REST API: Add User Image

Version 9

Published 1/29/2016 10:34 AM by Anonymous User Last updated 6/24/2021 07:23 PM by Grace Kamau

Add User Image

PUT /api/users/{UserID}/profile/image

Add a profile photo for a user. Valid for Communifire version 5.2 and above.

Method Details

HTTP Method
PUT
Response Format
JSON
Requires Authentication?
YES
Product Version
5.2 and above

Required Parameters	How to use	Description
API Key	Used in the request URL: &token=x OR Set in header: request.Headers.Add(Rest-Api-Key, x)	Communifire REST API key for the Communifire portal you are making the call for.
Image Stream	Used in the request body	Send the byte stream of the image you want to set as the profile photo.
UserID	Used in the request URL as a path parameter	Unique identifier for a particular user.
FileName	&FileName=x - Used in the request URL as a query parameter	Name of the image.

Example Request

POST https://myintranet.communifire.com/api/users/56/profile/image?FileName=windows.jpg

Send the byte stream of the image in the body.

Example Response

True/false is returned as ResponseData.

```
{
    "IsError":false,
    "ResponseMessage":"",
    "ResponseData":true
}
```

Please Note The content type that you pass in the header of your request should be **application/octet-stream**.

C# Sample Code

```
public static void UpdateUserImage()
{
    string filePath = @"C:\[FILENAME]";

    string postData = filePath;
    string serviceUrl = "[CommunifireURL]/api/users/1/profile/image?filename=[FILENAME]";

    // Create a new HttpRequest
    var myRequest = (System.Net.HttpWebRequest)WebRequest.Create(serviceUrl);

    myRequest.Method = "PUT";
    // Set the content header type. Note: use "application/octet-stream" for file data
    myRequest.ContentType = "application/octet-stream";

    // Add the API key
    myRequest.Headers.Add("Rest-Api-Key", "[APIKEY]");

    // Add the data to be posted in the request stream
    if (postData != null)
    {
        byte[] fileDataInByte;

        fileDataInByte = File.ReadAllBytes(postData);
        //set request stream (Content)
        using (var requestStream = myRequest.GetRequestStream())
        {
            requestStream.Write(fileDataInByte, 0, fileDataInByte.Length);
        }
    }

    // Post the request and get the response details
    using (var response = myRequest.GetResponse())
    {
        if (response.ContentLength > 0)
        {
            using (var reader = new StreamReader(response.GetResponseStream()))
            {
                //check the results assuming XML is returned: note for JSON: use JSON stringfy
                string result = reader.ReadToEnd();
                Console.Write(result);
            }
        }
    }
}
```

tags : API