

Common Resources v1.0

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Resource: auth_info

Information that may be necessary to properly authenticate to the device.

`http://{device}/api/common/1.0/auth_info`

JSON

```
{
  "login_banner": string,
  "specify_purpose": boolean,
  "supported_methods": [
    string
  ]
}
```

Property Name	Type	Description	Notes
<code>auth_info</code>	<code><object></code>	Information that may be necessary to properly authenticate to the device.	
<code>auth_info.login_banner</code>	<code><string></code>	A free-form text string that should be displayed to the user prior to logging in, ala /etc/issue on UNIX systems	Optional;
<code>auth_info.specify_purpose</code>	<code><boolean></code>	Indicates whether or not this device can make use of the purpose string when logging in	Optional;
<code>auth_info.supported_methods</code>	<code><array of <string>></code>	List of supported authentication methods	Optional;
<code>auth_info.supported_methods[items]</code>	<code><string></code>	A supported authentication method	Values: BASIC, COOKIE, OAUTH_2_0;

Links

auth_info: get

GET `http://{device}/api/common/1.0/auth_info`

Response Body

Returns an [auth_info](#) data object.

Resource: info

Device Info

`http://{device}/api/common/1.0/info`

JSON

```
{
  "device_name": string,
  "hw_version": string,
  "mgmt_addresses": [
    string
  ],
  "model": string,
  "serial": string,
  "sw_version": string
}
```

Property Name	Type	Description	Notes
<code>info</code>	<code><object></code>	Device Info	Required properties: [device_name, model, sw_version];
<code>info.device_name</code>	<code><string></code>	Device name	
<code>info.hw_version</code>	<code><string></code>	Device hardware version (if applicable)	Optional;
<code>info.mgmt_addresses</code>	<code><array of <string>></code>	IP addresses configured/assigned to the management interface(s) of this device.	Optional;
<code>info.mgmt_addresses[items]</code>	<code><string></code>	One management IP address	
<code>info.model</code>	<code><string></code>	Device model	
<code>info.serial</code>	<code><string></code>	Device serial number (if applicable)	Optional;

info.sw_version	<string>	Device software version	
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Links

info: get

GET http://{device}/api/common/1.0/info

Response Body

Returns an [info](#) data object.

Resource: ping

Safe resource for determining if the system is running.

http://{device}/api/common/1.0/ping

JSON

```
{
}
```

Property Name	Type	Description	Notes
ping	<object>	Safe resource for determining if the system is running.	

Links

ping: get

GET http://{device}/api/common/1.0/ping

Response Body

Returns a [ping](#) data object.

Resource: services

Available services on this device

http://{device}/api/common/1.0/services

JSON

```
[
  {
    "id": string,
    "versions": [
      string
    ],
    <prop>: any
  }
]
```

Property Name	Type	Description	Notes
services	<array of <object>>	Available services on this device	
services[items]	<object>	One service	
services[items].id	<string>	Service identifier / namespace	Optional;
services[items].versions	<array of <string>>	API versions supported	Optional;
services[items].versions[items]	<string>	One service version	
services[items].<prop>	<any>		Optional;

Links

services: get

GET <http://{{device}}/api/common/1.0/services>

Response Body

Returns a [services](#) data object.

Resource: session_auth

Authentication via session-based cookies

<http://{{device}}/api/common/1.0/login>

JSON

```
{
}
```

Property Name	Type	Description	Notes
<i>session_auth</i>	<i><object></i>	Authentication via session-based cookies	

Links

session_auth: login

Log in and create a new session

POST <http://{{device}}/api/common/1.0/login>

Request Body

Provide a request body with the following structure:

JSON

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

Property Name	Type	Description	Notes
<i>session_auth.links.login.request</i>	<i><object></i>	Login details	Required properties: [username, password];
<i>session_auth.links.login.request.password</i>	<i><string></i>	Password to log in with	
<i>session_auth.links.login.request.purpose</i>	<i><string></i>	Reason for logging in	Optional;
<i>session_auth.links.login.request.username</i>	<i><string></i>	Username to log in with	

Response Body

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

JSON

```
{
  "session_id": string,
  "session_key": string
}
```

Property Name	Type	Description	Notes
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<code>session_auth.links.login.response</code>	<code><object></code>		Required properties: [session_key, session_id];
<code>session_auth.links.login.response.session_id</code>	<code><string></code>	Value to be used in a session cookie	
<code>session_auth.links.login.response.session_key</code>	<code><string></code>	Key to be used in a session cookie	

session_auth: logout

POST `http://{device}/api/common/1.0/logout`

Request Body

Do not provide a request body.

Response Body

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