

# AAA Service v2.0

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## Resource: access\_tokens

Access token handling

http://{device}/api/mgmt.aaa/2.0/token

### JSON

```
{
}
```

Property Name	Type	Description	Notes
access_tokens	<object>	Access token handling	

## Links

### access\_tokens: request

Request a new access token

POST http://{device}/api/mgmt.aaa/2.0/token

### Request Body

Provide a request body with the following structure:

### JSON

```
{
  "generate_refresh_token": boolean,
  "refresh_token": refresh_token_assertion,
  "state": string,
  "user_credentials": user_credentials_assertion
}
```

Property Name	Type	Description	Notes
access_tokens.links.request.request	<object>	Access token request details	
access_tokens.links.request.request.generate_refresh_token	<boolean>	If True, a refresh token will also be returned	Optional;
access_tokens.links.request.request.refresh_token	<refresh_token_assertion>	A refresh token assertion	
access_tokens.links.request.request.state	<string>	Optional opaque value to pass back with the token	Optional;
access_tokens.links.request.request.user_credentials	<user_credentials_assertion>	A username/password assertion	
access_tokens.links.request.request.oneOf[0]	<object>		Required properties: [user_credentials];
access_tokens.links.request.request.oneOf[0].<prop>	<any>		Optional;
access_tokens.links.request.request.oneOf[1]	<object>		Required properties: [refresh_token];
access_tokens.links.request.request.oneOf[1].generate_refresh_token	<boolean>		Optional; Values: False;
access_tokens.links.request.request.oneOf[1].<prop>	<any>		Optional;

### Response Body

On success, the server returns a response body with the following structure:

### JSON

```
{
  "access_token": string,
  "expires_at": integer,
  "refresh_token": string,
  "state": string,
  "token_type": string
}
```

Property Name	Type	Description	Notes
<code>access_tokens.links.request.response</code>	<object>	Granted access token details	Required properties: [access_token, expires_at, token_type];
<code>access_tokens.links.request.response.access_token</code>	<string>	The new access token	
<code>access_tokens.links.request.response.expires_at</code>	<integer>	The Unix epoch time when the access token will expire	
<code>access_tokens.links.request.response.refresh_token</code>	<string>	The new refresh token, if requested. This token must be stored securely.	Optional;
<code>access_tokens.links.request.response.state</code>	<string>	The value of the state field in the request, if present	Optional;
<code>access_tokens.links.request.response.token_type</code>	<string>	The type of token issued	Values: bearer;

## Resource: account\_policy

Global account settings

[http://{device}/api/mgmt.aaa/2.0/account\\_policy](http://{device}/api/mgmt.aaa/2.0/account_policy)

### JSON

```
{
  "login_policy": {
    "count": integer,
    "wait_time": integer
  },
  "password_policy": {
    "change_frequency": integer,
    "dictionary_check": boolean,
    "difference": integer,
    "digits": integer,
    "expiration": {
      "inactive": {
        "enabled": boolean,
        "value": integer
      },
      "time": {
        "enabled": boolean,
        "value": integer
      }
    },
    "warn": integer
  },
  "lower_case": integer,
  "minimum_length": integer,
  "permit_empty_passwords": boolean,
  "repeat": integer,
  "reuse_interval": integer,
  "symbols": integer,
  "upper_case": integer
}
```

Property Name	Type	Description	Notes
<code>account_policy</code>	<object>	Global account settings	Required properties: [login_policy, password_policy];
<code>account_policy.login_policy</code>	<object>	Settings related to login attempts	Required properties: [count, wait_time];
<code>account_policy.login_policy.count</code>	<integer>	Maximum failed login attempts before temporary account lock. 0 disables this check.	Minimum 0;
<code>account_policy.login_policy.wait_time</code>	<integer>	Length in minutes for temporary account lock. N/A when count is 0.	Minimum 0;
<code>account_policy.password_policy</code>	<object>	Password complexity and expiration settings	Required properties: [permit_empty_passwords, minimum_length, lower_case, upper_case, digits, symbols, repeat, difference, dictionary_check, change_frequency, reuse_interval, expiration];
<code>account_policy.password_policy.change_frequency</code>	<integer>	Minimum number of days a user must wait between password changes. 0 disables this check.	Minimum 0;
<code>account_policy.password_policy.dictionary_check</code>	<boolean>	Disallow passwords based on common words	
<code>account_policy.password_policy.difference</code>	<integer>	Minimum number of character differences required between two passwords. 0 disables this check.	Minimum 0;

<code>account_policy.password_policy.digits</code>	<code>&lt;integer&gt;</code>	Minimum number of digits. 0 Disables this check.	Minimum 0;
<code>account_policy.password_policy.expiration</code>	<code>&lt;object&gt;</code>	Password expiration settings	Required properties: [time, inactive, warn];
<code>account_policy.password_policy.expiration.inactive</code>	<code>&lt;object&gt;</code>	Account inactivity settings	
<code>account_policy.password_policy.expiration.inactive.enabled</code>	<code>&lt;boolean&gt;</code>	Whether to mark accounts inactive if their password remains expired for a period of time	Optional;
<code>account_policy.password_policy.expiration.inactive.value</code>	<code>&lt;integer&gt;</code>	Number of days before an account with an expired password is marked inactive	Optional; Minimum 0;
<code>account_policy.password_policy.expiration.time</code>	<code>&lt;object&gt;</code>	Password expiration settings	
<code>account_policy.password_policy.expiration.time.enabled</code>	<code>&lt;boolean&gt;</code>	Whether to expire passwords after a period of time	Optional;
<code>account_policy.password_policy.expiration.time.value</code>	<code>&lt;integer&gt;</code>	Number of days before a password expires	Optional; Minimum 0;
<code>account_policy.password_policy.expiration.warn</code>	<code>&lt;integer&gt;</code>	Number of days before password expiration to start warning a user	Minimum 0;
<code>account_policy.password_policy.lower_case</code>	<code>&lt;integer&gt;</code>	Minimum number of lowercase characters. 0 disables this check.	Minimum 0;
<code>account_policy.password_policy.minimum_length</code>	<code>&lt;integer&gt;</code>	Minimum password length.	Range: 1 to 64;
<code>account_policy.password_policy.permit_empty_passwords</code>	<code>&lt;boolean&gt;</code>	Allow users to have empty passwords.	
<code>account_policy.password_policy.repeat</code>	<code>&lt;integer&gt;</code>	Maximum times the same character can repeat consecutively. 0 disables this check.	Minimum 0;
<code>account_policy.password_policy.reuse_interval</code>	<code>&lt;integer&gt;</code>	Number of previous passwords to save. When setting a new password, the user cannot use a password that exists in their password history. 0 disables this check.	Range: 0 to 10;
<code>account_policy.password_policy.symbols</code>	<code>&lt;integer&gt;</code>	Minimum number of symbols. 0 disables this check.	Minimum 0;
<code>account_policy.password_policy.upper_case</code>	<code>&lt;integer&gt;</code>	Minimum number of uppercase characters. 0 disables this check.	Minimum 0;

## Links

### account\_policy: get

GET `http://{device}/api/mgmt.aaa/2.0/account_policy`

#### Response Body

Returns an [account\\_policy](#) data object.

### account\_policy: set

PUT `http://{device}/api/mgmt.aaa/2.0/account_policy`

#### Request Body

Provide an [account\\_policy](#) data object.

#### Response Body

Returns an [account\\_policy](#) data object.

## Resource: passwords

Local user password management

`http://{device}/api/mgmt.aaa/2.0/passwords`

#### JSON

```
{
}
```

Property Name	Type	Description	Notes
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<i>passwords</i>	<object>	Local user password management	
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## Links

### passwords: change\_password

Change a local user's password. Old password is required when changing your own password.

POST [http://{{device}}/api/mgmt.aaa/2.0/users/change\\_password](http://{{device}}/api/mgmt.aaa/2.0/users/change_password)

#### Request Body

Provide a request body with the following structure:

##### JSON

```
{
  "new_password": string,
  "old_password": string,
  "user": string
}
```

Property Name	Type	Description	Notes
<i>passwords.links.change_password.request</i>	<object>		Required properties: [user, new_password];
<i>passwords.links.change_password.request.new_password</i>	<string>	New password, in plaintext	
<i>passwords.links.change_password.request.old_password</i>	<string>	Old password, in plaintext	Optional;
<i>passwords.links.change_password.request.user</i>	<string>	User account to change password	

#### Response Body

On success, the server returns a response body with the following structure:

##### JSON

```
{
  "changed": boolean,
  "user": string
}
```

Property Name	Type	Description	Notes
<i>passwords.links.change_password.response</i>	<object>		Required properties: [user, changed];
<i>passwords.links.change_password.response.changed</i>	<boolean>	Whether the password was successfully changed	
<i>passwords.links.change_password.response.user</i>	<string>	User account	

## Resource: permission\_group

Service resource group used to assign permissions

[http://{{device}}/api/mgmt.aaa/2.0/permission\\_groups/{name}](http://{{device}}/api/mgmt.aaa/2.0/permission_groups/{name})

##### JSON

```
{
  "description": string,
  "name": string,
  "pretty_name": string,
  "resources": [ service_resource ]
}
```

Property Name	Type	Description	Notes
<i>permission_group</i>	<object>	Service resource group used to assign permissions	Required properties: [name, pretty_name, description, resources];

<code>permission_group.description</code>	<code>&lt;string&gt;</code>	Brief description of group	
<code>permission_group.name</code>	<code>&lt;string&gt;</code>	Unique ID for group	Read-only; Pattern: '[a-zA-Z0-9_]+\$';
<code>permission_group.pretty_name</code>	<code>&lt;string&gt;</code>	Display name for group	
<code>permission_group.resources</code>	<code>&lt;array of &lt;service_resource&gt;&gt;</code>	List of resources that exist in this group	
<code>permission_group.resources[items]</code>	<code>&lt;service_resource&gt;</code>	Resources available from a service. If only the <code>service_name</code> property is present, all resources are included.	

## Links

### permission\_group: get

```
GET http://{device}/api/mgmt.aaa/2.0/permission_groups/{name}
```

#### Response Body

Returns a [permission\\_group](#) data object.

## Relations

### permission\_group: instances

#### Related resource

[permission\\_groups](#)

## Resource: permission\_groups

Collection of service resource groups

```
http://{device}/api/mgmt.aaa/2.0/permission_groups
```

#### JSON

```
{
  "items": [ permission\_group ]
}
```

Property Name	Type	Description	Notes
<code>permission_groups</code>	<code>&lt;object&gt;</code>	Collection of service resource groups	Required properties: [items];
<code>permission_groups.items</code>	<code>&lt;array of &lt;permission_group&gt;&gt;</code>	List of service resource groups	
<code>permission_groups.items[items]</code>	<code>&lt;permission_group&gt;</code>	Service resource group used to assign permissions	

## Links

### permission\_groups: get

```
GET http://{device}/api/mgmt.aaa/2.0/permission_groups
```

#### Response Body

Returns a [permission\\_groups](#) data object.

## Resource: radius\_server

A RADIUS authentication server

```
http://{device}/api/mgmt.aaa/2.0/radius_servers/items/{id}
```

#### JSON

```
{
  "enabled": boolean,
  "host": string,
  "id": integer,
  "new_key": string,
  "port": integer,
  "timeout": integer
}
```

Property Name	Type	Description	Notes
<i>radius_server</i>	<i>&lt;object&gt;</i>	A RADIUS authentication server	Required properties: [host, port, timeout];
<i>radius_server.enabled</i>	<i>&lt;boolean&gt;</i>	Whether this RADIUS server is enabled or not. A server is enabled when it is in the <i>server_order</i> list in the <i>radius_servers</i> resource.	Read-only; Optional;
<i>radius_server.host</i>	<i>&lt;string&gt;</i>	The hostname or IP address of the RADIUS server	
<i>radius_server.id</i>	<i>&lt;integer&gt;</i>	Server ID	Read-only; Optional;
<i>radius_server.new_key</i>	<i>&lt;string&gt;</i>	The secret key used to encrypt communications. An empty string indicates no encryption is used.	Optional;
<i>radius_server.port</i>	<i>&lt;integer&gt;</i>	The port of the RADIUS server	Range: 1 to 65535; Default is 1812;
<i>radius_server.timeout</i>	<i>&lt;integer&gt;</i>	Max time, in seconds, to wait for the server to respond to an auth request.	Range: 1 to 30;

## Links

### radius\_server: delete

```
DELETE http://{device}/api/mgmt.aaa/2.0/radius_servers/items/{id}
```

#### Response Body

On success, the server does not provide any body in the responses.

### radius\_server: get

```
GET http://{device}/api/mgmt.aaa/2.0/radius_servers/items/{id}
```

#### Response Body

Returns a [radius\\_server](#) data object.

### radius\_server: set

```
PUT http://{device}/api/mgmt.aaa/2.0/radius_servers/items/{id}
```

#### Request Body

Provide a [radius\\_server](#) data object.

#### Response Body

Returns a [radius\\_server](#) data object.

## Resource: radius\_servers

The configured RADIUS servers

```
http://{device}/api/mgmt.aaa/2.0/radius_servers
```

JSON

```

{
  "available_encryption": [
    string
  ],
  "encryption_protocol": string,
  "server_priority": [
    integer
  ],
  "servers": [ radius_server ]
}

```

Property Name	Type	Description	Notes
<i>radius_servers</i>	<object>	The configured RADIUS servers	Required properties: [server_priority, encryption_protocol];
<i>radius_servers.available_encryption</i>	<array of <string>>	Available encryption protocols	Read-only; Optional;
<i>radius_servers.available_encryption</i> [items]	<string>		Read-only;
<i>radius_servers.encryption_protocol</i>	<string>	The encryption protocol to use. Available protocols are listed under available_encryption.	
<i>radius_servers.server_priority</i>	<array of <integer>>	The order in which authentication requests are made to the configured servers. Servers not in this list will be disabled.	
<i>radius_servers.server_priority</i> [items]	<integer>		
<i>radius_servers.servers</i>	<array of <radius_server>>	The configured RADIUS servers	Read-only; Optional;
<i>radius_servers.servers</i> [items]	<radius_server>	A RADIUS authentication server	

## Links

### radius\_servers: create

POST [http://{{device}}/api/mgmt.aaa/2.0/radius\\_servers](http://{{device}}/api/mgmt.aaa/2.0/radius_servers)

#### Request Body

Provide a [radius\\_server](#) data object.

#### Response Body

Returns a [radius\\_server](#) data object.

### radius\_servers: get

GET [http://{{device}}/api/mgmt.aaa/2.0/radius\\_servers](http://{{device}}/api/mgmt.aaa/2.0/radius_servers)

#### Response Body

Returns a [radius\\_servers](#) data object.

### radius\_servers: set

PUT [http://{{device}}/api/mgmt.aaa/2.0/radius\\_servers](http://{{device}}/api/mgmt.aaa/2.0/radius_servers)

#### Request Body

Provide a [radius\\_servers](#) data object.

#### Response Body

Returns a [radius\\_servers](#) data object.

## Resource: refresh\_tokens

Active refresh tokens. Only the first few characters of the token are revealed, enough for the caller to differentiate the tokens they own.

[http://{{device}}/api/mgmt.aaa/2.0/refresh\\_tokens](http://{{device}}/api/mgmt.aaa/2.0/refresh_tokens)



## JSON

```
{
  "items": [
    {
      "issued_at": any,
      "last_redeemed": integer,
      "partial_token": string,
      "times_redeemed": integer,
      "user": string
    }
  ]
}
```

Property Name	Type	Description	Notes
<i>refresh_tokens</i>	<object>	Active refresh tokens. Only the first few characters of the token are revealed, enough for the caller to differentiate the tokens they own.	Required properties: [items];
<i>refresh_tokens.items</i>	<array of <object>>		
<i>refresh_tokens.items[items]</i>	<object>	A single refresh token	Required properties: [user, partial_token, issued_at, last_redeemed, times_redeemed];
<i>refresh_tokens.items[items].issued_at</i>	<any>	The Unix epoch time that the refresh token was issued	
<i>refresh_tokens.items[items].last_redeemed</i>	<integer>	The Unix epoch time that the token was last redeemed. 0 if it has never been used.	Minimum 0;
<i>refresh_tokens.items[items].partial_token</i>	<string>	The first few characters of the token	
<i>refresh_tokens.items[items].times_redeemed</i>	<integer>	The number of times the token has been redeemed	Minimum 0;
<i>refresh_tokens.items[items].user</i>	<string>	The user name which owns this token	

## Links

### refresh\_tokens: get

```
GET http://{device}/api/mgmt.aaa/2.0/refresh_tokens
```

#### Response Body

Returns a [refresh\\_tokens](#) data object.

### refresh\_tokens: revoke

Revoke a refresh token

```
POST http://{device}/api/mgmt.aaa/2.0/refresh_tokens/revoke
```

#### Request Body

Provide a request body with the following structure:

## JSON

```
{
  "refresh_token": string
}
```

Property Name	Type	Description	Notes
<i>refresh_tokens.links.revoke.request</i>	<object>		Required properties: [refresh_token];
<i>refresh_tokens.links.revoke.request.refresh_token</i>	<string>	The refresh token to revoke	

#### Response Body

On success, the server does not provide any body in the responses.

## Resource: remote\_authentication

## Remote authentication settings

http://{device}/api/mgmt.aaa/2.0/remote\_authentication

### JSON

```
{
  "auth_methods_available": [
    string
  ],
  "auth_sequence": [
    string
  ],
  "default_roles": [
    integer
  ],
  "next_method_on_reject": boolean
}
```

Property Name	Type	Description	Notes
<i>remote_authentication</i>	<i>&lt;object&gt;</i>	Remote authentication settings	Required properties: [auth_sequence, next_method_on_reject, default_roles];
<i>remote_authentication.auth_methods_available</i>	<i>&lt;array of &lt;string&gt;&gt;</i>	Available authentication methods	Read-only; Optional;
<i>remote_authentication.auth_methods_available[items]</i>	<i>&lt;string&gt;</i>		Read-only;
<i>remote_authentication.auth_sequence</i>	<i>&lt;array of &lt;string&gt;&gt;</i>	Authentication methods to use, in priority order of first to last. Possible values are listed in <i>auth_methods_available</i> .	
<i>remote_authentication.auth_sequence[items]</i>	<i>&lt;string&gt;</i>		
<i>remote_authentication.default_roles</i>	<i>&lt;array of &lt;integer&gt;&gt;</i>	The roles to assign to a remotely-authenticated user when the authentication server does not specify any.	
<i>remote_authentication.default_roles[items]</i>	<i>&lt;integer&gt;</i>		
<i>remote_authentication.next_method_on_reject</i>	<i>&lt;boolean&gt;</i>	If True, when a login is rejected, the system will still attempt to authenticate via the next method in <i>auth_sequence</i> . If False, the login attempt is denied immediately when any auth method rejects the user credentials.	

## Links

### remote\_authentication: get

GET http://{device}/api/mgmt.aaa/2.0/remote\_authentication

#### Response Body

Returns a [remote\\_authentication](#) data object.

### remote\_authentication: set

PUT http://{device}/api/mgmt.aaa/2.0/remote\_authentication

#### Request Body

Provide a [remote\\_authentication](#) data object.

#### Response Body

Returns a [remote\\_authentication](#) data object.

## Resource: role

A set of permissions that may be assigned to a user

http://{device}/api/mgmt.aaa/2.0/roles/{id}

### JSON

```

{
  "description": string,
  "id": integer,
  "member_of": [
    integer
  ],
  "permissions": [
    {
      "operation": string,
      "permission_group": string
    }
  ],
  "pretty_name": string,
  "system_default": boolean
}

```

Property Name	Type	Description	Notes
<i>role</i>	<object>	A set of permissions that may be assigned to a user	Required properties: [pretty_name];
<i>role.description</i>	<string>	Role description	Optional;
<i>role.id</i>	<integer>	Unique role identifier	Read-only; Optional;
<i>role.member_of</i>	<array of <integer>>	Roles that this role is a member of	Optional;
<i>role.member_of[items]</i>	<integer>	A role identifier	
<i>role.permissions</i>	<array of <object>>	A set of permissions granted to this role	Optional;
<i>role.permissions[items]</i>	<object>	One permission group and the access rights granted to it	
<i>role.permissions[items].operation</i>	<string>	The access rights granted to the permission group	Optional; Values: read_only, read_write;
<i>role.permissions[items].permission_group</i>	<string>	The permission group	Optional;
<i>role.pretty_name</i>	<string>	Unique role name	
<i>role.system_default</i>	<boolean>	If true, role is a system default entry that cannot be modified	Read-only; Optional;

## Links

### role: delete

```
DELETE http://{device}/api/mgmt.aaa/2.0/roles/{id}
```

#### Response Body

On success, the server does not provide any body in the responses.

### role: get

```
GET http://{device}/api/mgmt.aaa/2.0/roles/{id}
```

#### Response Body

Returns a [role](#) data object.

### role: set

```
PUT http://{device}/api/mgmt.aaa/2.0/roles/{id}
```

#### Request Body

Provide a [role](#) data object.

#### Response Body

Returns a [role](#) data object.

## Resource: role\_names

The list of roles and their names

```
http://{device}/api/mgmt.aaa/2.0/role_names
```

## JSON

```
{
  "items": [
    {
      "description": string,
      "id": integer,
      "pretty_name": string
    }
  ]
}
```

Property Name	Type	Description	Notes
<i>role_names</i>	<i>&lt;object&gt;</i>	The list of roles and their names	Required properties: [items];
<i>role_names.items</i>	<i>&lt;array of &lt;object&gt;&gt;</i>		
<i>role_names.items[items]</i>	<i>&lt;object&gt;</i>	Name and description for a single role	Required properties: [id, pretty_name, description];
<i>role_names.items[items].description</i>	<i>&lt;string&gt;</i>	Role description	
<i>role_names.items[items].id</i>	<i>&lt;integer&gt;</i>	Unique role identifier	
<i>role_names.items[items].pretty_name</i>	<i>&lt;string&gt;</i>	Unique role name	

## Links

### role\_names: get

GET [http://{device}/api/mgmt.aaa/2.0/role\\_names](http://{device}/api/mgmt.aaa/2.0/role_names)

#### Response Body

Returns a [role\\_names](#) data object.

## Resource: roles

All configured roles

<http://{device}/api/mgmt.aaa/2.0/roles>

## JSON

```
{
  "items": [ role ]
}
```

Property Name	Type	Description	Notes
<i>roles</i>	<i>&lt;object&gt;</i>	All configured roles	
<i>roles.items</i>	<i>&lt;array of &lt;role&gt;&gt;</i>	A role identifier	Optional;
<i>roles.items[items]</i>	<i>&lt;role&gt;</i>	A set of permissions that may be assigned to a user	

## Links

### roles: create

POST <http://{device}/api/mgmt.aaa/2.0/roles>

#### Request Body

Provide a [role](#) data object.

#### Response Body

Returns a [role](#) data object.

### roles: get

```
GET http://{device}/api/mgmt.aaa/2.0/roles
```

## Response Body

Returns a [roles](#) data object.

## Resource: tacacs\_server

A TACACS+ authentication server

```
http://{device}/api/mgmt.aaa/2.0/tacacs_servers/items/{id}
```

### JSON

```
{
  "enabled": boolean,
  "host": string,
  "id": integer,
  "new_key": string,
  "port": integer
}
```

Property Name	Type	Description	Notes
<i>tacacs_server</i>	<i>&lt;object&gt;</i>	A TACACS+ authentication server	Required properties: [host, port];
<i>tacacs_server.enabled</i>	<i>&lt;boolean&gt;</i>	Whether this TACACS+ server is enabled or not. A server is enabled when it is in the server_order list in the tacacs_servers resource.	Read-only; Optional;
<i>tacacs_server.host</i>	<i>&lt;string&gt;</i>	The hostname or IP address of the TACACS+ server	
<i>tacacs_server.id</i>	<i>&lt;integer&gt;</i>	Server ID	Read-only; Optional;
<i>tacacs_server.new_key</i>	<i>&lt;string&gt;</i>	The secret key used to encrypt communications. An empty string indicates no encryption is used.	Optional;
<i>tacacs_server.port</i>	<i>&lt;integer&gt;</i>	The post of the TACACS+ server	Range: 1 to 65535; Default is 49;

## Links

### tacacs\_server: delete

```
DELETE http://{device}/api/mgmt.aaa/2.0/tacacs_servers/items/{id}
```

## Response Body

On success, the server does not provide any body in the responses.

### tacacs\_server: get

```
GET http://{device}/api/mgmt.aaa/2.0/tacacs_servers/items/{id}
```

## Response Body

Returns a [tacacs\\_server](#) data object.

### tacacs\_server: set

```
PUT http://{device}/api/mgmt.aaa/2.0/tacacs_servers/items/{id}
```

## Request Body

Provide a [tacacs\\_server](#) data object.

## Response Body

Returns a [tacacs\\_server](#) data object.

## Resource: tacacs\_servers

The configured TACACS+ servers

http://{device}/api/mgmt.aaa/2.0/tacacs\_servers

#### JSON

```
{
  "server_priority": [
    integer
  ],
  "servers": [ tacacs_server ],
  "timeout": integer
}
```

Property Name	Type	Description	Notes
<i>tacacs_servers</i>	<object>	The configured TACACS+ servers	Required properties: [server_priority, timeout];
<i>tacacs_servers.server_priority</i>	<array of <integer>>	The order in which authentication requests are made to the configured servers. Servers not in this list will be disabled.	
<i>tacacs_servers.server_priority[items]</i>	<integer>		
<i>tacacs_servers.servers</i>	<array of <tacacs_server>>	The configured TACACS+ servers	Read-only; Optional;
<i>tacacs_servers.servers[items]</i>	<tacacs_server>	A TACACS+ authentication server	
<i>tacacs_servers.timeout</i>	<integer>	Max time, in seconds, to wait for a server to respond to an auth request.	Range: 1 to 30;

## Links

### tacacs\_servers: create

POST http://{device}/api/mgmt.aaa/2.0/tacacs\_servers

#### Request Body

Provide a [tacacs\\_server](#) data object.

#### Response Body

Returns a [tacacs\\_server](#) data object.

### tacacs\_servers: get

GET http://{device}/api/mgmt.aaa/2.0/tacacs\_servers

#### Response Body

Returns a [tacacs\\_servers](#) data object.

### tacacs\_servers: set

PUT http://{device}/api/mgmt.aaa/2.0/tacacs\_servers

#### Request Body

Provide a [tacacs\\_servers](#) data object.

#### Response Body

Returns a [tacacs\\_servers](#) data object.

## Resource: user

A user configured for local authentication

http://{device}/api/mgmt.aaa/2.0/users/{name}

#### JSON

```

{
  "account_never_inactive": boolean,
  "description": string,
  "enable": boolean,
  "logged_in": boolean,
  "login_failure": {
    "count": integer,
    "date": timestamp,
    "source": string
  },
  "name": string,
  "new_password": {
    "cleartext": string,
    "hashed": string
  },
  "password": {
    "change_allowed_in": integer,
    "expires_on": timestamp,
    "locks_on": timestamp
  },
  "password_never_expires": boolean,
  "roles": [
    integer
  ],
  "status": string
}

```

Property Name	Type	Description	Notes
<i>user</i>	< <i>object</i> >	A user configured for local authentication	Required properties: [name];
<i>user.account_never_inactive</i>	< <i>boolean</i> >	User account will never become inactive, preventing login, due to an expired password	Optional; Default is False;
<i>user.description</i>	< <i>string</i> >	Description for the user account	Optional; Default is ;
<i>user.enable</i>	< <i>boolean</i> >	Whether the user is allowed to log in	Optional; Default is False;
<i>user.logged_in</i>	< <i>boolean</i> >	User is currently logged in	Read-only; Optional;
<i>user.login_failure</i>	< <i>object</i> >	Login failure information	Read-only; Optional;
<i>user.login_failure.count</i>	< <i>integer</i> >	Number of failed login attempts	Read-only; Optional;
<i>user.login_failure.date</i>	< <i>timestamp</i> >	Date, in Unix epoch time, of the most recent login failure	Read-only; Optional; Seconds since January 1, 1970;
<i>user.login_failure.source</i>	< <i>string</i> >	Address of the most recent login failure	Read-only; Optional;
<i>user.name</i>	< <i>string</i> >	Account name	
<i>user.new_password</i>	< <i>object</i> >	Set this user's password to a new value. Used for creation and bulk importing of users. Normal password changes should go through the password resource. Changing passwords using this API may result in passwords which violate the password policy.	Optional;
<i>user.new_password.cleartext</i>	< <i>string</i> >	Set the user's password in plain text	Optional;
<i>user.new_password.hashed</i>	< <i>string</i> >	Set the user's password as a hash	Optional;
<i>user.new_password.oneOf[0]</i>	< <i>object</i> >		Required properties: [cleartext];
<i>user.new_password.oneOf[0].&lt;prop&gt;</i>	< <i>any</i> >		Optional;
<i>user.new_password.oneOf[1]</i>	< <i>object</i> >		Required properties: [hashed];
<i>user.new_password.oneOf[1].&lt;prop&gt;</i>	< <i>any</i> >		Optional;
<i>user.password</i>	< <i>object</i> >	Password settings	Required properties: [expires_on, locks_on, change_allowed_in]; Optional;
<i>user.password.change_allowed_in</i>	< <i>integer</i> >	Days remaining until the user can change their password. A value of 0 indicates the password may be changed immediately.	Read-only;
<i>user.password.expires_on</i>	< <i>timestamp</i> >	Date, in Unix epoch time, after which the user's password will expire. If 0, the password will never expire.	Read-only; Seconds since January 1, 1970;
<i>user.password.locks_on</i>	< <i>timestamp</i> >	Date, in Unix epoch time, after which the user account will be locked due to an expired password. If 0, the account will never be locked.	Read-only; Seconds since January 1, 1970;
<i>user.password_never_expires</i>	< <i>boolean</i> >	User account password will never expire	Optional; Default is False;
<i>user.roles</i>	< <i>array of integer</i> >	List of roles granted to this user	Optional;
<i>user.roles[items]</i>	< <i>integer</i> >	The role identifier	
<i>user.status</i>	< <i>string</i> >	Status of the account	Read-only; Optional; Values: active, inactive, disabled, login_failure_lockout;

---

## Links

### user: delete

```
DELETE http://{device}/api/mgmt.aaa/2.0/users/{name}
```

#### Response Body

On success, the server does not provide any body in the responses.

### user: get

```
GET http://{device}/api/mgmt.aaa/2.0/users/{name}
```

#### Response Body

Returns an [user](#) data object.

### user: set

```
PUT http://{device}/api/mgmt.aaa/2.0/users/{name}
```

#### Request Body

Provide an [user](#) data object.

#### Response Body

Returns an [user](#) data object.

---

## Resource: users

The users configured for local authentication

```
http://{device}/api/mgmt.aaa/2.0/users
```

#### JSON

```
{
  "items": [ user ]
}
```

Property Name	Type	Description	Notes
<i>users</i>	<code>&lt;object&gt;</code>	The users configured for local authentication	
<i>users.items</i>	<code>&lt;array of &lt;user&gt;&gt;</code>		Optional;
<i>users.items[items]</i>	<code>&lt;user&gt;</code>	A user configured for local authentication	

---

## Links

### users: create

```
POST http://{device}/api/mgmt.aaa/2.0/users
```

#### Request Body

Provide an [user](#) data object.

#### Response Body

Returns an [user](#) data object.

### users: get

```
GET http://{device}/api/mgmt.aaa/2.0/users
```



## Response Body

Returns an [users](#) data object.

### Type: authentication

The type of authentication used

JSON

```
string
```

Property Name	Type	Description	Notes
<i>authentication</i>	<i>&lt;string&gt;</i>	The type of authentication used	Values: local, RADIUS, TACACS+, other-remote;

### Type: refresh\_token\_assertion

A refresh token assertion

JSON

```
string
```

Property Name	Type	Description	Notes
<i>refresh_token_assertion</i>	<i>&lt;string&gt;</i>	A refresh token assertion	

### Type: service\_resource

Resources available from a service. If only the `service_name` property is present, all resources are included.

JSON

```
{
  "all_except": [
    string
  ],
  "only_include": [
    string
  ],
  "service_name": string
}
```

Property Name	Type	Description	Notes
<i>service_resource</i>	<i>&lt;object&gt;</i>	Resources available from a service. If only the <code>service_name</code> property is present, all resources are included.	Required properties: [service_name];
<i>service_resource.all_except</i>	<i>&lt;array of &lt;string&gt;&gt;</i>	List of resources excluded from this group. All other resources from this service are included.	Optional;
<i>service_resource.all_except[items]</i>	<i>&lt;string&gt;</i>		
<i>service_resource.only_include</i>	<i>&lt;array of &lt;string&gt;&gt;</i>	List of resources included in this group. All other resources from this service are excluded.	Optional;
<i>service_resource.only_include[items]</i>	<i>&lt;string&gt;</i>		
<i>service_resource.service_name</i>	<i>&lt;string&gt;</i>	Name of the service	Read-only;
<i>service_resource.not</i>	<i>&lt;object&gt;</i>		Required properties: [all_except, only_include];
<i>service_resource.not.&lt;prop&gt;</i>	<i>&lt;any&gt;</i>		Optional;

### Type: user\_credentials\_assertion

A username/password assertion

JSON

```
{  
  "password": string,  
  "username": string  
}
```

Property Name	Type	Description	Notes
<i>user_credentials_assertion</i>	<i>&lt;object&gt;</i>	A username/password assertion	Required properties: [username, password];
<i>user_credentials_assertion.password</i>	<i>&lt;string&gt;</i>	Password	
<i>user_credentials_assertion.username</i>	<i>&lt;string&gt;</i>	Username	