



This PDF is generated from authoritative online content, and is provided for convenience only. This PDF cannot be used for legal purposes. For authoritative understanding of what is and is not supported, always use the online content. To copy code samples, always use the online content.

# Genesys Designer Help

[Start Treatment Block](#)

---

## Contents

- 1 Start Treatment Block
  - 1.1 Module tab
  - 1.2 Signature tab
  - 1.3 Navigation tab
  - 1.4 Example

# Start Treatment Block

You can use the **Start Treatment** block to play uninterrupted audio (a "busy treatment") to callers while their calls are being processed by more than one [Route Call](#) or [Route Agent](#) blocks.

Typically, busy treatments are played by the [Route Call](#) or [Route Agent](#) block, but the audio stops playing when the flow moves on to the next block.

- [Learn more about busy treatments](#)

## Important

After a busy treatment has been executed at least 10 times, Designer exits the [Route Call](#) or [Route Agent](#) block and moves to the next block if the average duration of the treatment is less than 1000 ms (for example, due to a missing audio file).

With the **Start Treatment** block, callers won't hear any breaks in the audio as their call is being routed. The audio will continue to play until another treatment is started (for example, the flow reaches another **Start Treatment** block, or **Play Message** is started by one of the routing blocks), the call is routed, or the Assisted Service phase ends.

## Tip

Remember that when you start a new treatment, it immediately stops any treatment that is running.

## Module tab

Use this tab to select the [Shared Module](#) that will play the audio file.

## Is Synced

- If enabled, the **Start Treatment** block will remain active while the treatment is running. The application will not move to the next block in the phase until a condition specified in the [Navigation tab](#) causes the application to jump to another block.

## Important

When exiting the block on a navigation condition, the treatment keeps playing (like with an

## Start Treatment Block

---

asynchronous block) although the **Start Treatment** block is exited.

- If not enabled, the **Start Treatment** block is exited as soon as the treatment starts, and processing moves to the next block in the phase.

### Important

When **Is Synced** is not enabled, an asynchronized treatment can continue to play after the **Start Treatment** block has been exited, and will continue playing until a new treatment is started or the Assisted Service phase ends.

## Signature tab

This tab displays any **Input Parameters** and **Output Parameters** that are returned by the Self Service Shared Module running the busy treatment.

## Navigation tab

Use this tab to add a **Condition Expression** that will redirect the application to the selected target block. You can select a target by **Name**, **Type**, or **Description**.

### Important

The busy treatment will continue to play to callers during the redirect, as the target block is part of the same Assisted Service phase as the **Start Treatment** block.

## Example

Here's a look at how this block can be used in an application flow (click to enlarge):

# Start Treatment Block

Application Flow Actions ▾

- Initialize
- Self Service
- Play Message - Greeting for Caller
- Assisted Service
  - Start Treatment**
  - Route Call To Agent Group 1
  - Route Call To Agent Group 2
  - Play Message - "Agents are still busy"
  - Start Treatment
  - Route Call to Agent Group 3
- Finalize

## Properties - Start Treatment



This block can be used to invoke a shared module as a treatment. Starting a new treatment will automatically stop the running treatment.

The Self Service Shared Module is played during the whole execution of this Assisted Service phase (including Assisted Service Shared Modules if any are used). The treatment application runs the selected treatment in a loop for as long as this Assisted Service phase is active or until a Return block is executed. Once this phase is completed, the treatment execution terminates on the next iteration (or when a new treatment is started).

Refreshed input parameters are passed to the treatment before each iteration. Output parameters are read and navigation expressions (that may rely on output parameters) are evaluated after each iteration. Navigation is ignored when using Force Route routing.

Module  Signature  Navigation

If "Is Synced" is enabled, then the Start Treatment block remains active while the treatment is running, and does not move onto the next block in the phase, until some navigation condition causes the application to jump to another block. If "Is Synced" is not enabled, then the Start Treatment block is exited as soon as the treatment is started, and processing moves onto the next block in the phase. When "Is Synced" is not enabled, the asynced treatment may keep playing long after the Start Treatment block is exited - until a new treatment is started, or this Assisted Service phase is completed.

Is Synced

Select a module:

BusyTreatCustGr ▾

	Version ↕	Label	Note	Created ↕
<input type="radio"/>		Latest	Use latest unpublished save.	04/21/2017
<input checked="" type="radio"/>	3	version 3	V 3	04/21/2017
<input type="radio"/>	2	version 2	v 2	04/18/2017
<input type="radio"/>	1	version 1	V1	04/18/2017