Getting Program Inputs

This REST call can be used to request the input metadata for a custom program in the system. The metadata contains a list of the inputs the program expects.

Method

GET

URL

<server>/entity.ashx

Parameters

id	Unique identifier for the program entity
program	Must be set to “input”

Returns

If completed (200 code), this call returns a JSON object that describes the result of the operation and lists the inputs as an array of objects. Each object in the array corresponds to one input, and it is expected to have the following properties:

id	Identifier for the input within the program
label	Readable text that will be shown as a label for the input in the UI
type	A numeric value that specifies the type of input: 0 – Numeric 1 – Date 2 – String 3 – Entity 4 – Attribute Set 5 – Query Expression 6 – Boolean 7 – Color Legend 8 – Drill-hole Settings

filter	Must be non-zero for type 3 (Entity), contains a numeric value containing a binary mask identifying which types of entities can be potentially selected. Use binary OR to merge different types into a single mask. The values identifying each identity type are (in hexadecimal): 0x01 – Voxel Terrain 0x02 – Voxel Block Model 0x04 – Voxel Generator 0x08 – Realtime Voxel Terrain 0x10 – Indexed Point Cloud

Revision #1
Created 17 March 2025 16:08:19 by admin
Updated 17 March 2025 16:08:52 by admin