

3. Create a Building

This documentation is no longer actively supported and may be out of date. Going forward, please visit and bookmark our new site (<https://docs.phunware.com/>) for up-to-date documentation.

3. Create a Building

A building is a physical structure that contains one or more [floors](#).

ON THIS PAGE

- [3. Create a Building](#)
- [Hyrule Castle Tower](#)
 - [Example Request](#)
 - [Example Response](#)

Hyrule Castle Tower

The example request below creates a building called Hyrule Castle Tower. The example response returns the newly created building's ID.

Hyrule Castle Tower will live inside of the Hyrule Castle campus, its parent container.

Example Request

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

```
{
  "campusId": 1986,
  "name": "Hyrule Castle Tower",
  "latitude": 30.25,
  "longitude": 97.75,
  "streetAddress": "123 Ocarina",
  "venueGuid":
"f0685279-7497-4d90-882e-12201e476b0e",
  "location":
  {
    "latitude": 30.25,
    "longitude": 97.75
  }
}
```

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":
    {
      "id": 6891
    }
}
```