Issue API Overview

Eyelit offers integration with third-party applications through the use of a Public API. A series of endpoints are exposed and can be called by an external system (normally a middleware provider) to make changes directly within a given instance of the Eyelit software. The calls to these endpoints are performed through the use of pre-formatted JSON packets and are authorised through OAuth 2.0. For detail on the authorisation process, see Authentication

This documentation provides technical information on the endpoints available to call through the Eyelit MES-M Public API relating specifically to the 'Issue' functionality. The endpoints covered are listed in Table 1.

Table 1 - Summary of Issue-Related Public API Endpoints

API Endpoint	High Level Description
/api/Issue/List	Reads existing Issues within MESTEC and returns a payload
/api/Issue/Upsert	Creates an Issue or updates an Issue that already exists within MESTEC
/api/Issue/Delete	Deletes an existing Issue if it has not been used