NIBE Uplink™ {api}



# Authentication

For a client to be allowed to communicate with the NIBE Uplink API it needs to be registered with NIBE Uplink. When registering a client a client key and a client secret are generated and supplied to the client owner. It is up to the client owner to make sure these are not leaked to a third party. If the client owner suspects the client key and secret could have been leaked, it is the client owner's responsibility to notify the NIBE Uplink team about the potential leak in order to block any malicious activity done in the name of their client.

## User Authentication

Currently, all requests to the NIBE Uplink API requires a valid user authentication. The user authentication makes sure that the client can only access the resources for that particular user.

Users are authenticated via the OAuth 2 (http://tools.ietf.org/html/rfc6749) protocol. NIBE Uplink currently supports the `Authorization Code Grant` flow and the `Implicit Grant` flow. The Authorization Code Grant flow targets clients which the OAuth 2 specification deems confidential, such as web applications and mobile apps while the Implicit Grant flow is a shorter flow which targets public clients that can't keep the confidentiality of the OAuth credentials, such as browser based JavaScript applications.

Under no circumstances is the client allowed to process or handle a user's secret login credentials.

The following URL:s are used for the OAuth 2 requests

- **Authorize endpoint** `https://api.nibeuplink.com/oauth/authorize`
- **Token endpoint** `https://api.nibeuplink.com/oauth/token`

# Scope

When authenticating with the NIBE Uplink API you need to specify how your application wants to access the API through the `Scope` parameter. Depending on which scopes you have requested and have been granted by the user you will have access to different functionality. Each function in the function list clearly specifies which scope is required in order to access that particular function.

| Scope | Description |
|---|---|
| READSYSTEM | Gives access to reading system status and stored parameters |
| WRITESYSTEM | Gives access to change settings on systems |