

1. Create a Venue

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1. Create a Venue

A venue is a location where events take place. Venues consist of one or more [campuses](#).

Hyrule

The example request below creates a venue called Hyrule. The example response returns the newly created venue's GUID.

Example Request

```
POST /v1.1/venues HTTP/1.1
Host: map-api.phunware.com
X-Auth: see MaaS Security Protocol v1.0
Content-Type: application/json
```

```
{
  "name": "Hyrule",
  "appId": "123456",
  "clientIds": "98765,6543",
  "orgIds": "8,9",
  "mseUdi": "abcd",
  "supportsGeographicCoordinates": true
}
```

Example Response

```
HTTP/1.1 200 OK
Vary: Accept-Encoding
Content-Type: application/json; charset=utf-8
Date: Tue, 20 May 2015 16:06:54 GMT
Connection: keep-alive
```

```
{
  "data":
  {
    "guid":
    "f0685279-7497-4d90-882e-12201e476b0e"
  }
}
```

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