

JUMP TO    CTRL-/

API OVERVIEW

- Introduction
- API Basics >
- API Lifecycle >
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AUTHENTICATION

- Authentication overview
- API Scopes

REFERENCE OVERVIEW

- Global API parameters
- Video reference >
- Player reference >
- Playlist reference >
- Subtitle reference >
- User reference >
- Reports reference >

PARTNER ENDPOINTS (SERVER SIDE)

- Authentication >
  - Client credentials method >
  - Request access token

# Get access token details

Ask AI ▾

https://partner.api.dailymotion.com/rest/auth

## Recent Requests

TIME	STATUS	USER AGENT	
Make a request to see history.			
0 Requests This Month			

## Response

200 >

Updated 23 days ago

Request access token

Upload

Did this page help you? Yes No

## LANGUAGE

- Shell
- Node
- Ruby
- PHP
- Python

## CREDENTIALS

BEARER

Bearer token

## REQUEST

```
$ python -m pip install requests

1 import requests
2
3 url = "https://partner.api.dailymotion.com/rest/auth"
4
5 headers = {"accept": "application/json"}
6
7 response = requests.get(url, headers=headers)
8
9 print(response.text)
```



Try It!

## RESPONSE

200 - Successful    Example ▾

```
1 {
2   "id": "x1fz4ii",
3   "scope": [
4     "manage_comments",
5     "manage_videos",
6     "userinfo"
7   ],
8   "roles": [],
9   "username": "DailymotionAPI",
10  "screenname": "Dailymotion API"
11 }
```



Get access token details	GET	
Upload	>	
Video	>	
Player	>	
Playlists	>	
Subtitles	>	Cookie Policy
User	>	Privacy Policy
		Terms of Use
		Legal Notices
		© 2025 Dailymotion
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