

Forum:[Hack Forums](#)

Thread: [\[Official\] Hack Forums API | Happy 10th Birthday HF](#)

Darkwin - April 21, 2017, 7:34 pm

This is awesome, You guys have been working so hard on this and i can't wait to put it to use.

Zexo - April 21, 2017, 7:34 pm

Eyy looks like its done boys good shit.

Charger - April 21, 2017, 7:34 pm

Holy shit.

This is INSANE.

NonLeaf - April 21, 2017, 7:38 pm

Fresh news! Woah, looking foward for the possibilities!

King of Hearts - April 21, 2017, 7:40 pm

Looks pretty awesome. Thanks to all for building/implementing this.

What were the rate limits again? Still 200/hr?

Cecilia - April 21, 2017, 7:42 pm

That's pretty damn cool man.

Great job.

Computer Craft - April 21, 2017, 7:43 pm

It's been a long time coming, I can't wait to see what people do with it.

ZuGgY - April 21, 2017, 7:44 pm

Great thread. Thanks mate.

SIM-2015410 - April 21, 2017, 7:44 pm

(Apr 21, 2017 07:43 PM)Computer Craft Wrote: [\[CITE\]](#) It's been a long time coming, I can't wait to see what people do with it.

Thank you so much for your help Zach!

Saltpeter - April 21, 2017, 7:45 pm

Wow, I'm glad it made it out on hackforum's tenth anniversary.

Thank you to everyone involved for all the hard work you put into building this.

Mi2414 - April 21, 2017, 7:45 pm

Looks nice, glad to see some solid ideas!(:

Hydra - April 21, 2017, 7:46 pm

This is awesome, thank you for putting in the effort to get this done. Great 10th Birthday present :D

SIM-2015410 - April 21, 2017, 7:46 pm

(Apr 21, 2017 07:46 PM)iHydra Wrote: [\[CITE\]](#) This is awesome, thank you for putting in the effort to get this done. Great 10th Birthday present :D
And thank you for the dope logo haha ?

Mom - April 21, 2017, 7:48 pm

It's been about time that this has been released.

2017 is by far the best year ever.

Nuworld - April 21, 2017, 7:49 pm

Great job guys!

Congratulations and keep up the great work.

test - April 21, 2017, 7:49 pm

I don't have the slightest clue how to use API's but I know they are useful. Hope to see some cool shit come from this!

?now - April 21, 2017, 7:49 pm

Good shit man can't wait to see what Adam and others come up with

King of Hearts - April 21, 2017, 7:50 pm

Using a basic curl get is blocking me. Does the firewall require specific headers or proper useragents to be sent?

Edit: Yes, just setting a proper user agent fixes the firewall block.

Gigabear - April 21, 2017, 7:51 pm

Excellent addition to the forums!

Charger - April 21, 2017, 7:51 pm

(Apr 21, 2017 07:50 PM)King of Hearts Wrote: [\[CITE\]](#) Using a basic curl get is blocking me. Does the firewall require specific headers or proper useragents to be sent?

I wonder how that'll work with datacenters being blocked and such.

King of Hearts - April 21, 2017, 7:53 pm

(Apr 21, 2017 07:51 PM)Charger Wrote: [\[CITE\]](#) I wonder how that'll work with datacenters being blocked and such.

Yup, I'm sure Omni might have a solution. This was released earlier than intended I think.

But yes, accessing the API through a datacenter IP does not work atm.

+Haze - April 21, 2017, 7:53 pm

Is there a place or subforum where we can leave feedback on the API and how it could be potentially improved. For example, I've just glanced at the API and all seems good, but there are ways in which the API is implemented that makes it harder for people to utilise/read the response returned from the server. For example, the API call

Code `https://hackforums.net/apicall.php?key=API_KEY_HERE&cat=2`

returns this response

Spoiler ([Click to View](#))

<http://image.prntscr.com/image/899a20cbf70b4b9ab75ac67223488ea9.png>

the reason why this is a bit of a problem for developers is that, the "children" node on the JSON data is not an array and thus harder to parse since the ID numbers are dynamic. For example, in a language like C# or Java, it would be harder to compute the dynamic name of each key since it's different for each forum. I would just recommend Omni to alter the children node to be an array, whereby the Id is part of the json object. This way, it's easier for us parse since we can easily use a for loop. I see this pattern is existence is many other places in the API so maybe it's due to the way tables are in the DB or the way the code of the mybb forum is.

Also, I would like to suggest we are able to change/generate a new key or delete it all together, I suppose this would be to improve security in the event a key is compromised, or in the event the user generated a key and would like to delete it all together.

Thanks. Other than that, I think this is a good addition and it allows members to contribute and design their own programs. Also, it can be a way to get people more into programming xD.

Charger - April 21, 2017, 7:54 pm

(Apr 21, 2017 07:53 PM)King of Hearts Wrote: [\[CITE\]](#) Yup, I'm sure Omni might have a solution. This was released earlier than intended I think.

But yes, accessing the API through a datacenter IP does not work atm.
I posted your statement on his thread. I'm sure he already has a plan.

Nick (Name) - April 21, 2017, 7:55 pm

I'm so fucking excited! So ready for this to available for Ub3r

The GRim - April 21, 2017, 7:57 pm

Never thought I'd regret getting repkilled :(

Good job Mesh.

SIM-2015410 - April 21, 2017, 8:00 pm

(Apr 21, 2017 07:53 PM)+Haze Wrote: [\[CITE\]](#) Is there a place or subforum where we can leave feedback on the API and how it could be potentially improved. For example, I've just glanced at the API and all seems good, but there are ways in which the API is implemented that makes it harder for people to utilise/read the response returned from the server. For example, the API call

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Do you want it to be more like that TID call where it lists reply IDs before giving the array of replies? like this one does: <https://hackforums.net/apicall.php?key=XXXXX&tid=5605411>

(Apr 21, 2017 07:57 PM)The GRim Wrote: [\[CITE\]](#) Never thought I'd regret getting repkilled :(

Good job Mesh.

Tell me about it, the pain haha

bzr? - April 21, 2017, 8:02 pm

Well here we are, this is goddamn awesome. Cannot wait to see what happens next!

SIM-2015410 - April 21, 2017, 8:05 pm

(Apr 21, 2017 08:01 PM)xadamxk Wrote: [\[CITE\]](#) And like that, I have push notifications for HF :)

Thanks for posting actually, I may need multiple posts.

Can you delete that when you get the chance though?

API Calls

-snip-

Get off my thread you goddamn pirate!!!!!! ?

Chomped - April 21, 2017, 8:06 pm

This is great, happy 10 years!:)

?Venom - April 21, 2017, 8:07 pm

This is actually cool and the possibilities are endless. Can't wait for some type of functioning mobile app.

SIM-2015410 - April 21, 2017, 8:08 pm

(Apr 21, 2017 08:07 PM)?Venom Wrote: [\[CITE\]](#) This is actually cool and the possibilities are endless. Let's just hope someone doesn't ruin it for everyone. :)

At this point only r3kt members have access, and all of them have accounts with a lot to lose (by definition) haha. So doubt any of them will risk it ?

(Apr 21, 2017 08:08 PM)Yani Wrote: [\[CITE\]](#) Lol, this API gave me an idea and now I found a little exploit to read MyBB PMs without actually opening them.

You wish, I dealt with that already ?

King of Hearts - April 21, 2017, 8:09 pm

(Apr 21, 2017 08:08 PM)Yani Wrote: [\[CITE\]](#) Lol, this API gave me an idea and now I found a little exploit to read MyBB PMs without actually opening them.

I already asked Mesh about it :(

SIM-2015410 - April 21, 2017, 8:11 pm

(Apr 21, 2017 08:10 PM)Yani Wrote: [\[CITE\]](#) Not talking about the plugin. I meant using actual vanilla MyBB.

I'm fairly sure you are wrong lol, but could you PM whatever you are doing?

?Venom - April 21, 2017, 8:11 pm

(Apr 21, 2017 08:08 PM)MeshCollider Wrote: [\[CITE\]](#) At this point only r3kt members have access, and all of them have accounts with a lot to lose (by definition) haha. So doubt any of them will risk it

?

True, all we can do is wait and see. :)

Orgy - April 21, 2017, 8:11 pm

(Apr 21, 2017 07:53 PM)+Haze Wrote: [\[CITE\]](#) Is there a place or subforum where we can leave feedback on the API and how it could be potentially improved. For example, I've just glanced at the API and all seems good, but there are ways in which the API is implemented that makes it harder for people to utilise/read the response returned from the server. For example, the API call

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Thanks. Other than that, I think this is a good addition and it allows members to contribute and design their own programs. Also, it can be a way to get people more into programming xD.
meh looping through keys in an object isn't too difficult

Charger - April 21, 2017, 8:13 pm

(Apr 21, 2017 08:10 PM)Yani Wrote: [\[CITE\]](#) Not talking about the plugin. I meant using actual vanilla MyBB.

<https://hackforums.net/private.php?action=export>

Or deny tracking, right?

Varane - April 21, 2017, 8:14 pm

Can't wait to use this in 64 days. ?

Edit: Or when beta testing is over.

PrivateDonut - April 21, 2017, 8:16 pm

I really want to try the API out, but sadly I'm just short of the requirements.... ?

I can't wait for it to be released for the Ub3r user group. ?

+Haze - April 21, 2017, 8:16 pm

(Apr 21, 2017 08:00 PM)MeshCollider Wrote: [\[CITE\]](#) Do you want it to be more like that TID call where it lists reply IDs before giving the array of replies? like this one does:

<https://hackforums.net/apicall.php?key=XXXXX&tid=5605411>

Making it an array instead would be better, it's a lot easier to parse json that way for us .NET/Java

developers. Our libraries have parsers that convert Java or .NET objects to JSON string and JSON strings to .NET/Java objects in one line of code.

Take .NET for an example
<http://prntscr.com/ezdrl9>

See, movies is a JSON array and not just another JSON object. If it's an object, it would break our code as each entry would be an attribute in the class, but since it's an array each attribute follows the same format. I can explain it better when I've gotten some sleep. Hope you can understand, the bottom line is that, the json being returned is a list, therefore it should be an array anyways.

Charger - April 21, 2017, 8:18 pm

(Apr 21, 2017 08:17 PM)Yani Wrote: [\[CITE\]](#) Ah cool, exporting also bypasses it. Deny tracking still reads the PM though.

My method was just quoting the PM by using the ID:
Code <https://hackforums.net/private.php?action=send&pmid=123456789&do=reply>
I've been using the export for a while. ?

+Haze - April 21, 2017, 8:19 pm

(Apr 21, 2017 08:11 PM)Orgy Wrote: [\[CITE\]](#) meh looping through keys in an object isn't too difficult
Yes, it might not be in PHP or a language like that. But my point is, in .NET or Java, we serialize/deserialize to a class and vice versa. So the class needs to represent the incoming JSON data, now because this one is constantly changing, it would not work for us.

Look at this
<http://prntscr.com/ezdrl9>

That's how we do it. So this method would be harder because it wouldn't allow us to deserialize in our normal way.

rsx - April 21, 2017, 8:21 pm

Can't wait to try this out when it becomes available to Ub3r members

Orgy - April 21, 2017, 8:30 pm

(Apr 21, 2017 08:19 PM)+Haze Wrote: [\[CITE\]](#) Yes, it might not be in PHP or a language like that. But my point is, in .NET or Java, we serialize/deserialize to a class and vice versa. So the class needs to represent the incoming JSON data, now because this one is constantly changing, it would not work for us.

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forgive my lack of java experience but
<http://stackoverflow.com/questions/9151619/how-to-iterate-over-a-jsonobject>
?

-EXP0SED- - April 21, 2017, 8:34 pm

good work guys, cant wait till released to all :D

F?cgle?? - April 21, 2017, 8:36 pm

Very exciting. Great work, can't wait to get HF Bot updated with a few cool new features.

SIM-2015410 - April 21, 2017, 8:37 pm

(Apr 21, 2017 08:34 PM)-EXP0SED- Wrote: [\[CITE\]](#) good work guys, cant wait till released to all :D
Probably won't ever be released lower than ub3r by the way

+Haze - April 21, 2017, 8:38 pm

(Apr 21, 2017 08:30 PM)Orgy Wrote: [\[CITE\]](#) forgive my lack of java experience but
<http://stackoverflow.com/questions/9151619/how-to-iterate-over-a-jsonobject>
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Yes that's true, you can parse it like that, but a lot of Android developers use Gson.

<https://github.com/google/gson>

<https://www.mkymong.com/java/how-do-convert-java-object-to-from-json-format-gson-api/>

Which is a library that allows you to deserialize straight to Java objects and vice versa. C# and VB.NET also have this functionality.

Also I'm not writing this to be annoying, or to complain or to nittpick, but because I actually want to write my own mobile client of HF, and with the use of this API I can, however, if the Json returned doesn't support easy deserialization then that would only make things harder for me, and ultimately would put me off developing it.

Orgy - April 21, 2017, 8:56 pm

(Apr 21, 2017 08:38 PM)+Haze Wrote: [\[CITE\]](#) Yes that's true, you can parse it like that, but a lot of Android developers use Gson.

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Ah I remember gson from back when I did Android development. I swear I solved that problem though but I can't remember how. Maybe I used something else. Oh well. And yeah I know you're not trying to complain/etc. Just a friendly discussion :)

Null - April 21, 2017, 8:57 pm

Great addition, can't wait to see how people will use this API :3

Omniscient - April 21, 2017, 9:00 pm

Quote:Using a basic curl get is blocking me. Does the firewall require specific headers or proper useragents to be sent?

I have many firewall measures in place that will likely not make using the API easy but I will be making adjustments to ensure access for developers and end-users.

Quote:Also, I would like to suggest we are able to change/generate a new key or delete it all together, I suppose this would be to improve security in the event a key is compromised, or in the event the user generated a key and would like to delete it all together.

Of course. The apikey.php page is bare bones and will be a full on HF page next week providing your stats and controls to disable a key or generate a new one.

Quote:the reason why this is a bit of a problem for developers is that, the "children" node on the JSON data is not an array and thus harder to parse since the ID numbers are dynamic

You should still be able to code that into your array for your needs. But I semi-agree with what

you're saying in that the format is odd but that's because of how MyBB actually stores child forums. I don't really understand what change you'd expect.

Quote:I would just recommend Omni to alter the children node to be an array, whereby the Id is part of the json object. This way, it's easier for us parse since we can easily use a for loop.

Why can't you do that now from the "children" key? I've worked with similar API output just fine. JSON output is never an array, it's JSON and you have to convert it. For PHP you just use `json_decode()`. Unsure what functions you'd use in Java or C# but you can't tell me they don't have functions or classes to decode JSON output.

Quote:meh looping through keys in an object isn't too difficult

Yeah, exactly. Shouldn't be more than a handful of lines. But yeah, I realize your point and I'll ask Mesh to commit this to an array output instead of an object. Consider it done (but may not change for few days). I do realize we're creating this to make things EASIER for devs, so with that in mind, if I can alter some code for better, more standard output, then we will.

Quote:Deny tracking still reads the PM though.

Who cares if your PM is marked as read?

Leroy Jethro Gibbs - April 21, 2017, 10:14 pm

I made a signature to help promote this. I used iHydra's logo in it.

As for the API itself, will it only be limited to rekt members or will it be expanded to other usergroups in the future after the beta testing?

NurSpec - April 21, 2017, 10:16 pm

This looks absolutely insane, you've done an amazing job.

Leroy Jethro Gibbs - April 21, 2017, 10:18 pm

(Apr 21, 2017 10:17 PM)xadamxk Wrote: [CITE](#) While in beta is is for Rekt users only.

Once bugs are fixed and changes are made, it will be opened to ub3rs.

Thanks for the clarification. I appreciate it!

+Haze - April 21, 2017, 10:35 pm

(Apr 21, 2017 09:00 PM)Omniscient Wrote: [CITE](#) You should still be able to code that into your array for your needs. But I semi-agree with what you're saying in that the format is odd but that's because of how MyBB actually stores child forums. I don't really understand what change you'd expect.

Why can't you do that now from the "children" key? I've worked with similar API output just fine. JSON output is never an array, it's JSON and you have to convert it. For PHP you just use `json_decode()`. Unsure what functions you'd use in Java or C# but you can't tell me they don't have functions or classes to decode JSON output.

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Okay it's my fault for probably not explaining what I meant properly. This response is directed to both you Omni & MeshCollider since he PMd he asking to explain, so I thought I'd explain it here

instead so you can both read it.

Firstly, I totally understand where you're coming from if all developers using this API use weakly typed programming languages such as PHP, because I know the `json_decode()` method can return an associative array which by nature is dynamic.

But the problem lays in strongly typed compiled languages like C#, VB.NET and Java as most developers deserialize in a different and easier way.

E.g. In PHP you could do

PHP Code

```
<?php
$data = json_decode($json, true);
```

and that would return an associative array that would allow you to do

PHP Code

```
<?php
$data["name"]
etc
```

But in C# and Java, we often deserialize a JSON string straight to an object.

I'll give you a perfect example. In C# if I wanted to deserialize a JSON string to an object, I can do it in a simple way which is to create a "class" to represent the "JSON" data being received.

For example, I could paste the following JSON

Spoiler ([Click to View](#))

to the website

<http://json2csharp.com/>

which would generate a C# class that looks like the code below (which you copy into your program and use to use later on). Infact, the Visual Studio IDE can also do this for you automatically.

Spoiler ([Click to View](#))

Now the blueprint for the JSON has been created in the form of a C# class. You can now take advantage of the C# JSON deserialize functions as shown below

Spoiler ([Click to View](#))

So the JSON is deserialized into a Thread object. Therefore conforming with the language's strongly typed philosophy.

So essentially I could copy the JSON returned from your API endpoint, and Visual studio would create a C# Class that represents that JSON therefore making it easy to parse into an object.

Note: Look carefully at how the JSON object "Post" is represented as an actual C# class, and within the Thread class, the "posts" attribute is an array of the Type "Post", which means there are multiple values of the same data.

However, the current Hackforums API returns a JSON that actually looks like this
Spoiler ([Click to View](#))

And if you plug that into
<http://json2csharp.com/#>

it gives you
Spoiler ([Click to View](#))

Now the problem with that is, the class the program created is SPECIFIC for that SPECIFIC JSON data. Notice how each "post" is represented as it's own data type, and that's because it is according to the JSON.

So my argument is, that my first example would be easier for a TON of people, not just strongly typed languages(C# and Java developers), but even for developers working on weakly typed languages as they can now easily iterate an array of "posts".

I don't know If I'm making any sense, it's nearly 7am here and I haven't slept yet. I hope someone can understand what I mean. But if this was fixed for the current and future API endpoints then it would make things a hell lot easier. Also, I know what you're thinking and yes we do have the ability to deserialize JSON to a dynamic object the same way you can use `json_decode($json, true)` in PHP to decode into an associative array. But in a strongly typed language like C#, this we declare data types at all times and only use weakly typed declarations when absolutely necessary.

Also, MeshCollider, I noticed you suggested and listed IDs in a CSV in the JSON object, but it falls victim to the same problem that I highlighted above. It's the problem of "Scaleability" and Ease of use.

For example yours API response looks like

```
Code {  
  "Id": 4,  
  "Title": "Random Title",  
  "Description": "Holy moly",  
  "Users_Posted": "p163,p369,p185"  
}
```

You will fall into a lot of issues in the future when the API needs to be extended and scaled up. Rather it should look like

```
Code {  
  "Id": 4,  
  "Title": "Random Title",  
  "Description": "Holy moly",  
  "Users_Posted": [  
    "p163",
```

```
"p369",  
"p185"  
]  
}
```

It's like setting up a database and using comma separated variables for a Many to Many relationship instead of using a pivot/link table.

Trust me, this can actually come to bite you in the arse in the future. Heads up bro.

Pim Fortuyn - April 22, 2017, 2:43 am

Looking forward to what people will create using the API

Khamul - April 22, 2017, 6:15 am

I'm gonna start working on some sort of Android app soon. Of course it won't really work until the API is released to UB3R's but yeah this is freaking awesome. Can't wait until you guys implement some non read only features!

Leroy Jethro Gibbs - April 22, 2017, 7:18 am

(Apr 22, 2017 06:15 AM)NAZGUL Wrote: [\[CITE\]](#) I'm gonna start working on some sort of Android app soon. Of course it won't really work until the API is released to UB3R's but yeah this is freaking awesome. Can't wait until you guys implement some non read only features!

I wanna see any of your apps man.

M?xim - April 22, 2017, 7:20 am

I love it. Good work.

Confound - April 22, 2017, 8:17 am

Nice work Mesh! This is dope buddy, good stuff. Can't wait to try it all out.

EagleEye - April 22, 2017, 9:38 am

that's nice !! few questions:

could I verify the API calls User Status like if user is L33T or UB3R ...?
and can we make Trust Scan through API?

I would make an implementation once done and available for UB3R's to implement it on my System would help to make automation

thank you for this !!

??e rando? d??c? g?y - April 22, 2017, 9:48 am

I can't wait for this to be released for ub3rs, Got some awesome projects coming when it has been released.

What will be the limit for API calls? How many per hour/day?

M?xim - April 22, 2017, 9:51 am

Hopefully Omni will make a place where all API things are gathered. Would be easy to discover new things there and to share.

poisson - April 22, 2017, 11:12 am

I actually have an amazing idea for the API that could make marketplace transactions very streamlined. Only problem is that I have zero coding experience, and that I'm not Ub3r lol.

Xeenon - April 22, 2017, 11:18 am

Awesome! Can't wait for this to be released for the rest of us, would love to play around with this.

Sakuto - April 22, 2017, 1:32 pm

Was expecting something more RESTful, but it's still a good start.

Not sure that user with 1000+ rep are, by definition, the most qualified to test this, but why not.

Real question now is, who will be the first to develop an ""SDK"" for it? Would gladly participate if someone want to work on C# / PHP.

+Haze - April 22, 2017, 2:02 pm

(Apr 22, 2017 01:32 PM)Sakuto Wrote: [\[CITE\]](#) Was expecting something more RESTful, but it's still a good start.

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I was thinking a RESTful API too, but those type of APIs are better done using frameworks and I don't think mybb uses a framework nor does HF.

Hash G. - April 22, 2017, 2:41 pm

(Apr 22, 2017 01:32 PM)Sakuto Wrote: [\[CITE\]](#) Was expecting something more RESTful, but it's still a good start.

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Real question now is, who will be the first to develop an ""SDK"" for it? Would gladly participate if someone want to work on C# / PHP.

I second this. Eg the key could be replaced by the HTTP Authorization header (<https://tools.ietf.org/html/rfc7235>).

It still looks awesome though, we just love to rant. Thanks Mesh for the hard work.

+Haze - April 22, 2017, 2:54 pm

(Apr 22, 2017 02:41 PM)Hash G. Wrote: [\[CITE\]](#) I second this. Eg the key could be replaced by the HTTP Authorization header (<https://tools.ietf.org/html/rfc7235>).

It still looks awesome though, we just love to rant. Thanks Mesh for the hard work.

I thought I was the only one thinking this. I thought it would be better if the API key was in the headers

Sakuto - April 22, 2017, 2:57 pm

(Apr 22, 2017 02:02 PM)+Haze Wrote: [\[CITE\]](#) I was thinking a RESTful API too, but those type of APIs are better done using frameworks and I don't think mybb uses a framework nor does HF.

Well, a lightweight framework like Lumen or even Slim would handle this properly in a lightweight way.

I read your message about API structure and I'm kind of surprise, there is a serious lack of convention knowledge in this API. This is a good first attempt, but it will need some works to fit to what we expect from a WebAPI.

I'm curious to see where it will go.

Hydra - April 22, 2017, 2:58 pm

(Apr 22, 2017 09:51 AM)M?xim Wrote: [\[CITE\]](#) Hopefully Omni will make a place where all API things are gathered. Would be easy to discover new things there and to share.

Web Browsers subforum that userscripts are posted in could be used for now. However, adding a dedicated subforum for the API/userscripts allows for support, tutorials, and releases. Would be a lot more organized.

SIM-2015410 - April 22, 2017, 3:00 pm

(Apr 22, 2017 02:58 PM)iHydra Wrote: [\[CITE\]](#) Web Browsers subforum that userscripts are posted in could be used for now. However, adding a dedicated subforum for the API/userscripts allows for support, tutorials, and releases. Would be a lot more organized.

Yeah an API subforum would be cool, wonder what Omni thinks

Xeenon - April 22, 2017, 3:14 pm

(Apr 22, 2017 03:00 PM)MeshCollider Wrote: [\[CITE\]](#) Yeah an API subforum would be cool, wonder what Omni thinksHe is already planning on adding an API sub-forum.

<https://hackforums.net/showthread.php?tid=5605738&pid=54661604#pid54661604>

+Haze - April 22, 2017, 3:57 pm

(Apr 22, 2017 02:57 PM)Sakuto Wrote: [\[CITE\]](#) Well, a lightweight framework like Lumen or even Slim would handle this properly in a lightweight way.

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I'm curious to see where it will go.

Yes you're right, but Omni would have to install this and who knows if he wants to.

Anyway are you referring to this post ?

<https://hackforums.net/showthread.php?tid=5605411&pid=54656957#pid54656957>

If so then thank you, I'm glad someone agreed with what I was saying, felt like it was only me. Personally I think the API could do with a bit more work in terms of it's structure. For example it could benefit from a RESTful structure and just better JSON output in general. I feel like this API would be hard to maintain, especially since how all API functions live in the apicalls.php file, I can only imagine how messy the code can be, especially when it's extended and scaled up in the future.

Thank you for your input though.

SIM-2015410 - April 22, 2017, 4:09 pm

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Actually there is very little of the code in apicall.php itself

Unfortunately we are working within the constraints of MyBB plugins at this point which in itself doesn't allow for the kind of typical RESTful URI structuring. JSON output will be modified based on the feedback we are getting

+Haze - April 22, 2017, 4:17 pm

(Apr 22, 2017 04:09 PM)MeshCollider Wrote: [\[CITE\]](#) Unfortunately we are working within the constraints of MyBB plugins at this point which in itself doesn't allow for the kind of typical RESTful URI structuring. JSON output will be modified based on the feedback we are getting

Right that's cool, I'm glad to hear you're taking suggestions. We appreciate it bro.

Also, I figured that MyBB would be the cause to most of the problems here, I can understand that. That's why I wasn't too bent on trying to suggest you implement a RESTful service.

Quote:Actually there is very little of the code in apicall.php itself

Yes, right now there wouldn't be as much, but in the future there would be and that might be an issue if everything is all located on one file. I can imagine you have a select case statement depending on the GET variables, and there would be a lot for the different actions the API can execute. Now the problem comes in when you have to extend this system, because you told me MyBB returns some odd type of data right, so you'd have to change it before you output the JSON, and that will blow up the number of lines of code, and slowly the code starts becoming bloated. You also said you'd be working on creating the API to allow WRITE, so user can post and send PMs. Now that's going to be more lines of code and work, you now need to distinguish between a GET and POST request, and handle it all properly. My point is, it's good to device a good structure now before it all gets out of hand when you have to code more features.

Also, please I hope you know I'm not attacking your work at all, I'm genuinely trying to help the development of the API, we're both developers afterall.

SIM-2015410 - April 22, 2017, 4:27 pm

(Apr 22, 2017 04:17 PM)+Haze Wrote: [\[CITE\]](#) Right that's cool, I'm glad to hear you're taking suggestions. We appreciate it bro.

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Also, please I hope you know I'm not attacking your work at all, I'm genuinely trying to help the development of the API, we're both developers afterall.

Yeah its all good man I appreciate the feedback, I know you aren't trying to attack it. What I mean is, apicall.php is basically just the front of the API, most of the code is in other files. You are right in the switch case statement, but the actual functions are all located in other files as methods of a API object, etc. so it is actually quite manageable as it is :)

At the moment I'm feeling slightly overwhelmed with all the suggestions all over the place, so I am

looking forward to the API subforum being created so we can keep things all in one place and I can see exactly what needs to be done next

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Cool, that sounds good then :) That's to be expected to have multiple files calling each other if you're working without a framework. I guessed you'd feel overwhelmed, it is a huge responsibility afterall and there must be loads of suggestions coming through.

With that being said, good job on the initial release. Keep up the good work. If you ever need help, or need a small team to help you maintain and make this API better, I'd be glad to help. Maybe you can have a smaller team of about 2-4 developers, who take in suggestions and only present the relevant and good ideas back to you, which you can implement with the help of a chosen talented developer of your choice.

SIM-2015410 - April 22, 2017, 6:16 pm

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Any suggestions need to be run by Omni and I've got the wonderful Zach to assist me so things should be all good once we get a few more things sorted in the next week. Thanks for the offer though, will definitely hit you up for your opinions and stuff since you clearly have a lot of experience and knowledge when it comes to this stuff ?

SIM-2015410 - April 22, 2017, 6:46 pm

(Apr 22, 2017 06:42 PM)xadamxk Wrote: [\[CITE\]](#) Going to have to agree.

I already have a library for API calls in javascript (for userscripts) and working on the C# classes next.

My goal before I go to bed is to finish up an official HF API tutorial.

Going to be sexy AF.

Good sir, may I draw your attention to the [Official] tag in the title of the thread in which you are currently standing?

+Haze - April 22, 2017, 6:49 pm

(Apr 22, 2017 06:16 PM)MeshCollider Wrote: [\[CITE\]](#) Any suggestions need to be run by Omni and I've got the wonderful Zach to assist me so things should be all good once we get a few more things sorted in the next week. Thanks for the offer though, will definitely hit you up for your opinions and stuff since you clearly have a lot of experience and knowledge when it comes to this stuff ?

thanks no worries, once the changes to the JSON are taken into place, I'll write an SDK for the C#

and Java version and release publicly. ill check back around next week

SIM-2015410 - April 22, 2017, 9:07 pm

Zach has almost got the JSON changes done, should be installed in the next day or 2 ?
Thanks again Zach!

Computer Craft - April 22, 2017, 9:39 pm

(Apr 22, 2017 09:07 PM)MeshCollider Wrote: [\[CITE\]](#) Zach has almost got the JSON changes done, should be installed in the next day or 2 ?
Thanks again Zach!
Done with the JSON changes.

Thanks for the recommendation [+Haze](#).

SIM-2015410 - April 26, 2017, 12:35 am

JSON changes have been installed on HF now

Social Engineer - April 26, 2017, 3:28 am

This is amazing. Well done guys!

Allergy - April 26, 2017, 4:16 am

Awesome can't believe how far this community has come, and what it has overcome!

The Dark Hacker - April 26, 2017, 4:33 am

This is so excited, can't wait to use the API.

Sakuto - April 26, 2017, 7:32 am

(Apr 26, 2017 06:45 AM)xadamxk Wrote: [\[CITE\]](#) What did that change exactly?
Collection switched from Object of Object to Array of Object.

Minnesota Nice - April 26, 2017, 2:20 pm

API key just pops up with "access denied" for me, any insight on that?

+Haze - April 26, 2017, 3:41 pm

Glad the previous changes I suggested are up and running. Can't wait for the new changes that I suggested to Zach to come into effect. Once he has it so that the JSON objects are actually using proper data types instead of using strings for everything, then I'd be down with writing an SDK for Java and C#.

SIM-2015410 - April 27, 2017, 3:48 am

(Apr 27, 2017 12:20 AM)Yani Wrote: [\[CITE\]](#) It might actually be interesting to add a "parse bbcode" feature to the output, so it generates the appropriate HTML.
Would be super easy to add and might be very useful for some people.
That is the default behavior as I wrote in the OP. To stop this, simply include the &raw in the url

Sakuto - April 27, 2017, 5:17 am

Guess there is no git repository to help you? Could be interesting and we could properly work faster and bring our expertise of web api

PrivateDonut - April 27, 2017, 5:26 am

How are people liking the API so far?

Dief - April 27, 2017, 7:18 am

Sounds promissing! Keep up this good work mesh! :)

SIM-2015410 - April 28, 2017, 5:28 pm

Working on a lot of updates this morning, things are coming along nicely. Expect to see a lot of changes pushed out in the next few days ?

Burnek - May 2, 2017, 4:21 pm

This is amazing!!! :) i can't wait to use this.

Lrrr - May 10, 2017, 11:27 am

Why am i not allowed to register for a key :(

Nuworld - May 10, 2017, 12:21 pm

(May 10, 2017 11:27 AM)Lrrr Wrote: [\[CITE\]](#) Why am i not allowed to register for a key :(
You need to be upgraded to hfr3kt to use the API

octeht - May 16, 2017, 9:30 pm

Can I write a my own view to see only posts globally that have rating > x and have replies > n ? If so that is worth the upgrade !

SIM-2015410 - July 5, 2017, 5:04 pm

Changelog v1.1Key length increased to 32 characters

Correct datatypes are now used for various output, for example integers for IDs and booleans for thread closed status

QR codes of the keys are now shown on apikey.php

Keys can now be deleted via apikey.php

Keys can now be locked to the specific IP address they were created by via apikey.php

Keys are now passed using HTTP Basic Auth in the username field rather than as a get url parameter

Formatting of the UIDs method has changed to an array of objects instead of indexed by UIDs (as requested by the member QoL)

Various bug fixes (for example fixing the output of group leader IDs on the gid method)

Use the more common RESTful format of URIs, with versioning

QoL?? - July 5, 2017, 7:40 pm

I've already got my app updated with the new responses. ?

SIM-2015410 - July 5, 2017, 11:48 pm

(Jul 5, 2017 05:28 PM)xadamxk Wrote: [\[CITE\]](#) The only way to authenticate is to physically sign in?
I don't think so ?

I'll post the JavaScript equivalent later.

Of course not, that's browser approach.

Use the following header:

Authorization: Basic XXXXXX

Replace XXXXXX with base64 encoded username:password

Username is the key, password is empty

SIM-2015410 - July 8, 2017, 4:50 pm

I think lots of members will find that useful, I've quoted you in the OP. Thanks adam :)

Khamul - July 8, 2017, 4:52 pm

(Jul 8, 2017 04:50 PM)MeshCollider Wrote: [\[CITE\]](#) I think lots of members will find that useful
Yeah here's the method I'm using in Android:

PHP Code

<?php

```
private OkHttpClient createAuthenticatedClient(final String username,
                                             final String password) {
    // build client with authentication information.
    OkHttpClient httpClient = new OkHttpClient.Builder().authenticator((route, response) -> {
        String credential = Credentials.basic(username, password);
        return response.request().newBuilder().header("Authorization", credential).build();
    }).build();
    return httpClient;
}
```

Omniscient - July 9, 2017, 11:32 am

Split first post into a sticky. Meshcollider please update it with the changelog and any other important info.