

PlaygroundOAuth2Input

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Kind: Interface

Source: atloria-monorepo/apps/api/src/project/playground-oauth2-input.ts

Owner input → the `settings.playground0Auth2` block that `playground-oauth2.ts` overlays.

That module is the LAST line: it re-checks everything and silently drops a configuration it

cannot publish. Silence is right at serve time — a reader must never see a broken scheme — but

it is the wrong answer to the person typing the form, who would save, see nothing change on

their docs site, and have no idea why. So the same rules are stated here, out loud, at the

moment the owner can still fix them.

The one rule that is not merely duplicated is the refusal of a client secret. The overlay drops

secret-shaped values because it does not read them; this refuses them, because an owner pasting

their provider's app credentials needs to be told that a documentation page is a PUBLIC client

and there is nowhere in it to keep a secret — not to have it quietly swallowed and assume it was stored.

Properties

Property	Type
<code>clientId</code>	<code>string</code>
<code>authorizationUrl</code>	<code>string</code>

Property	Type
tokenUrl	string
openIdConnectUrl	string
scopes	Record<string, string>