



How to **develop for Hue?**

Develop

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(deprecated as of 1.15)

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10. Capabilities API

10.1. Get all Capabilities

URL	<code>/api/<username>/capabilities</code>
Method	<code>GET</code>
Version	1.15.0
Permission	Whitelist

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10.1.1. Description

Allows the user to list capabilities of resources supported in the bridge.

10.1.2. Response

Returns a list of all supported capabilities in the bridge.

10.1.3. Sample Response

```
{
  "lights":{
    "available": 10,
  },
  "sensors":{
    "available": 60,
    "clip": {
      "available": 60,
    },
  },
  "zll": {
    "available": 60,
  }
}
```

Remote API Quick start guide	}, "zgp": { "available": 60 }
Remote Authentication	}, "groups": {...}, "scenes": { "available": 100,
Remote Hue API - Error Messages	"lightstates": { "available": 1500 }
Error messages	"rules": {...}, "schedules": {...}, "resourcelinks": {...}, "whitelists": {...}
Message Structure and Response	"timezones": { "values": ["Africa/Abidjan", "Africa/Accra", (...) "Pacific/Wallis", "US/Pacific-New"]
Supported Devices	}
API Documentation Changelog	}

Glossary terms

10.2. Capability List

10.2.1. Creatable resources

Name	Type	Description
available	int	Total (maximum) number of resources which still can be created by POST on this resource path. The number of creatable resources for a specific subresource type might be lower. Apply to all below.
total	int	Total number of resources which can be read on this resource path. Apply to all below.
<subresource>	object	Resource capabilities of child resource <subresources> Creation of this resource requires creation of subresources which comes from a limited shared resource pool

		Lists the resource capabilities of resource of <resourcetype>.
<resourcetype>	object	The amount of available resources can differ based on the type of resource which can be created by POST.
/api/<username>/capabilities/<resource>		
/<subresource>		
available	int	Total number of sub-resources which can be used when creating parent by POST
total	int	Total remaining number of sub-resources available
/api/<username>/capabilities/<resource>		
/<resourcetype>		
available	int	Total number of resources of <resourcetype> which still can be created by POST. This is linked to the total available attribute on top level which is always greater or equal then availability of resourcetype
total	int	Total remaining number of resourcetype available

/api/<username>/capabilities/lights		
available	int	
total	int	
/api/<username>/capabilities/sensors		
available	int	
total	int	
clip	resourcetype	Capability information of resources which are directly created by POST
zll	resourcetype	Capability information of Zigbee resources which are discovered by POST
zgp	resourcetype	Capability information of ZGP resources which are discovered by POST

```

/api/<username>/capabilities/groups

available  int

total      int

/api/<username>/capabilities/scenes

                                Represents the total pool
                                of individual lightsstates
                                (scene setting per lamp)
                                which can be used across
lightstates  subresource  all scenes in /scenes
                                /lightstates

/api/<username>/capabilities/schedules

                                No <subresource> or <resourcetype>
                                defined

/api/<username>/capabilities/rules

                                Represents the total pool
                                of individual actions which
actions      subresource  can be used across all
                                rules in /rules/actions

```

10.2.2. Other resources

```

/api/<username>/capabilities/timezones

                                List of supported time zones
                                represented as tz database strings.
                                Each value can be set in /config
values  of  String  /timezone. Other values are not
                                supported.

```

10.2.3. Features

```

/api/<username>/capabilities/streaming

available  int  1.22.0  Number of currently available client
                                streams (max one stream per client)

total      int  1.22.0  Total number of available client streams
                                (max one stream per client)

channels  int  1.22.0  Number of channels per stream

```



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