

# AtScale Webhooks

AtScale provides two categories of webhooks that you can configure to notify your applications of events in your AtScale system. Prior to AtScale version 7.4, Design Center & Engine webhooks were in different locations in AtScale. Now, all webhooks can be accessed by selecting **Settings** > **Webhooks** from the left-hand menu, selecting **Organization Settings** and then selecting the drop-down beneath **Event** on the webhooks landing page.

- The first category is comprised of webhooks for events that take place in the Design Center. You can configure webhooks for events that involve organizations and projects.
- The second category is comprised of webhooks for events that take place in the AtScale engine.

## Tip

A webhook (also called a web callback or HTTP push API) is a way for an application to provide other applications with real-time information. A webhook delivers data to other applications as certain events occur, meaning you receive data immediately as opposed to a REST API which you would need to poll for data very frequently in order to get real-time. This makes webhooks much more efficient for both provider and consumer. Webhooks are sometimes referred to as "reverse APIs" because they give you what amounts to an API spec, and you must design an API for the consumer. The webhook will make an HTTP request to your app (typically a POST), and you will then be responsible for processing it.

- [Webhooks for Actions on Organizations](#)
- [Webhooks for Actions on Projects](#)
- [Engine Webhooks](#)
- [Example Code for a Webhook Receiver Server](#)