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Widgets Reference

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API Commands

Once you've registered your own plugin on the bus, you can call commands on other registered plugins. Below we'll quickly register a new plugin on the bus using the global bus object.

Important

The global bus object is a debug tool. When implementing Widgets on your own site, do not use the global bus object to register your custom plugins. Instead, see [Widgets Extensions](#) for more information about extending Genesys Widgets.

```
var oMyPlugin = window._genesys.widgets.bus.registerPlugin('MyPlugin');
oMyPlugin.command('WebChat.open');
```

configure

Internal use only. The main App plugin shares configuration settings to widgets using each widget's configure command. The configure command can only be called once at startup. Calling configure again after startup may result in unpredictable behavior.

Example

```
oMyPlugin.command('WebChat.configure', {
  emojis: true,
  actionsMenu: true,
  inviteOnRestoreTimeout: true,
  uploadsEnabled: true,
  confirmCloseEnabled: true,
  chatButton: {
    enabled: false,
    openDelay: 1000,
    template: '<span>Done</span>',
    effect: 'fade',
    effectDuration: 1000,
    hideDuringInvite: true
  },
  proactive: {
    enabled: false,
    idleTime: 1000,
    cancelTimer: 1000
  },
},
```

```
    autoInvite:{
        enabled: true,
        timeToInviteSeconds: 1000,
        inviteTimeoutSeconds: 1000
    }
}).done(function(e){
    // WebChat configured successfully
}).fail(function(e){
    // WebChat wasn't configured properly
});
```

Options

Option	Type	Description
emojis	boolean	Enable/disable Emoji menu inside chat message input.
actionsMenu	boolean	Enable/disable actions menu next to chat message input.
inviteOnRestoreTimeout	boolean	If set to true the invite will restore itself back on the screen after back end services are back online.
uploadsEnabled	boolean	If set to true you will be able to upload files during the chat session.
confirmFormCloseEnabled	boolean	If set to false confirm box will not show when closing chat box.
chatButton.enabled	boolean	Enable/disable chat button on screen.
chatButton.openDelay	number	Number of milliseconds before displaying chat button on screen.
chatButton.template	string	Custom HTML string template for chat button.
chatButton.effect	string	Type of animation effect when revealing chat button. 'slide' or 'fade'.
chatButton.effectDuration	number	Length of animation effect in milliseconds.
chatButton.hideDuringInvite	boolean	When auto-invite feature is activated, hide the chat button. When invite is dismissed, reveal the chat button again.
proactive.enabled	boolean	Enable/disable web engagement.
proactive.idleTimer	number	Watch the number of seconds of

Option	Type	Description
		idle time to invite a customer back.
proactive.cancelTimer	number	Number of seconds to cancel an invite from web engagement.
autoInvite.enabled	boolean	Enable/disable auto-invite feature. Automatically invites user to chat after user idles on page for preset time.
autoInvite.timeToInviteSeconds	number	Number of seconds of idle time before inviting customer to chat.
autoInvite.inviteTimeoutSeconds	number	Number of seconds to wait, after showing invite, before closing chat invite.

Resolutions

Status	When	Returns
resolved	When configuration options are provided and set	n/a
rejected	When no configuration options are provided	'Invalid configuration'

open

Opens the WebChat UI.

Example

```
oMyPlugin.command('WebChat.open', {
  userData: {},
  form: {
    autoSubmit: false,
    firstname: 'John',
    lastname: 'Smith',
    email: 'John@mail.com',
    subject: 'Customer Satisfaction'
  }
}).done(function(e){
  // WebChat opened successfully
}).fail(function(e){
```

```

    // WebChat isn't open or no active chat session
  });

```

Options

Option	Type	Description
userData	object	Object containing arbitrary data that gets sent to the server. Overrides userData set in the webchat configuration object.
form	object	Object containing form data to prefill in the chat entry form and optionally auto-submit the form.
form.autoSubmit	boolean	Automatically submit the form. Useful for bypassing the entry form step.
form.firstname	string	Value for the first name entry field.
form.lastname	string	Value for the last name entry field.
form.email	string	Value for the email entry field.
form.subject	string	Value for the subject entry field.

Resolutions

Status	When	Returns
resolved	When WebChat is successfully opened	n/a
rejected	When WebChat is already open	'already opened'

close

Closes the WebChat UI.

Example

```

oMyPlugin.command('WebChat.close').done(function(e){
    // WebChat closed successfully

```

API Commands

```
}).fail(function(e){  
    // WebChat is already closed or no active chat session  
});
```

Resolutions

Status	When	Returns
resolved	When WebChat is successfully closed	n/a
rejected	When WebChat is already closed	'already closed'

minimize

Minimize or unminimize WebChat UI.

Example

```
oMyPlugin.command('WebChat.minimize').done(function(e){  
    // WebChat minimized successfully  
}).fail(function(e){  
    // WebChat ignores command  
});
```

Options

Option	Type	Description
minimized	boolean	Rather than toggling the current minimized state you can specify the minified state directly: true = minimized, false = unminimized.

Resolutions

Status	When	Returns
resolved	Always	n/a
rejected	Never	'Invalid configuration'

endChat

Starts the 'end chat' procedure. User may be prompted to confirm.

Example

```
oMyPlugin.command('WebChat.endChat').done(function(e){  
    // WebChat ended a chat successfully  
}).fail(function(e){  
    // WebChat has no active chat session  
});
```

Resolutions

Status	When	Returns
resolved	When there is an active chat session to end	n/a
rejected	When there is no active chat session to end	'there is no active chat session to end'

invite

Show an invitation to chat using the Toaster popup element. Text shown in invitation can be edited in the localization file.

Example

```
oMyPlugin.command('WebChat.invite').done(function(e){  
    // WebChat invited successfully  
}).fail(function(e){  
    // WebChat is already open and will be ignored  
});
```

Resolutions

Status	When	Returns
resolved	When WebChat is closed and the toast element is created successfully	n/a
rejected	When WebChat is already open (prevents inviting a user that is already in a chat).	'Chat is already open. Ignoring invite command.'

reInvite

When an active chat session is unable to restore, this invitation will offer the user to start a new chat. Text shown in invitation can be edited in the localization file.

Example

```
oMyPlugin.command('WebChat.reInvite').done(function(e){
    // WebChat reinvited successfully
}).fail(function(e){
    // WebChat is already open and will be ignored
});
```

Resolutions

Status	When	Returns
resolved	When WebChat is closed, the config item 'webchat.inviteOnRestoreTimeout' is set, and the toast element is created successfully	n/a
rejected	When WebChat is already open. Prevents inviting a user that is already in a chat	'Chat is already open. Ignoring invite command.'

injectMessage

Inject a custom message into the chat transcript. Useful for extending WebChat functionality with other Genesys products.

Example

```
oMyPlugin.command('WebChat.injectMessage', {
  type: 'text',
  name: 'person',
  text: 'hello',
  custom: false,
  bubble: {
    fill: '#00FF00',
    radius: '4px',
    time: false,
    name: false,
    direction: 'right',
    avatar: {
      custom: '<div>word</div>',
      icon: 'email'
    }
  }
}).done(function(e){
  // WebChat injected a message successfully
  // e.data == The message HTML reference (jQuery wrapped set)
}).fail(function(e){
  // WebChat isn't open or no active chat
});
```

Options

Option	Type	Description
type	string	Switch the rendering type of the injected message between text and html.
name	string	Specify a name label for the message to identify what service or widget has injected the message.
text	string	The content of the message. Either plain text or HTML.
custom	boolean	If set to true, the default message template will not be used, allowing you to inject a highly customized HTML block unconstrained by the normal message template.
bubble.fill	string of valid CSS color value	The content of the message. Either plain text or HTML.
bubble.radius	string of valid CSS border radius	The border radius you'd like for

Option	Type	Description
	vale	the bubble.
bubble.time	boolean	If you'd like to show the timestamp for the bubble.
bubble.name	boolean	If you'd like to show the name for the bubble.
bubble.direction	string	Which direction you want the message bubble to come from.
bubble.avatar.custom	string or HTML reference	Change the content of the html that would be the avatar for the chat bubble.
bubble.avatar.icon	class name	Generated common library provided for icon name.

Resolutions

Status	When	Returns
resolved	When WebChat is open and there is an active chat session	An HTML reference (jQuery wrapped set) to the new injected message.
rejected	When WebChat is not open and/or there was no active chat session	'No chat session to inject into'

showChatButton

Makes the standalone chat button visible on the screen using either the default template and CSS or customer-defined ones.

Example

```
oMyPlugin.command('WebChat.showChatButton', {
    openDelay: 1000,
    duration: 1500
}).done(function(e){
    // WebChat shows chat button successfully
}).fail(function(e){
    // WebChat button is already visible, side bar is active and overrides the chat
    button, or chat button is disabled in configuration
});
```

Options

Option	Type	Description
openDelay	number	Duration in milliseconds to delay showing the chat button on the page.
duration	number	Duration in milliseconds for the show and hide animation.

Resolutions

Status	When	Returns
resolved	When the chat button is enabled in the configuration, is currently not visible, and the SideBar plugin is not initialized	n/a
rejected	When the chat button is not enabled in the configuration, or it's already visible, or the SideBar plugin is initialized	'Chat button is already visible. Ignoring command.'
rejected	When the sidebar plugin is active the standalone chat button will be disabled automatically	'SideBar is active and overrides the default chat button'

hideChatButton

Hides the standalone chat button.

Example

```
oMyPlugin.command('WebChat.hideChatButton', {duration: 1500}).done(function(e){  
    // WebChat hid chat button successfully  
}).fail(function(e){  
    // WebChat button is already hidden  
});
```

Options

Option	Type	Description
duration	number	Duration in milliseconds for the show and hide animation.

Resolutions

Status	When	Returns
resolved	When the chat button is currently visible	n/a
rejected	When the chat button is already hidden	'Chat button is already hidden. Ignoring command.'

showOverlay

A slide-down overlay that opens over WebChat's content. You can fill this overlay with content such as disclaimers, articles, and other information.

Example

```
oMyPlugin.command('WebChat.showOverlay', {
    html: '<div>Example text</div>',
    hideFooter: false
}).done(function(e){
    // WebChat successfully shows overlay
}).fail(function(e){
    // WebChat isn't open
});
```

Options

Option	Type	Description
html	string or HTML reference	The HTML content you want to display in the overlay.
hideFooter	boolean	Normally the overlay appears between the titlebar and footer

Option	Type	Description
		bar. Set this to true to have the overlay overlap the footer to gain a bit more vertical space. This should only be used in special cases. For general use, don't set this value.

Resolutions

Status	When	Returns
resolved	When WebChat is open and the overlay opens.	
rejected	When WebChat is not currently open.	WebChat is not currently open. Ignoring command.

hideOverlay

Hides the slide-down overlay.

Example

```
oMyPlugin.command('WebChat.hideOverlay').done(function(e){
    // WebChat hid overlay successfully
}).fail(function(e){
    // WebChat isn't open
});
```

Resolutions

Status	When	Returns
resolved	When WebChat is open and the overlay closes.	
rejected	When WebChat is not currently open.	WebChat is not currently open. Ignoring command.
