

# **GENESYS**

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# Genesys Info Mart Physical Data Model for a Microsoft SQL Server Database

Table INTERACTION RESOURCE STATE

# Table INTERACTION\_RESOURCE\_STATE

## Description

**Modified:** 8.5.014.34 (in Microsoft SQL Server, data type for the STATE\_\* columns modified in single-language databases); 8.5.003 (in Oracle, fields with VARCHAR data types use explicit CHAR character-length semantics)

In partitioned databases, this table is not partitioned.

This dimension table contains possible interaction-related resource states. STATE\_NAME\_CODE identifies the resource state, while a combination of a state descriptor and a state role provides additional details.

This table allows facts to be described by the interaction-related state of the associated IRF resource. Each row describes one distinct interaction-related state, combined with a state descriptor and state role.

**Note:** States are not generated for routing point or ACD queue IRF resources, as these resources have only one state.

#### Tip

To assist you in preparing supplementary documentation, click the following link to download a comma-separated text file containing information such as the data types and descriptions for all columns in this table: Download a CSV file.

**Hint:** For easiest viewing, open the downloaded CSV file in Excel and adjust settings for column widths, text wrapping, and so on as desired. Depending on your browser and other system settings, you might need to save the file to your desktop first.

## Column List

Legend

Column	Data Type	P	M	F	DV
INTERACTION_RE	ESIOURCE_STATE_KE	Y X	X		
CREATE_AUDIT_I	<b>(E</b> Yumeric(19)		X	X	
UPDATE_AUDIT_I	KEYumeric(19)		X	Χ	
STATE_NAME	nvarchar(64)				
STATE_NAME_CC	D <del>l</del> evarchar(32)				
STATE_ROLE	nvarchar(64)				
STATE_ROLE_CODInvarchar(32)					
STATE_DESCRIPT	On (64)				
STATE_DESCRIPT	<b>TORN_£100D€</b> (32)				
PURGE_FLAG	numeric(1)				

#### INTERACTION RESOURCE STATE KEY

The primary key of this table and the surrogate key that is used to join this dimension table to the fact tables.

#### CREATE AUDIT KEY

The surrogate key that is used to join to the CTL\_AUDIT\_LOG control table. The key specifies the lineage for data creation. This value can be useful for aggregation, enterprise application integration (EAI), and ETL tools — that is, applications that need to identify newly added data.

#### UPDATE\_AUDIT\_KEY

The surrogate key that is used to join to the CTL\_AUDIT\_LOG control table. The key specifies the lineage for data update. This value can be useful for aggregation, enterprise application integration (EAI), and ETL tools — that is, applications that need to identify recently modified data.

#### STATE\_NAME

**Modified:** 8.5.014.34 (in Microsoft SQL Server, data type changed from varchar to nvarchar in single-language databases)

The media-neutral resource state. This field is set to one of the following values:

- Initiate
- Alert
- Connect
- Hold
- Wrap

Unknown

See STATE\_NAME\_CODE for descriptions of possible states. This value can change with localization.

#### STATE NAME CODE

**Modified:** 8.5.014.34 (in Microsoft SQL Server, data type changed from varchar to nvarchar in single-language databases)

The code of the media-neutral resource state. One of the following values:

- INITIATE Indicates that a resource initiated an interaction and that there is no other party on the interaction yet. This state is part of State=3 (connected) that is reported by ICON.
- ALERT Indicates that a resource is being alerted of an attempt for a new interaction to be connected to the agent's device. This state corresponds to State=2 (alerting) that is reported by ICON.
- CONNECT Indicates a state in which the agent is known to be participating in the call, according to the state of the agent's device. This state is part of State=3 (connected) that is reported by ICON.
- HOLD Indicates a state in which the agent places another party on hold. This state corresponds to State=4 (hold) that is reported by ICON.
- WRAP This state may occur after the interaction is disconnected, when the agent goes to an After Call Work (ACW) state, or "wrap up" state, and when the reporting has enough information to associate this WRAP state to a specific interaction (either ACW started during a specific single interaction or it was initiated within a certain timeout after completion of the related interaction).
- UNKNOWN The state in which there is no relationship between the call and the device.

This value does not change with localization.

#### STATE\_ROLE

**Modified:** 8.5.014.34 (in Microsoft SQL Server, data type changed from varchar to nvarchar in single-language databases)

The media-neutral role of the resource state. This field is set to one of the following values:

- Initiator
- Receiver
- Unknown

This value can change with localization.

### STATE\_ROLE\_CODE

**Modified:** 8.5.014.34 (in Microsoft SQL Server, data type changed from varchar to nvarchar in single-language databases)

The code of the state role. This field is set to one of the following values:

INITIATOR

- RECEIVER
- UNKNOWN

This value does not change with localization.

#### STATE DESCRIPTOR

**Modified:** 8.5.014.34 (in Microsoft SQL Server, data type changed from varchar to nvarchar in single-language databases)

For voice interactions, the detailed classification that describes the resource state. This field is set to one of the following values:

- Inbound
- Internal
- Outbound
- · Outbound OCS
- Consult
- Unknown

The value can change with localization.

#### STATE DESCRIPTOR CODE

**Modified:** 8.5.014.34 (in Microsoft SQL Server, data type changed from varchar to nvarchar in single-language databases)

The code of the resource state descriptor. This field is set to one of the following values:

- INBOUND
- INTERNAL
- OUTBOUND
- OUTBOUND\_OCS
- CONSULT
- UNKNOWN

This value does not change with localization.

#### PURGE FLAG

This field is reserved.

# Index List

No indexes are defined.

# Subject Areas

• Interaction\_Resource\_State — Allows facts to be described by the state of the associated agent resource. Each row describes one distinct media-specific agent state.