabled

```
func (o *MQTTPUTBody) GetEnabled() bool
```

GetEnabled returns the Enabled field if non-nil, zero value otherwise.

GetEnabledOk

```
func (o *MQTTPUTBody) GetEnabledOk() (*bool, bool)
```

GetEnabledOk returns a tuple with the Enabled field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetEnabled

```
func (o *MQTTPUTBody) SetEnabled(v bool)
```

SetEnabled sets Enabled field to given value.

HasEnabled

```
func (o *MQTTPUTBody) HasEnabled() bool
```

HasEnabled returns a boolean if a field has been set.

GetExpiredAt

```
func (o *MQTTPUTBody) GetExpiredAt() int32
```

GetExpiredAt returns the ExpiredAt field if non-nil, zero value otherwise.

GetExpiredAtOk

```
func (o *MQTTPUTBody) GetExpiredAtOk() (*int32, bool)
```

GetExpiredAtOk returns a tuple with the ExpiredAt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetExpiredAt

```
func (o *MQTTPUTBody) SetExpiredAt(v int32)
```

SetExpiredAt sets ExpiredAt field to given value.

HasExpiredAt

```
func (o *MQTTPUTBody) HasExpiredAt() bool
```

HasExpiredAt returns a boolean if a field has been set.

GetPassword

```
func (o *MQTTPUTBody) GetPassword() string
```

GetPassword returns the Password field if non-nil, zero value otherwise.

GetPasswordOk

```
func (o *MQTTPUTBody) GetPasswordOk() (*string, bool)
```

GetPasswordOk returns a tuple with the Password field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPassword

```
func (o *MQTTPUTBody) SetPassword(v string)
```

SetPassword sets Password field to given value.

HasPassword

```
func (o *MQTTPUTBody) HasPassword() bool
```

HasPassword returns a boolean if a field has been set.

GetUsername

```
func (o *MQTTPUTBody) GetUsername() string
```

GetUsername returns the Username field if non-nil, zero value otherwise.

GetUsernameOk

```
func (o *MQTTPUTBody) GetUsernameOk() (*string, bool)
```

GetUsernameOk returns a tuple with the Username field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetUsername

```
func (o *MQTTPUTBody) SetUsername(v string)
```

SetUsername sets Username field to given value.

HasUsername

```
func (o *MQTTPUTBody) HasUsername() bool
```

HasUsername returns a boolean if a field has been set.

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MQTTPassword

Properties

Name	Type	Description	Notes
Password	Pointer to string		[optional]

Methods

NewMQTTPassword

```
func NewMQTTPassword() *MQTTPassword
```

NewMQTTPassword instantiates a new MQTTPassword object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewMQTTPasswordWithDefaults

```
func NewMQTTPasswordWithDefaults() *MQTTPassword
```

NewMQTTPasswordWithDefaults instantiates a new MQTTPassword object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetPassword

```
func (o *MQTTPassword) GetPassword() string
```

GetPassword returns the Password field if non-nil, zero value otherwise.

GetPasswordOk

```
func (o *MQTTPassword) GetPasswordOk() (*string, bool)
```

GetPasswordOk returns a tuple with the Password field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPassword

```
func (o *MQTTPassword) SetPassword(v string)
```

SetPassword sets Password field to given value.

HasPassword

```
func (o *MQTTPassword) HasPassword() bool
```

HasPassword returns a boolean if a field has been set.

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ModelListResponse

Properties

Name	Type	Description	Notes
Data	Pointer to [] ModelResponse		[optional]
Paging	Pointer to ActionDelayListResponsePaging		[optional]

Methods

NewModelListResponse

```
func NewModelListResponse() *ModelListResponse
```

NewModelListResponse instantiates a new ModelListResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewModelListResponseWithDefaults

```
func NewModelListResponseWithDefaults() *ModelListResponse
```

NewModelListResponseWithDefaults instantiates a new ModelListResponse object. This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetData

```
func (o *ModelListResponse) GetData() []ModelResponse
```

GetData returns the Data field if non-nil, zero value otherwise.

GetDataOk

```
func (o *ModelListResponse) GetDataOk() (*[]ModelResponse, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetData

```
func (o *ModelListResponse) SetData(v []ModelResponse)
```

SetData sets Data field to given value.

HasData

```
func (o *ModelListResponse) HasData() bool
```

HasData returns a boolean if a field has been set.

GetPaging

```
func (o *ModelListResponse) GetPaging() ActionDelayListResponsePaging
```

GetPaging returns the Paging field if non-nil, zero value otherwise.

GetPagingOk

```
func (o *ModelListResponse) GetPagingOk() (*ActionDelayListResponsePaging, bool)
```

GetPagingOk returns a tuple with the Paging field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPaging

```
func (o *ModelListResponse) SetPaging(v ActionDelayListResponsePaging)
```

SetPaging sets Paging field to given value.

HasPaging

```
func (o *ModelListResponse) HasPaging() bool
```

HasPaging returns a boolean if a field has been set.

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ModelRequest

Properties

Name	Type	Description	Notes
Description	Pointer to string		[optional]
Name	Pointer to string		[optional]

Methods

NewModelRequest

```
func NewModelRequest() *ModelRequest
```

NewModelRequest instantiates a new ModelRequest object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewModelRequestWithDefaults

```
func NewModelRequestWithDefaults() *ModelRequest
```

NewModelRequestWithDefaults instantiates a new ModelRequest object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDescription

```
func (o *ModelRequest) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *ModelRequest) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *ModelRequest) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *ModelRequest) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetName

```
func (o *ModelRequest) GetName() string
```

GetName returns the Name field if non-nil, zero value otherwise.

GetNameOk

```
func (o *ModelRequest) GetNameOk() (*string, bool)
```

GetNameOk returns a tuple with the Name field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetName

```
func (o *ModelRequest) SetName(v string)
```

SetName sets Name field to given value.

HasName

```
func (o *ModelRequest) HasName() bool
```

HasName returns a boolean if a field has been set.

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ModelResponse

Properties

Name	Type	Description	Notes
Collection	Pointer to string		[optional]
Description	Pointer to string		[optional]
Name	Pointer to string		[optional]

Methods

NewModelResponse

```
func NewModelResponse() *ModelResponse
```

NewModelResponse instantiates a new ModelResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewModelResponseWithDefaults

```
func NewModelResponseWithDefaults() *ModelResponse
```

NewModelResponseWithDefaults instantiates a new ModelResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetCollection

```
func (o *ModelResponse) GetCollection() string
```

GetCollection returns the Collection field if non-nil, zero value otherwise.

GetCollectionOk

```
func (o *ModelResponse) GetCollectionOk() (*string, bool)
```

GetCollectionOk returns a tuple with the Collection field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetCollection

```
func (o *ModelResponse) SetCollection(v string)
```

SetCollection sets Collection field to given value.

HasCollection

```
func (o *ModelResponse) HasCollection() bool
```

HasCollection returns a boolean if a field has been set.

GetDescription

```
func (o *ModelResponse) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *ModelResponse) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *ModelResponse) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *ModelResponse) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetName

```
func (o *ModelResponse) GetName() string
```

GetName returns the Name field if non-nil, zero value otherwise.

GetNameOk

```
func (o *ModelResponse) GetNameOk() (*string, bool)
```

GetNameOk returns a tuple with the Name field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetName

```
func (o *ModelResponse) SetName(v string)
```

SetName sets Name field to given value.

HasName

```
func (o *ModelResponse) HasName() bool
```

HasName returns a boolean if a field has been set.

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ModelUpdateRequest

Properties

Name	Type	Description	Notes
Description	Pointer to string		[optional]
Title	Pointer to string		[optional]

Methods

NewModelUpdateRequest

```
func NewModelUpdateRequest() *ModelUpdateRequest
```

NewModelUpdateRequest instantiates a new ModelUpdateRequest object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewModelUpdateRequestWithDefaults

```
func NewModelUpdateRequestWithDefaults() *ModelUpdateRequest
```

NewModelUpdateRequestWithDefaults instantiates a new ModelUpdateRequest object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDescription

```
func (o *ModelUpdateRequest) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *ModelUpdateRequest) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *ModelUpdateRequest) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *ModelUpdateRequest) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetTitle

```
func (o *ModelUpdateRequest) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *ModelUpdateRequest) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *ModelUpdateRequest) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *ModelUpdateRequest) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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ModelUpdateResponse

Properties

Name	Type	Description	Notes
Collection	Pointer to string		[optional]
Description	Pointer to string		[optional]
Name	Pointer to string		[optional]

Methods

NewModelUpdateResponse

```
func NewModelUpdateResponse() *ModelUpdateResponse
```

NewModelUpdateResponse instantiates a new ModelUpdateResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewModelUpdateResponseWithDefaults

```
func NewModelUpdateResponseWithDefaults() *ModelUpdateResponse
```

NewModelUpdateResponseWithDefaults instantiates a new ModelUpdateResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetCollection

```
func (o *ModelUpdateResponse) GetCollection() string
```

GetCollection returns the Collection field if non-nil, zero value otherwise.

GetCollectionOk

```
func (o *ModelUpdateResponse) GetCollectionOk() (*string, bool)
```

GetCollectionOk returns a tuple with the Collection field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetCollection

```
func (o *ModelUpdateResponse) SetCollection(v string)
```

SetCollection sets Collection field to given value.

HasCollection

```
func (o *ModelUpdateResponse) HasCollection() bool
```

HasCollection returns a boolean if a field has been set.

GetDescription

```
func (o *ModelUpdateResponse) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *ModelUpdateResponse) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *ModelUpdateResponse) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *ModelUpdateResponse) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetName

```
func (o *ModelUpdateResponse) GetName() string
```

GetName returns the Name field if non-nil, zero value otherwise.

GetNameOk

```
func (o *ModelUpdateResponse) GetNameOk() (*string, bool)
```

GetNameOk returns a tuple with the Name field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetName

```
func (o *ModelUpdateResponse) SetName(v string)
```

SetName sets Name field to given value.

HasName

```
func (o *ModelUpdateResponse) HasName() bool
```

HasName returns a boolean if a field has been set.

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ModelVersionListResponse

Properties

Name	Type	Description	Notes
Data	Pointer to <code>[]ModelVersionResponse</code>		[optional]
Paging	Pointer to <code>ActionDelayListResponsePaging</code>		[optional]

Methods

NewModelVersionListResponse

```
func NewModelVersionListResponse() *ModelVersionListResponse
```

NewModelVersionListResponse instantiates a new ModelVersionListResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewModelVersionListResponseWithDefaults

```
func NewModelVersionListResponseWithDefaults() *ModelVersionListResponse
```

NewModelVersionListResponseWithDefaults instantiates a new ModelVersionListResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetData

```
func (o *ModelVersionListResponse) GetData() []ModelVersionResponse
```

GetData returns the Data field if non-nil, zero value otherwise.

GetDataOk

```
func (o *ModelVersionListResponse) GetDataOk() (*[]ModelVersionResponse, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetData

```
func (o *ModelVersionListResponse) SetData(v []ModelVersionResponse)
```

SetData sets Data field to given value.

HasData

```
func (o *ModelVersionListResponse) HasData() bool
```

HasData returns a boolean if a field has been set.

GetPaging

```
func (o *ModelVersionListResponse) GetPaging() ActionDelayListResponsePaging
```

GetPaging returns the Paging field if non-nil, zero value otherwise.

GetPagingOk

```
func (o *ModelVersionListResponse) GetPagingOk() (*ActionDelayListResponsePaging, bool)
```

GetPagingOk returns a tuple with the Paging field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPaging

```
func (o *ModelVersionListResponse) SetPaging(v ActionDelayListResponsePaging)
```

SetPaging sets Paging field to given value.

HasPaging

```
func (o *ModelVersionListResponse) HasPaging() bool
```

HasPaging returns a boolean if a field has been set.

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ModelVersionRequest

Properties

Name	Type	Description	Notes
Actions	Pointer to map[string]interface{}		[optional]
Description	Pointer to string		[optional]
Events	Pointer to map[string]interface{}		[optional]
Properties	Pointer to map[string]interface{}		[optional]
Title	Pointer to string		[optional]

Methods

NewModelVersionRequest

```
func NewModelVersionRequest() *ModelVersionRequest
```

NewModelVersionRequest instantiates a new ModelVersionRequest object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewModelVersionRequestWithDefaults

```
func NewModelVersionRequestWithDefaults() *ModelVersionRequest
```

NewModelVersionRequestWithDefaults instantiates a new ModelVersionRequest object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetActions

```
func (o *ModelVersionRequest) GetActions() map[string]interface{}
```

GetActions returns the Actions field if non-nil, zero value otherwise.

GetActionsOk

```
func (o *ModelVersionRequest) GetActionsOk() (*map[string]interface{}, bool)
```

GetActionsOk returns a tuple with the Actions field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetActions

```
func (o *ModelVersionRequest) SetActions(v map[string]interface{})
```

SetActions sets Actions field to given value.

HasActions

```
func (o *ModelVersionRequest) HasActions() bool
```

HasActions returns a boolean if a field has been set.

GetDescription

```
func (o *ModelVersionRequest) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *ModelVersionRequest) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *ModelVersionRequest) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *ModelVersionRequest) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetEvents

```
func (o *ModelVersionRequest) GetEvents() map[string]interface{}
```

GetEvents returns the Events field if non-nil, zero value otherwise.

GetEventsOk

```
func (o *ModelVersionRequest) GetEventsOk() (*map[string]interface{}, bool)
```

GetEventsOk returns a tuple with the Events field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetEvents

```
func (o *ModelVersionRequest) SetEvents(v map[string]interface{})
```

SetEvents sets Events field to given value.

HasEvents

```
func (o *ModelVersionRequest) HasEvents() bool
```

HasEvents returns a boolean if a field has been set.

GetProperties

```
func (o *ModelVersionRequest) GetProperties() map[string]interface{}
```

GetProperties returns the Properties field if non-nil, zero value otherwise.

GetPropertiesOk

```
func (o *ModelVersionRequest) GetPropertiesOk() (*map[string]interface{}, bool)
```

GetPropertiesOk returns a tuple with the Properties field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetProperties

```
func (o *ModelVersionRequest) SetProperties(v map[string]interface{})
```

SetProperties sets Properties field to given value.

HasProperties

```
func (o *ModelVersionRequest) HasProperties() bool
```

HasProperties returns a boolean if a field has been set.

GetTitle

```
func (o *ModelVersionRequest) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *ModelVersionRequest) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *ModelVersionRequest) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *ModelVersionRequest) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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ModelVersionResponse

Properties

Name	Type	Description	Notes
Template	Pointer to ModelVersionRequest		[optional]
Version	Pointer to float32		[optional]

Methods

NewModelVersionResponse

```
func NewModelVersionResponse() *ModelVersionResponse
```

NewModelVersionResponse instantiates a new ModelVersionResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewModelVersionResponseWithDefaults

```
func NewModelVersionResponseWithDefaults() *ModelVersionResponse
```

NewModelVersionResponseWithDefaults instantiates a new ModelVersionResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetTemplate

```
func (o *ModelVersionResponse) GetTemplate() ModelVersionRequest
```

GetTemplate returns the Template field if non-nil, zero value otherwise.

GetTemplateOk

```
func (o *ModelVersionResponse) GetTemplateOk() (*ModelVersionRequest, bool)
```

GetTemplateOk returns a tuple with the Template field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTemplate

```
func (o *ModelVersionResponse) SetTemplate(v ModelVersionRequest)
```

SetTemplate sets Template field to given value.

HasTemplate

```
func (o *ModelVersionResponse) HasTemplate() bool
```

HasTemplate returns a boolean if a field has been set.

GetVersion

```
func (o *ModelVersionResponse) GetVersion() float32
```

GetVersion returns the Version field if non-nil, zero value otherwise.

GetVersionOk

```
func (o *ModelVersionResponse) GetVersionOk() (*float32, bool)
```

GetVersionOk returns a tuple with the Version field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetVersion

```
func (o *ModelVersionResponse) SetVersion(v float32)
```

SetVersion sets Version field to given value.

HasVersion

```
func (o *ModelVersionResponse) HasVersion() bool
```

HasVersion returns a boolean if a field has been set.

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\ModelVersionsApi

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Description
AddVersion	Post /spaces/{space}/collections/{collection-name}/models/{model-name}/versions	Create version
DeleteVersion	Delete /spaces/{space}/collections/{collection-name}/models/{model-name}/versions/{version-name}	Delete version
ListVersion	Get /spaces/{space}/collections/{collection-name}/models/{model-name}/versions	List versions
ShowVersion	Get /spaces/{space}/collections/{collection-name}/models/{model-name}/versions/{version-name}	Show version
UpdateVersion	Put /spaces/{space}/collections/{collection-name}/models/{model-name}/versions/{version-name}	Update version

AddVersion

```
ModelVersionResponse AddVersion(ctx, space, collectionName, modelName).RequestBody(requestBody).Execute()
```

Create version

Example

```
package main
```

```
import (  
    "context"  
    "fmt"  
    "os"  
    openapiclient "./openapi"  
)
```

```
func main() {  
    space := "altair" // string |  
    collectionName := "ElectronicBoards" // string |
```

```
modelName := "RaspberryPiModel" // string /
requestBody := map[string]interface{}{"key": interface{}(123)} // map[string]interface{} | Create a new mode

configuration := openapiclient.NewConfiguration()
api_client := openapiclient.NewAPIClient(configuration)
resp, r, err := api_client.ModelVersionsApi.AddVersion(context.Background(), space, collectionName, modelName)
if err != nil {
    fmt.Fprintf(os.Stderr, "Error when calling `ModelVersionsApi.AddVersion`: %v\n", err)
    fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
}
// response from `AddVersion`: ModelVersionResponse
fmt.Fprintf(os.Stdout, "Response from `ModelVersionsApi.AddVersion`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
modelName	string		

Other Parameters

Other parameters are passed through a pointer to a apiAddVersionRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

requestBody | map[string]interface{} | Create a new model version in the platform |

Return type

ModelVersionResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json, /

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DeleteVersion

DeleteVersion(ctx, space, collectionName, thingId, modelName, versionName).Execute()

Delete version

Example

```
package main
```

```

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string /
    modelName := "RaspberryPiModel" // string /
    versionName := "RasPiv1" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ModelVersionsApi.DeleteVersion(context.Background(), space, collectionName, thingId)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ModelVersionsApi.DeleteVersion`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
}

```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
thingId	string		
modelName	string		
versionName	string		

Other Parameters

Other parameters are passed through a pointer to a `apiDeleteVersionRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

(empty response body)

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json, /

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ListVersion

ModelVersionListResponse ListVersion(ctx, space, collectionName, modelName).Execute()
List version

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    modelName := "RaspberryPiModel" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ModelVersionsApi.ListVersion(context.Background(), space, collectionName, modelName)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ModelVersionsApi.ListVersion`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ListVersion`: ModelVersionListResponse
    fmt.Fprintf(os.Stdout, "Response from `ModelVersionsApi.ListVersion`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
modelName	string		

Other Parameters

Other parameters are passed through a pointer to a apiListVersionRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

ModelVersionListResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json, /

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ShowVersion

ModelVersionResponse ShowVersion(ctx, space, collectionName, thingId, modelName, versionName).Execute()

Show version

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string |
    collectionName := "ElectronicBoards" // string |
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string |
    modelName := "RaspberryPiModel" // string |
    versionName := "RasPiv1" // string |

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ModelVersionsApi.ShowVersion(context.Background(), space, collectionName, thingId)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ModelVersionsApi.ShowVersion`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ShowVersion`: ModelVersionResponse
    fmt.Fprintf(os.Stdout, "Response from `ModelVersionsApi.ShowVersion`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
thingId	string		
modelName	string		
versionName	string		

Other Parameters

Other parameters are passed through a pointer to a apiShowVersionRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

ModelVersionResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json, /

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UpdateVersion

ModelVersionResponse UpdateVersion(ctx, space, collectionName, thingId, modelName, versionName).RequestBody(requestBody).E

Update version

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "openapi"

)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string /
    modelName := "RaspberryPiModel" // string /
    versionName := "RasPiv1" // string /
    requestBody := map[string]interface{}{"key": interface{}(123)} // map[string]interface{} / Update an existen

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ModelVersionsApi.UpdateVersion(context.Background(), space, collectionName, thingId,
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ModelVersionsApi.UpdateVersion`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `UpdateVersion`: ModelVersionResponse
    fmt.Fprintf(os.Stdout, "Response from `ModelVersionsApi.UpdateVersion`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
thingId	string		

Name	Type	Description	Notes
modelName	string		
versionName	string		

Other Parameters

Other parameters are passed through a pointer to a `apiUpdateVersionRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

requestBody | **map[string]interface{}** | Update an existent model by name |

Return type

ModelVersionResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json, /

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\ModelsApi

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Description
AddModel	Post /spaces/{space}/collections/{collection-name}/models	Create model
DeleteModel	Delete /spaces/{space}/collections/{collection-name}/models/{model-name}	Delete model
ListModels	Get /spaces/{space}/collections/{collection-name}/models	List models
ShowModel	Get /spaces/{space}/collections/{collection-name}/models/{model-name}	Show model
UpdateModel	Put /spaces/{space}/collections/{collection-name}/models/{model-name}	Update model

AddModel

```
ModelResponse AddModel(ctx, space, collectionName).RequestBody(requestBody).Execute()
```

Create model

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
```



```
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    requestBody := map[string]interface{}{"key": interface{}(123)} // map[string]interface{} | Create a new coll

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ModelsApi.AddModel(context.Background(), space, collectionName).RequestBody(requestBody)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ModelsApi.AddModel`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `AddModel`: ModelResponse
    fmt.Fprintf(os.Stdout, "Response from `ModelsApi.AddModel`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		

Other Parameters

Other parameters are passed through a pointer to a apiAddModelRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

requestBody | map[string]interface{} | Create a new collection in the platform |

Return type

ModelResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json, /

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DeleteModel

DeleteModel(ctx, space, collectionName, modelName).Execute()

Delete model

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    modelName := "RaspberryPiModel" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ModelsApi.DeleteModel(context.Background(), space, collectionName, modelName).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ModelsApi.DeleteModel`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
modelName	string		

Other Parameters

Other parameters are passed through a pointer to a `apiDeleteModelRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

(empty response body)

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type**: Not defined
- **Accept**: application/json, /

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ListModels

ModelListResponse ListModels(ctx, space, collectionName).Execute()
List models

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ModelsApi.ListModels(context.Background(), space, collectionName).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ModelsApi.ListModels`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ListModels`: ModelListResponse
    fmt.Fprintf(os.Stdout, "Response from `ModelsApi.ListModels`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		

Other Parameters

Other parameters are passed through a pointer to a apiListModelsRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

ModelListResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- Content-Type: Not defined

- **Accept:** application/json, /

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ShowModel

ModelResponse ShowModel(ctx, space, collectionName, modelName).Execute()

Show model

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    modelName := "RaspberryPiModel" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ModelsApi.ShowModel(context.Background(), space, collectionName, modelName).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ModelsApi.ShowModel`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ShowModel`: ModelResponse
    fmt.Fprintf(os.Stdout, "Response from `ModelsApi.ShowModel`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
modelName	string		

Other Parameters

Other parameters are passed through a pointer to a apiShowModelRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

ModelResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json, /

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UpdateModel

ModelUpdateResponse UpdateModel(ctx, space, collectionName, modelName).RequestBody(requestBody).Execute()

Update model

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    modelName := "RaspberryPiModel" // string /
    requestBody := map[string]interface{}{"key": interface{}(123)} // map[string]interface{} / Update an existen

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ModelsApi.UpdateModel(context.Background(), space, collectionName, modelName).Req
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ModelsApi.UpdateModel`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `UpdateModel`: ModelUpdateResponse
    fmt.Fprintf(os.Stdout, "Response from `ModelsApi.UpdateModel`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
modelName	string		

Other Parameters

Other parameters are passed through a pointer to a apiUpdateModelRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

requestBody | **map[string]interface{}** | Update an existent model by name |

Return type

ModelUpdateResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type**: application/json
- **Accept**: application/json, /

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ModelsBuildConfigGenerateFile

Properties

Name	Type	Description	Notes
Url	Pointer to string		[optional]

Methods

NewModelsBuildConfigGenerateFile

```
func NewModelsBuildConfigGenerateFile() *ModelsBuildConfigGenerateFile
```

NewModelsBuildConfigGenerateFile instantiates a new ModelsBuildConfigGenerateFile object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewModelsBuildConfigGenerateFileWithDefaults

```
func NewModelsBuildConfigGenerateFileWithDefaults() *ModelsBuildConfigGenerateFile
```

NewModelsBuildConfigGenerateFileWithDefaults instantiates a new ModelsBuildConfigGenerateFile object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetUrl

```
func (o *ModelsBuildConfigGenerateFile) GetUrl() string
```

GetUrl returns the Url field if non-nil, zero value otherwise.

GetUrlOk

```
func (o *ModelsBuildConfigGenerateFile) GetUrlOk() (*string, bool)
```

GetUrlOk returns a tuple with the Url field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetUrl

```
func (o *ModelsBuildConfigGenerateFile) SetUrl(v string)
```

SetUrl sets Url field to given value.

HasUrl

```
func (o *ModelsBuildConfigGenerateFile) HasUrl() bool
```

HasUrl returns a boolean if a field has been set.

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ModelsBuildConfigRequest

Properties

Name	Type	Description	Notes
Description	Pointer to string		[optional]
Name	Pointer to string		[optional]
Resources	Pointer to []ModelsResourcesFullJsonCustomBinder		[optional]

Methods

NewModelsBuildConfigRequest

```
func NewModelsBuildConfigRequest() *ModelsBuildConfigRequest
```

NewModelsBuildConfigRequest instantiates a new ModelsBuildConfigRequest object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewModelsBuildConfigRequestWithDefaults

```
func NewModelsBuildConfigRequestWithDefaults() *ModelsBuildConfigRequest
```

NewModelsBuildConfigRequestWithDefaults instantiates a new ModelsBuildConfigRequest object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDescription

```
func (o *ModelsBuildConfigRequest) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *ModelsBuildConfigRequest) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *ModelsBuildConfigRequest) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *ModelsBuildConfigRequest) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetName

```
func (o *ModelsBuildConfigRequest) GetName() string
```

GetName returns the Name field if non-nil, zero value otherwise.

GetNameOk

```
func (o *ModelsBuildConfigRequest) GetNameOk() (*string, bool)
```

GetNameOk returns a tuple with the Name field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetName

```
func (o *ModelsBuildConfigRequest) SetName(v string)
```

SetName sets Name field to given value.

HasName

```
func (o *ModelsBuildConfigRequest) HasName() bool
```

HasName returns a boolean if a field has been set.

GetResources

```
func (o *ModelsBuildConfigRequest) GetResources() []ModelsResourcesFullJsonCustomBinder
```

GetResources returns the Resources field if non-nil, zero value otherwise.

GetResourcesOk

```
func (o *ModelsBuildConfigRequest) GetResourcesOk() (*[]ModelsResourcesFullJsonCustomBinder, bool)
```

GetResourcesOk returns a tuple with the Resources field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetResources

```
func (o *ModelsBuildConfigRequest) SetResources(v []ModelsResourcesFullJsonCustomBinder)
```

SetResources sets Resources field to given value.

HasResources

```
func (o *ModelsBuildConfigRequest) HasResources() bool
```

HasResources returns a boolean if a field has been set.

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ModelsBuildConfigResponse

Properties

Name	Type	Description	Notes
Description	Pointer to string		[optional]
Id	Pointer to string		[optional]
Name	Pointer to string		[optional]
Resources	Pointer to []ModelsResourcesFullJsonCustomBinder		[optional]

Methods

NewModelsBuildConfigResponse

```
func NewModelsBuildConfigResponse() *ModelsBuildConfigResponse
```

NewModelsBuildConfigResponse instantiates a new ModelsBuildConfigResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewModelsBuildConfigResponseWithDefaults

```
func NewModelsBuildConfigResponseWithDefaults() *ModelsBuildConfigResponse
```

NewModelsBuildConfigResponseWithDefaults instantiates a new ModelsBuildConfigResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDescription

```
func (o *ModelsBuildConfigResponse) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *ModelsBuildConfigResponse) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *ModelsBuildConfigResponse) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *ModelsBuildConfigResponse) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetId

```
func (o *ModelsBuildConfigResponse) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

GetIdOk

```
func (o *ModelsBuildConfigResponse) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetId

```
func (o *ModelsBuildConfigResponse) SetId(v string)
```

SetId sets Id field to given value.

HasId

```
func (o *ModelsBuildConfigResponse) HasId() bool
```

HasId returns a boolean if a field has been set.

GetName

```
func (o *ModelsBuildConfigResponse) GetName() string
```

GetName returns the Name field if non-nil, zero value otherwise.

GetNameOk

```
func (o *ModelsBuildConfigResponse) GetNameOk() (*string, bool)
```

GetNameOk returns a tuple with the Name field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetName

```
func (o *ModelsBuildConfigResponse) SetName(v string)
```

SetName sets Name field to given value.

HasName

```
func (o *ModelsBuildConfigResponse) HasName() bool
```

HasName returns a boolean if a field has been set.

GetResources

```
func (o *ModelsBuildConfigResponse) GetResources() []ModelsResourcesFullJsonCustomBinder
```

GetResources returns the Resources field if non-nil, zero value otherwise.

GetResourcesOk

```
func (o *ModelsBuildConfigResponse) GetResourcesOk() (*[]ModelsResourcesFullJsonCustomBinder, bool)
```

GetResourcesOk returns a tuple with the Resources field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetResources

```
func (o *ModelsBuildConfigResponse) SetResources(v []ModelsResourcesFullJsonCustomBinder)
```

SetResources sets Resources field to given value.

HasResources

```
func (o *ModelsBuildConfigResponse) HasResources() bool
```

HasResources returns a boolean if a field has been set.

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ModelsResourcesDeleteResponse

Properties

Name	Type	Description	Notes
ErrorEcpBackend	Pointer to DeleteClusterResponseErrorClusterBackend		[optional]

Methods

NewModelsResourcesDeleteResponse

```
func NewModelsResourcesDeleteResponse() *ModelsResourcesDeleteResponse
```

NewModelsResourcesDeleteResponse instantiates a new ModelsResourcesDeleteResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewModelsResourcesDeleteResponseWithDefaults

```
func NewModelsResourcesDeleteResponseWithDefaults() *ModelsResourcesDeleteResponse
```

NewModelsResourcesDeleteResponseWithDefaults instantiates a new ModelsResourcesDeleteResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetErrorEcpBackend

```
func (o *ModelsResourcesDeleteResponse) GetErrorEcpBackend() DeleteClusterResponseErrorClusterBackend
```

GetErrorEcpBackend returns the ErrorEcpBackend field if non-nil, zero value otherwise.

GetErrorEcpBackendOk

```
func (o *ModelsResourcesDeleteResponse) GetErrorEcpBackendOk() (*DeleteClusterResponseErrorClusterBackend, bool)
```

GetErrorEcpBackendOk returns a tuple with the ErrorEcpBackend field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetErrorEcpBackend

```
func (o *ModelsResourcesDeleteResponse) SetErrorEcpBackend(v DeleteClusterResponseErrorClusterBackend)
```

SetErrorEcpBackend sets ErrorEcpBackend field to given value.

HasErrorEcpBackend

```
func (o *ModelsResourcesDeleteResponse) HasErrorEcpBackend() bool
```

HasErrorEcpBackend returns a boolean if a field has been set.

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ModelsResourcesFullJsonCustomBinder

Properties

Name	Type	Description	Notes
Resource	Pointer to string		[optional]
ResourceValues	Pointer to []ModelsResourcesFullJsonValuesCustom1		[optional]

Methods

NewModelsResourcesFullJsonCustomBinder

```
func NewModelsResourcesFullJsonCustomBinder() *ModelsResourcesFullJsonCustomBinder
```

NewModelsResourcesFullJsonCustomBinder instantiates a new ModelsResourcesFullJsonCustomBinder object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewModelsResourcesFullJsonCustomBinderWithDefaults

```
func NewModelsResourcesFullJsonCustomBinderWithDefaults() *ModelsResourcesFullJsonCustomBinder
```

NewModelsResourcesFullJsonCustomBinderWithDefaults instantiates a new ModelsResourcesFullJsonCustomBinder object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetResource

```
func (o *ModelsResourcesFullJsonCustomBinder) GetResource() string
```

GetResource returns the Resource field if non-nil, zero value otherwise.

GetResourceOk

```
func (o *ModelsResourcesFullJsonCustomBinder) GetResourceOk() (*string, bool)
```

GetResourceOk returns a tuple with the Resource field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetResource

```
func (o *ModelsResourcesFullJsonCustomBinder) SetResource(v string)
```

SetResource sets Resource field to given value.

HasResource

```
func (o *ModelsResourcesFullJsonCustomBinder) HasResource() bool
```

HasResource returns a boolean if a field has been set.

GetResourceValues

```
func (o *ModelsResourcesFullJsonCustomBinder) GetResourceValues() []ModelsResourcesFullJsonValuesCustom1
```

GetResourceValues returns the ResourceValues field if non-nil, zero value otherwise.

GetResourceValuesOk

```
func (o *ModelsResourcesFullJsonCustomBinder) GetResourceValuesOk() (*[]ModelsResourcesFullJsonValuesCustom1, bool)
```

GetResourceValuesOk returns a tuple with the ResourceValues field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetResourceValues

```
func (o *ModelsResourcesFullJsonCustomBinder) SetResourceValues(v []ModelsResourcesFullJsonValuesCustom1)
```

SetResourceValues sets ResourceValues field to given value.

HasResourceValues

```
func (o *ModelsResourcesFullJsonCustomBinder) HasResourceValues() bool
```

HasResourceValues returns a boolean if a field has been set.

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ModelsResourcesFullJsonValuesCustom1

Properties

Name	Type	Description	Notes
Key	Pointer to string		[optional]
Value	Pointer to map[string]interface{}		[optional]

Methods

NewModelsResourcesFullJsonValuesCustom1

```
func NewModelsResourcesFullJsonValuesCustom1() *ModelsResourcesFullJsonValuesCustom1
```

NewModelsResourcesFullJsonValuesCustom1 instantiates a new ModelsResourcesFullJsonValuesCustom1 object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewModelsResourcesFullJsonValuesCustom1WithDefaults

```
func NewModelsResourcesFullJsonValuesCustom1WithDefaults() *ModelsResourcesFullJsonValuesCustom1
```

NewModelsResourcesFullJsonValuesCustom1WithDefaults instantiates a new ModelsResourcesFullJsonValuesCustom1 object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetKey

```
func (o *ModelsResourcesFullJsonValuesCustom1) GetKey() string
```

GetKey returns the Key field if non-nil, zero value otherwise.

GetKeyOk

```
func (o *ModelsResourcesFullJsonValuesCustom1) GetKeyOk() (*string, bool)
```

GetKeyOk returns a tuple with the Key field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetKey

```
func (o *ModelsResourcesFullJsonValuesCustom1) SetKey(v string)
```

SetKey sets Key field to given value.

HasKey

```
func (o *ModelsResourcesFullJsonValuesCustom1) HasKey() bool
```

HasKey returns a boolean if a field has been set.

GetValue

```
func (o *ModelsResourcesFullJsonValuesCustom1) GetValue() map[string]interface{}
```

GetValue returns the Value field if non-nil, zero value otherwise.

GetValueOk

```
func (o *ModelsResourcesFullJsonValuesCustom1) GetValueOk() (*map[string]interface{}, bool)
```

GetValueOk returns a tuple with the Value field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetValue

```
func (o *ModelsResourcesFullJsonValuesCustom1) SetValue(v map[string]interface{})
```

SetValue sets Value field to given value.

HasValue

```
func (o *ModelsResourcesFullJsonValuesCustom1) HasValue() bool
```

HasValue returns a boolean if a field has been set.

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ModelsResourcesFullJsonValuesCustom2

Properties

Name	Type	Description	Notes
Key	Pointer to string		[optional]
Value	Pointer to map[string]interface{}		[optional]

Methods

NewModelsResourcesFullJsonValuesCustom2

```
func NewModelsResourcesFullJsonValuesCustom2() *ModelsResourcesFullJsonValuesCustom2
```

NewModelsResourcesFullJsonValuesCustom2 instantiates a new ModelsResourcesFullJsonValuesCustom2 object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewModelsResourcesFullJsonValuesCustom2WithDefaults

```
func NewModelsResourcesFullJsonValuesCustom2WithDefaults() *ModelsResourcesFullJsonValuesCustom2
```

NewModelsResourcesFullJsonValuesCustom2WithDefaults instantiates a new ModelsResourcesFullJsonValuesCustom2 object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetKey

```
func (o *ModelsResourcesFullJsonValuesCustom2) GetKey() string
```

GetKey returns the Key field if non-nil, zero value otherwise.

GetKeyOk

```
func (o *ModelsResourcesFullJsonValuesCustom2) GetKeyOk() (*string, bool)
```

GetKeyOk returns a tuple with the Key field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetKey

```
func (o *ModelsResourcesFullJsonValuesCustom2) SetKey(v string)
```

SetKey sets Key field to given value.

HasKey

```
func (o *ModelsResourcesFullJsonValuesCustom2) HasKey() bool
```

HasKey returns a boolean if a field has been set.

GetValue

```
func (o *ModelsResourcesFullJsonValuesCustom2) GetValue() map[string]interface{}
```

GetValue returns the Value field if non-nil, zero value otherwise.

GetValueOk

```
func (o *ModelsResourcesFullJsonValuesCustom2) GetValueOk() (*map[string]interface{}, bool)
```

GetValueOk returns a tuple with the Value field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetValue

```
func (o *ModelsResourcesFullJsonValuesCustom2) SetValue(v map[string]interface{})
```

SetValue sets Value field to given value.

HasValue

```
func (o *ModelsResourcesFullJsonValuesCustom2) HasValue() bool
```

HasValue returns a boolean if a field has been set.

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ModelsResourcesRequest

Properties

Name	Type	Description	Notes
Description	Pointer to string		[optional]
File	Pointer to string		[optional]
Name	Pointer to string		[optional]

Methods

NewModelsResourcesRequest

```
func NewModelsResourcesRequest() *ModelsResourcesRequest
```

NewModelsResourcesRequest instantiates a new ModelsResourcesRequest object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewModelsResourcesRequestWithDefaults

```
func NewModelsResourcesRequestWithDefaults() *ModelsResourcesRequest
```

NewModelsResourcesRequestWithDefaults instantiates a new ModelsResourcesRequest object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDescription

```
func (o *ModelsResourcesRequest) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *ModelsResourcesRequest) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *ModelsResourcesRequest) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *ModelsResourcesRequest) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetFile

```
func (o *ModelsResourcesRequest) GetFile() string
```

GetFile returns the File field if non-nil, zero value otherwise.

GetFileOk

```
func (o *ModelsResourcesRequest) GetFileOk() (*string, bool)
```

GetFileOk returns a tuple with the File field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetFile

```
func (o *ModelsResourcesRequest) SetFile(v string)
```

SetFile sets File field to given value.

HasFile

```
func (o *ModelsResourcesRequest) HasFile() bool
```

HasFile returns a boolean if a field has been set.

GetName

```
func (o *ModelsResourcesRequest) GetName() string
```

GetName returns the Name field if non-nil, zero value otherwise.

GetNameOk

```
func (o *ModelsResourcesRequest) GetNameOk() (*string, bool)
```

GetNameOk returns a tuple with the Name field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetName

```
func (o *ModelsResourcesRequest) SetName(v string)
```

SetName sets Name field to given value.

HasName

```
func (o *ModelsResourcesRequest) HasName() bool
```

HasName returns a boolean if a field has been set.

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ModelsResourcesResponse

Properties

Name	Type	Description	Notes
Description	Pointer to string		[optional]
File	Pointer to string		[optional]
Id	Pointer to string		[optional]
Name	Pointer to string		[optional]

Methods

NewModelsResourcesResponse

```
func NewModelsResourcesResponse() *ModelsResourcesResponse
```

NewModelsResourcesResponse instantiates a new ModelsResourcesResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewModelsResourcesResponseWithDefaults

```
func NewModelsResourcesResponseWithDefaults() *ModelsResourcesResponse
```

NewModelsResourcesResponseWithDefaults instantiates a new ModelsResourcesResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDescription

```
func (o *ModelsResourcesResponse) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *ModelsResourcesResponse) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *ModelsResourcesResponse) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *ModelsResourcesResponse) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetFile

```
func (o *ModelsResourcesResponse) GetFile() string
```

GetFile returns the File field if non-nil, zero value otherwise.

GetFileOk

```
func (o *ModelsResourcesResponse) GetFileOk() (*string, bool)
```

GetFileOk returns a tuple with the File field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetFile

```
func (o *ModelsResourcesResponse) SetFile(v string)
```

SetFile sets File field to given value.

HasFile

```
func (o *ModelsResourcesResponse) HasFile() bool
```

HasFile returns a boolean if a field has been set.

GetId

```
func (o *ModelsResourcesResponse) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

GetIdOk

```
func (o *ModelsResourcesResponse) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetId

```
func (o *ModelsResourcesResponse) SetId(v string)
```

SetId sets Id field to given value.

HasId

```
func (o *ModelsResourcesResponse) HasId() bool
```

HasId returns a boolean if a field has been set.

GetName

```
func (o *ModelsResourcesResponse) GetName() string
```

GetName returns the Name field if non-nil, zero value otherwise.

GetNameOk

```
func (o *ModelsResourcesResponse) GetNameOk() (*string, bool)
```

GetNameOk returns a tuple with the Name field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetName

```
func (o *ModelsResourcesResponse) SetName(v string)
```

SetName sets Name field to given value.

HasName

```
func (o *ModelsResourcesResponse) HasName() bool
```

HasName returns a boolean if a field has been set.

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ModelsResourcesResponseList

Properties

Name	Type	Description	Notes
Description	Pointer to string		[optional]
Id	Pointer to string		[optional]
Name	Pointer to string		[optional]
Params	Pointer to [] string		[optional]
ParamsId	Pointer to string		[optional]

Methods

NewModelsResourcesResponseList

```
func NewModelsResourcesResponseList() *ModelsResourcesResponseList
```

NewModelsResourcesResponseList instantiates a new ModelsResourcesResponseList object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewModelsResourcesResponseListWithDefaults

```
func NewModelsResourcesResponseListWithDefaults() *ModelsResourcesResponseList
```

NewModelsResourcesResponseListWithDefaults instantiates a new ModelsResourcesResponseList object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDescription

```
func (o *ModelsResourcesResponseList) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *ModelsResourcesResponseList) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *ModelsResourcesResponseList) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *ModelsResourcesResponseList) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetId

```
func (o *ModelsResourcesResponseList) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

GetIdOk

```
func (o *ModelsResourcesResponseList) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetId

```
func (o *ModelsResourcesResponseList) SetId(v string)
```

SetId sets Id field to given value.

HasId

```
func (o *ModelsResourcesResponseList) HasId() bool
```

HasId returns a boolean if a field has been set.

GetName

```
func (o *ModelsResourcesResponseList) GetName() string
```

GetName returns the Name field if non-nil, zero value otherwise.

GetNameOk

```
func (o *ModelsResourcesResponseList) GetNameOk() (*string, bool)
```

GetNameOk returns a tuple with the Name field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetName

```
func (o *ModelsResourcesResponseList) SetName(v string)
```

SetName sets Name field to given value.

HasName

```
func (o *ModelsResourcesResponseList) HasName() bool
```

HasName returns a boolean if a field has been set.

GetParams

```
func (o *ModelsResourcesResponseList) GetParams() []string
```

GetParams returns the Params field if non-nil, zero value otherwise.

GetParamsOk

```
func (o *ModelsResourcesResponseList) GetParamsOk() (*[]string, bool)
```

GetParamsOk returns a tuple with the Params field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetParams

```
func (o *ModelsResourcesResponseList) SetParams(v []string)
```

SetParams sets Params field to given value.

HasParams

```
func (o *ModelsResourcesResponseList) HasParams() bool
```

HasParams returns a boolean if a field has been set.

GetParamsId

```
func (o *ModelsResourcesResponseList) GetParamsId() string
```

GetParamsId returns the ParamsId field if non-nil, zero value otherwise.

GetParamsIdOk

```
func (o *ModelsResourcesResponseList) GetParamsIdOk() (*string, bool)
```

GetParamsIdOk returns a tuple with the ParamsId field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetParamsId

```
func (o *ModelsResourcesResponseList) SetParamsId(v string)
```

SetParamsId sets ParamsId field to given value.

HasParamsId

```
func (o *ModelsResourcesResponseList) HasParamsId() bool
```

HasParamsId returns a boolean if a field has been set.

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ModelsResourcesResponseShow

Properties

Name	Type	Description	Notes
Description	Pointer to string		[optional]
File	Pointer to string		[optional]
Id	Pointer to string		[optional]
Name	Pointer to string		[optional]
Params	Pointer to [] string		[optional]
ParamsId	Pointer to string		[optional]

Methods

NewModelsResourcesResponseShow

```
func NewModelsResourcesResponseShow() *ModelsResourcesResponseShow
```

NewModelsResourcesResponseShow instantiates a new ModelsResourcesResponseShow object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewModelsResourcesResponseShowWithDefaults

```
func NewModelsResourcesResponseShowWithDefaults() *ModelsResourcesResponseShow
```

NewModelsResourcesResponseShowWithDefaults instantiates a new ModelsResourcesResponseShow object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDescription

```
func (o *ModelsResourcesResponseShow) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *ModelsResourcesResponseShow) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *ModelsResourcesResponseShow) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *ModelsResourcesResponseShow) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetFile

```
func (o *ModelsResourcesResponseShow) GetFile() string
```

GetFile returns the File field if non-nil, zero value otherwise.

GetFileOk

```
func (o *ModelsResourcesResponseShow) GetFileOk() (*string, bool)
```

GetFileOk returns a tuple with the File field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetFile

```
func (o *ModelsResourcesResponseShow) SetFile(v string)
```

SetFile sets File field to given value.

HasFile

```
func (o *ModelsResourcesResponseShow) HasFile() bool
```

HasFile returns a boolean if a field has been set.

GetId

```
func (o *ModelsResourcesResponseShow) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

GetIdOk

```
func (o *ModelsResourcesResponseShow) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetId

```
func (o *ModelsResourcesResponseShow) SetId(v string)
```

SetId sets Id field to given value.

HasId

```
func (o *ModelsResourcesResponseShow) HasId() bool
```

HasId returns a boolean if a field has been set.

GetName

```
func (o *ModelsResourcesResponseShow) GetName() string
```

GetName returns the Name field if non-nil, zero value otherwise.

GetNameOk

```
func (o *ModelsResourcesResponseShow) GetNameOk() (*string, bool)
```

GetNameOk returns a tuple with the Name field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetName

```
func (o *ModelsResourcesResponseShow) SetName(v string)
```

SetName sets Name field to given value.

HasName

```
func (o *ModelsResourcesResponseShow) HasName() bool
```

HasName returns a boolean if a field has been set.

GetParams

```
func (o *ModelsResourcesResponseShow) GetParams() []string
```

GetParams returns the Params field if non-nil, zero value otherwise.

GetParamsOk

```
func (o *ModelsResourcesResponseShow) GetParamsOk() (*[]string, bool)
```

GetParamsOk returns a tuple with the Params field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetParams

```
func (o *ModelsResourcesResponseShow) SetParams(v []string)
```

SetParams sets Params field to given value.

HasParams

```
func (o *ModelsResourcesResponseShow) HasParams() bool
```

HasParams returns a boolean if a field has been set.

GetParamsId

```
func (o *ModelsResourcesResponseShow) GetParamsId() string
```

GetParamsId returns the ParamsId field if non-nil, zero value otherwise.

GetParamsIdOk

```
func (o *ModelsResourcesResponseShow) GetParamsIdOk() (*string, bool)
```

GetParamsIdOk returns a tuple with the ParamsId field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetParamsId

```
func (o *ModelsResourcesResponseShow) SetParamsId(v string)
```

SetParamsId sets ParamsId field to given value.

HasParamsId

```
func (o *ModelsResourcesResponseShow) HasParamsId() bool
```

HasParamsId returns a boolean if a field has been set.

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ModelsResourcesSetParams

Properties

Name	Type	Description	Notes
Params	Pointer to []string		[optional]

Methods

NewModelsResourcesSetParams

```
func NewModelsResourcesSetParams() *ModelsResourcesSetParams
```

NewModelsResourcesSetParams instantiates a new ModelsResourcesSetParams object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewModelsResourcesSetParamsWithDefaults

```
func NewModelsResourcesSetParamsWithDefaults() *ModelsResourcesSetParams
```

NewModelsResourcesSetParamsWithDefaults instantiates a new ModelsResourcesSetParams object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetParams

```
func (o *ModelsResourcesSetParams) GetParams() []string
```

GetParams returns the Params field if non-nil, zero value otherwise.

GetParamsOk

```
func (o *ModelsResourcesSetParams) GetParamsOk() (*[]string, bool)
```

GetParamsOk returns a tuple with the Params field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetParams

```
func (o *ModelsResourcesSetParams) SetParams(v []string)
```

SetParams sets Params field to given value.

HasParams

```
func (o *ModelsResourcesSetParams) HasParams() bool
```

HasParams returns a boolean if a field has been set.

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ModelsResourcesSetParamsResponse

Properties

Name	Type	Description	Notes
Id	Pointer to string		[optional]
Params	Pointer to []string		[optional]
ResourceId	Pointer to string		[optional]

Methods

NewModelsResourcesSetParamsResponse

```
func NewModelsResourcesSetParamsResponse() *ModelsResourcesSetParamsResponse
```

NewModelsResourcesSetParamsResponse instantiates a new ModelsResourcesSetParamsResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewModelsResourcesSetParamsResponseWithDefaults

```
func NewModelsResourcesSetParamsResponseWithDefaults() *ModelsResourcesSetParamsResponse
```

NewModelsResourcesSetParamsResponseWithDefaults instantiates a new ModelsResourcesSetParamsResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetId

```
func (o *ModelsResourcesSetParamsResponse) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

GetIdOk

```
func (o *ModelsResourcesSetParamsResponse) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetId

```
func (o *ModelsResourcesSetParamsResponse) SetId(v string)
```

SetId sets Id field to given value.

HasId

```
func (o *ModelsResourcesSetParamsResponse) HasId() bool
```

HasId returns a boolean if a field has been set.

GetParams

```
func (o *ModelsResourcesSetParamsResponse) GetParams() []string
```

GetParams returns the Params field if non-nil, zero value otherwise.

GetParamsOk

```
func (o *ModelsResourcesSetParamsResponse) GetParamsOk() (*[]string, bool)
```

GetParamsOk returns a tuple with the Params field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetParams

```
func (o *ModelsResourcesSetParamsResponse) SetParams(v []string)
```

SetParams sets Params field to given value.

HasParams

```
func (o *ModelsResourcesSetParamsResponse) HasParams() bool
```

HasParams returns a boolean if a field has been set.

GetResourceId

```
func (o *ModelsResourcesSetParamsResponse) GetResourceId() string
```

GetResourceId returns the ResourceId field if non-nil, zero value otherwise.

GetResourceIdOk

```
func (o *ModelsResourcesSetParamsResponse) GetResourceIdOk() (*string, bool)
```

GetResourceIdOk returns a tuple with the ResourceId field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetResourceId

```
func (o *ModelsResourcesSetParamsResponse) SetResourceId(v string)
```

SetResourceId sets ResourceId field to given value.

HasResourceId

```
func (o *ModelsResourcesSetParamsResponse) HasResourceId() bool
```

HasResourceId returns a boolean if a field has been set.

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\OAuth2Api

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Description
GetOAuth2Auth	Get /oauth2/auth	OAuth 2.0 Authorize Endpoint
GetOAuth2Token	Post /oauth2/token	OAuth 2.0 Token Endpoint
PostOAuth2Revoke	Post /oauth2/revoke	Revoke a token (Access or Refresh)

GetOAuth2Auth

GetOAuth2Auth(ctx).ClientId(clientId).ResponseType(responseType).ResponseMode(responseMode).RedirectUri(redirectUri).State

OAuth 2.0 Authorize Endpoint

Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    clientId := "my-client-id" // string | Every client (**Website (MVC)**, **Website (SPA)**, **Mobile App**, **
    responseType := "code" // string | Expected response type: - `code` - `token` - `id_token` - ***hybrid*** (T
    responseMode := "form_post" // string | Expected response mode (`query`, `form_post`, `fragment`)
    redirectUri := "https://oauthdebugger.com/debug" // string | It tells the issuer where to redirect the brows
    state := "44f8343d-6f33-4f1e-b247-e91c535e3296" // string | The `state` is an value that is carried through
    scope := "openid offline" // string | Clients can request **additional information** or **'permissions'** vi
    codeChallengeMethod := "S256" // string | For [**PKCE**](https://tools.ietf.org/html/rfc7636) is **required*
    codeChallenge := "E3gptgCg6douTv-FoV2tEbTulu0F9yCLURgDX-fl0ZM" // string | For [**PKCE**](https://tools.ietf
    nonce := "4g7fvh6lhli" // string | A **nonce** (or number used once) is a random value that is used to preve

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.OAuth2Api.GetOAuth2Auth(context.Background()).ClientId(clientId).ResponseType(resp
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `OAuth2Api.GetOAuth2Auth`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
}
```

Path Parameters

Other Parameters

Other parameters are passed through a pointer to a `apiGetOAuth2AuthRequest` struct via the builder pattern

Name	Type	Description	Notes
<code>clientId</code>	<code>string</code>	Every client (Website (MVC), Website (SPA), Mobile App, Client (Service)...) is identified by a client ID. Unlike a client secret, the client ID is a public value that does not have to be protected.	
<code>responseType</code>	<code>string</code>	Expected response type: - 'code' - 'token' - 'id_token' - <i>hybrid</i> (The follow keys are admitted): - 'code' + 'token' - 'code' + 'token' + 'id_token' - 'code' + 'id_token'	
<code>responseMode</code>	<code>string</code>	Expected response mode ('query', 'form_post', 'fragment')	

Name	Type	Description	Notes
redirectUri	string	It tells the issuer where to redirect the browser back to when the flow is done.	
state	string	The 'state' is an value that is carried through the whole flow and returned to the client. This is used to prevent CSRF attacks.	

Name	Type	Description	Notes
scope	string	<p>Clients can request additional information or ‘permissions’ via ‘scopes’.
Additionally, ORY Hydra has pre-defined OAuth 2.0 Scope values: - ‘of-line_access’: Include this scope if you wish to receive a refresh token. - ‘offline’: alias for ‘of-line_access’. - ‘openid’: Include this scope if you wish to perform an OpenID Connect request.</p>	
codeChallengeMethod	string	<p>For PKCE is required!!, can be ‘plain’ (raw <i>code_verifier</i> NOT recommended) or ‘S256’ (<i>BASE64URL-ENCODE(SHA256(ASCII(code_verifier)))</i>).</p>	

Name	Type	Description	Notes
codeChallenge	string	For PKCE is required!!, a challenge derived from the <i>code_verifier</i> to be verified against later: - 'code_verifier': ***High-entropy cryptographic random STRING using the unre-served characters [A-Z] / [a-z] / [0-9] / "-" / "." / "_" / "~";, with a minimum length of 43 characters and a maximum length of 128 characters.***	
nonce	string	A nonce (or number used once) is a random value that is used to prevent replay attacks.	

Return type

(empty response body)

Authorization

No authorization required

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** Not defined

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GetOAuth2Token

TokenResponse GetOAuth2Token(ctx).ClientId(clientId).ClientSecret(clientSecret).Code(code).CodeVerifier(codeVerifier).GrantType

OAuth 2.0 Token Endpoint

Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    clientId := "clientId_example" // string | Need for **Authorization Code**, **PKCE** and **Client Credentials**
    clientSecret := "clientSecret_example" // string | Need for **Client Credentials**!!<br/> The `client_secret`
    code := "code_example" // string | Need for **Authorization Code** and **PKCE**!!<br/> It is the authorization
    codeVerifier := "codeVerifier_example" // string | Need for **Authorization Code** and **PKCE**!!<br/> `code`
    grantType := "grantType_example" // string | Grants Types according to Flows: - For **Authorization Code** a
    redirectUri := "redirectUri_example" // string | Need for **Authorization Code** and **PKCE**!!<br/> Tells t
    refreshToken := "refreshToken_example" // string | Need for **Refresh Grant**!!<br/> The presence of the ref
    scope := "scope_example" // string | Need for **Authorization Code**, **PKCE** and **Client Credentials**!!<br/>

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.OAuth2Api.GetOAuth2Token(context.Background()).ClientId(clientId).ClientSecret(clientSecret).Code(code).CodeVerifier(codeVerifier).GrantType(grantType).RedirectUri(redirectUri).RefreshToken(refreshToken).Scope(scope).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `OAuth2Api.GetOAuth2Token`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `GetOAuth2Token`: TokenResponse
    fmt.Fprintf(os.Stdout, "Response from `OAuth2Api.GetOAuth2Token`: %v\n", resp)
}
```

Path Parameters

Other Parameters

Other parameters are passed through a pointer to a apiGetOAuth2TokenRequest struct via the builder pattern

Name	Type	Description	Notes
clientId	string	Need for Autho- rization Code, PKCE and Client Creden- tials!!
 Every client (Website (MVC), Website (SPA), Mobile App, Client (Ser- vice)...) is identified by a client ID. Unlike a client secret, the client ID is a public value that does not have to be protected.	
clientSecret	string	Need for Client Creden- tials!!
 The 'client_secret' is a secret known only to the appli- cation and the autho- rization server. It must be suffi- ciently random to not be guessable.	

Name	Type	Description	Notes
code	string	<p>Need for Autho- rization Code and PKCE!!
 It is the authoriza- tion code generated by the authoriza- tion server with \&quot;Authorization Code\&quot;; & \&quot;PKCE\&quot;; flows.
 This code is relatively short- lived depending on the OAuth service config.</p>	

Name	Type	Description	Notes
codeVerifier	string	Need for Autho- rization Code and PKCE !! 'code_verifier' = ***high- entropy crypto- graphic random STRING using the unre- served characters [A-Z] / [a-z] / [0-9] / '\"- '\" / '\".\" '/ '\"_\" '/ '\"~\", with a minimum length of 43 characters and a maximum length of 128 characters.***	
grantType	string	Grants Types according to Flows: - For Autho- rization Code and PKCE is required 'authoriza- tion_code' - For Client Creden- tials is required 'client_credentials' - For Refresh Grant is required 'refresh_token'.	

Name	Type	Description	Notes
redirectUri	string	Need for Autho- rization Code and PKCE !! Tells the authoriza- tion server where to send the user back to after they approve the request. <i>If the client does not have it enabled, an error is re- turned.</i>	

Name	Type	Description	Notes
refreshToken	string	Need for Refresh Grant!! The presence of the refresh token means that the access token will expire and you'll be able to get a new one without the user's interaction. To use the refresh token, make a POST request to the service's token endpoint with 'grant_type=refresh_token', and include the refresh token as well as the client credentials.	

Name	Type	Description	Notes
scope	string	<p>Need for Authorization Code, PKCE and Client Credentials!!
Scope is a way to limit an app's access to a user's data. Rather than granting complete access to a user's space, it is often useful to give apps a way to request a more limited scope of what they are allowed to do on behalf of a user.
Additionally, ORY Hydra has pre-defined OAuth 2.0 Scope values: - 'offline_access': Include this scope if you wish to receive a refresh token. - 'offline': alias for 'offline_access'. - 'openid': Include this scope if you wish to</p>	

Name	Type	Description	Notes
------	------	-------------	-------

Return type

TokenResponse

Authorization

No authorization required

HTTP request headers

- **Content-Type:** application/x-www-form-urlencoded
- **Accept:** application/json

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PostOAuth2Revoke

```
PostOAuth2Revoke(ctx).ClientId(clientId).ClientSecret(clientSecret).Token(token).Execute()
```

Revoke a token (Access or Refresh)

Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    clientId := "clientId_example" // string | The client ID for the token to revoke.
    clientSecret := "clientSecret_example" // string | The client secret for the client ID
    token := "token_example" // string | Token to revoke and invalidate.

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.OAuth2Api.PostOAuth2Revoke(context.Background()).ClientId(clientId).ClientSecret(clientSecret).Token(token).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `OAuth2Api.PostOAuth2Revoke`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
}
```

Path Parameters

Other Parameters

Other parameters are passed through a pointer to a `apiPostOAuth2RevokeRequest` struct via the builder pattern

Name	Type	Description	Notes
clientId	string	The client ID for the token to revoke.	
clientSecret	string	The client secret for the client ID	


```
}  
}
```

Path Parameters

Other Parameters

Other parameters are passed through a pointer to a `apiGetOpenIdSessionsLogoutRequest` struct via the builder pattern

Name	Type	Description	Notes
idTokenHint	string	When the user is redirected to the logout endpoint in a web site or similar, they will be prompted if they really want to sign-out. This prompt can be bypassed by a client sending the original 'id_token' received from authentication. This is passed as a query string parameter called 'id_token_hint'.	

Name	Type	Description	Notes
postLogoutRedirectUri	string	<p>If a valid 'id_token_hint' is passed, then the client may also send a 'post_logout_redirect_uri' parameter.
This can be used to allow the user to redirect back to the client after sign-out.
The value must match one of the client's pre-configured 'post_logout_redirect_uri'.</p> <p>The 'state' is an value that is carried through the whole flow and returned to the client.
This is used to prevent CSRF attacks.</p>	

Return type

(empty response body)

Authorization

No authorization required

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** Not defined

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GetOpenIdUserInfo

```
GetOpenIdUserInfo(ctx).Execute()
```

Get the Payload of the ID Token.

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.OpenIDApi.GetOpenIdUserInfo(context.Background()).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `OpenIDApi.GetOpenIdUserInfo`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
}
```

Path Parameters

This endpoint does not need any parameter.

Other Parameters

Other parameters are passed through a pointer to a `apiGetOpenIdUserInfoRequest` struct via the builder pattern

Return type

(empty response body)

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/jwt, application/json

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\PropertiesApi

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Description
ListProperties	Get /spaces/{space}/collections/{collection-name}/things/{thing-id}/properties	List properties

Method	HTTP request	Description
ShowProperty	Get /spaces/{space}/collections/{collection-name}/things/{thing-id}/properties/{property}	Show property
UpdateProperty	Put /spaces/{space}/collections/{collection-name}/things/{thing-id}/properties/{property}	Update property

ListProperties

```
map[string]interface{} ListProperties(ctx, space, collectionName, thingId).Execute()
```

List properties

Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.PropertiesApi.ListProperties(context.Background(), space, collectionName, thingId)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `PropertiesApi.ListProperties`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ListProperties`: map[string]interface{}
    fmt.Fprintf(os.Stdout, "Response from `PropertiesApi.ListProperties`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
thingId	string		

Other Parameters

Other parameters are passed through a pointer to a `apiListPropertiesRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

```
map[string]interface{}
```

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json, /

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ShowProperty

```
map[string]interface{} ShowProperty(ctx, space, collectionName, thingId, property).Execute()
```

Show property

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string /
    property := "memory" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.PropertiesApi.ShowProperty(context.Background(), space, collectionName, thingId, property)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `PropertiesApi.ShowProperty`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ShowProperty`: map[string]interface{}
    fmt.Fprintf(os.Stdout, "Response from `PropertiesApi.ShowProperty`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
thingId	string		
property	string		

Other Parameters

Other parameters are passed through a pointer to a apiShowPropertyRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

`map[string]interface{}`

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json, /

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UpdateProperty

`map[string]interface{}` UpdateProperty(ctx, space, collectionName, thingId, property).RequestBody(requestBody).Execute()

Update property

Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string /
    property := "memory" // string /
    requestBody := map[string]interface{}{"key": interface{}(123)} // map[string]interface{} / Update an existen

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.PropertiesApi.UpdateProperty(context.Background(), space, collectionName, thingId)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `PropertiesApi.UpdateProperty`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `UpdateProperty`: map[string]interface{}
    fmt.Fprintf(os.Stdout, "Response from `PropertiesApi.UpdateProperty`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	

Name	Type	Description	Notes
space	string		
collectionName	string		
thingId	string		
property	string		

Other Parameters

Other parameters are passed through a pointer to a `apiUpdatePropertyRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

`requestBody` | `map[string]interface{}` | Update an existent thing by Id |

Return type

`map[string]interface{}`

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json, /

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PropertyBuildConfiguration

Properties

Name	Type	Description	Notes
Description	Pointer to string		[optional]
Links	Pointer to <code>[]ActionDelayResponseLinks</code>		[optional]
Title	Pointer to string		[optional]
Type	Pointer to string		[optional]

Methods

NewPropertyBuildConfiguration

```
func NewPropertyBuildConfiguration() *PropertyBuildConfiguration
```

`NewPropertyBuildConfiguration` instantiates a new `PropertyBuildConfiguration` object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewPropertyBuildConfigurationWithDefaults

```
func NewPropertyBuildConfigurationWithDefaults() *PropertyBuildConfiguration
```


NewPropertyBuildConfigurationWithDefaults instantiates a new PropertyBuildConfiguration object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDescription

```
func (o *PropertyBuildConfiguration) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *PropertyBuildConfiguration) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *PropertyBuildConfiguration) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *PropertyBuildConfiguration) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetLinks

```
func (o *PropertyBuildConfiguration) GetLinks() []ActionDelayResponseLinks
```

GetLinks returns the Links field if non-nil, zero value otherwise.

GetLinksOk

```
func (o *PropertyBuildConfiguration) GetLinksOk() (*[]ActionDelayResponseLinks, bool)
```

GetLinksOk returns a tuple with the Links field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetLinks

```
func (o *PropertyBuildConfiguration) SetLinks(v []ActionDelayResponseLinks)
```

SetLinks sets Links field to given value.

HasLinks

```
func (o *PropertyBuildConfiguration) HasLinks() bool
```

HasLinks returns a boolean if a field has been set.

GetTitle

```
func (o *PropertyBuildConfiguration) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *PropertyBuildConfiguration) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *PropertyBuildConfiguration) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *PropertyBuildConfiguration) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

GetType

```
func (o *PropertyBuildConfiguration) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

GetTypeOk

```
func (o *PropertyBuildConfiguration) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetType

```
func (o *PropertyBuildConfiguration) SetType(v string)
```

SetType sets Type field to given value.

HasType

```
func (o *PropertyBuildConfiguration) HasType() bool
```

HasType returns a boolean if a field has been set.

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PropertyCPU

Properties

Name	Type	Description	Notes
Description	Pointer to string		[optional]
ReadOnly	Pointer to bool		[optional]
Title	Pointer to string		[optional]
Type	Pointer to string		[optional]
Unit	Pointer to string		[optional]

Methods

NewPropertyCPU

```
func NewPropertyCPU() *PropertyCPU
```

NewPropertyCPU instantiates a new PropertyCPU object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewPropertyCPUWithDefaults

```
func NewPropertyCPUWithDefaults() *PropertyCPU
```

NewPropertyCPUWithDefaults instantiates a new PropertyCPU object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDescription

```
func (o *PropertyCPU) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *PropertyCPU) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *PropertyCPU) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *PropertyCPU) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetReadOnly

```
func (o *PropertyCPU) GetReadOnly() bool
```

GetReadOnly returns the ReadOnly field if non-nil, zero value otherwise.

GetReadOnlyOk

```
func (o *PropertyCPU) GetReadOnlyOk() (*bool, bool)
```

GetReadOnlyOk returns a tuple with the ReadOnly field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetReadOnly

```
func (o *PropertyCPU) SetReadOnly(v bool)
```

SetReadOnly sets ReadOnly field to given value.

HasReadOnly

```
func (o *PropertyCPU) HasReadOnly() bool
```

HasReadOnly returns a boolean if a field has been set.

GetTitle

```
func (o *PropertyCPU) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *PropertyCPU) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *PropertyCPU) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *PropertyCPU) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

GetType

```
func (o *PropertyCPU) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

GetTypeOk

```
func (o *PropertyCPU) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetType

```
func (o *PropertyCPU) SetType(v string)
```

SetType sets Type field to given value.

HasType

```
func (o *PropertyCPU) HasType() bool
```

HasType returns a boolean if a field has been set.

GetUnit

```
func (o *PropertyCPU) GetUnit() string
```

GetUnit returns the Unit field if non-nil, zero value otherwise.

GetUnitOk

```
func (o *PropertyCPU) GetUnitOk() (*string, bool)
```

GetUnitOk returns a tuple with the Unit field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetUnit

```
func (o *PropertyCPU) SetUnit(v string)
```

SetUnit sets Unit field to given value.

HasUnit

```
func (o *PropertyCPU) HasUnit() bool
```

HasUnit returns a boolean if a field has been set.

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PropertyCPUResponse

Properties

Name	Type	Description	Notes
Description	Pointer to string		[optional]
Links	Pointer to [] ActionDelayResponseLinks		[optional]
ReadOnly	Pointer to bool		[optional]
Title	Pointer to string		[optional]
Type	Pointer to string		[optional]
Unit	Pointer to string		[optional]

Methods

NewPropertyCPUResponse

```
func NewPropertyCPUResponse() *PropertyCPUResponse
```

NewPropertyCPUResponse instantiates a new PropertyCPUResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewPropertyCPUResponseWithDefaults

```
func NewPropertyCPUResponseWithDefaults() *PropertyCPUResponse
```

NewPropertyCPUResponseWithDefaults instantiates a new PropertyCPUResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDescription

```
func (o *PropertyCPUResponse) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *PropertyCPUResponse) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *PropertyCPUResponse) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *PropertyCPUResponse) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetLinks

```
func (o *PropertyCPUResponse) GetLinks() []ActionDelayResponseLinks
```

GetLinks returns the Links field if non-nil, zero value otherwise.

GetLinksOk

```
func (o *PropertyCPUResponse) GetLinksOk() (*[]ActionDelayResponseLinks, bool)
```

GetLinksOk returns a tuple with the Links field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetLinks

```
func (o *PropertyCPUResponse) SetLinks(v []ActionDelayResponseLinks)
```

SetLinks sets Links field to given value.

HasLinks

```
func (o *PropertyCPUResponse) HasLinks() bool
```

HasLinks returns a boolean if a field has been set.

GetReadOnly

```
func (o *PropertyCPUResponse) GetReadOnly() bool
```

GetReadOnly returns the ReadOnly field if non-nil, zero value otherwise.

GetReadOnlyOk

```
func (o *PropertyCPUResponse) GetReadOnlyOk() (*bool, bool)
```

GetReadOnlyOk returns a tuple with the ReadOnly field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetReadOnly

```
func (o *PropertyCPUResponse) SetReadOnly(v bool)
```

SetReadOnly sets ReadOnly field to given value.

HasReadOnly

```
func (o *PropertyCPUResponse) HasReadOnly() bool
```

HasReadOnly returns a boolean if a field has been set.

GetTitle

```
func (o *PropertyCPUResponse) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *PropertyCPUResponse) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *PropertyCPUResponse) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *PropertyCPUResponse) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

GetType

```
func (o *PropertyCPUResponse) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

GetTypeOk

```
func (o *PropertyCPUResponse) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetType

```
func (o *PropertyCPUResponse) SetType(v string)
```

SetType sets Type field to given value.

HasType

```
func (o *PropertyCPUResponse) HasType() bool
```

HasType returns a boolean if a field has been set.

GetUnit

```
func (o *PropertyCPUResponse) GetUnit() string
```

GetUnit returns the Unit field if non-nil, zero value otherwise.

GetUnitOk

```
func (o *PropertyCPUResponse) GetUnitOk() (*string, bool)
```

GetUnitOk returns a tuple with the Unit field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetUnit

```
func (o *PropertyCPUResponse) SetUnit(v string)
```

SetUnit sets Unit field to given value.

HasUnit

```
func (o *PropertyCPUResponse) HasUnit() bool
```

HasUnit returns a boolean if a field has been set.

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PropertyDisk

Properties

Name	Type	Description	Notes
Description	Pointer to string		[optional]
ReadOnly	Pointer to bool		[optional]
Title	Pointer to string		[optional]
Type	Pointer to string		[optional]
Unit	Pointer to string		[optional]

Methods

NewPropertyDisk

```
func NewPropertyDisk() *PropertyDisk
```

NewPropertyDisk instantiates a new PropertyDisk object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewPropertyDiskWithDefaults

```
func NewPropertyDiskWithDefaults() *PropertyDisk
```

NewPropertyDiskWithDefaults instantiates a new PropertyDisk object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDescription

```
func (o *PropertyDisk) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *PropertyDisk) GetDescriptionOk() (*string, bool)
```


GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *PropertyDisk) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *PropertyDisk) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetReadOnly

```
func (o *PropertyDisk) GetReadOnly() bool
```

GetReadOnly returns the ReadOnly field if non-nil, zero value otherwise.

GetReadOnlyOk

```
func (o *PropertyDisk) GetReadOnlyOk() (*bool, bool)
```

GetReadOnlyOk returns a tuple with the ReadOnly field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetReadOnly

```
func (o *PropertyDisk) SetReadOnly(v bool)
```

SetReadOnly sets ReadOnly field to given value.

HasReadOnly

```
func (o *PropertyDisk) HasReadOnly() bool
```

HasReadOnly returns a boolean if a field has been set.

GetTitle

```
func (o *PropertyDisk) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *PropertyDisk) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *PropertyDisk) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *PropertyDisk) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

GetType

```
func (o *PropertyDisk) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

GetTypeOk

```
func (o *PropertyDisk) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetType

```
func (o *PropertyDisk) SetType(v string)
```

SetType sets Type field to given value.

HasType

```
func (o *PropertyDisk) HasType() bool
```

HasType returns a boolean if a field has been set.

GetUnit

```
func (o *PropertyDisk) GetUnit() string
```

GetUnit returns the Unit field if non-nil, zero value otherwise.

GetUnitOk

```
func (o *PropertyDisk) GetUnitOk() (*string, bool)
```

GetUnitOk returns a tuple with the Unit field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetUnit

```
func (o *PropertyDisk) SetUnit(v string)
```

SetUnit sets Unit field to given value.

HasUnit

```
func (o *PropertyDisk) HasUnit() bool
```

HasUnit returns a boolean if a field has been set.

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PropertyDiskResponse

Properties

Name	Type	Description	Notes
Description	Pointer to string		[optional]
Links	Pointer to []ActionDelayResponseLinks		[optional]
ReadOnly	Pointer to bool		[optional]
Title	Pointer to string		[optional]
Type	Pointer to string		[optional]
Unit	Pointer to string		[optional]

Methods

NewPropertyDiskResponse

```
func NewPropertyDiskResponse() *PropertyDiskResponse
```

NewPropertyDiskResponse instantiates a new PropertyDiskResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewPropertyDiskResponseWithDefaults

```
func NewPropertyDiskResponseWithDefaults() *PropertyDiskResponse
```

NewPropertyDiskResponseWithDefaults instantiates a new PropertyDiskResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDescription

```
func (o *PropertyDiskResponse) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *PropertyDiskResponse) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *PropertyDiskResponse) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *PropertyDiskResponse) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetLinks

```
func (o *PropertyDiskResponse) GetLinks() []ActionDelayResponseLinks
```

GetLinks returns the Links field if non-nil, zero value otherwise.

GetLinksOk

```
func (o *PropertyDiskResponse) GetLinksOk() (*[]ActionDelayResponseLinks, bool)
```

GetLinksOk returns a tuple with the Links field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetLinks

```
func (o *PropertyDiskResponse) SetLinks(v []ActionDelayResponseLinks)
```

SetLinks sets Links field to given value.

HasLinks

```
func (o *PropertyDiskResponse) HasLinks() bool
```

HasLinks returns a boolean if a field has been set.

GetReadOnly

```
func (o *PropertyDiskResponse) GetReadOnly() bool
```

GetReadOnly returns the ReadOnly field if non-nil, zero value otherwise.

GetReadOnlyOk

```
func (o *PropertyDiskResponse) GetReadOnlyOk() (*bool, bool)
```

GetReadOnlyOk returns a tuple with the ReadOnly field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetReadOnly

```
func (o *PropertyDiskResponse) SetReadOnly(v bool)
```

SetReadOnly sets ReadOnly field to given value.

HasReadOnly

```
func (o *PropertyDiskResponse) HasReadOnly() bool
```

HasReadOnly returns a boolean if a field has been set.

GetTitle

```
func (o *PropertyDiskResponse) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *PropertyDiskResponse) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *PropertyDiskResponse) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *PropertyDiskResponse) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

GetType

```
func (o *PropertyDiskResponse) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

GetTypeOk

```
func (o *PropertyDiskResponse) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetType

```
func (o *PropertyDiskResponse) SetType(v string)
```

SetType sets Type field to given value.

HasType

```
func (o *PropertyDiskResponse) HasType() bool
```

HasType returns a boolean if a field has been set.

GetUnit

```
func (o *PropertyDiskResponse) GetUnit() string
```

GetUnit returns the Unit field if non-nil, zero value otherwise.

GetUnitOk

```
func (o *PropertyDiskResponse) GetUnitOk() (*string, bool)
```

GetUnitOk returns a tuple with the Unit field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetUnit

```
func (o *PropertyDiskResponse) SetUnit(v string)
```

SetUnit sets Unit field to given value.

HasUnit

```
func (o *PropertyDiskResponse) HasUnit() bool
```

HasUnit returns a boolean if a field has been set.

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PropertyMasterNode

Properties

Name	Type	Description	Notes
Links	Pointer to <code>[]ActionDelayResponseLinks</code>		[optional]
Title	Pointer to <code>string</code>		[optional]
Type	Pointer to <code>string</code>		[optional]

Methods

NewPropertyMasterNode

```
func NewPropertyMasterNode() *PropertyMasterNode
```

NewPropertyMasterNode instantiates a new PropertyMasterNode object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewPropertyMasterNodeWithDefaults

```
func NewPropertyMasterNodeWithDefaults() *PropertyMasterNode
```

NewPropertyMasterNodeWithDefaults instantiates a new PropertyMasterNode object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetLinks

```
func (o *PropertyMasterNode) GetLinks() []ActionDelayResponseLinks
```

GetLinks returns the Links field if non-nil, zero value otherwise.

GetLinksOk

```
func (o *PropertyMasterNode) GetLinksOk() (*[]ActionDelayResponseLinks, bool)
```

GetLinksOk returns a tuple with the Links field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetLinks

```
func (o *PropertyMasterNode) SetLinks(v []ActionDelayResponseLinks)
```

SetLinks sets Links field to given value.

HasLinks

```
func (o *PropertyMasterNode) HasLinks() bool
```

HasLinks returns a boolean if a field has been set.

GetTitle

```
func (o *PropertyMasterNode) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *PropertyMasterNode) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *PropertyMasterNode) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *PropertyMasterNode) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

GetType

```
func (o *PropertyMasterNode) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

GetTypeOk

```
func (o *PropertyMasterNode) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetType

```
func (o *PropertyMasterNode) SetType(v string)
```

SetType sets Type field to given value.

HasType

```
func (o *PropertyMasterNode) HasType() bool
```

HasType returns a boolean if a field has been set.

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PropertyMemory

Properties

Name	Type	Description	Notes
Description	Pointer to string		[optional]
ReadOnly	Pointer to bool		[optional]
Title	Pointer to string		[optional]
Type	Pointer to string		[optional]
Unit	Pointer to string		[optional]

Methods

NewPropertyMemory

```
func NewPropertyMemory() *PropertyMemory
```

NewPropertyMemory instantiates a new PropertyMemory object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewPropertyMemoryWithDefaults

```
func NewPropertyMemoryWithDefaults() *PropertyMemory
```

NewPropertyMemoryWithDefaults instantiates a new PropertyMemory object. This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDescription

```
func (o *PropertyMemory) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *PropertyMemory) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *PropertyMemory) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *PropertyMemory) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetReadOnly

```
func (o *PropertyMemory) GetReadOnly() bool
```

GetReadOnly returns the ReadOnly field if non-nil, zero value otherwise.

GetReadOnlyOk

```
func (o *PropertyMemory) GetReadOnlyOk() (*bool, bool)
```

GetReadOnlyOk returns a tuple with the ReadOnly field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetReadOnly

```
func (o *PropertyMemory) SetReadOnly(v bool)
```

SetReadOnly sets ReadOnly field to given value.

HasReadOnly

```
func (o *PropertyMemory) HasReadOnly() bool
```

HasReadOnly returns a boolean if a field has been set.

GetTitle

```
func (o *PropertyMemory) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *PropertyMemory) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *PropertyMemory) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *PropertyMemory) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

GetType

```
func (o *PropertyMemory) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

GetTypeOk

```
func (o *PropertyMemory) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetType

```
func (o *PropertyMemory) SetType(v string)
```

SetType sets Type field to given value.

HasType

```
func (o *PropertyMemory) HasType() bool
```

HasType returns a boolean if a field has been set.

GetUnit

```
func (o *PropertyMemory) GetUnit() string
```

GetUnit returns the Unit field if non-nil, zero value otherwise.

GetUnitOk

```
func (o *PropertyMemory) GetUnitOk() (*string, bool)
```

GetUnitOk returns a tuple with the Unit field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetUnit

```
func (o *PropertyMemory) SetUnit(v string)
```

SetUnit sets Unit field to given value.

HasUnit

```
func (o *PropertyMemory) HasUnit() bool
```

HasUnit returns a boolean if a field has been set.

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PropertyMemoryResponse

Properties

Name	Type	Description	Notes
Description	Pointer to string		[optional]
Links	Pointer to [] ActionDelayResponseLinks		[optional]
ReadOnly	Pointer to bool		[optional]
Title	Pointer to string		[optional]
Type	Pointer to string		[optional]
Unit	Pointer to string		[optional]

Methods

NewPropertyMemoryResponse

```
func NewPropertyMemoryResponse() *PropertyMemoryResponse
```

NewPropertyMemoryResponse instantiates a new PropertyMemoryResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewPropertyMemoryResponseWithDefaults

```
func NewPropertyMemoryResponseWithDefaults() *PropertyMemoryResponse
```

NewPropertyMemoryResponseWithDefaults instantiates a new PropertyMemoryResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDescription

```
func (o *PropertyMemoryResponse) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *PropertyMemoryResponse) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *PropertyMemoryResponse) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *PropertyMemoryResponse) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetLinks

```
func (o *PropertyMemoryResponse) GetLinks() []ActionDelayResponseLinks
```

GetLinks returns the Links field if non-nil, zero value otherwise.

GetLinksOk

```
func (o *PropertyMemoryResponse) GetLinksOk() (*[]ActionDelayResponseLinks, bool)
```

GetLinksOk returns a tuple with the Links field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetLinks

```
func (o *PropertyMemoryResponse) SetLinks(v []ActionDelayResponseLinks)
```

SetLinks sets Links field to given value.

HasLinks

```
func (o *PropertyMemoryResponse) HasLinks() bool
```

HasLinks returns a boolean if a field has been set.

GetReadOnly

```
func (o *PropertyMemoryResponse) GetReadOnly() bool
```

GetReadOnly returns the ReadOnly field if non-nil, zero value otherwise.

GetReadOnlyOk

```
func (o *PropertyMemoryResponse) GetReadOnlyOk() (*bool, bool)
```

GetReadOnlyOk returns a tuple with the ReadOnly field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetReadOnly

```
func (o *PropertyMemoryResponse) SetReadOnly(v bool)
```

SetReadOnly sets ReadOnly field to given value.

HasReadOnly

```
func (o *PropertyMemoryResponse) HasReadOnly() bool
```

HasReadOnly returns a boolean if a field has been set.

GetTitle

```
func (o *PropertyMemoryResponse) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *PropertyMemoryResponse) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *PropertyMemoryResponse) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *PropertyMemoryResponse) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

GetType

```
func (o *PropertyMemoryResponse) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

GetTypeOk

```
func (o *PropertyMemoryResponse) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetType

```
func (o *PropertyMemoryResponse) SetType(v string)
```

SetType sets Type field to given value.

HasType

```
func (o *PropertyMemoryResponse) HasType() bool
```

HasType returns a boolean if a field has been set.

GetUnit

```
func (o *PropertyMemoryResponse) GetUnit() string
```

GetUnit returns the Unit field if non-nil, zero value otherwise.

GetUnitOk

```
func (o *PropertyMemoryResponse) GetUnitOk() (*string, bool)
```

GetUnitOk returns a tuple with the Unit field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetUnit

```
func (o *PropertyMemoryResponse) SetUnit(v string)
```

SetUnit sets Unit field to given value.

HasUnit

```
func (o *PropertyMemoryResponse) HasUnit() bool
```

HasUnit returns a boolean if a field has been set.

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PropertyStatus

Properties

Name	Type	Description	Notes
Description	Pointer to string		[optional]
Links	Pointer to [] ActionDelayResponseLinks		[optional]
Title	Pointer to string		[optional]
Type	Pointer to string		[optional]

Methods

NewPropertyStatus

```
func NewPropertyStatus() *PropertyStatus
```

NewPropertyStatus instantiates a new PropertyStatus object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewPropertyStatusWithDefaults

```
func NewPropertyStatusWithDefaults() *PropertyStatus
```

NewPropertyStatusWithDefaults instantiates a new PropertyStatus object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDescription

```
func (o *PropertyStatus) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *PropertyStatus) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *PropertyStatus) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *PropertyStatus) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetLinks

```
func (o *PropertyStatus) GetLinks() []ActionDelayResponseLinks
```

GetLinks returns the Links field if non-nil, zero value otherwise.

GetLinksOk

```
func (o *PropertyStatus) GetLinksOk() (*[]ActionDelayResponseLinks, bool)
```

GetLinksOk returns a tuple with the Links field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetLinks

```
func (o *PropertyStatus) SetLinks(v []ActionDelayResponseLinks)
```

SetLinks sets Links field to given value.

HasLinks

```
func (o *PropertyStatus) HasLinks() bool
```

HasLinks returns a boolean if a field has been set.

GetTitle

```
func (o *PropertyStatus) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *PropertyStatus) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *PropertyStatus) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *PropertyStatus) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

GetType

```
func (o *PropertyStatus) GetType() string
```

GetType returns the Type field if non-nil, zero value otherwise.

GetTypeOk

```
func (o *PropertyStatus) GetTypeOk() (*string, bool)
```

GetTypeOk returns a tuple with the Type field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetType

```
func (o *PropertyStatus) SetType(v string)
```

SetType sets Type field to given value.

HasType

```
func (o *PropertyStatus) HasType() bool
```

HasType returns a boolean if a field has been set.

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\ResourcesApi

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Description
ResourceDelete	Delete /spaces/{space}/resources/{resourceID}/	Delete Resources
ResourcesCreate	Post /spaces/{space}/resources/	Create Resources
ResourcesGet	Get /spaces/{space}/resources/{resourceID}/	Get Resources
ResourcesList	Get /spaces/{space}/resources/	List Resources
ServiceDeleteParams	Delete /spaces/{space}/resources/{resourceID}/params/{paramsID}	Delete params
ServiceSetParams	Put /spaces/{space}/resources/{resourceID}/params	Set custom params
ServiceUpdate	Put /spaces/{space}/resources/{resourceID}/	Update Resources
ServiceUpdateParams	Put /spaces/{space}/resources/{resourceID}/params/{paramsID}	Update custom params

ResourceDelete

```
ModelsResourcesDeleteResponse ResourceDelete(ctx, space, resourceID).Execute()
```

Delete Resources

Example

```
package main
```

```
import (  
    "context"  
    "fmt"  
    "os"  
    openapiclient " ./openapi"  
)
```

```
func main() {  
    space := "altair" // string | Space ID  
    resourceID := "01EYQHTQFM59W9098CF4GAHHK4" // string | Resource ID  
  
    configuration := openapiclient.NewConfiguration()  
    api_client := openapiclient.NewAPIClient(configuration)  
    resp, r, err := api_client.ResourcesApi.ResourceDelete(context.Background(), space, resourceID).Execute()  
    if err != nil {
```

```

    fmt.Fprintf(os.Stderr, "Error when calling `ResourcesApi.ResourceDelete`: %v\n", err)
    fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
}
// response from `ResourceDelete`: ModelsResourcesDeleteResponse
fmt.Fprintf(os.Stdout, "Response from `ResourcesApi.ResourceDelete`: %v\n", resp)
}

```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string	Space ID	
resourceID	string	Resource ID	

Other Parameters

Other parameters are passed through a pointer to a `apiResourceDeleteRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

ModelsResourcesDeleteResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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ResourcesCreate

```
ModelsResourcesResponse ResourcesCreate(ctx, space).ModelsResourcesRequest(modelsResourcesRequest).Execute()
```

Create Resources

Example

```
package main
```

```

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

```

```

func main() {
    space := "altair" // string | Space ID
    modelsResourcesRequest := *openapiclient.NewModelsResourcesRequest() // ModelsResourcesRequest | Resource

```



```
configuration := openapiclient.NewConfiguration()
api_client := openapiclient.NewAPIClient(configuration)
resp, r, err := api_client.ResourcesApi.ResourcesCreate(context.Background(), space).ModelsResourcesRequest(
if err != nil {
    fmt.Fprintf(os.Stderr, "Error when calling `ResourcesApi.ResourcesCreate`: %v\n", err)
    fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
}
// response from `ResourcesCreate`: ModelsResourcesResponse
fmt.Fprintf(os.Stdout, "Response from `ResourcesApi.ResourcesCreate`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string	Space ID	

Other Parameters

Other parameters are passed through a pointer to a apiResourcesCreateRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

modelsResourcesRequest | ModelsResourcesRequest | Resource |

Return type

ModelsResourcesResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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ResourcesGet

ModelsResourcesResponseShow ResourcesGet(ctx, space, resourceID).Execute()
Get Resources

Example

```
package main

import (
    "context"
    "fmt"
    "os"
```

```

    openapiclient "./openapi"
)

func main() {
    space := "altair" // string | Space ID
    resourceID := "01EYQHTQFM59W9098CF4GAHHK4" // string | Resource ID

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ResourcesApi.ResourcesGet(context.Background(), space, resourceID).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ResourcesApi.ResourcesGet`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ResourcesGet`: ModelsResourcesResponseShow
    fmt.Fprintf(os.Stdout, "Response from `ResourcesApi.ResourcesGet`: %v\n", resp)
}

```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string	Space ID	
resourceID	string	Resource ID	

Other Parameters

Other parameters are passed through a pointer to a `apiResourcesGetRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

ModelsResourcesResponseShow

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type**: Not defined
- **Accept**: application/json

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ResourcesList

```
DataPagingResources ResourcesList(ctx, space).Execute()
```

List Resources

Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string / Space ID

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ResourcesApi.ResourcesList(context.Background(), space).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ResourcesApi.ResourcesList`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ResourcesList`: DataPagingResources
    fmt.Fprintf(os.Stdout, "Response from `ResourcesApi.ResourcesList`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string	Space ID	

Other Parameters

Other parameters are passed through a pointer to a apiResourcesListRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

DataPagingResources

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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ServiceDeleteParams

ModelsResourcesDeleteResponse ServiceDeleteParams(ctx, space, resourceID, paramsID).Execute()

Delete params

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string | Space ID
    resourceID := "01EYQHTQFM59W9098CF4GAHHK4" // string | Resource ID
    paramsID := "01EYQWWAVKEHM0R18MZF1AHGFY" // string | Params ID

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ResourcesApi.ServiceDeleteParams(context.Background(), space, resourceID, paramsID)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ResourcesApi.ServiceDeleteParams`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ServiceDeleteParams`: ModelsResourcesDeleteResponse
    fmt.Fprintf(os.Stdout, "Response from `ResourcesApi.ServiceDeleteParams`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string	Space ID	
resourceID	string	Resource ID	
paramsID	string	Params ID	

Other Parameters

Other parameters are passed through a pointer to a apiServiceDeleteParamsRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

ModelsResourcesDeleteResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

ServiceSetParams

ModelsResourcesSetParamsResponse ServiceSetParams(ctx, space, resourceID).ModelsResourcesSetParams(modelsResourcesSetPara

Set custom params

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string | Space ID
    resourceID := "01EYQHTQFM59W9098CF4GAHHK4" // string | Resource ID
    modelsResourcesSetParams := *openapiclient.NewModelsResourcesSetParams() // ModelsResourcesSetParams | Resource ID

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ResourcesApi.ServiceSetParams(context.Background(), space, resourceID).ModelsResourcesSetParams()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ResourcesApi.ServiceSetParams`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ServiceSetParams`: ModelsResourcesSetParamsResponse
    fmt.Fprintf(os.Stdout, "Response from `ResourcesApi.ServiceSetParams`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string	Space ID	
resourceID	string	Resource ID	

Other Parameters

Other parameters are passed through a pointer to a apiServiceSetParamsRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

modelsResourcesSetParams | ModelsResourcesSetParams | Resource |

Return type

ModelsResourcesSetParamsResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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ServiceUpdate

ModelsResourcesResponse ServiceUpdate(ctx, space, resourceID).ModelsResourcesRequest(modelsResourcesRequest).Execute()
Update Resources

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string | Space ID
    resourceID := "01EYQHTQFM59W9098CF4GAHHK4" // string | Resource ID
    modelsResourcesRequest := *openapiclient.NewModelsResourcesRequest() // ModelsResourcesRequest | Resource

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ResourcesApi.ServiceUpdate(context.Background(), space, resourceID).ModelsResourcesRequest(modelsResourcesRequest).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ResourcesApi.ServiceUpdate`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ServiceUpdate`: ModelsResourcesResponse
    fmt.Fprintf(os.Stdout, "Response from `ResourcesApi.ServiceUpdate`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string	Space ID	
resourceID	string	Resource ID	

Other Parameters

Other parameters are passed through a pointer to a apiServiceUpdateRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

ModelsResourcesResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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ServiceUpdateParams

ModelsResourcesSetParamsResponse ServiceUpdateParams(ctx, space, resourceID, paramsID).ModelsResourcesSetParams(modelsR

Update custom params

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "openapi"

)

func main() {
    space := "altair" // string | Space ID
    resourceID := "01EYQHTQFM59W9098CF4GAHHK4" // string | Resource ID
    paramsID := "01EYQWWAVKEHMOR18MZF1AHGFY" // string | Params ID
    modelsResourcesSetParams := *openapiclient.NewModelsResourcesSetParams() // ModelsResourcesSetParams | Resou

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ResourcesApi.ServiceUpdateParams(context.Background(), space, resourceID, paramsID)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ResourcesApi.ServiceUpdateParams`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ServiceUpdateParams`: ModelsResourcesSetParamsResponse
    fmt.Fprintf(os.Stdout, "Response from `ResourcesApi.ServiceUpdateParams`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string	Space ID	
resourceID	string	Resource ID	
paramsID	string	Params ID	

Other Parameters

Other parameters are passed through a pointer to a `apiServiceUpdateParamsRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

`modelsResourcesSetParams` | `ModelsResourcesSetParams` | Resource |

Return type

`ModelsResourcesSetParamsResponse`

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json

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Secret

Properties

Name	Type	Description	Notes
ClientSecret	Pointer to string		[optional]

Methods

NewSecret

```
func NewSecret() *Secret
```

`NewSecret` instantiates a new `Secret` object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewSecretWithDefaults

```
func NewSecretWithDefaults() *Secret
```

`NewSecretWithDefaults` instantiates a new `Secret` object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetClientSecret

```
func (o *Secret) GetClientSecret() string
```

`GetClientSecret` returns the `ClientSecret` field if non-nil, zero value otherwise.

GetClientSecretOk

```
func (o *Secret) GetClientSecretOk() (*string, bool)
```

GetClientSecretOk returns a tuple with the ClientSecret field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetClientSecret

```
func (o *Secret) SetClientSecret(v string)
```

SetClientSecret sets ClientSecret field to given value.

HasClientSecret

```
func (o *Secret) HasClientSecret() bool
```

HasClientSecret returns a boolean if a field has been set.

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ShowClusterResponse

Properties

Name	Type	Description	Notes
Description	Pointer to string		[optional]
Properties	Pointer to ListClustersResponseElement1Properties		[optional]
Title	Pointer to string		[optional]

Methods

NewShowClusterResponse

```
func NewShowClusterResponse() *ShowClusterResponse
```

NewShowClusterResponse instantiates a new ShowClusterResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewShowClusterResponseWithDefaults

```
func NewShowClusterResponseWithDefaults() *ShowClusterResponse
```

NewShowClusterResponseWithDefaults instantiates a new ShowClusterResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDescription

```
func (o *ShowClusterResponse) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *ShowClusterResponse) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *ShowClusterResponse) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *ShowClusterResponse) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetProperties

```
func (o *ShowClusterResponse) GetProperties() ListClustersResponseElement1Properties
```

GetProperties returns the Properties field if non-nil, zero value otherwise.

GetPropertiesOk

```
func (o *ShowClusterResponse) GetPropertiesOk() (*ListClustersResponseElement1Properties, bool)
```

GetPropertiesOk returns a tuple with the Properties field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetProperties

```
func (o *ShowClusterResponse) SetProperties(v ListClustersResponseElement1Properties)
```

SetProperties sets Properties field to given value.

HasProperties

```
func (o *ShowClusterResponse) HasProperties() bool
```

HasProperties returns a boolean if a field has been set.

GetTitle

```
func (o *ShowClusterResponse) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *ShowClusterResponse) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *ShowClusterResponse) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *ShowClusterResponse) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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ThingCreateResponse

Properties

Name	Type	Description	Notes
Actions	Pointer to map[string]interface{}		[optional]
Collection	Pointer to string		[optional]
Credentials	Pointer to ThingCreateResponseCredentials		[optional]
Description	Pointer to string		[optional]
Events	Pointer to map[string]interface{}		[optional]
Href	Pointer to string		[optional]
Id	Pointer to string		[optional]
Links	Pointer to []ThingCreateResponseLinks		[optional]
Model	Pointer to ThingCreateResponseModel		[optional]
Properties	Pointer to map[string]interface{}		[optional]
Space	Pointer to string		[optional]
Title	Pointer to string		[optional]
Uid	Pointer to string		[optional]

Methods

NewThingCreateResponse

```
func NewThingCreateResponse() *ThingCreateResponse
```

NewThingCreateResponse instantiates a new ThingCreateResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewThingCreateResponseWithDefaults

```
func NewThingCreateResponseWithDefaults() *ThingCreateResponse
```

NewThingCreateResponseWithDefaults instantiates a new ThingCreateResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetActions

```
func (o *ThingCreateResponse) GetActions() map[string]interface{}
```

GetActions returns the Actions field if non-nil, zero value otherwise.

GetActionsOk

```
func (o *ThingCreateResponse) GetActionsOk() (*map[string]interface{}, bool)
```

GetActionsOk returns a tuple with the Actions field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetActions

```
func (o *ThingCreateResponse) SetActions(v map[string]interface{})
```

SetActions sets Actions field to given value.

HasActions

```
func (o *ThingCreateResponse) HasActions() bool
```

HasActions returns a boolean if a field has been set.

GetCollection

```
func (o *ThingCreateResponse) GetCollection() string
```

GetCollection returns the Collection field if non-nil, zero value otherwise.

GetCollectionOk

```
func (o *ThingCreateResponse) GetCollectionOk() (*string, bool)
```

GetCollectionOk returns a tuple with the Collection field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetCollection

```
func (o *ThingCreateResponse) SetCollection(v string)
```

SetCollection sets Collection field to given value.

HasCollection

```
func (o *ThingCreateResponse) HasCollection() bool
```

HasCollection returns a boolean if a field has been set.

GetCredentials

```
func (o *ThingCreateResponse) GetCredentials() ThingCreateResponseCredentials
```

GetCredentials returns the Credentials field if non-nil, zero value otherwise.

GetCredentialsOk

```
func (o *ThingCreateResponse) GetCredentialsOk() (*ThingCreateResponseCredentials, bool)
```

GetCredentialsOk returns a tuple with the Credentials field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetCredentials

```
func (o *ThingCreateResponse) SetCredentials(v ThingCreateResponseCredentials)
```

SetCredentials sets Credentials field to given value.

HasCredentials

```
func (o *ThingCreateResponse) HasCredentials() bool
```

HasCredentials returns a boolean if a field has been set.

GetDescription

```
func (o *ThingCreateResponse) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *ThingCreateResponse) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *ThingCreateResponse) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *ThingCreateResponse) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetEvents

```
func (o *ThingCreateResponse) GetEvents() map[string]interface{}
```

GetEvents returns the Events field if non-nil, zero value otherwise.

GetEventsOk

```
func (o *ThingCreateResponse) GetEventsOk() (*map[string]interface{}, bool)
```

GetEventsOk returns a tuple with the Events field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetEvents

```
func (o *ThingCreateResponse) SetEvents(v map[string]interface{})
```

SetEvents sets Events field to given value.

HasEvents

```
func (o *ThingCreateResponse) HasEvents() bool
```

HasEvents returns a boolean if a field has been set.

GetHref

```
func (o *ThingCreateResponse) GetHref() string
```

GetHref returns the Href field if non-nil, zero value otherwise.

GetHrefOk

```
func (o *ThingCreateResponse) GetHrefOk() (*string, bool)
```

GetHrefOk returns a tuple with the Href field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetHref

```
func (o *ThingCreateResponse) SetHref(v string)
```

SetHref sets Href field to given value.

HasHref

```
func (o *ThingCreateResponse) HasHref() bool
```

HasHref returns a boolean if a field has been set.

GetId

```
func (o *ThingCreateResponse) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

GetIdOk

```
func (o *ThingCreateResponse) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetId

```
func (o *ThingCreateResponse) SetId(v string)
```

SetId sets Id field to given value.

HasId

```
func (o *ThingCreateResponse) HasId() bool
```

HasId returns a boolean if a field has been set.

GetLinks

```
func (o *ThingCreateResponse) GetLinks() []ThingCreateResponseLinks
```

GetLinks returns the Links field if non-nil, zero value otherwise.

GetLinksOk

```
func (o *ThingCreateResponse) GetLinksOk() (*[]ThingCreateResponseLinks, bool)
```

GetLinksOk returns a tuple with the Links field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetLinks

```
func (o *ThingCreateResponse) SetLinks(v []ThingCreateResponseLinks)
```

SetLinks sets Links field to given value.

HasLinks

```
func (o *ThingCreateResponse) HasLinks() bool
```

HasLinks returns a boolean if a field has been set.

GetModel

```
func (o *ThingCreateResponse) GetModel() ThingCreateResponseModel
```

GetModel returns the Model field if non-nil, zero value otherwise.

GetModelOk

```
func (o *ThingCreateResponse) GetModelOk() (*ThingCreateResponseModel, bool)
```

GetModelOk returns a tuple with the Model field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetModel

```
func (o *ThingCreateResponse) SetModel(v ThingCreateResponseModel)
```

SetModel sets Model field to given value.

HasModel

```
func (o *ThingCreateResponse) HasModel() bool
```

HasModel returns a boolean if a field has been set.

GetProperties

```
func (o *ThingCreateResponse) GetProperties() map[string]interface{}
```

GetProperties returns the Properties field if non-nil, zero value otherwise.

GetPropertiesOk

```
func (o *ThingCreateResponse) GetPropertiesOk() (*map[string]interface{}, bool)
```

GetPropertiesOk returns a tuple with the Properties field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetProperties

```
func (o *ThingCreateResponse) SetProperties(v map[string]interface{})
```

SetProperties sets Properties field to given value.

HasProperties

```
func (o *ThingCreateResponse) HasProperties() bool
```

HasProperties returns a boolean if a field has been set.

GetSpace

```
func (o *ThingCreateResponse) GetSpace() string
```

GetSpace returns the Space field if non-nil, zero value otherwise.

GetSpaceOk

```
func (o *ThingCreateResponse) GetSpaceOk() (*string, bool)
```

GetSpaceOk returns a tuple with the Space field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetSpace

```
func (o *ThingCreateResponse) SetSpace(v string)
```

SetSpace sets Space field to given value.

HasSpace

```
func (o *ThingCreateResponse) HasSpace() bool
```

HasSpace returns a boolean if a field has been set.

GetTitle

```
func (o *ThingCreateResponse) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *ThingCreateResponse) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *ThingCreateResponse) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *ThingCreateResponse) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

GetUid

```
func (o *ThingCreateResponse) GetUid() string
```

GetUid returns the Uid field if non-nil, zero value otherwise.

GetUidOk

```
func (o *ThingCreateResponse) GetUidOk() (*string, bool)
```

GetUidOk returns a tuple with the Uid field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetUid

```
func (o *ThingCreateResponse) SetUid(v string)
```

SetUid sets Uid field to given value.

HasUid

```
func (o *ThingCreateResponse) HasUid() bool
```

HasUid returns a boolean if a field has been set.

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ThingCreateResponseCredentials

Properties

Name	Type	Description	Notes
Http	Pointer to ThingCreateResponseCredentialsHttp		[optional]
Mqtt	Pointer to ThingCreateResponseCredentialsMqtt		[optional]

Methods

NewThingCreateResponseCredentials

```
func NewThingCreateResponseCredentials() *ThingCreateResponseCredentials
```

NewThingCreateResponseCredentials instantiates a new ThingCreateResponseCredentials object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewThingCreateResponseCredentialsWithDefaults

```
func NewThingCreateResponseCredentialsWithDefaults() *ThingCreateResponseCredentials
```

NewThingCreateResponseCredentialsWithDefaults instantiates a new ThingCreateResponseCredentials object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetHttp

```
func (o *ThingCreateResponseCredentials) GetHttp() ThingCreateResponseCredentialsHttp
```

GetHttp returns the Http field if non-nil, zero value otherwise.

GetHttpOk

```
func (o *ThingCreateResponseCredentials) GetHttpOk() (*ThingCreateResponseCredentialsHttp, bool)
```

GetHttpOk returns a tuple with the Http field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetHttp

```
func (o *ThingCreateResponseCredentials) SetHttp(v ThingCreateResponseCredentialsHttp)
```

SetHttp sets Http field to given value.

HasHttp

```
func (o *ThingCreateResponseCredentials) HasHttp() bool
```

HasHttp returns a boolean if a field has been set.

GetMqtt

```
func (o *ThingCreateResponseCredentials) GetMqtt() ThingCreateResponseCredentialsMqtt
```

GetMqtt returns the Mqtt field if non-nil, zero value otherwise.

GetMqttOk

```
func (o *ThingCreateResponseCredentials) GetMqttOk() (*ThingCreateResponseCredentialsMqtt, bool)
```

GetMqttOk returns a tuple with the Mqtt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetMqtt

```
func (o *ThingCreateResponseCredentials) SetMqtt(v ThingCreateResponseCredentialsMqtt)
```

SetMqtt sets Mqtt field to given value.

HasMqtt

```
func (o *ThingCreateResponseCredentials) HasMqtt() bool
```

HasMqtt returns a boolean if a field has been set.

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ThingCreateResponseCredentialsHttp

Properties

Name	Type	Description	Notes
ClientId	Pointer to string		[optional]
ClientSecret	Pointer to string		[optional]

Methods

NewThingCreateResponseCredentialsHttp

```
func NewThingCreateResponseCredentialsHttp() *ThingCreateResponseCredentialsHttp
```

NewThingCreateResponseCredentialsHttp instantiates a new ThingCreateResponseCredentialsHttp object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewThingCreateResponseCredentialsHttpWithDefaults

```
func NewThingCreateResponseCredentialsHttpWithDefaults() *ThingCreateResponseCredentialsHttp
```

NewThingCreateResponseCredentialsHttpWithDefaults instantiates a new ThingCreateResponseCredentialsHttp object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetClientId

```
func (o *ThingCreateResponseCredentialsHttp) GetClientId() string
```

GetClientId returns the ClientId field if non-nil, zero value otherwise.

GetClientIdOk

```
func (o *ThingCreateResponseCredentialsHttp) GetClientIdOk() (*string, bool)
```

GetClientIdOk returns a tuple with the ClientId field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetClientId

```
func (o *ThingCreateResponseCredentialsHttp) SetClientId(v string)
```

SetClientId sets ClientId field to given value.

HasClientId

```
func (o *ThingCreateResponseCredentialsHttp) HasClientId() bool
```

HasClientId returns a boolean if a field has been set.

GetClientSecret

```
func (o *ThingCreateResponseCredentialsHttp) GetClientSecret() string
```

GetClientSecret returns the ClientSecret field if non-nil, zero value otherwise.

GetClientSecretOk

```
func (o *ThingCreateResponseCredentialsHttp) GetClientSecretOk() (*string, bool)
```

GetClientSecretOk returns a tuple with the ClientSecret field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetClientSecret

```
func (o *ThingCreateResponseCredentialsHttp) SetClientSecret(v string)
```

SetClientSecret sets ClientSecret field to given value.

HasClientSecret

```
func (o *ThingCreateResponseCredentialsHttp) HasClientSecret() bool
```

HasClientSecret returns a boolean if a field has been set.

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ThingCreateResponseCredentialsMqtt

Properties

Name	Type	Description	Notes
Data	Pointer to ThingCreateResponseCredentialsMqttData		[optional]
Thing	Pointer to ThingCreateResponseCredentialsMqttThing		[optional]

Methods

NewThingCreateResponseCredentialsMqtt

```
func NewThingCreateResponseCredentialsMqtt() *ThingCreateResponseCredentialsMqtt
```

NewThingCreateResponseCredentialsMqtt instantiates a new ThingCreateResponseCredentialsMqtt object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewThingCreateResponseCredentialsMqttWithDefaults

```
func NewThingCreateResponseCredentialsMqttWithDefaults() *ThingCreateResponseCredentialsMqtt
```

NewThingCreateResponseCredentialsMqttWithDefaults instantiates a new ThingCreateResponseCredentialsMqtt object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetData

```
func (o *ThingCreateResponseCredentialsMqtt) GetData() ThingCreateResponseCredentialsMqttData
```

GetData returns the Data field if non-nil, zero value otherwise.

GetDataOk

```
func (o *ThingCreateResponseCredentialsMqtt) GetDataOk() (*ThingCreateResponseCredentialsMqttData, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetData

```
func (o *ThingCreateResponseCredentialsMqtt) SetData(v ThingCreateResponseCredentialsMqttData)
```

SetData sets Data field to given value.

HasData

```
func (o *ThingCreateResponseCredentialsMqtt) HasData() bool
```

HasData returns a boolean if a field has been set.

GetThing

```
func (o *ThingCreateResponseCredentialsMqtt) GetThing() ThingCreateResponseCredentialsMqttThing
```

GetThing returns the Thing field if non-nil, zero value otherwise.

GetThingOk

```
func (o *ThingCreateResponseCredentialsMqtt) GetThingOk() (*ThingCreateResponseCredentialsMqttThing, bool)
```

GetThingOk returns a tuple with the Thing field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetThing

```
func (o *ThingCreateResponseCredentialsMqtt) SetThing(v ThingCreateResponseCredentialsMqttThing)
```

SetThing sets Thing field to given value.

HasThing

```
func (o *ThingCreateResponseCredentialsMqtt) HasThing() bool
```

HasThing returns a boolean if a field has been set.

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ThingCreateResponseCredentialsMqttData

Properties

Name	Type	Description	Notes
Pwd	Pointer to string		[optional]
Username	Pointer to string		[optional]

Methods

NewThingCreateResponseCredentialsMqttData

```
func NewThingCreateResponseCredentialsMqttData() *ThingCreateResponseCredentialsMqttData
```

NewThingCreateResponseCredentialsMqttData instantiates a new ThingCreateResponseCredentialsMqttData object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewThingCreateResponseCredentialsMqttDataWithDefaults

```
func NewThingCreateResponseCredentialsMqttDataWithDefaults() *ThingCreateResponseCredentialsMqttData
```

NewThingCreateResponseCredentialsMqttDataWithDefaults instantiates a new ThingCreateResponseCredentialsMqttData object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetPwd

```
func (o *ThingCreateResponseCredentialsMqttData) GetPwd() string
```

GetPwd returns the Pwd field if non-nil, zero value otherwise.

GetPwdOk

```
func (o *ThingCreateResponseCredentialsMqttData) GetPwdOk() (*string, bool)
```

GetPwdOk returns a tuple with the Pwd field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPwd

```
func (o *ThingCreateResponseCredentialsMqttData) SetPwd(v string)
```

SetPwd sets Pwd field to given value.

HasPwd

```
func (o *ThingCreateResponseCredentialsMqttData) HasPwd() bool
```

HasPwd returns a boolean if a field has been set.

GetUsername

```
func (o *ThingCreateResponseCredentialsMqttData) GetUsername() string
```

GetUsername returns the Username field if non-nil, zero value otherwise.

GetUsernameOk

```
func (o *ThingCreateResponseCredentialsMqttData) GetUsernameOk() (*string, bool)
```

GetUsernameOk returns a tuple with the Username field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetUsername

```
func (o *ThingCreateResponseCredentialsMqttData) SetUsername(v string)
```

SetUsername sets Username field to given value.

HasUsername

```
func (o *ThingCreateResponseCredentialsMqttData) HasUsername() bool
```

HasUsername returns a boolean if a field has been set.

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ThingCreateResponseCredentialsMqttThing

Properties

Name	Type	Description	Notes
Pwd	Pointer to string		[optional]
Username	Pointer to string		[optional]

Methods

NewThingCreateResponseCredentialsMqttThing

```
func NewThingCreateResponseCredentialsMqttThing() *ThingCreateResponseCredentialsMqttThing
```

NewThingCreateResponseCredentialsMqttThing instantiates a new ThingCreateResponseCredentialsMqttThing object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewThingCreateResponseCredentialsMqttThingWithDefaults

```
func NewThingCreateResponseCredentialsMqttThingWithDefaults() *ThingCreateResponseCredentialsMqttThing
```

NewThingCreateResponseCredentialsMqttThingWithDefaults instantiates a new ThingCreateResponseCredentialsMqttThing object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetPwd

```
func (o *ThingCreateResponseCredentialsMqttThing) GetPwd() string
```

GetPwd returns the Pwd field if non-nil, zero value otherwise.

GetPwdOk

```
func (o *ThingCreateResponseCredentialsMqttThing) GetPwdOk() (*string, bool)
```

GetPwdOk returns a tuple with the Pwd field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPwd

```
func (o *ThingCreateResponseCredentialsMqttThing) SetPwd(v string)
```

SetPwd sets Pwd field to given value.

HasPwd

```
func (o *ThingCreateResponseCredentialsMqttThing) HasPwd() bool
```

HasPwd returns a boolean if a field has been set.

GetUsername

```
func (o *ThingCreateResponseCredentialsMqttThing) GetUsername() string
```

GetUsername returns the Username field if non-nil, zero value otherwise.

GetUsernameOk

```
func (o *ThingCreateResponseCredentialsMqttThing) GetUsernameOk() (*string, bool)
```

GetUsernameOk returns a tuple with the Username field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetUsername

```
func (o *ThingCreateResponseCredentialsMqttThing) SetUsername(v string)
```

SetUsername sets Username field to given value.

HasUsername

```
func (o *ThingCreateResponseCredentialsMqttThing) HasUsername() bool
```

HasUsername returns a boolean if a field has been set.

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ThingCreateResponseLinks

Properties

Name	Type	Description	Notes
Href	Pointer to string		[optional]
Rel	Pointer to string		[optional]

Methods

NewThingCreateResponseLinks

```
func NewThingCreateResponseLinks() *ThingCreateResponseLinks
```

NewThingCreateResponseLinks instantiates a new ThingCreateResponseLinks object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewThingCreateResponseLinksWithDefaults

```
func NewThingCreateResponseLinksWithDefaults() *ThingCreateResponseLinks
```

NewThingCreateResponseLinksWithDefaults instantiates a new ThingCreateResponseLinks object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetHref

```
func (o *ThingCreateResponseLinks) GetHref() string
```

GetHref returns the Href field if non-nil, zero value otherwise.

GetHrefOk

```
func (o *ThingCreateResponseLinks) GetHrefOk() (*string, bool)
```

GetHrefOk returns a tuple with the Href field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetHref

```
func (o *ThingCreateResponseLinks) SetHref(v string)
```

SetHref sets Href field to given value.

HasHref

```
func (o *ThingCreateResponseLinks) HasHref() bool
```

HasHref returns a boolean if a field has been set.

GetRel

```
func (o *ThingCreateResponseLinks) GetRel() string
```

GetRel returns the Rel field if non-nil, zero value otherwise.

GetRelOk

```
func (o *ThingCreateResponseLinks) GetRelOk() (*string, bool)
```

GetRelOk returns a tuple with the Rel field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetRel

```
func (o *ThingCreateResponseLinks) SetRel(v string)
```

SetRel sets Rel field to given value.

HasRel

```
func (o *ThingCreateResponseLinks) HasRel() bool
```

HasRel returns a boolean if a field has been set.

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ThingCreateResponseModel

Properties

Name	Type	Description	Notes
Name	Pointer to string		[optional]
Version	Pointer to float32		[optional]

Methods

NewThingCreateResponseModel

```
func NewThingCreateResponseModel() *ThingCreateResponseModel
```

NewThingCreateResponseModel instantiates a new ThingCreateResponseModel object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewThingCreateResponseModelWithDefaults

```
func NewThingCreateResponseModelWithDefaults() *ThingCreateResponseModel
```

NewThingCreateResponseModelWithDefaults instantiates a new ThingCreateResponseModel object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetName

```
func (o *ThingCreateResponseModel) GetName() string
```

GetName returns the Name field if non-nil, zero value otherwise.

GetNameOk

```
func (o *ThingCreateResponseModel) GetNameOk() (*string, bool)
```

GetNameOk returns a tuple with the Name field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetName

```
func (o *ThingCreateResponseModel) SetName(v string)
```

SetName sets Name field to given value.

HasName

```
func (o *ThingCreateResponseModel) HasName() bool
```

HasName returns a boolean if a field has been set.

GetVersion

```
func (o *ThingCreateResponseModel) GetVersion() float32
```

GetVersion returns the Version field if non-nil, zero value otherwise.

GetVersionOk

```
func (o *ThingCreateResponseModel) GetVersionOk() (*float32, bool)
```

GetVersionOk returns a tuple with the Version field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetVersion

```
func (o *ThingCreateResponseModel) SetVersion(v float32)
```

SetVersion sets Version field to given value.

HasVersion

```
func (o *ThingCreateResponseModel) HasVersion() bool
```

HasVersion returns a boolean if a field has been set.

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ThingListResponse

Properties

Name	Type	Description	Notes
Data	Pointer to <code>[]ThingResponse</code>		[optional]
Paging	Pointer to <code>ActionDelayListResponsePaging</code>		[optional]

Methods

NewThingListResponse

```
func NewThingListResponse() *ThingListResponse
```

NewThingListResponse instantiates a new ThingListResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewThingListResponseWithDefaults

```
func NewThingListResponseWithDefaults() *ThingListResponse
```

NewThingListResponseWithDefaults instantiates a new ThingListResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetData

```
func (o *ThingListResponse) GetData() []ThingResponse
```

GetData returns the Data field if non-nil, zero value otherwise.

GetDataOk

```
func (o *ThingListResponse) GetDataOk() (*[]ThingResponse, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetData

```
func (o *ThingListResponse) SetData(v []ThingResponse)
```

SetData sets Data field to given value.

HasData

```
func (o *ThingListResponse) HasData() bool
```

HasData returns a boolean if a field has been set.

GetPaging

```
func (o *ThingListResponse) GetPaging() ActionDelayListResponsePaging
```

GetPaging returns the Paging field if non-nil, zero value otherwise.

GetPagingOk

```
func (o *ThingListResponse) GetPagingOk() (*ActionDelayListResponsePaging, bool)
```

GetPagingOk returns a tuple with the Paging field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPaging

```
func (o *ThingListResponse) SetPaging(v ActionDelayListResponsePaging)
```

SetPaging sets Paging field to given value.

HasPaging

```
func (o *ThingListResponse) HasPaging() bool
```

HasPaging returns a boolean if a field has been set.

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ThingRequest

Properties

Name	Type	Description	Notes
Actions	Pointer to map[string]interface{}		[optional]
Description	Pointer to string		[optional]
Events	Pointer to map[string]interface{}		[optional]
Properties	Pointer to map[string]interface{}		[optional]
Title	Pointer to string		[optional]

Methods

NewThingRequest

```
func NewThingRequest() *ThingRequest
```

NewThingRequest instantiates a new ThingRequest object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties

is changed

NewThingRequestWithDefaults

```
func NewThingRequestWithDefaults() *ThingRequest
```

NewThingRequestWithDefaults instantiates a new ThingRequest object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetActions

```
func (o *ThingRequest) GetActions() map[string]interface{}
```

GetActions returns the Actions field if non-nil, zero value otherwise.

GetActionsOk

```
func (o *ThingRequest) GetActionsOk() (*map[string]interface{}, bool)
```

GetActionsOk returns a tuple with the Actions field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetActions

```
func (o *ThingRequest) SetActions(v map[string]interface{})
```

SetActions sets Actions field to given value.

HasActions

```
func (o *ThingRequest) HasActions() bool
```

HasActions returns a boolean if a field has been set.

GetDescription

```
func (o *ThingRequest) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *ThingRequest) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *ThingRequest) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *ThingRequest) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetEvents

```
func (o *ThingRequest) GetEvents() map[string]interface{}
```

GetEvents returns the Events field if non-nil, zero value otherwise.

GetEventsOk

```
func (o *ThingRequest) GetEventsOk() (*map[string]interface{}, bool)
```

GetEventsOk returns a tuple with the Events field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetEvents

```
func (o *ThingRequest) SetEvents(v map[string]interface{})
```

SetEvents sets Events field to given value.

HasEvents

```
func (o *ThingRequest) HasEvents() bool
```

HasEvents returns a boolean if a field has been set.

GetProperties

```
func (o *ThingRequest) GetProperties() map[string]interface{}
```

GetProperties returns the Properties field if non-nil, zero value otherwise.

GetPropertiesOk

```
func (o *ThingRequest) GetPropertiesOk() (*map[string]interface{}, bool)
```

GetPropertiesOk returns a tuple with the Properties field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetProperties

```
func (o *ThingRequest) SetProperties(v map[string]interface{})
```

SetProperties sets Properties field to given value.

HasProperties

```
func (o *ThingRequest) HasProperties() bool
```

HasProperties returns a boolean if a field has been set.

GetTitle

```
func (o *ThingRequest) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *ThingRequest) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *ThingRequest) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *ThingRequest) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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ThingResponse

Properties

Name	Type	Description	Notes
Actions	Pointer to map[string]interface{}		[optional]
Collection	Pointer to string		[optional]
Description	Pointer to string		[optional]
Events	Pointer to map[string]interface{}		[optional]
Href	Pointer to string		[optional]
Id	Pointer to string		[optional]
Links	Pointer to []ThingCreateResponseLinks		[optional]
Model	Pointer to map[string]interface{}		[optional]
Properties	Pointer to map[string]interface{}		[optional]
Space	Pointer to string		[optional]
Title	Pointer to string		[optional]
Uid	Pointer to string		[optional]

Methods

NewThingResponse

```
func NewThingResponse() *ThingResponse
```

NewThingResponse instantiates a new ThingResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewThingResponseWithDefaults

```
func NewThingResponseWithDefaults() *ThingResponse
```

NewThingResponseWithDefaults instantiates a new ThingResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetActions

```
func (o *ThingResponse) GetActions() map[string]interface{}
```

GetActions returns the Actions field if non-nil, zero value otherwise.

GetActionsOk

```
func (o *ThingResponse) GetActionsOk() (*map[string]interface{}, bool)
```

GetActionsOk returns a tuple with the Actions field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetActions

```
func (o *ThingResponse) SetActions(v map[string]interface{})
```

SetActions sets Actions field to given value.

HasActions

```
func (o *ThingResponse) HasActions() bool
```

HasActions returns a boolean if a field has been set.

GetCollection

```
func (o *ThingResponse) GetCollection() string
```

GetCollection returns the Collection field if non-nil, zero value otherwise.

GetCollectionOk

```
func (o *ThingResponse) GetCollectionOk() (*string, bool)
```

GetCollectionOk returns a tuple with the Collection field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetCollection

```
func (o *ThingResponse) SetCollection(v string)
```

SetCollection sets Collection field to given value.

HasCollection

```
func (o *ThingResponse) HasCollection() bool
```

HasCollection returns a boolean if a field has been set.

GetDescription

```
func (o *ThingResponse) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *ThingResponse) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *ThingResponse) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *ThingResponse) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetEvents

```
func (o *ThingResponse) GetEvents() map[string]interface{}
```

GetEvents returns the Events field if non-nil, zero value otherwise.

GetEventsOk

```
func (o *ThingResponse) GetEventsOk() (*map[string]interface{}, bool)
```

GetEventsOk returns a tuple with the Events field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetEvents

```
func (o *ThingResponse) SetEvents(v map[string]interface{})
```

SetEvents sets Events field to given value.

HasEvents

```
func (o *ThingResponse) HasEvents() bool
```

HasEvents returns a boolean if a field has been set.

GetHref

```
func (o *ThingResponse) GetHref() string
```

GetHref returns the Href field if non-nil, zero value otherwise.

GetHrefOk

```
func (o *ThingResponse) GetHrefOk() (*string, bool)
```

GetHrefOk returns a tuple with the Href field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetHref

```
func (o *ThingResponse) SetHref(v string)
```

SetHref sets Href field to given value.

HasHref

```
func (o *ThingResponse) HasHref() bool
```

HasHref returns a boolean if a field has been set.

GetId

```
func (o *ThingResponse) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

GetIdOk

```
func (o *ThingResponse) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetId

```
func (o *ThingResponse) SetId(v string)
```

SetId sets Id field to given value.

HasId

```
func (o *ThingResponse) HasId() bool
```

HasId returns a boolean if a field has been set.

GetLinks

```
func (o *ThingResponse) GetLinks() []ThingCreateResponseLinks
```

GetLinks returns the Links field if non-nil, zero value otherwise.

GetLinksOk

```
func (o *ThingResponse) GetLinksOk() (*[]ThingCreateResponseLinks, bool)
```

GetLinksOk returns a tuple with the Links field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetLinks

```
func (o *ThingResponse) SetLinks(v []ThingCreateResponseLinks)
```

SetLinks sets Links field to given value.

HasLinks

```
func (o *ThingResponse) HasLinks() bool
```

HasLinks returns a boolean if a field has been set.

GetModel

```
func (o *ThingResponse) GetModel() map[string]interface{}
```

GetModel returns the Model field if non-nil, zero value otherwise.

GetModelOk

```
func (o *ThingResponse) GetModelOk() (*map[string]interface{}, bool)
```

GetModelOk returns a tuple with the Model field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetModel

```
func (o *ThingResponse) SetModel(v map[string]interface{})
```

SetModel sets Model field to given value.

HasModel

```
func (o *ThingResponse) HasModel() bool
```

HasModel returns a boolean if a field has been set.

GetProperties

```
func (o *ThingResponse) GetProperties() map[string]interface{}
```

GetProperties returns the Properties field if non-nil, zero value otherwise.

GetPropertiesOk

```
func (o *ThingResponse) GetPropertiesOk() (*map[string]interface{}, bool)
```

GetPropertiesOk returns a tuple with the Properties field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetProperties

```
func (o *ThingResponse) SetProperties(v map[string]interface{})
```

SetProperties sets Properties field to given value.

HasProperties

```
func (o *ThingResponse) HasProperties() bool
```

HasProperties returns a boolean if a field has been set.

GetSpace

```
func (o *ThingResponse) GetSpace() string
```

GetSpace returns the Space field if non-nil, zero value otherwise.

GetSpaceOk

```
func (o *ThingResponse) GetSpaceOk() (*string, bool)
```

GetSpaceOk returns a tuple with the Space field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetSpace

```
func (o *ThingResponse) SetSpace(v string)
```

SetSpace sets Space field to given value.

HasSpace

```
func (o *ThingResponse) HasSpace() bool
```

HasSpace returns a boolean if a field has been set.

GetTitle

```
func (o *ThingResponse) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *ThingResponse) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *ThingResponse) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *ThingResponse) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

GetUid

```
func (o *ThingResponse) GetUid() string
```

GetUid returns the Uid field if non-nil, zero value otherwise.

GetUidOk

```
func (o *ThingResponse) GetUidOk() (*string, bool)
```

GetUidOk returns a tuple with the Uid field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetUid

```
func (o *ThingResponse) SetUid(v string)
```

SetUid sets Uid field to given value.

HasUid

```
func (o *ThingResponse) HasUid() bool
```

HasUid returns a boolean if a field has been set.

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ThingStatusListResponse

Properties

Name	Type	Description	Notes
Data	Pointer to [] ThingStatusResponse		[optional]
Paging	Pointer to ActionDelayListResponsePaging		[optional]

Methods

NewThingStatusListResponse

```
func NewThingStatusListResponse() *ThingStatusListResponse
```

NewThingStatusListResponse instantiates a new ThingStatusListResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewThingStatusListResponseWithDefaults

```
func NewThingStatusListResponseWithDefaults() *ThingStatusListResponse
```

NewThingStatusListResponseWithDefaults instantiates a new ThingStatusListResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetData

```
func (o *ThingStatusListResponse) GetData() []ThingStatusResponse
```

GetData returns the Data field if non-nil, zero value otherwise.

GetDataOk

```
func (o *ThingStatusListResponse) GetDataOk() (*[]ThingStatusResponse, bool)
```

GetDataOk returns a tuple with the Data field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetData

```
func (o *ThingStatusListResponse) SetData(v []ThingStatusResponse)
```

SetData sets Data field to given value.

HasData

```
func (o *ThingStatusListResponse) HasData() bool
```

HasData returns a boolean if a field has been set.

GetPaging

```
func (o *ThingStatusListResponse) GetPaging() ActionDelayListResponsePaging
```

GetPaging returns the Paging field if non-nil, zero value otherwise.

GetPagingOk

```
func (o *ThingStatusListResponse) GetPagingOk() (*ActionDelayListResponsePaging, bool)
```

GetPagingOk returns a tuple with the Paging field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetPaging

```
func (o *ThingStatusListResponse) SetPaging(v ActionDelayListResponsePaging)
```

SetPaging sets Paging field to given value.

HasPaging

```
func (o *ThingStatusListResponse) HasPaging() bool
```

HasPaging returns a boolean if a field has been set.

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ThingStatusResponse

Properties

Name	Type	Description	Notes
Collection	Pointer to string		[optional]
Properties	Pointer to map[string]interface{}		[optional]
Space	Pointer to string		[optional]
Title	Pointer to string		[optional]
Uid	Pointer to string		[optional]

Methods

NewThingStatusResponse

```
func NewThingStatusResponse() *ThingStatusResponse
```

NewThingStatusResponse instantiates a new ThingStatusResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewThingStatusResponseWithDefaults

```
func NewThingStatusResponseWithDefaults() *ThingStatusResponse
```

NewThingStatusResponseWithDefaults instantiates a new ThingStatusResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetCollection

```
func (o *ThingStatusResponse) GetCollection() string
```

GetCollection returns the Collection field if non-nil, zero value otherwise.

GetCollectionOk

```
func (o *ThingStatusResponse) GetCollectionOk() (*string, bool)
```

GetCollectionOk returns a tuple with the Collection field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetCollection

```
func (o *ThingStatusResponse) SetCollection(v string)
```

SetCollection sets Collection field to given value.

HasCollection

```
func (o *ThingStatusResponse) HasCollection() bool
```

HasCollection returns a boolean if a field has been set.

GetProperties

```
func (o *ThingStatusResponse) GetProperties() map[string]interface{}
```

GetProperties returns the Properties field if non-nil, zero value otherwise.

GetPropertiesOk

```
func (o *ThingStatusResponse) GetPropertiesOk() (*map[string]interface{}, bool)
```

GetPropertiesOk returns a tuple with the Properties field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetProperties

```
func (o *ThingStatusResponse) SetProperties(v map[string]interface{})
```

SetProperties sets Properties field to given value.

HasProperties

```
func (o *ThingStatusResponse) HasProperties() bool
```

HasProperties returns a boolean if a field has been set.

GetSpace

```
func (o *ThingStatusResponse) GetSpace() string
```

GetSpace returns the Space field if non-nil, zero value otherwise.

GetSpaceOk

```
func (o *ThingStatusResponse) GetSpaceOk() (*string, bool)
```

GetSpaceOk returns a tuple with the Space field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetSpace

```
func (o *ThingStatusResponse) SetSpace(v string)
```

SetSpace sets Space field to given value.

HasSpace

```
func (o *ThingStatusResponse) HasSpace() bool
```

HasSpace returns a boolean if a field has been set.

GetTitle

```
func (o *ThingStatusResponse) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *ThingStatusResponse) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *ThingStatusResponse) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *ThingStatusResponse) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

GetUid

```
func (o *ThingStatusResponse) GetUid() string
```

GetUid returns the Uid field if non-nil, zero value otherwise.

GetUidOk

```
func (o *ThingStatusResponse) GetUidOk() (*string, bool)
```

GetUidOk returns a tuple with the Uid field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetUid

```
func (o *ThingStatusResponse) SetUid(v string)
```

SetUid sets Uid field to given value.

HasUid

```
func (o *ThingStatusResponse) HasUid() bool
```

HasUid returns a boolean if a field has been set.

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ThingUpdateRequest

Properties

Name	Type	Description	Notes
Actions	Pointer to map[string]interface{}		[optional]
Description	Pointer to string		[optional]
Events	Pointer to map[string]interface{}		[optional]
Properties	Pointer to map[string]interface{}		[optional]
Title	Pointer to string		[optional]

Methods

NewThingUpdateRequest

```
func NewThingUpdateRequest() *ThingUpdateRequest
```

NewThingUpdateRequest instantiates a new ThingUpdateRequest object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewThingUpdateRequestWithDefaults

```
func NewThingUpdateRequestWithDefaults() *ThingUpdateRequest
```

NewThingUpdateRequestWithDefaults instantiates a new ThingUpdateRequest object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetActions

```
func (o *ThingUpdateRequest) GetActions() map[string]interface{}
```

GetActions returns the Actions field if non-nil, zero value otherwise.

GetActionsOk

```
func (o *ThingUpdateRequest) GetActionsOk() (*map[string]interface{}, bool)
```

GetActionsOk returns a tuple with the Actions field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetActions

```
func (o *ThingUpdateRequest) SetActions(v map[string]interface{})
```

SetActions sets Actions field to given value.

HasActions

```
func (o *ThingUpdateRequest) HasActions() bool
```

HasActions returns a boolean if a field has been set.

GetDescription

```
func (o *ThingUpdateRequest) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *ThingUpdateRequest) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *ThingUpdateRequest) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *ThingUpdateRequest) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetEvents

```
func (o *ThingUpdateRequest) GetEvents() map[string]interface{}
```

GetEvents returns the Events field if non-nil, zero value otherwise.

GetEventsOk

```
func (o *ThingUpdateRequest) GetEventsOk() (*map[string]interface{}, bool)
```

GetEventsOk returns a tuple with the Events field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetEvents

```
func (o *ThingUpdateRequest) SetEvents(v map[string]interface{})
```

SetEvents sets Events field to given value.

HasEvents

```
func (o *ThingUpdateRequest) HasEvents() bool
```

HasEvents returns a boolean if a field has been set.

GetProperties

```
func (o *ThingUpdateRequest) GetProperties() map[string]interface{}
```

GetProperties returns the Properties field if non-nil, zero value otherwise.

GetPropertiesOk

```
func (o *ThingUpdateRequest) GetPropertiesOk() (*map[string]interface{}, bool)
```

GetPropertiesOk returns a tuple with the Properties field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetProperties

```
func (o *ThingUpdateRequest) SetProperties(v map[string]interface{})
```

SetProperties sets Properties field to given value.

HasProperties

```
func (o *ThingUpdateRequest) HasProperties() bool
```

HasProperties returns a boolean if a field has been set.

GetTitle

```
func (o *ThingUpdateRequest) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *ThingUpdateRequest) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *ThingUpdateRequest) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *ThingUpdateRequest) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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ThingUpdateResponse

Properties

Name	Type	Description	Notes
Actions	Pointer to map[string]interface{}		[optional]
Collection	Pointer to string		[optional]
Description	Pointer to string		[optional]
Events	Pointer to map[string]interface{}		[optional]
Href	Pointer to string		[optional]
Id	Pointer to string		[optional]
Links	Pointer to []ThingCreateResponseLinks		[optional]
Model	Pointer to map[string]interface{}		[optional]
Properties	Pointer to map[string]interface{}		[optional]
Space	Pointer to string		[optional]
Title	Pointer to string		[optional]
Uid	Pointer to string		[optional]

Methods

NewThingUpdateResponse

```
func NewThingUpdateResponse() *ThingUpdateResponse
```

NewThingUpdateResponse instantiates a new ThingUpdateResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewThingUpdateResponseWithDefaults

```
func NewThingUpdateResponseWithDefaults() *ThingUpdateResponse
```

NewThingUpdateResponseWithDefaults instantiates a new ThingUpdateResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetActions

```
func (o *ThingUpdateResponse) GetActions() map[string]interface{}
```

GetActions returns the Actions field if non-nil, zero value otherwise.

GetActionsOk

```
func (o *ThingUpdateResponse) GetActionsOk() (*map[string]interface{}, bool)
```

GetActionsOk returns a tuple with the Actions field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetActions

```
func (o *ThingUpdateResponse) SetActions(v map[string]interface{})
```

SetActions sets Actions field to given value.

HasActions

```
func (o *ThingUpdateResponse) HasActions() bool
```

HasActions returns a boolean if a field has been set.

GetCollection

```
func (o *ThingUpdateResponse) GetCollection() string
```

GetCollection returns the Collection field if non-nil, zero value otherwise.

GetCollectionOk

```
func (o *ThingUpdateResponse) GetCollectionOk() (*string, bool)
```

GetCollectionOk returns a tuple with the Collection field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetCollection

```
func (o *ThingUpdateResponse) SetCollection(v string)
```

SetCollection sets Collection field to given value.

HasCollection

```
func (o *ThingUpdateResponse) HasCollection() bool
```

HasCollection returns a boolean if a field has been set.

GetDescription

```
func (o *ThingUpdateResponse) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *ThingUpdateResponse) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *ThingUpdateResponse) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *ThingUpdateResponse) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetEvents

```
func (o *ThingUpdateResponse) GetEvents() map[string]interface{}
```

GetEvents returns the Events field if non-nil, zero value otherwise.

GetEventsOk

```
func (o *ThingUpdateResponse) GetEventsOk() (*map[string]interface{}, bool)
```

GetEventsOk returns a tuple with the Events field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetEvents

```
func (o *ThingUpdateResponse) SetEvents(v map[string]interface{})
```

SetEvents sets Events field to given value.

HasEvents

```
func (o *ThingUpdateResponse) HasEvents() bool
```

HasEvents returns a boolean if a field has been set.

GetHref

```
func (o *ThingUpdateResponse) GetHref() string
```

GetHref returns the Href field if non-nil, zero value otherwise.

GetHrefOk

```
func (o *ThingUpdateResponse) GetHrefOk() (*string, bool)
```

GetHrefOk returns a tuple with the Href field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetHref

```
func (o *ThingUpdateResponse) SetHref(v string)
```

SetHref sets Href field to given value.

HasHref

```
func (o *ThingUpdateResponse) HasHref() bool
```

HasHref returns a boolean if a field has been set.

GetId

```
func (o *ThingUpdateResponse) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

GetIdOk

```
func (o *ThingUpdateResponse) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetId

```
func (o *ThingUpdateResponse) SetId(v string)
```

SetId sets Id field to given value.

HasId

```
func (o *ThingUpdateResponse) HasId() bool
```

HasId returns a boolean if a field has been set.

GetLinks

```
func (o *ThingUpdateResponse) GetLinks() []ThingCreateResponseLinks
```

GetLinks returns the Links field if non-nil, zero value otherwise.

GetLinksOk

```
func (o *ThingUpdateResponse) GetLinksOk() (*[]ThingCreateResponseLinks, bool)
```

GetLinksOk returns a tuple with the Links field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetLinks

```
func (o *ThingUpdateResponse) SetLinks(v []ThingCreateResponseLinks)
```

SetLinks sets Links field to given value.

HasLinks

```
func (o *ThingUpdateResponse) HasLinks() bool
```

HasLinks returns a boolean if a field has been set.

GetModel

```
func (o *ThingUpdateResponse) GetModel() map[string]interface{}
```

GetModel returns the Model field if non-nil, zero value otherwise.

GetModelOk

```
func (o *ThingUpdateResponse) GetModelOk() (*map[string]interface{}, bool)
```

GetModelOk returns a tuple with the Model field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetModel

```
func (o *ThingUpdateResponse) SetModel(v map[string]interface{})
```

SetModel sets Model field to given value.

HasModel

```
func (o *ThingUpdateResponse) HasModel() bool
```

HasModel returns a boolean if a field has been set.

GetProperties

```
func (o *ThingUpdateResponse) GetProperties() map[string]interface{}
```

GetProperties returns the Properties field if non-nil, zero value otherwise.

GetPropertiesOk

```
func (o *ThingUpdateResponse) GetPropertiesOk() (*map[string]interface{}, bool)
```

GetPropertiesOk returns a tuple with the Properties field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetProperties

```
func (o *ThingUpdateResponse) SetProperties(v map[string]interface{})
```

SetProperties sets Properties field to given value.

HasProperties

```
func (o *ThingUpdateResponse) HasProperties() bool
```

HasProperties returns a boolean if a field has been set.

GetSpace

```
func (o *ThingUpdateResponse) GetSpace() string
```

GetSpace returns the Space field if non-nil, zero value otherwise.

GetSpaceOk

```
func (o *ThingUpdateResponse) GetSpaceOk() (*string, bool)
```

GetSpaceOk returns a tuple with the Space field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetSpace

```
func (o *ThingUpdateResponse) SetSpace(v string)
```

SetSpace sets Space field to given value.

HasSpace

```
func (o *ThingUpdateResponse) HasSpace() bool
```

HasSpace returns a boolean if a field has been set.

GetTitle

```
func (o *ThingUpdateResponse) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *ThingUpdateResponse) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *ThingUpdateResponse) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *ThingUpdateResponse) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

GetUid

```
func (o *ThingUpdateResponse) GetUid() string
```

GetUid returns the Uid field if non-nil, zero value otherwise.

GetUidOk

```
func (o *ThingUpdateResponse) GetUidOk() (*string, bool)
```

GetUidOk returns a tuple with the Uid field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetUid

```
func (o *ThingUpdateResponse) SetUid(v string)
```

SetUid sets Uid field to given value.

HasUid

```
func (o *ThingUpdateResponse) HasUid() bool
```

HasUid returns a boolean if a field has been set.

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\ThingsApi

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Description
AddThing	Post /spaces/{space}/collections/{collection-name}/things	Add a thing description
DeleteThing	Delete /spaces/{space}/collections/{collection-name}/things/{thing-id}	Delete thing
ListThings	Get /spaces/{space}/collections/{collection-name}/things	List thing descriptions
ResetThingClientSecret	Post /spaces/{space}/collections/{collection-name}/things/{thing-id}/reset-secret	Reset Client Secret
ShowThing	Get /spaces/{space}/collections/{collection-name}/things/{thing-id}	Show thing
UpdateThing	Put /spaces/{space}/collections/{collection-name}/things/{thing-id}	Update thing description

AddThing

```
ThingCreateResponse AddThing(ctx, space, collectionName).ThingRequest(thingRequest).Execute()
```

Add a thing description

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    thingRequest := *openapiclient.NewThingRequest() // ThingRequest | Create a new thing description in the platform

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ThingsApi.AddThing(context.Background(), space, collectionName).ThingRequest(thingRequest)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ThingsApi.AddThing`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `AddThing`: ThingCreateResponse
    fmt.Fprintf(os.Stdout, "Response from `ThingsApi.AddThing`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		

Other Parameters

Other parameters are passed through a pointer to a apiAddThingRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

thingRequest | ThingRequest | Create a new thing description in the platform |

Return type

ThingCreateResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** application/json
- **Accept:** application/json, /

DeleteThing

```
DeleteThing(ctx, space, collectionName, thingId).Execute()
```

Delete thing

Example

```
package main
```

```
import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ThingsApi.DeleteThing(context.Background(), space, collectionName, thingId).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ThingsApi.DeleteThing`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
thingId	string		

Other Parameters

Other parameters are passed through a pointer to a `apiDeleteThingRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

(empty response body)

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type**: Not defined

- **Accept:** application/json, /

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ListThings

ThingListResponse ListThings(ctx, space, collectionName).Execute()

List thing descriptions

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ThingsApi.ListThings(context.Background(), space, collectionName).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ThingsApi.ListThings`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ListThings`: ThingListResponse
    fmt.Fprintf(os.Stdout, "Response from `ThingsApi.ListThings`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		

Other Parameters

Other parameters are passed through a pointer to a apiListThingsRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

ThingListResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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ResetThingClientSecret

Secret ResetThingClientSecret(ctx, space, collectionName, thingId).Execute()
Reset Client Secret

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ThingsApi.ResetThingClientSecret(context.Background(), space, collectionName, thingId)
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ThingsApi.ResetThingClientSecret`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ResetThingClientSecret`: Secret
    fmt.Fprintf(os.Stdout, "Response from `ThingsApi.ResetThingClientSecret`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
thingId	string		

Other Parameters

Other parameters are passed through a pointer to a apiResetThingClientSecretRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

Secret

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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ShowThing

ThingResponse ShowThing(ctx, space, collectionName, thingId).Execute()

Show thing

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ThingsApi.ShowThing(context.Background(), space, collectionName, thingId).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ThingsApi.ShowThing`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ShowThing`: ThingResponse
    fmt.Fprintf(os.Stdout, "Response from `ThingsApi.ShowThing`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
thingId	string		

Other Parameters

Other parameters are passed through a pointer to a apiShowThingRequest struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

ThingResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json, /

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UpdateThing

ThingUpdateResponse UpdateThing(ctx, space, collectionName, thingId).ThingUpdateRequest(thingUpdateRequest).Execute()

Update thing description

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /
    thingId := "01edb9j75vymj8p7qppm19h8nx" // string /
    thingUpdateRequest := *openapiclient.NewThingUpdateRequest() // ThingUpdateRequest / Update an existent thing

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ThingsApi.UpdateThing(context.Background(), space, collectionName, thingId).ThingUpdateRequest(thingUpdateRequest).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `ThingsApi.UpdateThing`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `UpdateThing`: ThingUpdateResponse
    fmt.Fprintf(os.Stdout, "Response from `ThingsApi.UpdateThing`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
thingId	string		

Other Parameters

Other parameters are passed through a pointer to a `apiUpdateThingRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

thingUpdateRequest | **ThingUpdateRequest** | Update an existent thing description by Id |

Return type

ThingUpdateResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type**: application/json
- **Accept**: application/json

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\ThingsStatusApi

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Description
ListItems	Get /spaces/{space}/collections/{collection-name}/things-status	List items
ShowItem	Get /spaces/{space}/collections/{collection-name}/things-status/{thing-id}	Show item

ListItems

```
ThingStatusListResponse ListItems(ctx, space, collectionName).Execute()
```

List items

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient " ./openapi"
)

func main() {
    space := "altair" // string /
    collectionName := "ElectronicBoards" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.ThingsStatusApi.ListItems(context.Background(), space, collectionName).Execute()
```

```

if err != nil {
    fmt.Fprintf(os.Stderr, "Error when calling `ThingsStatusApi.ListItems`: %v\n", err)
    fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
}
// response from `ListItems`: ThingStatusListResponse
fmt.Fprintf(os.Stdout, "Response from `ThingsStatusApi.ListItems`: %v\n", resp)
}

```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		

Other Parameters

Other parameters are passed through a pointer to a `apiListItemsRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

ThingStatusListResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type**: Not defined
- **Accept**: application/json

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ShowItem

```
ThingStatusResponse ShowItem(ctx, space, collectionName, thingId).Execute()
```

Show item

Example

```
package main
```

```

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

```

```

func main() {
    space := "altair" // string /

```

```

collectionName := "ElectronicBoards" // string /
thingId := "01edb9j75vymj8p7qppm19h8nx" // string /

configuration := openapiclient.NewConfiguration()
api_client := openapiclient.NewAPIClient(configuration)
resp, r, err := api_client.ThingsStatusApi.ShowItem(context.Background(), space, collectionName, thingId).Execute()
if err != nil {
    fmt.Fprintf(os.Stderr, "Error when calling `ThingsStatusApi.ShowItem`: %v\n", err)
    fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
}
// response from `ShowItem`: ThingStatusResponse
fmt.Fprintf(os.Stdout, "Response from `ThingsStatusApi.ShowItem`: %v\n", resp)
}

```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
collectionName	string		
thingId	string		

Other Parameters

Other parameters are passed through a pointer to a `apiShowItemRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

ThingStatusResponse

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type**: Not defined
- **Accept**: application/json, /

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TokenResponse

Properties

Name	Type	Description	Notes
AccessToken	string		
ExpiresIn	int32		
IdToken	Pointer to string		[optional]
RefreshToken	Pointer to string		[optional]
Scope	string		
TokenType	string		

Methods

NewTokenResponse

```
func NewTokenResponse(accessToken string, expiresIn int32, scope string, tokenType string, ) *TokenResponse
```

NewTokenResponse instantiates a new TokenResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewTokenResponseWithDefaults

```
func NewTokenResponseWithDefaults() *TokenResponse
```

NewTokenResponseWithDefaults instantiates a new TokenResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetAccessToken

```
func (o *TokenResponse) GetAccessToken() string
```

GetAccessToken returns the AccessToken field if non-nil, zero value otherwise.

GetAccessTokenOk

```
func (o *TokenResponse) GetAccessTokenOk() (*string, bool)
```

GetAccessTokenOk returns a tuple with the AccessToken field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetAccessToken

```
func (o *TokenResponse) SetAccessToken(v string)
```

SetAccessToken sets AccessToken field to given value.

GetExpiresIn

```
func (o *TokenResponse) GetExpiresIn() int32
```

GetExpiresIn returns the ExpiresIn field if non-nil, zero value otherwise.

GetExpiresInOk

```
func (o *TokenResponse) GetExpiresInOk() (*int32, bool)
```

GetExpiresInOk returns a tuple with the ExpiresIn field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetExpiresIn

```
func (o *TokenResponse) SetExpiresIn(v int32)
```

SetExpiresIn sets ExpiresIn field to given value.

GetIdToken

```
func (o *TokenResponse) GetIdToken() string
```

GetIdToken returns the IdToken field if non-nil, zero value otherwise.

GetIdTokenOk

```
func (o *TokenResponse) GetIdTokenOk() (*string, bool)
```

GetIdTokenOk returns a tuple with the IdToken field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetIdToken

```
func (o *TokenResponse) SetIdToken(v string)
```

SetIdToken sets IdToken field to given value.

HasIdToken

```
func (o *TokenResponse) HasIdToken() bool
```

HasIdToken returns a boolean if a field has been set.

GetRefreshToken

```
func (o *TokenResponse) GetRefreshToken() string
```

GetRefreshToken returns the RefreshToken field if non-nil, zero value otherwise.

GetRefreshTokenOk

```
func (o *TokenResponse) GetRefreshTokenOk() (*string, bool)
```

GetRefreshTokenOk returns a tuple with the RefreshToken field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetRefreshToken

```
func (o *TokenResponse) SetRefreshToken(v string)
```

SetRefreshToken sets RefreshToken field to given value.

HasRefreshToken

```
func (o *TokenResponse) HasRefreshToken() bool
```

HasRefreshToken returns a boolean if a field has been set.

GetScope

```
func (o *TokenResponse) GetScope() string
```

GetScope returns the Scope field if non-nil, zero value otherwise.

GetScopeOk

```
func (o *TokenResponse) GetScopeOk() (*string, bool)
```

GetScopeOk returns a tuple with the Scope field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetScope

```
func (o *TokenResponse) SetScope(v string)
```

SetScope sets Scope field to given value.

GetTokenType

```
func (o *TokenResponse) GetTokenType() string
```

GetTokenType returns the TokenType field if non-nil, zero value otherwise.

GetTokenTypeOk

```
func (o *TokenResponse) GetTokenTypeOk() (*string, bool)
```

GetTokenTypeOk returns a tuple with the TokenType field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTokenType

```
func (o *TokenResponse) SetTokenType(v string)
```

SetTokenType sets TokenType field to given value.

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UpdateCluster

Properties

Name	Type	Description	Notes
Description	Pointer to string		[optional]
Title	Pointer to string		[optional]

Methods

NewUpdateCluster

```
func NewUpdateCluster() *UpdateCluster
```

NewUpdateCluster instantiates a new UpdateCluster object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewUpdateClusterWithDefaults

```
func NewUpdateClusterWithDefaults() *UpdateCluster
```

NewUpdateClusterWithDefaults instantiates a new UpdateCluster object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDescription

```
func (o *UpdateCluster) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *UpdateCluster) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *UpdateCluster) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *UpdateCluster) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetTitle

```
func (o *UpdateCluster) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *UpdateCluster) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *UpdateCluster) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *UpdateCluster) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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UpdateClusterResponse

Properties

Name	Type	Description	Notes
Actions	Pointer to UpdateClusterResponseActions		[optional]
Description	Pointer to string		[optional]
Events	Pointer to UpdateClusterResponseEvents		[optional]
Href	Pointer to string		[optional]
Id	Pointer to string		[optional]
Links	Pointer to []ThingCreateResponseLinks		[optional]
Properties	Pointer to UpdateClusterResponseProperties		[optional]
Space	Pointer to string		[optional]
Title	Pointer to string		[optional]

Methods

NewUpdateClusterResponse

```
func NewUpdateClusterResponse() *UpdateClusterResponse
```

NewUpdateClusterResponse instantiates a new UpdateClusterResponse object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewUpdateClusterResponseWithDefaults

```
func NewUpdateClusterResponseWithDefaults() *UpdateClusterResponse
```

NewUpdateClusterResponseWithDefaults instantiates a new UpdateClusterResponse object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetActions

```
func (o *UpdateClusterResponse) GetActions() UpdateClusterResponseActions
```

GetActions returns the Actions field if non-nil, zero value otherwise.

GetActionsOk

```
func (o *UpdateClusterResponse) GetActionsOk() (*UpdateClusterResponseActions, bool)
```

GetActionsOk returns a tuple with the Actions field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetActions

```
func (o *UpdateClusterResponse) SetActions(v UpdateClusterResponseActions)
```

SetActions sets Actions field to given value.

HasActions

```
func (o *UpdateClusterResponse) HasActions() bool
```

HasActions returns a boolean if a field has been set.

GetDescription

```
func (o *UpdateClusterResponse) GetDescription() string
```

GetDescription returns the Description field if non-nil, zero value otherwise.

GetDescriptionOk

```
func (o *UpdateClusterResponse) GetDescriptionOk() (*string, bool)
```

GetDescriptionOk returns a tuple with the Description field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDescription

```
func (o *UpdateClusterResponse) SetDescription(v string)
```

SetDescription sets Description field to given value.

HasDescription

```
func (o *UpdateClusterResponse) HasDescription() bool
```

HasDescription returns a boolean if a field has been set.

GetEvents

```
func (o *UpdateClusterResponse) GetEvents() UpdateClusterResponseEvents
```

GetEvents returns the Events field if non-nil, zero value otherwise.

GetEventsOk

```
func (o *UpdateClusterResponse) GetEventsOk() (*UpdateClusterResponseEvents, bool)
```

GetEventsOk returns a tuple with the Events field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetEvents

```
func (o *UpdateClusterResponse) SetEvents(v UpdateClusterResponseEvents)
```

SetEvents sets Events field to given value.

HasEvents

```
func (o *UpdateClusterResponse) HasEvents() bool
```

HasEvents returns a boolean if a field has been set.

GetHref

```
func (o *UpdateClusterResponse) GetHref() string
```

GetHref returns the Href field if non-nil, zero value otherwise.

GetHrefOk

```
func (o *UpdateClusterResponse) GetHrefOk() (*string, bool)
```

GetHrefOk returns a tuple with the Href field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetHref

```
func (o *UpdateClusterResponse) SetHref(v string)
```

SetHref sets Href field to given value.

HasHref

```
func (o *UpdateClusterResponse) HasHref() bool
```

HasHref returns a boolean if a field has been set.

GetId

```
func (o *UpdateClusterResponse) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

GetIdOk

```
func (o *UpdateClusterResponse) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetId

```
func (o *UpdateClusterResponse) SetId(v string)
```

SetId sets Id field to given value.

HasId

```
func (o *UpdateClusterResponse) HasId() bool
```

HasId returns a boolean if a field has been set.

GetLinks

```
func (o *UpdateClusterResponse) GetLinks() []ThingCreateResponseLinks
```

GetLinks returns the Links field if non-nil, zero value otherwise.

GetLinksOk

```
func (o *UpdateClusterResponse) GetLinksOk() (*[]ThingCreateResponseLinks, bool)
```

GetLinksOk returns a tuple with the Links field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetLinks

```
func (o *UpdateClusterResponse) SetLinks(v []ThingCreateResponseLinks)
```

SetLinks sets Links field to given value.

HasLinks

```
func (o *UpdateClusterResponse) HasLinks() bool
```

HasLinks returns a boolean if a field has been set.

GetProperties

```
func (o *UpdateClusterResponse) GetProperties() UpdateClusterResponseProperties
```

GetProperties returns the Properties field if non-nil, zero value otherwise.

GetPropertiesOk

```
func (o *UpdateClusterResponse) GetPropertiesOk() (*UpdateClusterResponseProperties, bool)
```

GetPropertiesOk returns a tuple with the Properties field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetProperties

```
func (o *UpdateClusterResponse) SetProperties(v UpdateClusterResponseProperties)
```

SetProperties sets Properties field to given value.

HasProperties

```
func (o *UpdateClusterResponse) HasProperties() bool
```

HasProperties returns a boolean if a field has been set.

GetSpace

```
func (o *UpdateClusterResponse) GetSpace() string
```

GetSpace returns the Space field if non-nil, zero value otherwise.

GetSpaceOk

```
func (o *UpdateClusterResponse) GetSpaceOk() (*string, bool)
```

GetSpaceOk returns a tuple with the Space field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetSpace

```
func (o *UpdateClusterResponse) SetSpace(v string)
```

SetSpace sets Space field to given value.

HasSpace

```
func (o *UpdateClusterResponse) HasSpace() bool
```

HasSpace returns a boolean if a field has been set.

GetTitle

```
func (o *UpdateClusterResponse) GetTitle() string
```

GetTitle returns the Title field if non-nil, zero value otherwise.

GetTitleOk

```
func (o *UpdateClusterResponse) GetTitleOk() (*string, bool)
```

GetTitleOk returns a tuple with the Title field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetTitle

```
func (o *UpdateClusterResponse) SetTitle(v string)
```

SetTitle sets Title field to given value.

HasTitle

```
func (o *UpdateClusterResponse) HasTitle() bool
```

HasTitle returns a boolean if a field has been set.

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UpdateClusterResponseActions

Properties

Name	Type	Description	Notes
RunStats	Pointer to ActionRunStats		[optional]
SendKubectl	Pointer to ActionSendKubectl		[optional]
StopStats	Pointer to ActionStopStats		[optional]

Methods

NewUpdateClusterResponseActions

```
func NewUpdateClusterResponseActions() *UpdateClusterResponseActions
```

NewUpdateClusterResponseActions instantiates a new UpdateClusterResponseActions object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewUpdateClusterResponseActionsWithDefaults

```
func NewUpdateClusterResponseActionsWithDefaults() *UpdateClusterResponseActions
```

NewUpdateClusterResponseActionsWithDefaults instantiates a new UpdateClusterResponseActions object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetRunStats

```
func (o *UpdateClusterResponseActions) GetRunStats() ActionRunStats
```

GetRunStats returns the RunStats field if non-nil, zero value otherwise.

GetRunStatsOk

```
func (o *UpdateClusterResponseActions) GetRunStatsOk() (*ActionRunStats, bool)
```

GetRunStatsOk returns a tuple with the RunStats field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetRunStats

```
func (o *UpdateClusterResponseActions) SetRunStats(v ActionRunStats)
```

SetRunStats sets RunStats field to given value.

HasRunStats

```
func (o *UpdateClusterResponseActions) HasRunStats() bool
```

HasRunStats returns a boolean if a field has been set.

GetSendKubectl

```
func (o *UpdateClusterResponseActions) GetSendKubectl() ActionSendKubectl
```

GetSendKubectl returns the SendKubectl field if non-nil, zero value otherwise.

GetSendKubectlOk

```
func (o *UpdateClusterResponseActions) GetSendKubectlOk() (*ActionSendKubectl, bool)
```

GetSendKubectlOk returns a tuple with the SendKubectl field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetSendKubectl

```
func (o *UpdateClusterResponseActions) SetSendKubectl(v ActionSendKubectl)
```

SetSendKubectl sets SendKubectl field to given value.

HasSendKubectl

```
func (o *UpdateClusterResponseActions) HasSendKubectl() bool
```

HasSendKubectl returns a boolean if a field has been set.

GetStopStats

```
func (o *UpdateClusterResponseActions) GetStopStats() ActionStopStats
```

GetStopStats returns the StopStats field if non-nil, zero value otherwise.

GetStopStatsOk

```
func (o *UpdateClusterResponseActions) GetStopStatsOk() (*ActionStopStats, bool)
```

GetStopStatsOk returns a tuple with the StopStats field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetStopStats

```
func (o *UpdateClusterResponseActions) SetStopStats(v ActionStopStats)
```

SetStopStats sets StopStats field to given value.

HasStopStats

```
func (o *UpdateClusterResponseActions) HasStopStats() bool
```

HasStopStats returns a boolean if a field has been set.

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UpdateClusterResponseEvents

Properties

Name	Type	Description	Notes
DeploymentsStats	Pointer to EventDeploymentStats		[optional]
KubectlLogs	Pointer to EventKubectlLogs		[optional]
NodesStats	Pointer to EventNodesStats		[optional]

Methods

NewUpdateClusterResponseEvents

```
func NewUpdateClusterResponseEvents() *UpdateClusterResponseEvents
```

NewUpdateClusterResponseEvents instantiates a new UpdateClusterResponseEvents object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewUpdateClusterResponseEventsWithDefaults

```
func NewUpdateClusterResponseEventsWithDefaults() *UpdateClusterResponseEvents
```

NewUpdateClusterResponseEventsWithDefaults instantiates a new UpdateClusterResponseEvents object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetDeploymentsStats

```
func (o *UpdateClusterResponseEvents) GetDeploymentsStats() EventDeploymentStats
```

GetDeploymentsStats returns the DeploymentsStats field if non-nil, zero value otherwise.

GetDeploymentsStatsOk

```
func (o *UpdateClusterResponseEvents) GetDeploymentsStatsOk() (*EventDeploymentStats, bool)
```

GetDeploymentsStatsOk returns a tuple with the DeploymentsStats field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetDeploymentsStats

```
func (o *UpdateClusterResponseEvents) SetDeploymentsStats(v EventDeploymentStats)
```

SetDeploymentsStats sets DeploymentsStats field to given value.

HasDeploymentsStats

```
func (o *UpdateClusterResponseEvents) HasDeploymentsStats() bool
```

HasDeploymentsStats returns a boolean if a field has been set.

GetKubectlLogs

```
func (o *UpdateClusterResponseEvents) GetKubectlLogs() EventKubectlLogs
```

GetKubectlLogs returns the KubectlLogs field if non-nil, zero value otherwise.

GetKubectlLogsOk

```
func (o *UpdateClusterResponseEvents) GetKubectlLogsOk() (*EventKubectlLogs, bool)
```

GetKubectlLogsOk returns a tuple with the KubectlLogs field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetKubectlLogs

```
func (o *UpdateClusterResponseEvents) SetKubectlLogs(v EventKubectlLogs)
```

SetKubectlLogs sets KubectlLogs field to given value.

HasKubectlLogs

```
func (o *UpdateClusterResponseEvents) HasKubectlLogs() bool
```

HasKubectlLogs returns a boolean if a field has been set.

GetNodesStats

```
func (o *UpdateClusterResponseEvents) GetNodesStats() EventNodesStats
```

GetNodesStats returns the NodesStats field if non-nil, zero value otherwise.

GetNodesStatsOk

```
func (o *UpdateClusterResponseEvents) GetNodesStatsOk() (*EventNodesStats, bool)
```

GetNodesStatsOk returns a tuple with the NodesStats field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetNodesStats

```
func (o *UpdateClusterResponseEvents) SetNodesStats(v EventNodesStats)
```

SetNodesStats sets NodesStats field to given value.

HasNodesStats

```
func (o *UpdateClusterResponseEvents) HasNodesStats() bool
```

HasNodesStats returns a boolean if a field has been set.

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UpdateClusterResponseProperties

Properties

Name	Type	Description	Notes
BuildConfiguration	Pointer to PropertyBuildConfiguration		[optional]
MasterNode	Pointer to PropertyMasterNode		[optional]
Status	Pointer to PropertyStatus		[optional]

Methods

NewUpdateClusterResponseProperties

```
func NewUpdateClusterResponseProperties() *UpdateClusterResponseProperties
```

NewUpdateClusterResponseProperties instantiates a new UpdateClusterResponseProperties object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewUpdateClusterResponsePropertiesWithDefaults

```
func NewUpdateClusterResponsePropertiesWithDefaults() *UpdateClusterResponseProperties
```

NewUpdateClusterResponsePropertiesWithDefaults instantiates a new UpdateClusterResponseProperties object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetBuildConfiguration

```
func (o *UpdateClusterResponseProperties) GetBuildConfiguration() PropertyBuildConfiguration
```

GetBuildConfiguration returns the BuildConfiguration field if non-nil, zero value otherwise.

GetBuildConfigurationOk

```
func (o *UpdateClusterResponseProperties) GetBuildConfigurationOk() (*PropertyBuildConfiguration, bool)
```

GetBuildConfigurationOk returns a tuple with the BuildConfiguration field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetBuildConfiguration

```
func (o *UpdateClusterResponseProperties) SetBuildConfiguration(v PropertyBuildConfiguration)
```

SetBuildConfiguration sets BuildConfiguration field to given value.

HasBuildConfiguration

```
func (o *UpdateClusterResponseProperties) HasBuildConfiguration() bool
```

HasBuildConfiguration returns a boolean if a field has been set.

GetMasterNode

```
func (o *UpdateClusterResponseProperties) GetMasterNode() PropertyMasterNode
```

GetMasterNode returns the MasterNode field if non-nil, zero value otherwise.

GetMasterNodeOk

```
func (o *UpdateClusterResponseProperties) GetMasterNodeOk() (*PropertyMasterNode, bool)
```

GetMasterNodeOk returns a tuple with the MasterNode field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetMasterNode

```
func (o *UpdateClusterResponseProperties) SetMasterNode(v PropertyMasterNode)
```

SetMasterNode sets MasterNode field to given value.

HasMasterNode

```
func (o *UpdateClusterResponseProperties) HasMasterNode() bool
```

HasMasterNode returns a boolean if a field has been set.

GetStatus

```
func (o *UpdateClusterResponseProperties) GetStatus() PropertyStatus
```

GetStatus returns the Status field if non-nil, zero value otherwise.

GetStatusOk

```
func (o *UpdateClusterResponseProperties) GetStatusOk() (*PropertyStatus, bool)
```

GetStatusOk returns a tuple with the Status field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetStatus

```
func (o *UpdateClusterResponseProperties) SetStatus(v PropertyStatus)
```

SetStatus sets Status field to given value.

HasStatus

```
func (o *UpdateClusterResponseProperties) HasStatus() bool
```

HasStatus returns a boolean if a field has been set.

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User

Properties

Name	Type	Description	Notes
CreatedAt	Pointer to string		[optional]
Email	Pointer to string		[optional]
Id	Pointer to string		[optional]
KratosId	Pointer to string		[optional]
Space	Pointer to string		[optional]
UpdatedAt	Pointer to string		[optional]

Methods

NewUser

```
func NewUser() *User
```

NewUser instantiates a new User object This constructor will assign default values to properties that have it defined, and makes sure properties required by API are set, but the set of arguments will change when the set of required properties is changed

NewUserWithDefaults

```
func NewUserWithDefaults() *User
```

NewUserWithDefaults instantiates a new User object This constructor will only assign default values to properties that have it defined, but it doesn't guarantee that properties required by API are set

GetCreatedAt

```
func (o *User) GetCreatedAt() string
```

GetCreatedAt returns the CreatedAt field if non-nil, zero value otherwise.

GetCreatedAtOk

```
func (o *User) GetCreatedAtOk() (*string, bool)
```

GetCreatedAtOk returns a tuple with the CreatedAt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetCreatedAt

```
func (o *User) SetCreatedAt(v string)
```

SetCreatedAt sets CreatedAt field to given value.

HasCreatedAt

```
func (o *User) HasCreatedAt() bool
```

HasCreatedAt returns a boolean if a field has been set.

GetEmail

```
func (o *User) GetEmail() string
```

GetEmail returns the Email field if non-nil, zero value otherwise.

GetEmailOk

```
func (o *User) GetEmailOk() (*string, bool)
```

GetEmailOk returns a tuple with the Email field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetEmail

```
func (o *User) SetEmail(v string)
```

SetEmail sets Email field to given value.

HasEmail

```
func (o *User) HasEmail() bool
```

HasEmail returns a boolean if a field has been set.

GetId

```
func (o *User) GetId() string
```

GetId returns the Id field if non-nil, zero value otherwise.

GetIdOk

```
func (o *User) GetIdOk() (*string, bool)
```

GetIdOk returns a tuple with the Id field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetId

```
func (o *User) SetId(v string)
```

SetId sets Id field to given value.

HasId

```
func (o *User) HasId() bool
```

HasId returns a boolean if a field has been set.

GetKratosId

```
func (o *User) GetKratosId() string
```

GetKratosId returns the KratosId field if non-nil, zero value otherwise.

GetKratosIdOk

```
func (o *User) GetKratosIdOk() (*string, bool)
```

GetKratosIdOk returns a tuple with the KratosId field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetKratosId

```
func (o *User) SetKratosId(v string)
```

SetKratosId sets KratosId field to given value.

HasKratosId

```
func (o *User) HasKratosId() bool
```

HasKratosId returns a boolean if a field has been set.

GetSpace

```
func (o *User) GetSpace() string
```

GetSpace returns the Space field if non-nil, zero value otherwise.

GetSpaceOk

```
func (o *User) GetSpaceOk() (*string, bool)
```

GetSpaceOk returns a tuple with the Space field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetSpace

```
func (o *User) SetSpace(v string)
```

SetSpace sets Space field to given value.

HasSpace

```
func (o *User) HasSpace() bool
```

HasSpace returns a boolean if a field has been set.

GetUpdatedAt

```
func (o *User) GetUpdatedAt() string
```

GetUpdatedAt returns the UpdatedAt field if non-nil, zero value otherwise.

GetUpdatedAtOk

```
func (o *User) GetUpdatedAtOk() (*string, bool)
```

GetUpdatedAtOk returns a tuple with the UpdatedAt field if it's non-nil, zero value otherwise and a boolean to check if the value has been set.

SetUpdatedAt

```
func (o *User) SetUpdatedAt(v string)
```

SetUpdatedAt sets UpdatedAt field to given value.

HasUpdatedAt

```
func (o *User) HasUpdatedAt() bool
```

HasUpdatedAt returns a boolean if a field has been set.

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\UsersApi

All URIs are relative to *https://api.dev.altairsc.com*

Method	HTTP request	Description
DeleteUserFromAccount	Delete /spaces/{space}/users/{user_id}	Delete a User from an Account
GetUserFromAccount	Get /spaces/{space}/users/{user_id}	Get a User from an Account
ListUsersFromAccount	Get /spaces/{space}/users	List Users from an Account

DeleteUserFromAccount

```
DeleteUserFromAccount(ctx, space, userId).Execute()
```

Delete a User from an Account

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "space_example" // string |
    userId := "userId_example" // string |

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.UsersApi.DeleteUserFromAccount(context.Background(), space, userId).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `UsersApi.DeleteUserFromAccount`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
userId	string		

Other Parameters

Other parameters are passed through a pointer to a `apiDeleteUserFromAccountRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

(empty response body)

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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GetUserFromAccount

```
User GetUserFromAccount(ctx, space, userId).Execute()
```

Get a User from an Account

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "space_example" // string /
    userId := "userId_example" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.UsersApi.GetUserFromAccount(context.Background(), space, userId).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `UsersApi.GetUserFromAccount`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `GetUserFromAccount`: User
    fmt.Fprintf(os.Stdout, "Response from `UsersApi.GetUserFromAccount`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		
userId	string		

Other Parameters

Other parameters are passed through a pointer to a `apiGetUserFromAccountRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

User

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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ListUsersFromAccount

```
[]User ListUsersFromAccount(ctx, space).Execute()
```

List Users from an Account

Example

```
package main

import (
    "context"
    "fmt"
    "os"
    openapiclient "./openapi"
)

func main() {
    space := "space_example" // string /

    configuration := openapiclient.NewConfiguration()
    api_client := openapiclient.NewAPIClient(configuration)
    resp, r, err := api_client.UsersApi.ListUsersFromAccount(context.Background(), space).Execute()
    if err != nil {
        fmt.Fprintf(os.Stderr, "Error when calling `UsersApi.ListUsersFromAccount`: %v\n", err)
        fmt.Fprintf(os.Stderr, "Full HTTP response: %v\n", r)
    }
    // response from `ListUsersFromAccount`: []User
    fmt.Fprintf(os.Stdout, "Response from `UsersApi.ListUsersFromAccount`: %v\n", resp)
}
```

Path Parameters

Name	Type	Description	Notes
ctx	context.Context	context for authentication, logging, cancellation, deadlines, tracing, etc.	
space	string		

Other Parameters

Other parameters are passed through a pointer to a `apiListUsersFromAccountRequest` struct via the builder pattern

Name	Type	Description	Notes
------	------	-------------	-------

Return type

[]`User`

Authorization

OAuth2Security, OAuth2Security, bearerAuth

HTTP request headers

- **Content-Type:** Not defined
- **Accept:** application/json

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