

JUMP TO

CTRL-/

API OVERVIEW

Introduction

API Basics



API Lifecycle



Troubleshooting



AUTHENTICATION

Authentication overview

API Scopes

REFERENCE OVERVIEW

Global API parameters

Video reference



Player reference



Playlist reference



Subtitle reference



# Add a video to a playlist

Ask AI

POST

https://partner.api.dailymotion.com/rest/playlist/{PLAYLIST\_ID}/videos/{VIDEO\_ID} ...

LANGUAGE



Shell



Node



Ruby

php

PHP



Python



CREDENTIALS

BEARER

Bearer

token



REQUEST

```
$ python -m pip install requests
1 import requests
2
3 url = "https://partner.api.dailymotion.com/rest/playlist/PLAYLIST_ID/videos/{VIDEO_ID}"
4
5 response = requests.post(url)
6
7 print(response.text)
```



Try It!

## Recent Requests

TIME

STATUS

USE

Make a request to see history.

0 Requests This Month

## Path Params

PLAYLIST\_ID

string

required

The unique identifier of the playlist.

## RESPONSE

User reference	>
Reports reference	>
PARTNER ENDPOINTS (SERVER SIDE)	
Authentication	>
Upload	>
Video	>
Player	>
Playlists	>
Get a playlist	GET
List videos connected to a playlist	GET
List playlists	GET
Create a playlist	POST
Edit a playlist	POST
Add a video to a playlist	POST
Replace multiple videos in a playlist	POST
Remove all videos from a playlist	DEL
Remove a video from a playlist	DEL
Delete a playlist	DEL
Subtitles	>
User	>

**VIDEO\_ID**

string  
**required**

The unique identifier of the video.

Click **Try It!** to start a request and see the response here!

Response

200

Updated 23 days ago

← Edit a playlist

Replace multiple videos in a playlist →

Did this page help you?

👍 Yes    👎 No

CLIENT SIDE ENDPOINTS

- Authentication >
- Upload >
- Video >
- Player >
- Playlist >
- Subtitles >
- User >

REPORTING API

- Download a report POST
- Create a report POST

PLAYER WEB SDK

- Web SDK - Player methods
- Web SDK - Player events
- Web SDK - Player states
- Web SDK - Player runtime parameters

PLAYER ANDROID SDK

- Android SDK - Player methods
- Android SDK - Player events
- Android SDK - Player states

Android SDK - Player runtime  
parameters

PLAYER IOS SDK

iOS SDK - Player methods

iOS SDK - Player events

iOS SDK - Player states

iOS SDK - Player runtime parameters