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Developer's Guide

Genesys Web Engagement 8.1.2

3/10/2022

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Genesys Web Engagement Developer's Guide

Welcome to the *Genesys Web Engagement 8.1.2 Developer's Guide*. This document provides information about how you can customize GWE for your website. See the summary of chapters below.

Architecture

Find information about Web Engagement architecture and functions.

[High-Level Architecture](#)

[Engagement](#)

[Notification](#)

[Monitoring](#)

Developing a GWE Application

Find procedures to develop an application.

[Creating an Application](#)

[Instrumentation Script](#)

[Starting the Web Engagement Servers](#)

[Creating a Rules Package](#)

Customizing a GWE Application

Find procedures to customize an application.

[Customizing an Application](#)

[Creating Business Information](#)

[Customizing the Engagement Strategy](#)

[Customizing the Chat Routing Strategy](#)

GWE Sample Applications

Learn about the Genesys Web Engagement Playground application.

[Playground Application](#)

Developer Tools

Find information about the GWE developer tools.

Integration

Learn how to integrate GWE with other components and media.

[Simple GWM Proxy](#)

[Advanced GWM Proxy](#)

Note: GWE also includes InTools, an application that helps you create, validate, and test DSL. You can read more about it in the [User's Guide](#).

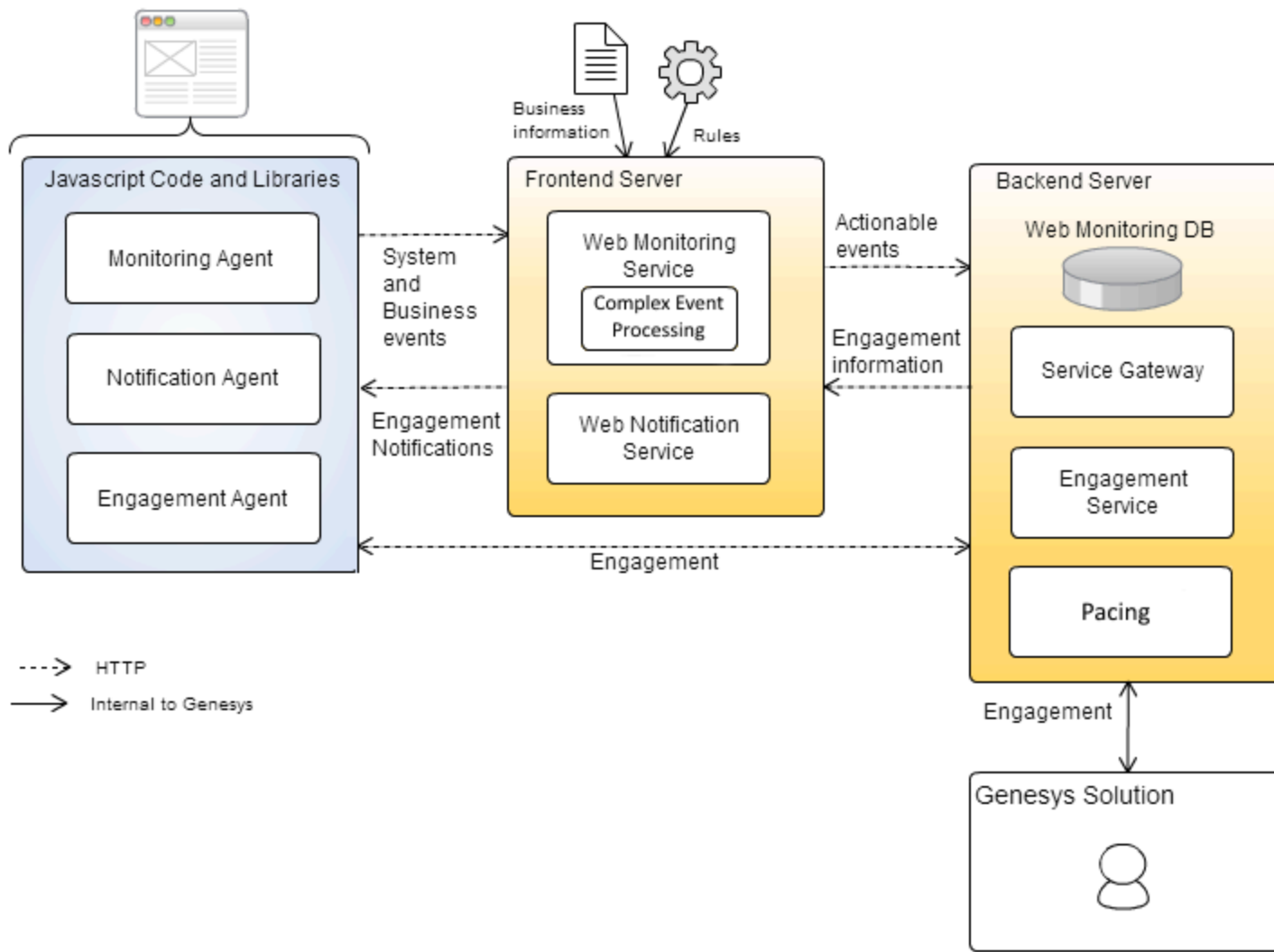
[Integrating GWE and Co-browse with Chat](#)

[Integration with Second-Party and Third-Party Media](#)

High-Level Architecture

Genesys Web Engagement provides web services to interface your website with the Genesys contact center solution:

- The **Browser Tier widgets** and **Agents** are enabled by JavaScript code snippets that are inserted into your web pages; they run in the visitors' browser and track their browsing activity.
- The **Frontend Server** includes the Web Monitoring Service and the Web Notification Service, responsible for managing the data and event flow, based on a set of configurable rules and the visit's defined business events;
- The **Backend Server** stores data, submits information to the Genesys solution, and manages engagement requests to the Genesys contact center solution.



High-level architecture of Genesys Web Engagement

Browser Tier Agents

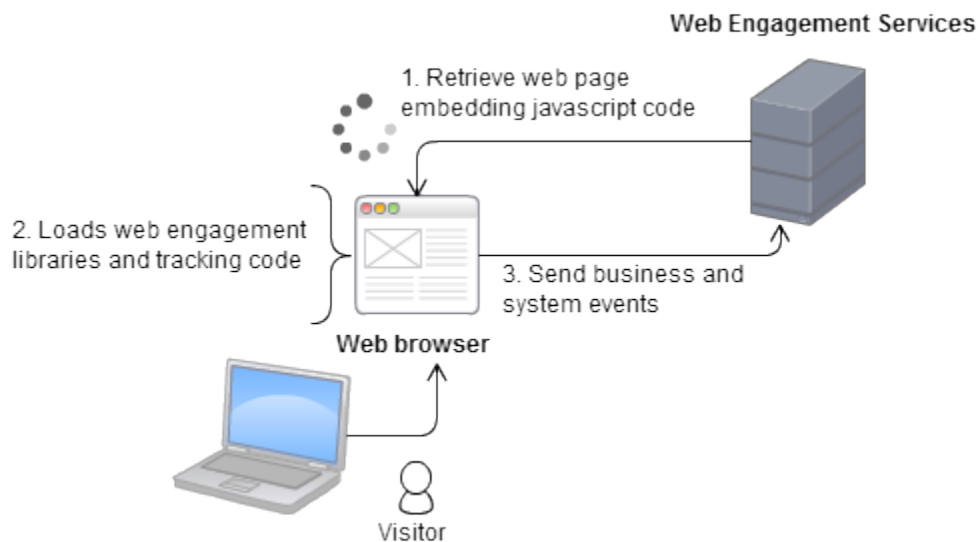
The Browser Tier Agents are implemented as JavaScript components that run in the visitor's browser. To enable monitoring on a web page, you create a short standardized section of JavaScript code with the Genesys Administrator Extension plug-in and then, you add this code to the `<html></html>` section of your web page.

When a customer visits the webpage, the code retrieved within the page loads all the necessary artifacts like the JavaScript libraries and Domain Specific Language (DSL) rules embedded in the JavaScript code.

The DSL rules cover:

- The HTML elements to monitor.
- The custom business events to send to the Frontend Server.
- The data to include in the events.

The Browser Tier generates categorized standard System and custom Business events, defined in the DSL definitions, and sends them to the Frontend Server over HTTP.



Browser interactions at runtime.

Genesys Web Engagement provides the following browser tier agents:

- The **Monitoring Agent** service records the web browsing activity. It generates basic system events such as `VisitStarted`, `PageEntered`, and additional custom business events, such as 'add-to-shopping cart'. These events are sent to the Web Engagement Frontend Server for further processing. For further information about events, see [Event Workflow](#). For details about implementing monitoring, see [Monitoring](#).
- The **Notification Agent** allows a web server to push data to a browser, without the browser explicitly requesting it, providing an asynchronous messaging channel between server and browser. It is used for presenting the engagement invite. For details about implementing notification, see [Notification](#).
- The **Engagement Agent** provides the engagement mechanism, chat communication or web callback initialization. For details about implementing engagement, see [Engagement](#).

If you are interested in monitoring features only, you do not need to install the Notification and Engagement Agent modules. Note that you cannot dynamically activate or deactivate the Notification and Engagement Agents on a visitor-by-visitor basis.

Web Engagement Frontend Server

The Genesys Web Engagement Frontend Server receives System and Business events from the browser's Monitoring Agent through its RESTful interface.

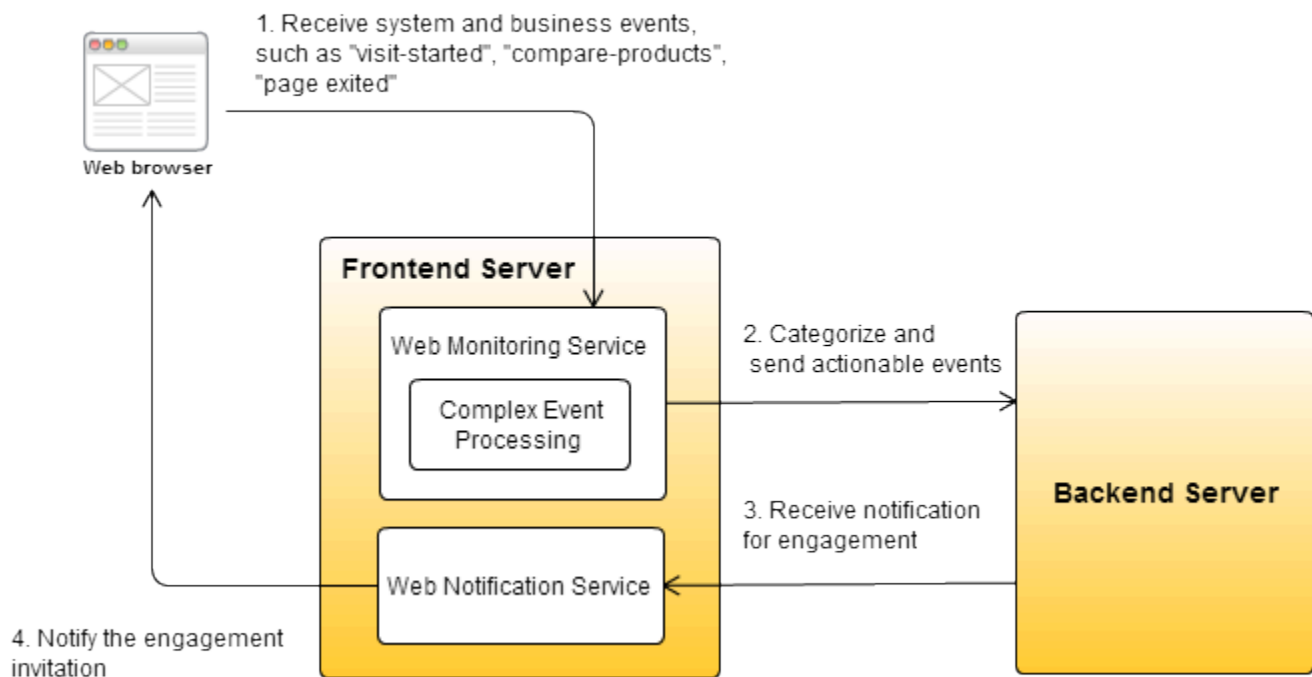
- **System** events are constants which cannot be customized. Two types of system events are available:
 - **Visit-related** events, such as VisitStarted or PageEntered;
 - **Identity-related** events, such as SignIn, SignOut, UserInfo.
See [Visitor Identification](#) for further details.

Business events are additional custom events, that you can create by implementing [Advanced Engagement](#):

- You can create and define them in the DSL loaded by the monitoring agents in the browser, with the [Business Events DSL](#). For details about their implementation, read [Managing Business Events](#).
- You can submit them from your web pages by using the [Monitoring Javascript API](#).

For details about how the Business and System events are structured, see [Events Structure](#).

The Frontend Server analyzes event correlation and attributes (such as the event name, event type, URL, or page title) and then assigns categories to the events. The integrated Complex Event Processing (CEP) engine validates these categorized events against the business rules and creates actionable events, which the Frontend Server sends to the Backend Server.



In addition, the Web Engagement Frontend Server also sends real-time invitation notifications to the Web Notification Agent of the web browser.

Hosting Static Resources

The Frontend Server is also responsible for hosting static resources, which are used in web applications such as: Invite Widget, Ads Widget, Chat Widget and so on. These resources are all available in the **GWE_installation\apps\application_name_composer-project**

WebEngagement_EngagementWidgets\ folder.

```
-dsl
  -domain-model.xml    // - default DSL file
-js
  -chatAPI.min.js      // - chat service API
  -chatAPI-noTransport.min.js // - chat service API without transport
  -chatWidget.min.js   // - chat widget module
  -chatWidget-noDeps.min.js // - chat widget module without dependencies
-locale
  -callback-en.json    // - default English localization file for callback widget
  -callback-fr.json    // - default French localization file for callback widget
ads.html               // - ads sample widget
callback.html          // - callback sample widget
chatTemplates.html     // - default chat template widget
chatWidget.html        // - chat widget file used in standalone chat mode
invite.html            // - invite sample widget
```

Important

You should not modify the **chatAPI.min.js**, **chatAPI-noTransport.min.js**, **chatWidget.min.js**, and **chatWidget-noDeps.min.js** files. They should be used if you build your solution using the **Chat Service JS API** or the **Chat Widget JS API**.

You can add your own static resources under the Frontend Server, but Genesys recommends you do this only if the resources are related to the Genesys Web Engagement solution. Alternatively, you can host your status resources under a third-party server, as long as it supports all the features required for the Web Engagement solution.

JSONP

The Frontend Server supports the JSONP protocol for all resources. JSONP stands for “JSON with Padding” and it is a workaround for loading data from different domains. It loads the script into the head of the DOM and thus you can access the information as if it were loaded on your own domain, by-passing the cross domain issue.

Tip

For more information about JSONP, see <http://en.wikipedia.org/wiki/JSONP>.

For example, for this request:

```
http://{frontend server}/frontend/resources/invite.html?obj=myObj&callback=myMethod
```

the server returns following response body:

```
myObj.myMethod('<content of http://{frontend server}/frontend/resources/invite.html>');
```

Cross-origin resource sharing

Cross-origin resource sharing (CORS) is a mechanism that allows many resources (for example, fonts, JavaScript, and so on) on a web page to be requested from another domain outside the domain from which the resource originated. In particular, JavaScript's AJAX calls can use the XMLHttpRequest mechanism. These "cross-domain" requests would otherwise be forbidden by web browsers due to the same-origin security policy.

Tip

For more information about cross-origin sharing, see http://en.wikipedia.org/wiki/Cross-origin_resource_sharing.

GZIP

The Frontend Server can serve pre-compressed static content as a transport encoding and avoid the expense of on-the-fly compression. So if a request for **GPE.js** is received and the file **GPE.js.gz** exists, then it is served as **GPE.js** with a gzip transport encoding. By default, the Web Engagement solution ships all JavaScript resources in minified and pre-compressed version.

Tip

For more information about GZIP, see

<https://developers.google.com/web/fundamentals/performance/optimizing-content-efficiency/optimize-encoding-and-transfer#text-compression-with-gzip> and

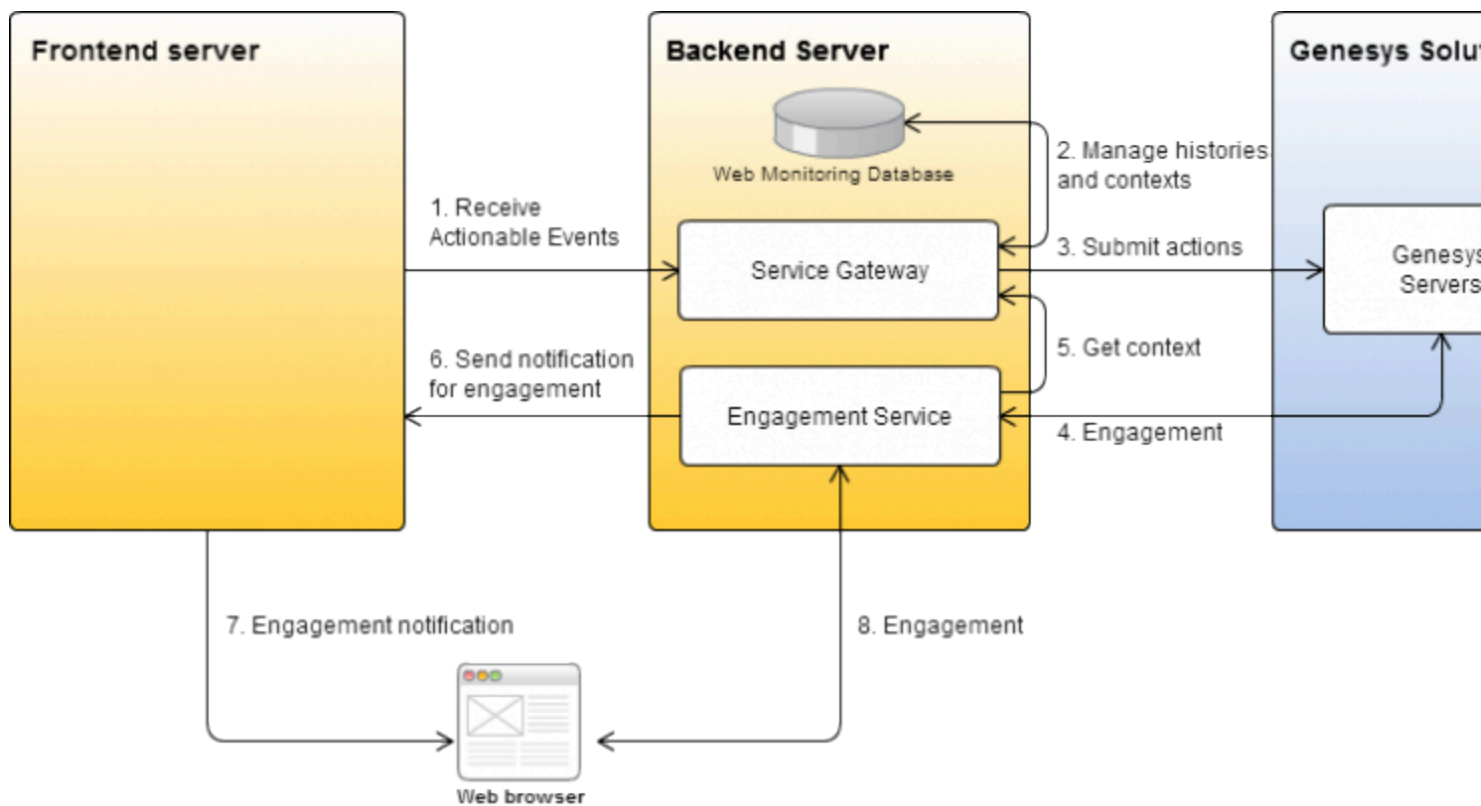
http://en.wikipedia.org/wiki/HTTP_compression.

Web Engagement Backend Server

The Web Engagement Backend Server is the engagement's entry point to the Genesys servers. It delivers web and visitor information to the contact center, which allows that information to be correlated with contact information.

The Backend Server stores the events it receives from the Frontend Server, manages contexts and histories in its embedded Cassandra database, and submits them to the Genesys server.

When the Backend Server is notified that it should present a proactive offer, it retrieves the engagement information, based on the visit attributes. Then, if the SCXML strategies allow it, the proactive offer is displayed.



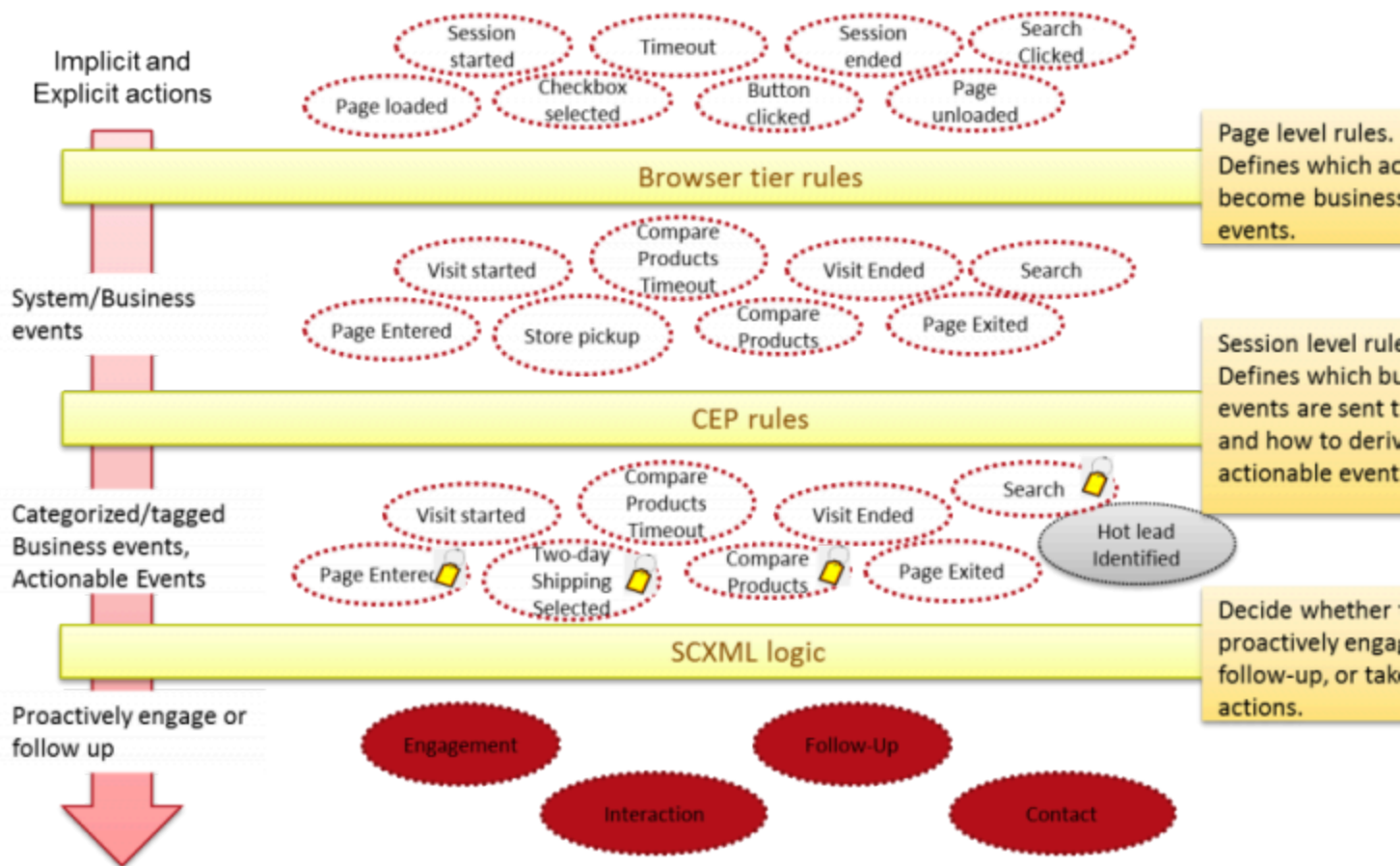
If the visitor accepts, the Engagement service connects to the Genesys servers. Once the connection is established, the service manages the engagement context information across the visit.

The Backend Server is also responsible for publishing rules for the Frontend Server. In a Standalone deployment you add a listening port for this purpose in [Configuring Genesys Rules Authoring Tool](#). In a Clustering deployment scenario, you must configure one Backend Server to be in charge of rules deployment over the cluster - see [Configuring Rules Deployment for the Cluster](#) for details.

Event Workflow

The Genesys Web Engagement Frontend Server receives system and business events from the browser's Monitoring Agent. This event flow is used to create actionable events which generate requests to the Genesys solution, and make the engagement, follow up, and additional actions with the Genesys solution possible.

HIGH-LEVEL ARCHITECTURE FLOW UNDER THE COVERS



Event Flow Under the Covers

When a customer visits your website, he or she interacts with your web pages, which generates a flow of events, such as Session Started, Timeout, Button clicked, and so on.

The Monitoring Agent handles this traffic and translates all these events into the relevant System and Business events, according to your page rules, DSL, and category information.

The agent then submits the events to the Frontend Server where the Complex Event Processing embedded in the server determines the actionable events ("Hot lead Identified" in the above figure) and sends them to the Backend Server for further processing.

On the Backend Server, the SCXML strategies are used to determine whether to proactively engage, follow-up, or implement any other action.

Monitoring

The Monitoring Agent service records web browsing activity on your site. It generates basic system events such as VisitStarted, PageEntered, and additional custom business events, such as 'add-to-shopping cart'. Then it sends these events to the Frontend Server for further processing (you can read more about the structure of these events [here](#)).

To implement monitoring, you simply include the Monitoring Service JS script in you web pages. This short piece of regular JavaScript activates monitoring and notification functions by inserting one of the following scripts into the page: **GT.min.js**, **GTC.min.js**, **GPE.min.js**. The script depends on your requirements — see [Configuring the Instrumentation Script](#) for details. The JavaScript asynchronously loads the application into your pages, which means that Monitoring Service JS does not block other elements on your pages from loading.

Basic Configuration

The simplest way to get the Monitoring Service JS for your site is by using the Genesys Web Engagement Plug-in for Genesys Administrator Extension. See [Generating the Instrumentation Script](#) for details.

Important

If you plan to use Web Engagement chat, make sure to include the Chat JS Application script into your web pages, as well. See [Engagement](#) for details.

Advanced Configuration

Once you generate the script, you can use it as is or implement the advanced configuration options to customize the script to suit your requirements. See [Configuring the Instrumentation Script](#) for details.

Monitoring JS API

You can also take a highly customized approach and use the [Monitoring JS API](#) to submit events to the Frontend Server. You can submit UserInfo, SignIn, SignOut, and even your own custom business events using this API. For example, you can use the API to identify visitors on your website. See [Visitor Identification](#) for details.

Related Links

- [Visitor Identification](#)
- [Events Structure](#)

Visitor Identification

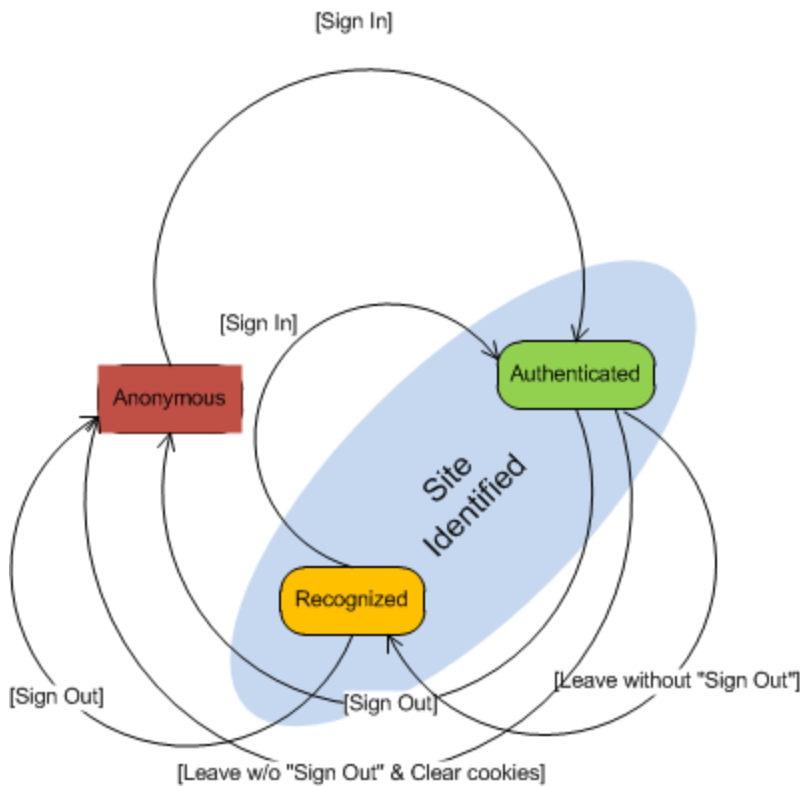
Overview

Genesys Web Engagement allows you to capture visitor activities on your website and to build a complete history of the visitor's interactions with your contact center.

When a visitor browses your website, the tracking code submits System events to the Web Engagement servers that constitute a visit, such as VisitStarted, PageEntered, SignIn, UserInfo, and so on. The association or relationship between the visit and the visitor is based on the flow derived from System events, in addition to the information retrieved from the Contact Server. In the end, you can access visit history through the [Event Resource](#) in the [History REST API](#).

To associate the visitor with the visit, Genesys Web Engagement must "identify" the visitor as one of three possible states:

- **Authenticated** — The visitor logged in to the website with a username and password. The username can be an e-mail address, an account name or other similar identifier, depending on your website. When a user is authenticated, Genesys Web Engagement can maintain an association between the visitor and the visit.
- **Recognized** — The visitor closed the browser window and did not log out, but cookies are saved. The next time the visitor comes to the website, the website can submit cookie-based user information, which contains the **userId**.
- **Anonymous** — The visitor is anonymous.



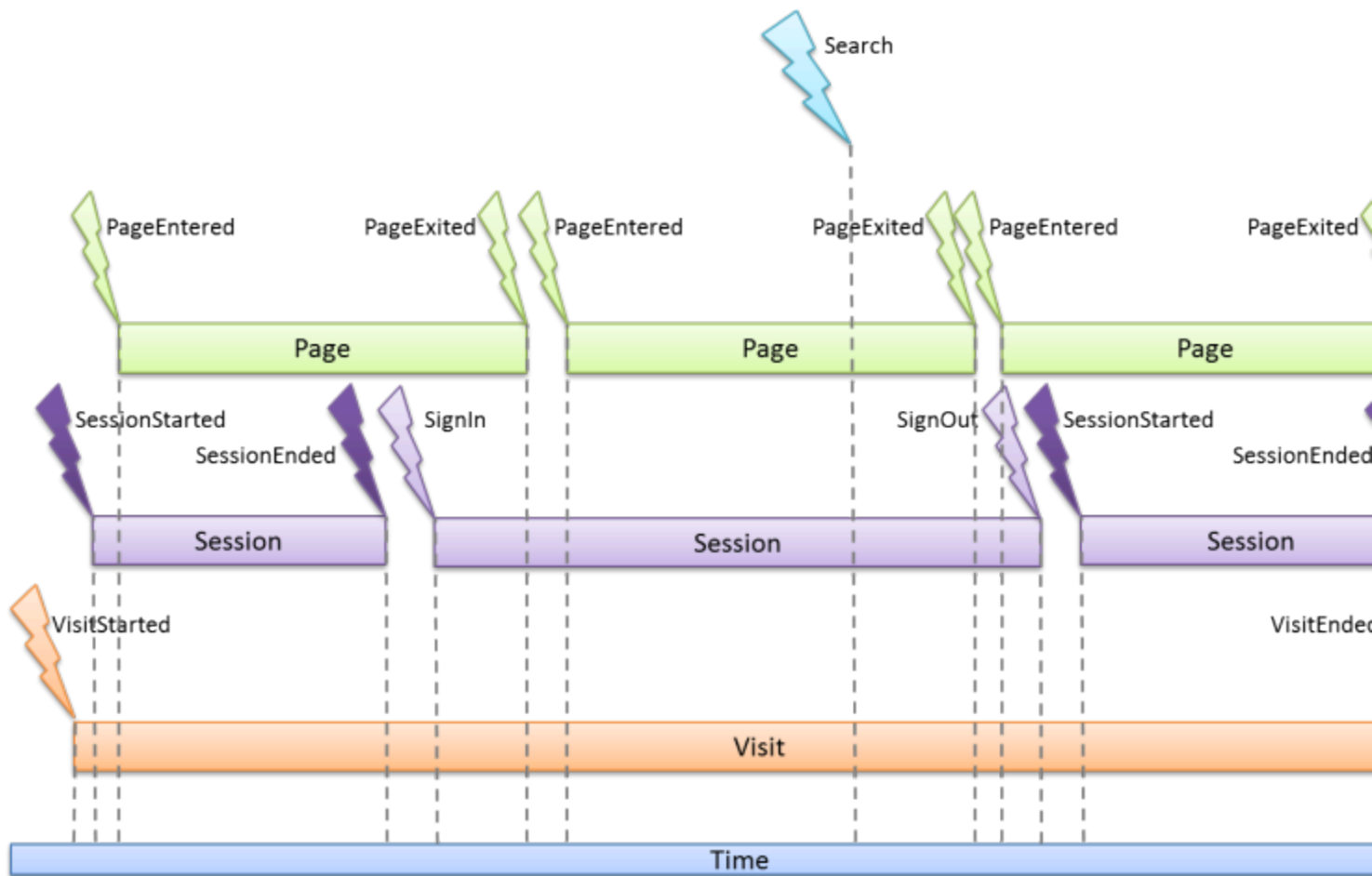
Visitor states

Genesys Web Engagement relies on your website to trigger the transitions between visitor states. You can do this by updating the tracking code with the following events in the [Monitoring JS API](#):

- `_gt.push(['sendSignIn', options])` — Send this event when the user is authenticated by the website. This allows the system to identify the user and creates a new "session" with a **sessionId** that is unique to a visit and will last the duration of the visit. Only Authenticated visitors have an associated **sessionId**.
- `_gt.push(['sendSignOut', options])` — Send this event when the user logs out of the website.
Note: The **sessionId** lasts for the duration of the authenticated user's visit to your website. It is stored in a cookie and sent with every event that occurs between SignIn and SignOut, and is changed automatically after every SignIn event.
- `_gt.push(['sendUserInfo', options])` — Send this event when the user visits your website after closing the browser window on an authenticated session. For details, see [Recognized Visitors](#).

Visitor Event Timeline

The figure below shows the timeline for events that take place when a visitor browses your website.



Visitor Event Timeline

All visitors to your website are identified with a **visitId**, which can be used to associate the visitor to events, such as PageEntered or PageExited, during the span of the visit.

Important

SessionStarted and SessionEnded events are internal and cannot be generated by public API.

Accessing Visitor Information

The **History REST API** is a **RESTful** interface for accessing visit and identity information — in the form of a collection of JSON objects — via POST and GET HTTP requests:

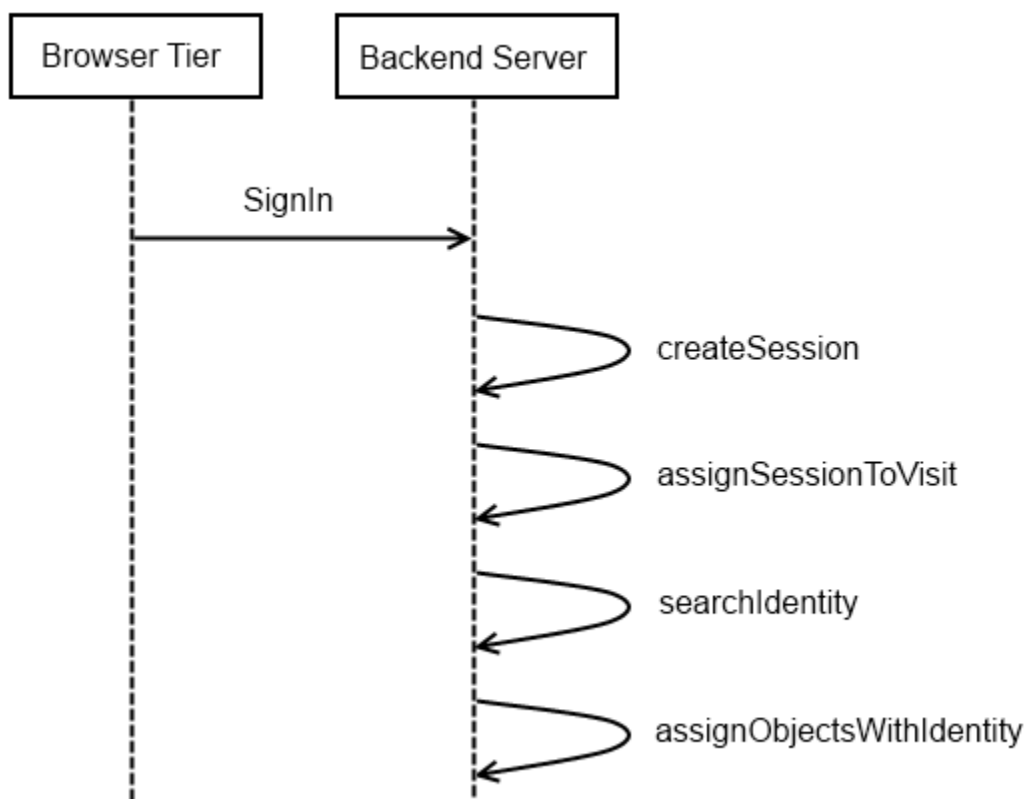
- The **visit** resource represents the sequence of pages that a given visitor went through.

- The **identity** resource contains information about authenticated and recognized visitors.
- The **session** resource contains information about the events and pages that a visitor browsed during an authenticated session within a visit.
- The **page** resource contains information about browsed pages. If a visitor revisits a page, a new page resource is created.
- The **event** resource contains information about System and Business events. For details about how these events are structure, see [Events Structure](#).

Authenticated Visitors

When the visitor is Authenticated on the website, you should use the `sendSignIn` event so that Genesys Web Engagement can start a new session. When the Backend Server receives this event, it creates a session resource and an identity resource to store the visitor information. The identifying information used to login (for instance, the e-mail address) is available in the `SignIn` event and is used to:

- Create the **identityId** or search the visitor's identity resource.
- Associate the visitor with a contact in the Genesys solution.



GPE SignIn event.png

The `SignOut` and `UserInfo` events are used to manage the collections of additional information. These

collections, called **contacts** and **useridentifications**, are introduced in the Backend Server database.

- The **contacts** collection maintains the association between the **identityIds** and the **sessionId**, **visitId**, and **globalVisitId**.
- The **useridentifications** collection stores all of the System events.

Recognized Visitors

When an Authenticated visitor closes the browser window without signing out and then later revisits your site, you can use the `_gt.push(['sendUserInfo', options])` command to tell Genesys Web Engagement that the visitor is now Recognized.

You will need to send the **userId** in the `_gt.push(['sendUserInfo', options])` event. How you track the **userId** depends on your website. For example, you could create a persistent cookie to store the **userId** when a visitor logs in to your website. Then when a visitor first browses your site, you could check the cookie and call the `_gt.push(['sendUserInfo', options])` event if the cookie contains the **userId**. There are many possible scenarios - the best implementation is entirely dependent on your website and its workflow.

Important

The visitor's identity cannot be guaranteed in the Recognized state. For instance, another member of the visitor's family could be browsing the website with the same computer.

Anonymous Visitors

If the visitor is not Authenticated or Recognized, no identity is created. The visitor's activity on the website, including events and pages visited, are still associated with the visit.

Events Structure

Overview

When the **Tracker Application** monitors the current web page, it generates a series of events, which are represented in JSON format.

There are two available event types:

- **SYSTEM** — These events are generated automatically and cannot be configured.
- **BUSINESS** — These are additional custom events you can create.

Important

You can configure when an event should be generated by **customizing the DSL**, but if you need more flexibility you can use the **Monitoring JS API**.

Common Event Structure

The common event structure is a scaffold for generating System and Business events. In table below, **data** represents the common structure that is included in both event types.

Field	Type	Description
eventType	String	The event type: BUSINESS or SYSTEM.
eventName	String	The required event name.
eventID	String	The generated UUID that is used to identify the event.
pageID	String	The generated UUID that is used to identify the page.
timestamp	Number	The time stamp for when the event was generated. This is taken from the browser.
category	String	A list of categories separated by commas. For more information, see Managing Categories .
url	String	The URL of the page where the event was triggered.
languageCode	String	The current language. This can

Field	Type	Description
		be configured using the languageCode configuration option in the in the instrumentation script .
globalVisitID	String	globalVisitID is a anonymously identifier of a particular device or browser.
visitID	String	visitID represents a particular session in the browser.
data	Object	Container for additional data. Which depends on event type and name. See appropriate event below

Example of the Common Event Structure

```
{
  "eventName": "PageEntered",
  "eventID": "44D25DDB78174DEC8F33E28F96428336",
  "pageID": "9A1AD4389AC34F0A86D3EB04E50D6137",
  "timestamp": 1413979605190,
  "category": "my-category",
  "url": "http://www.genesys.com/products",
  "languageCode": "en-US",
  "globalVisitID": "b5a93936-b2a4-4042-a5e6-0a2b9681c1a9",
  "visitID": "8bd4bbb5-3b1d-4647-9ede-37820b88e343",
  "data": {
    ...
  }
}
```

System Event Structure

System events have specific values for the following fields:

Field	Type	Description
eventType	String	SYSTEM
eventName	String	<p>The following values are possible:</p> <p>PageEntered — generated when the user enters a page</p> <p>PageExited — generated when the user changes location or closes a page</p> <p>VisitStarted — generated when the visit is identified</p>
data	Object	This field should contain specific

Field	Type	Description
		information, described in System data below.

System data

The value of the System event's **data** field can vary depending on the name of System event. The following sections provide details about the **data** provided for each event name.

VisitStarted

The VisitStarted event expands the System event structure with the following value for **data**:

data field	Type	Description
userAgent	String	The <code>window.navigator.userAgent</code> value. This contains information about the name, version, and platform of the browser.
screenResolution	String	The screen resolution at the moment the event is generated. The format is width x height. For example: "1440x900"
language	String	The language code from <code>window.navigator</code> , retrieved from the first available of the following objects: <code>window.navigator.language window.navigator.browserLanguage window.navigator.userLanguage window.navigator.systemLanguage</code>
timezoneOffset	String	The timezone offset in milliseconds.
ipAddress	String	The client IP address.

```
{
  "eventType": "SYSTEM",
  "eventName": "VisitStarted",
  "eventID": "5E1BA21F69F149F280B028385DF16DC3",
  "pageID": "300E084345EC412F879D5A835F7CA4F6",
  "timestamp": 1414074819648,
  "category": "my-category",
  "url": "http://www.genesys.com/products",
  "languageCode": "en-US",
  "globalVisitID": "301438c2-3139-4035-aac0-1c9c8a60c481",
  "visitID": "9ccd9489-6a94-4b45-8813-clcca010d443",
  "data": {
    "userAgent": "Mozilla/5.0 (Windows NT 6.1; WOW64; rv:32.0) Gecko/20100101 Firefox/32.0",
    "screenResolution": "1680x1050",
    "language": "en-US",
    "timezoneOffset": -10800000,
    "ipAddress": "123.45.67.890"
  }
}
```

```

    }
}

```

PageEntered

The PageEntered event expands the System event structure with the following value for **data**:

data field	Type	Description
urlReferrer	String	A <code>window.document.referrer</code> value. The <code>referrer</code> property returns the URL of the document that loaded the current document.
localTime	String	The string representation of the time in the browser when the event was generated.
title	String	The page title, taken from <code>window.document.title</code> .

```

{
  "eventType": "SYSTEM",
  "eventName": "PageEntered",
  "eventID": "44D25DDB78174DEC8F33E28F96428336",
  "pageID": "9A1AD4389AC34F0A86D3EB04E50D6137",
  "timestamp": 1413979605190,
  "category": "my-category",
  "url": "http://www.genesys.com/products",
  "languageCode": "en-US",
  "globalVisitID": "b5a93936-b2a4-4042-a5e6-0a2b9681c1a9",
  "visitID": "8bd4bbb5-3b1d-4647-9ede-37820b88e343",
  "data": {
    "urlReferrer": "http://www.genesys.com",
    "localTime": "Wed Oct 22 2014 15:06:45 GMT+0300 (FLE Daylight Time)",
    "title": "English"
  }
}

```

PageExited

The PageExited event does not have additional data. The event structure is the same as the System event structure, but with the PageExited event name specified:

```

{
  "eventType": "SYSTEM",
  "eventName": "PageExited",
  "eventID": "E8E6F0926F3642BF889DA5ED4342EFA7",
  "pageID": "9A1AD4389AC34F0A86D3EB04E50D6137",
  "timestamp": 1413982730013,
  "category": "my-category",
  "url": "http://www.genesys.com/products",
  "languageCode": "en-US",
  "globalVisitID": "b5a93936-b2a4-4042-a5e6-0a2b9681c1a9",
  "visitID": "8bd4bbb5-3b1d-4647-9ede-37820b88e343",
  "data": {}
}

```

UserInfo

The UserInfo event expands the System event structure with the following value for **data**:

data field	Type	Description
userID	String	A unique persistent string identifier that represents a user or signed-in account across devices.

```
{
  "eventType": "SYSTEM",
  "eventName": "UserInfo",
  "eventID": "532BC42B99C341578639A1DF1F2A45D9",
  "pageID": "C90206CA44A2401F9408A1581EF0E258",
  "timestamp": 1419437657401,
  "category": "",
  "url": "http://www.genesys.com/products",
  "languageCode": "en-US",
  "globalVisitID": "c9b891e4-ae04-493b-b554-4eba19ad7c58",
  "visitID": "b5c87b28-a00e-4461-961b-d6a01b754838",
  "data": {
    "userID": "user@genesyslab.com",
    "name": "Bob",
    "sex": "male",
    "age": 30
  }
}
```

SignIn

The SignIn event expands the System event structure with the following value for **data**:

data field	Type	Description
userID	String	A unique persistent string identifier that represents a user or signed-in account across devices.

```
{
  "eventType": "SYSTEM",
  "eventName": "SignIn",
  "eventID": "DE6826972BDF4820B03FAF5BB7945426",
  "pageID": "C90206CA44A2401F9408A1581EF0E258",
  "timestamp": 1419437874950,
  "category": "",
  "url": "http://www.genesys.com/products",
  "languageCode": "en-US",
  "globalVisitID": "c9b891e4-ae04-493b-b554-4eba19ad7c58",
  "visitID": "b5c87b28-a00e-4461-961b-d6a01b754838",
  "data": {
    "userID": "user@genesyslab.com",
    "name": "Bob",
    "sex": "male",
    "age": 30
  }
}
```

SignOut

The SignOut event does not have additional data. The event structure is the same as the System event structure, but with the SignOut event name specified:

```
{
  "eventType": "SYSTEM",
  "eventName": "SignOut",
  "eventID": "3CE3204E697640A7986C70CA97F0945C",
  "pageID": "C90206CA44A2401F9408A1581EF0E258",
  "timestamp": 1419437925162,
  "category": "",
  "url": "http://www.genesys.com/products",
  "languageCode": "en-US",
  "globalVisitID": "c9b891e4-ae04-493b-b554-4eba19ad7c58",
  "visitID": "b5c87b28-a00e-4461-961b-d6a01b754838",
  "data": {}
}
```

Business Event Structure

Business events have the same structure as the common event structure, with additional data specified in the DSL configuration. For example, if your DSL (**domain-model.xml**) has the following event generation rules:

```
<event id="TimeoutEvent10" name="Timeout-10" condition="" postcondition="document.hasFocus()
=== true">
  <trigger name="TimeoutTrigger" element="" action="timer:10000" type="timeout" url=""
count="1" />
  <val name="myValueName" value="'myValue'"></val>
</event>
```

Then the generated Business event is expanded with the additional data:

```
{
  "eventType": "BUSINESS",
  "eventName": "Timeout-10",
  "eventID": "11030C008B3D45ACADFB32A1B4E01122",
  "pageID": "B501B6EE57EF4E2AA05379D468E772D6",
  "timestamp": 1413990905565,
  "category": "",
  "url": "http://www.genesys.com/products",
  "languageCode": "en-US",
  "globalVisitID": "b5a93936-b2a4-4042-a5e6-0a2b9681c1a9",
  "visitID": "8bd4bbb5-3b1d-4647-9ede-37820b88e343",
  "data": {
    "myValueName": "myValue"
  }
}
```

Notification

The Notification Agent provides the browser with the asynchronous notification of the engagement offer by opening an engagement invite. It opens the engagement window.

To implement notification, you simply include the Notification Service JS script in you web pages. This short piece of regular JavaScript activates monitoring and notification functions by inserting one of the following scripts into the page: **GT.min.js**, **GTC.min.js**, **GPE.min.js**. The script depends on your requirements — see [Configuring the Instrumentation Script](#) for details. The JavaScript asynchronously loads the application into your pages, which means that Notification Service JS does not block other elements on your pages from loading.

Basic Configuration

The simplest way to get the Notification Service JS for your site is by using the Genesys Web Engagement Plug-in for Genesys Administrator Extension. All you have to do is select the **Load Engagement Script** option in the **Script Generator** window to include notification in the generated script. See [Generating the Instrumentation Script](#) for details.

Important

If you plan to use Web Engagement chat, make sure to include the Chat JS Application script into your web pages, as well. See [Engagement](#) for details.

Advanced Configuration

Once you generate the script, you can use it as is or implement the advanced configuration options to configure the script to suit your requirements. See [Configuring the Instrumentation Script](#) for details.

Notification Service REST API

You can use the Notification Service REST API to reach your entire user base quickly and effectively with notifications that are delivered to your web pages. For details, see [Notification Service REST API](#) in the API Reference.

Engagement

The Engagement Agent provides the engagement mechanism — proactive/reactive chat communication or web callback initialization.

Select a tab below for details about the engagement method.

<tabber> Chat JS Application=

To implement chat, you simply include the Chat JS Application script in your web pages. This short piece of regular JavaScript activates chat functions by inserting the **GWC.min.js** script into the page. The JavaScript asynchronously loads the application into your pages, which means that Chat JS Application does not block other elements on your pages from loading.

Basic Configuration

The simplest way to get the Chat JS Application for your site is by using the Genesys Web Engagement Plug-in for Genesys Administrator Extension. All you have to do is select the "Chat" option in the "Script Generator" window to include chat in the generated script. See [Generating the Instrumentation Script](#) for details.

Advanced Configuration

The Chat JS Application script consists of two parts: **script loader** and **configuration**. The script loader part actually loads the **GWC.min.js** script, while the configuration part sets options that control things like window size and localization.

Script Loader

To load Chat JS Application, you just need to include a short piece of regular JavaScript, the script loader, in your HTML. That JavaScript will asynchronously load the application into your pages, which means that Chat JS Application will not block other elements on your web page from loading.

For example, your script loader code might look like this:

```
//Script loader
(function(v) {
  if (document.getElementById(v)) return;
  var s = document.createElement('script'); s.id = v;
  s.src = ( 'https:' == document.location.protocol ? 'https://' : '<Frontend Server
host>:<Frontend Server secure port>' :
  'http://<Frontend Server host>:<Frontend Server port>' ) + '/frontend/
resources/js/build/GWC.min.js';
  s.setAttribute('data-gwc-var', v);
  (document.getElementsByTagName('head')[0] || document.body).appendChild(s);
})('<_gwc>');
```

Important

The above example uses `_gwc` as the configuration global variable — see the "Configuration" section below for details.

Configuration

By default the chat application uses the `_gwc` global variable (you can change this in the script loader) that is created before Chat JS Application script loader is actually added to the page. Some of the options you set in the configuration code can be overwritten in the Chat Widget JS API methods (`startChat(options)` and `restoreChat(options)` for a particular chat session, if the parameter name matches the option name.

For example, your configuration code might look like this:

```
/* Configuration */
var _gwc = {widgetUrl: 'http://<Frontend Server host>:<Frontend Server port>/frontend/
resources/chatWidget.html',
            serverUrl: 'http://<Backend Server host>:<Backend Server port>/backend/cometd'};
```

Options

Option	Type	Default Value	Mandatory	Description
serverUrl	string	undefined	yes, when default "transport" is used	URL of the CometD chat server for default (built-in) CometD transport.
widgetUrl	string	undefined	yes, when "embedded" is set to false ("popup" mode)	URL of the chat widget HTML that is open in an external window when operating in "popup" mode. By default, the chat widget is stored under the Frontend Server and is available at the following URL: <code>http://{frontend_server}:{frontend_port}/resources/chatWidget.html</code> ; however, you can store the chatWidget.html file as a static resourced under any third-party server.
embedded	boolean	false	no	Sets chat mode of operation: "embedded" (chat

Option	Type	Default Value	Mandatory	Description
				<p>widget is rendered directly on a page) or "popup" (chat opens in a separate browser window).</p> <p>Default is "popup". Pass the value true to switch to "embedded" mode.</p>
localization	string	undefined	no	<p>URL of JSON file with chat localization. If omitted, default English localization will be used.</p> <p>See Localization for more on how to localize the chat widget.</p>
windowSize	object {width: <number>, height: <number>}	{ width: 400, height: 500 }	no	Size of external chat window when operating in "popup" mode.
windowName	string	genesysChatWindow	no	<p>A string name for the new window that will be passed to the <code>window.open</code> call when opening chat widget window. For details, see https://developer.mozilla.org/en-US/docs/Web/API/Window.open.</p>
windowOptions	object	The value of the <code>windowSize</code> option.	no	<p>An object containing window options that are passed to the <code>window.open</code> call when opening chat widget window. You can pass any window options, such as position (top, left), whether to show browser buttons (toolbar), location bar (location), and so on. For details about possible window options, see</p>

Option	Type	Default Value	Mandatory	Description
				(https://developer.mozilla.org/en-US/docs/Web/API/Window.open . All options are converted to a string that is passed to the <code>window.open</code> call.
debug	boolean	false	no	Set to true to enable chat debugging logs (by default standard <code>console.log</code> is be used, see the "logger" option if you want to override that).
logger	function	<code>console.log</code>	no	<p>Pass a function that will be used for chat logging (if <code>debug</code> is set to true) instead of the default <code>console.log</code>. The function has to support the interface of the <code>console.log</code> — it must accept an arbitrary number of arguments and argument types. To use the custom logging function in a separate window, you have to pass it directly on the widget page to the <code>startChatInThisWindow</code> method.</p> <div> Important The "logger" function works only for the Chat Widget JS API context. </div>
registration	boolean or function	true	no	By default chat starts with a built-in registration form (that you can customize using <code>ui.onBeforeRegistration</code>).

Option	Type	Default Value	Mandatory	Description
				Pass the value false to disable this default built-in registration form. See Custom registration in the Chat Widget JS API for details.
userData	object	undefined	no	Can be used to directly attach necessary UserData to a chat session.
createContact	boolean	true	no	Determines whether new contact should be created from registration data if it doesn't match any existing contact. Only effective if registration data is present (collected either by built-in or custom registration workflow). See createContact in the Chat Widget JS API for details.
maxOfflineDuration	number	5	no	Time (in seconds) during which state cookies are stored after page reload/navigation. If cookies expire, the chat is not restored. Basically, this option means "how long shall the chat session live after the user leaves my website?"
ui	boolean or object	true	no	Pass the value false to disable the chat widget UI completely. Or pass an object with "hook" functions that can modify the built-in UI.

Option	Type	Default Value	Mandatory	Description
				See ui in the Chat Widget JS API for details.
transport	object	undefined	no	Custom transport instance (for example, REST-based).
disableWebSockets	boolean	false	no	<p>By default, chat attempts to use WebSockets to connect to the server. When the WebSocket connection is unavailable (for example, if your load balancer doesn't support WebSockets), chat switches to other, HTTP-based, means of communication. This might take some time (a matter of seconds, usually), so if you want to speed up the process, you can disable WebSockets for chat by passing true to this option.</p> <div> Important This option is only effective with default (built-in) transport. </div>
templates	string	undefined	no	The URL of the HTML files containing templates that are used to render the chat widget. The request is made via either JSONP or AJAX, following the same logic as for localization files (see Localization in the Chat Widget JS API). Default

Option	Type	Default Value	Mandatory	Description
				<p>templates are included into the JavaScript source, so by default no requests are made to load them. The template system is based on the popular lodash / underscore templates: http://lodash.com/docs#template, http://underscorejs.org/#template</p>
autoRestore	boolean	true	no	<p>On every page reload/navigation, chat automatically attempts to restore the chat widget using the <code>restoreChat</code> method in the Chat Widget JS API. You can use this option to disable this behavior if you want more control over chat widget restoration.</p>
onReady	array or function	undefined	no	<p>This field is a callback function fired when the application has initialized. The Chat Widget JS API object is provided as the first argument of the callback function.</p> <pre><code>_gwc.onReady.push(function(chat) { alert('Chat application ready!'); });</code></pre> <p>If you use <code>_gwc.onReady.push</code>, make sure that <code>onReady</code> is defined as an array.</p> <pre><code>var _gwc = { ... onReady: []</code></pre>

Option	Type	Default Value	Mandatory	Description
				};

Configuration Examples

Basic configuration for proactive engagement integration

```
/* Configuration */
var _gwc = {widgetUrl: 'http://<Frontend Server host>:<Frontend Server port>/frontend/
resources/chatWidget.html'};

// Script loader
(function(v) {
  if (document.getElementById(v)) return;
  var s = document.createElement('script'); s.id = v;
  s.src = ('https:' == document.location.protocol ? 'https://' : '<Frontend Server
host>:<Frontend Server secure port>:')
    + 'http://<Frontend Server host>:<Frontend Server port>') + '/frontend/resources/js/
build/GWC.min.js';
  s.setAttribute('data-gwc-var', v);
  (document.getElementsByTagName('head')[0] || document.body).appendChild(s);
})('<_gwc>');
```

Basic configuration for reactive chat

```
/* Configuration */
var _gwc = {widgetUrl: 'http://<Frontend Server host>:<Frontend Server port>/frontend/
resources/chatWidget.html',
  serverUrl: 'http://<Backend Server host>:<Backend Server port>/backend/cometd'};

// Script loader
(function(v) {
  if (document.getElementById(v)) return;
  var s = document.createElement('script'); s.id = v;
  s.src = ('https:' == document.location.protocol ? 'https://' : '<Frontend Server
host>:<Frontend Server secure port>:')
    + 'http://<Frontend Server host>:<Frontend Server port>') + '/frontend/resources/js/
build/GWC.min.js';
  s.setAttribute('data-gwc-var', v);
  (document.getElementsByTagName('head')[0] || document.body).appendChild(s);
})('<_gwc>');
```

Advanced configuration for chat application

```
/* Configuration */
var _gwc = {
  serverUrl: 'http://<Backend Server host>:<Backend Server port>/backend/cometd',
  widgetUrl: 'http://<Frontend Server host>:<Frontend Server port>/frontend/resources/
chatWidget.html',
  autoRestore: true,
  debug: false,
  embedded: true,
  createContact: true,
  localization: 'http://<Frontend Server host>:<Frontend Server port>/frontend/resources/
locale/chat-fr.json',
  windowSize: { width: 400, height: 500 },
  windowName: 'myWindowName',
```

```

        windowOptions: {
            left: 0,
            top: 0
        },
        /* Callbacks */
        onReady: [function (chatAPI) {
            var options = {
                registration: true
            };
            chatAPI.startChat(options);
        }]
    };
    // Script loader
    (function(v) {
        if (document.getElementById(v)) return;
        var s = document.createElement('script'); s.id = v;
        s.src = ('https:' == document.location.protocol ? 'https://' : '<Frontend Server
host>:<Frontend Server secure port>') + '/frontend/resources/js/
build/GWC.min.js';
        s.setAttribute('data-gwc-var', v);
        (document.getElementsByTagName('head')[0] || document.body).appendChild(s);
    })('_gwc');

```

Tip

For more information about the start parameters, see the [Chat Widget JS API](#)

Chat JS Application API

The Chat JS Application API is provided by the [Chat Widget JS API](#) component. The API object provides two functions: [startChat\(options\)](#) and [restoreChat\(options\)](#). To access the API, use the onReady option in the Chat JS Application configuration.

Reactive Chat

The following example shows how you can start reactive chat on a button click using the startChat method.

```

$('#startChatButton1, #startChatButton2, #startChatButton3').click(function () {
    _gwc.onReady.push(function (chatAPI) {
        chatAPI.startChat();
    });
});

```

If you want to provide monitoring information to the chat session, you should attached the **visitID** and **pageID** from the Tracker Application to the chat interaction.

```

$('#startChatButton1, #startChatButton2, #startChatButton3').click(function () {
    _gwc.onReady.push(function (chatAPI) {
        _gt.push(['getIDs', function (IDs) {
            chatAPI.startChat({userData: {visitID: IDs.visitID, pageID: IDs.pageID}});
        }]);
    });
});

```

```
});
});
```

How To

Auto-generate an e-mail address based on the visitID

Use the Tracker JS Application and the Chat JS Application together:

```
_gwc.onReady.push(function (chatAPI) {
  _gt.push(['getIDs', function (IDs) {

    /* Start chat with generated email */
    chatAPI.startChat({ userData: {
      visitID: IDs.visitID,
      pageID: ID.pageID,
      email: IDs.globalVisitID + '@anonymous.com'
    }});
  }]);
});
```

[-] Callback widget=

The callback widget is represented by the **callback.html** file, which can only be used in separate window mode — it is not currently supported for embedded mode like chat.

By default, the **callback.html** file has all its dependencies embedded to avoid extra requests to the server. The file is located in the

GWE_installation_directory/apps/application_name/_composer-project/
WebEngagement_EngagementWidgets/ folder by default.

Warning

If you modify this file, it will not be backward compatible with any new versions of Genesys Web Engagement.

Configuration

To configure the callback widget, you can pass the following URL parameters (they must be **URL Encoded**):

```
http://{server}:{port}/frontend/resources/
callback.html?visitId={visitId}&pageId={pageId}&backendUrl={backendUrl}&locale={locale}&debug=
{debug}
```


Parameters

Option	Type	Default Value	Mandatory	Description
visitId	string	undefined	yes	Unique identifier of the current visit. For instance, 58bd8e65-7390-4c56-8da9-79dd74bd73be. You could use the Monitoring JS API to get this value.
pageId	string	undefined	yes	Identifier of the current page. For instance, 662FE0368D654E9D80B0D1E1E29AE25F. You could use the Monitoring JS API to get this value.
backendUrl	string	undefined	yes	URL of the Backend Server; for instance, http://<Backend Server host>:<Backend Server port>/backend.
locale	string	'en'	no	Localization tag for language and region; for instance, en-US. For details, see Localization .
debug	boolean	false	no	Set to true to show callback widget debug information in the browser console.

Configuration Example

```
http://<Frontend Server host>:<Frontend Server port>/frontend/resources/  
callback.html?visitId=58bd8e65-7390-4c56-8da9-79dd74bd73be&pageId=662FE0368D654E9D80B0D1E1E29A  
E25F&backendUrl=http%3A%2F%2F<Backend Server host>%3A<Backend Server  
port>%2Fbackend&locale=en-US&debug=true
```

Usage

To run the callback widget, simply open it in a separate window with the appropriate parameters:

```
var url = http://<Frontend Server host>:<Frontend Server port>/frontend/resources/  
callback.html +
```

```
'?visitId=' + encodeURIComponent('58bd8e65-7390-4c56-8da9-79dd74bd73be') +
'&pageId=' + encodeURIComponent('662FE0368D654E9D80B0D1E1E29AE25F') +
'&backendUrl=' + encodeURIComponent('http://<Backend Server host>:<Backend Server
port>/backend') +
'&locale=' + encodeURIComponent('en-US') +
'&debug=' + encodeURIComponent('true');

window.open(url,
    title,
    'toolbar=no,location=no,directories=no,status=no,menubar=no,scrollbars=no,resizable=no,copyhistory=
+
    ',width=' + 400 + ',height=' + 500 + ',top=' + 300 + ',left=' + 300);
```

Customization

For details about how to customize the callback widget, see [Customizing the Browser Tier Widgets](#).

Application Development

Overview

Developing an application for Genesys Web Engagement is the process of defining all the components deployed through the Web Engagement Servers to implement Web Engagement features in your Genesys contact center, and to add Web Engagement to your website.

When you create and configure your application, you create all the materials that are used to generate the actionable events: customized business information, conditions, and engagement strategies. As a result of an actionable event, the Web Engagement servers engage the visitor with a chat or a web callback invite. Your application also contains the widgets for managing these invites, including a registration form submitted to anonymous customers who accept the invitation.

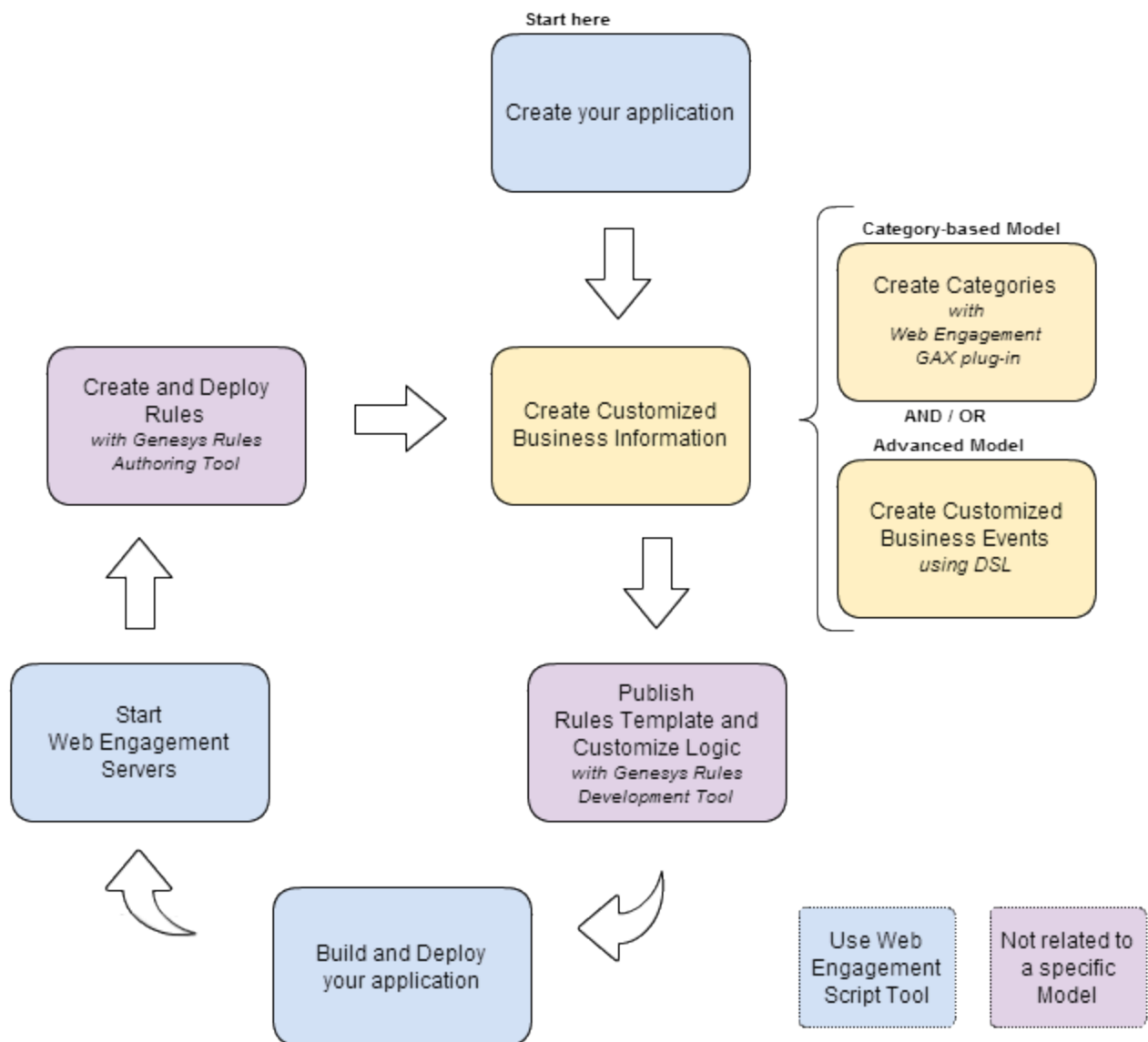
The provided script tools creates your application in the **apps** folder where Web Engagement is installed. Your newly created application includes all the default rule templates, logic (SCXML), and events (DSL), in addition to web-specific data and engagement widgets. You can customize the data and widgets, and then build and deploy your application so all changes take effect.

You can develop two types of applications, both tightly coupled to the **engagement models**:

- **Simple Engagement Model** — This type of application implements default Web Engagement capabilities (DSL scripts and rules), and provides customization through categories and rules.
- **Advanced Engagement Model** — This type of application implements business events (DSL) and uses event-based capabilities to implement rules.

Application Development Workflow

The following diagram describes the development workflow for a Web Engagement application.



Application Development Lifecycle

1. **Create your application**

Tool: Web Engagement Scripts

Description: For each application you must use script tools to create and configure your customized Web Engagement application.

2. **Create Customized Business Information**

Depending on the engagement model that you implement, you must define business information specific to your web pages that will be used to submit actionable events and web contexts to the Genesys Solution.

- **Create categories** (Simple Model)

Tool: Web Engagement Plug-in for Genesys Administrator Extension

Description: The categories contain business-related information to link your application with your web pages. They are used as parameters to set up conditions on events and generate actionable items. You can modify category information at run-time. The Frontend Server checks category information when receiving web requests.

- **Create Business Events.** (Advanced Model)

Tool: Text editor / Chromium [InTools](#)

Description: You can create your own business events and DSL rules loaded in the monitoring agent. Then, these events are used to generate actionable items. To make DSL changes available for production, the Frontend Server must be rebuilt and restarted. You can also test the changes at run-time with Chromium [InTools](#).

3. **Publish Rules Template and Customize Logic**

Tool: Genesys Rules Development Tool

Description: You must publish a Web Engagement rules template before you can create rules. Optionally, you can customize logic by [Customizing the SCXML Strategies](#), and you can also [Customize the Browser Tier Widgets](#).

4. **Build and deploy your application**

Tool: Web Engagement Scripts

Description: If you create a new application or modify the SCXML, the DSL, or the logic of your application, you must build and deploy before you start the Web Engagement Servers.

5. **Start the Web Engagement Servers**

Tool: Web Engagement Scripts.

Description: To enable your application, you must start or restart the Web Engagement Servers.

6. **Create and Deploy Rules**

Tool: Genesys Rules Authoring

Description: You must create rules to optimize the event flow and create complex conditions to generate actionable events sent to the Genesys Solution. These rules link with the categories containing the business information. You can deploy rules only if the Web Engagement servers are started.

Application Development Tasks

You must complete the following steps to create a Genesys Web Engagement application:

1. Before developing an application, you must first install and configure Genesys Web Engagement and its components in a lab environment. See the [Standalone Deployment Scenario](#) for details and step-by-step instructions.
2. [Creating an Application](#)
3. [Generating and Configuring the Instrumentation Script](#)
4. [Customizing an Application](#)
 - a. [Creating Business Information](#)
 - b. [Publishing the CEP Rule Templates](#)
 - c. [Customizing the SCXML Strategies](#)

-
- d. Customizing the Browser Tier Widgets
 - 5. Building and Deploying an Application
 - 6. Starting the Web Engagement Servers
 - 7. Creating a Rules Package
 - 8. Testing with GWM Proxy
 - 9. Once you are satisfied with your application and are ready to deploy it to production, you should return to the Deployment Guide and [Deploy and Configure the Web Engagement Cluster](#). See the [Cluster Deployment Scenario](#) for details and step-by-step instructions.

Creating an Application

You must create an application to run Genesys Web Engagement — see [Application Development](#) for details about the workflow for creating and deploying an application.

Complete the procedures on this page to create an application and then define its monitoring domains.

Creating a New Application

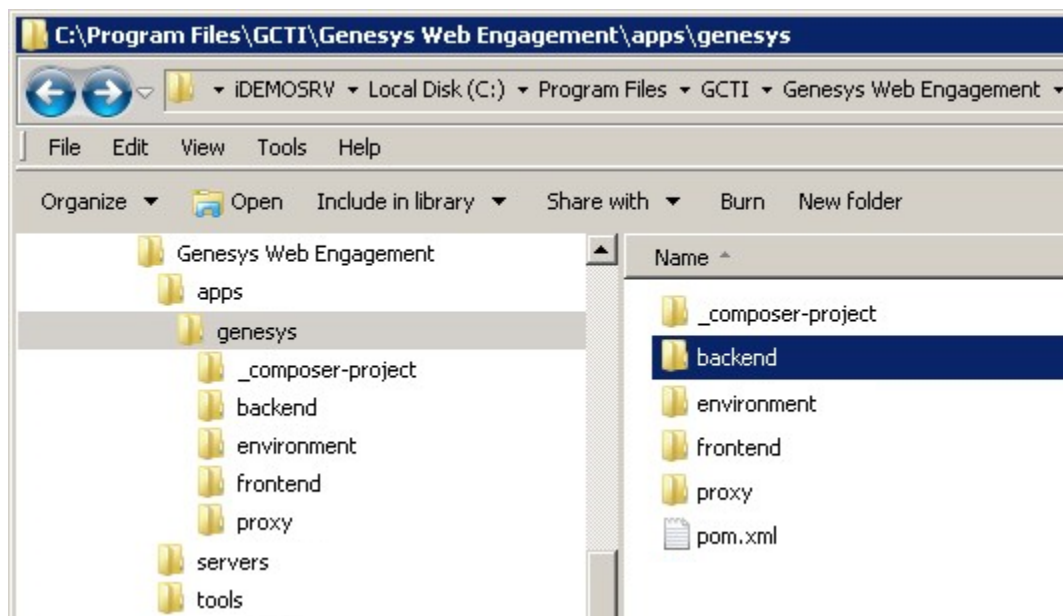
In this procedure you'll run the **create** script (**create.bat** on Windows and **create.sh** on Linux) to create your project structure. This script creates all the files required to run Genesys Web Engagement on your website.

Start

1. Navigate to the **GWE_installation_directory** and type the following command: `create your_application_name`.

End

A folder named ***your_application_name*** is created in **GWE_installation_directory\apps**.



The directory structure for the "Genesys" application.

This folder contains all the materials used to build and deploy your application:

- **_composer_project** contains all the SCXML default templates for the routing strategies and GRS rule template project. In addition, it contains the source code for the Browser Tier Widgets used for engagements.
- **backend** contains the Backend Server application once the application is built.
- **environment** contains an environment property file.
- **frontend** contains the Frontend Server application once the application is built.
- **proxy** contains the proxy application used for testing purposes.

Next Steps

- [Defining the Application's Monitoring Domains](#)

Defining the Application's Monitoring Domains

Complete this procedure to fill in the **map.properties** file, which contains all the information about the proxy and the monitoring domains of your application. You need to complete this procedure in order to [Test with the GWM Proxy](#) after you build and deploy your application.

Start

1. Open the `\apps\your_application_name\proxy\map.properties` file with a text editor.
2. Fill in the domain properties:
 - `gwpmp.domainName` — name of the domain. The domain is used by Genesys Web Engagement when it works with cookies. For instance, `genesys.com`.
 - `gwpmp.domainList` — list of domains, separated with semicolons. The GWM Proxy injects script only for pages from these specified domains. For instance, `genesys.com;www.genesys.com;www-ssl.genesys.com`.
3. Fill in the frontend properties:
 - `frontend.server.host` — host name or IP address of your Frontend Server.
Note: 127.0.0.1 or localhost is not allowed!
 - `frontend.server.http.port` — HTTP port for your Frontend Server.
 - `frontend.server.https.port` — HTTPS port for your Frontend Server.
Tip: You can find your Frontend Server information on the Frontend Server application object in Genesys Administrator.
4. Save your changes.

End

Next Steps

- [Generating and Configuring the Instrumentation Script](#)

Generating and Configuring the Instrumentation Script

Overview

The Tracker Application instrumentation script is a small piece of JavaScript code that you paste into your website to enable Web Engagement functionality. You create this script by using the Script Generator in the Genesys Web Engagement Plug-in for Genesys Administrator Extension.

You typically add the instrumentation script to your site when you are ready to move your application to a **production environment with a Web Engagement cluster** or if you need to **configure the script that is used by the GWM Proxy**. If you are working in a standalone deployment in a lab environment, you can use the default **GWM Proxy** implementation.

You can complete the steps on this page to do the following:

1. **Generate the basic instrumentation script.**
2. **Configure the script, if necessary for your solution.**
3. **Add the script to your website.**

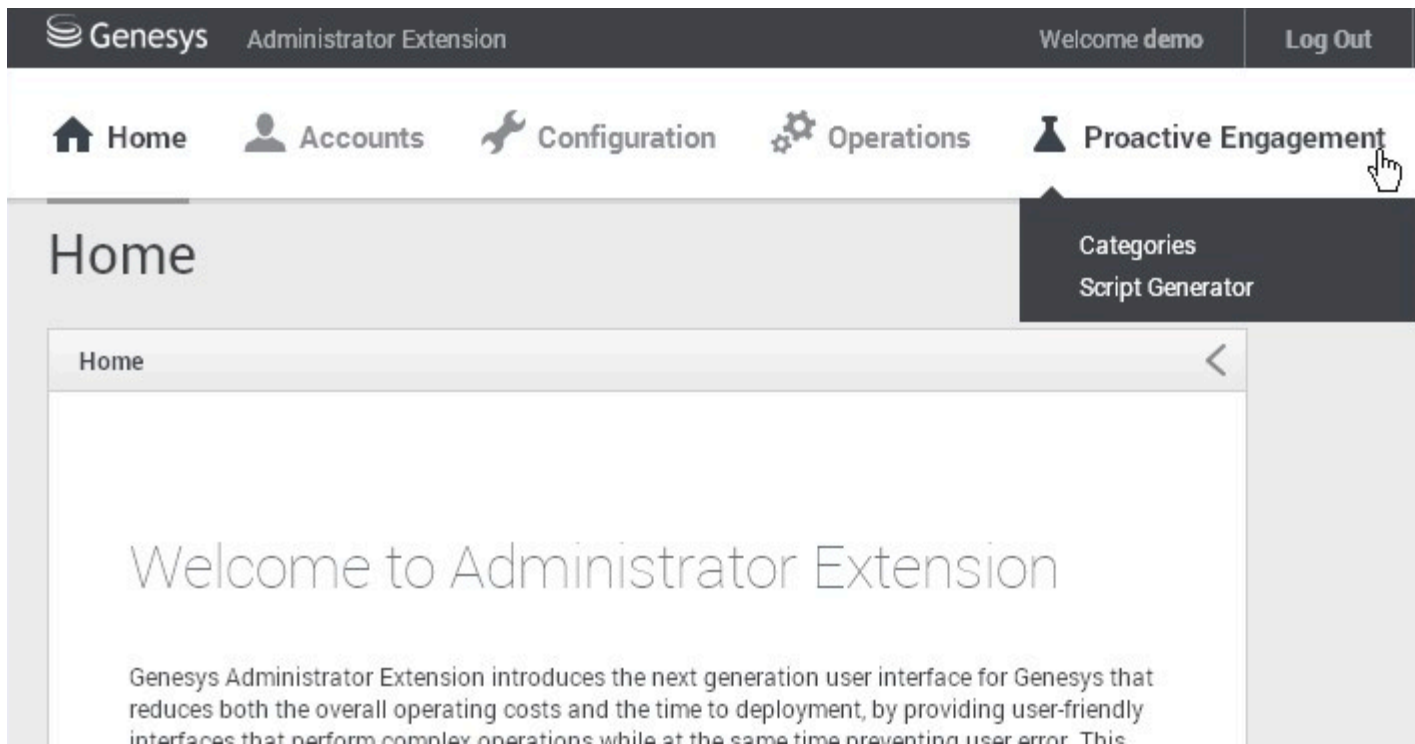
Generating the Instrumentation Script

Prerequisites

- **You installed the Genesys Web Engagement Plug-in for Genesys Administrator Extension.**

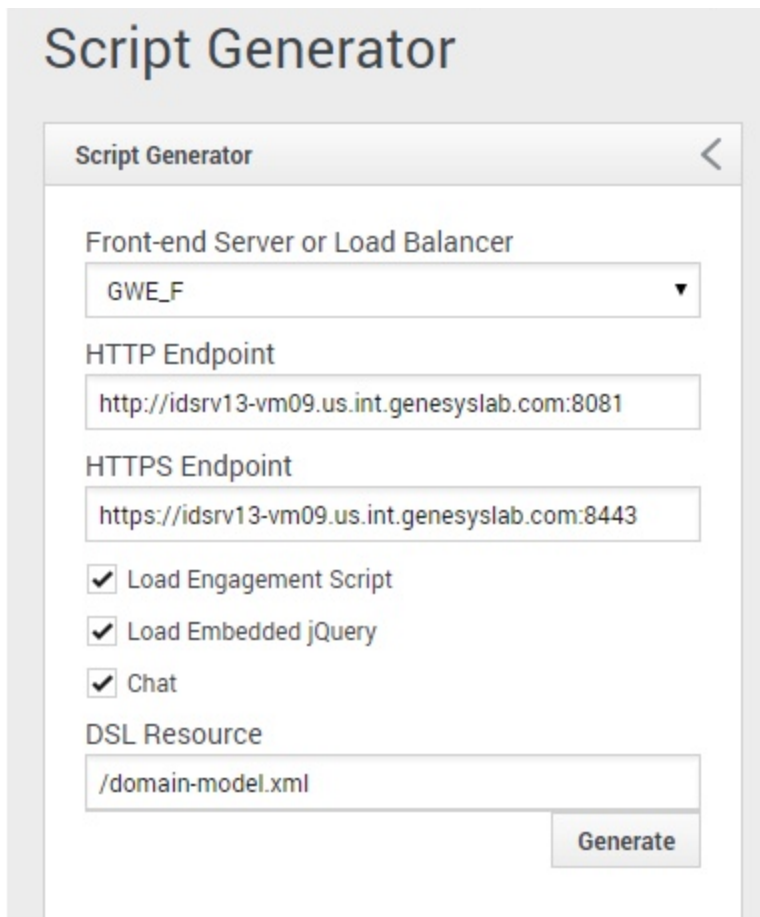
Start

1. Open Genesys Administrator Extension.



Main Home panel in the Genesys Administrator Extension

2. Navigate to **Proactive Engagement > Script Generator**. The **Script Generator** interface opens.
3. Fill in the following fields:
 - Note:** These values must be identical to the parameters you used to create your application. See [Defining the Application's Monitoring Domains](#) for details.
 - Select the correct Frontend Server or Load Balancer.
 - Enter the URL of the Frontend Server for the **HTTP Endpoint**. For example, `http://198.51.100.12:8081`
 - Enter the secure URL of the Frontend Server for the **HTTPS Endpoint**. For example, `http://198.51.100.12:8443`
 - Select **Load Engagement Script**, **Load Embedded jQuery**, and **Chat** to enable these features.
 - Enter the path(s) to the **DSL Resource**. The path is relative to the `/frontend/resources/dsl` directory of your Web Engagement application. You can add your DSL resources to this directory or sub-directories.

The image shows a web form titled "Script Generator" with a back arrow in the top right corner. The form contains several input fields and checkboxes. The "Front-end Server or Load Balancer" field is a dropdown menu with "GWE_F" selected. The "HTTP Endpoint" field is a text box containing "http://idsrv13-vm09.us.int.genesyslab.com:8081". The "HTTPS Endpoint" field is a text box containing "https://idsrv13-vm09.us.int.genesyslab.com:8443". There are three checked checkboxes: "Load Engagement Script", "Load Embedded jQuery", and "Chat". The "DSL Resource" field is a text box containing "/domain-model.xml". A "Generate" button is located at the bottom right of the form.

Script Generator

Front-end Server or Load Balancer
GWE_F ▼

HTTP Endpoint
http://idsrv13-vm09.us.int.genesyslab.com:8081

HTTPS Endpoint
https://idsrv13-vm09.us.int.genesyslab.com:8443

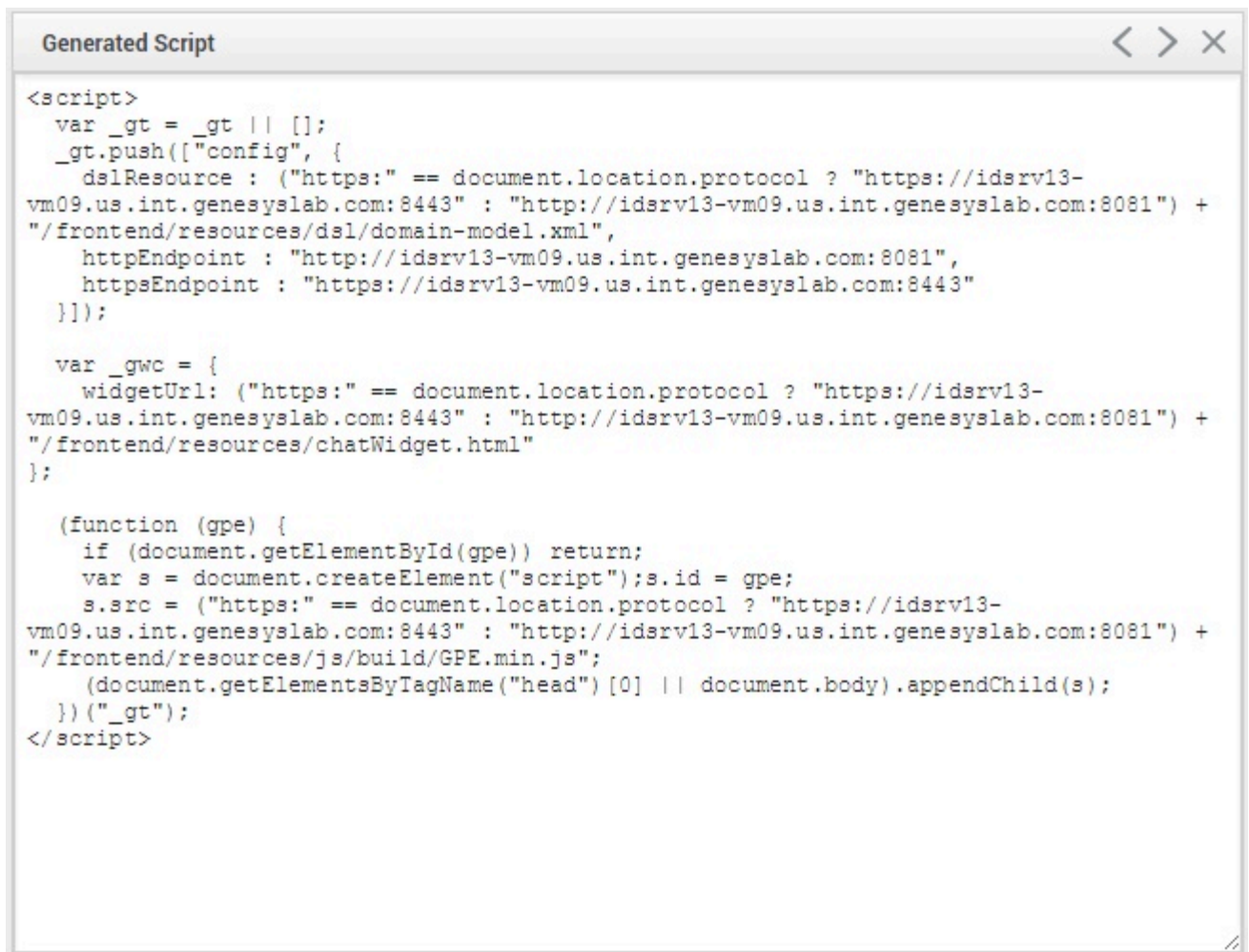
☒ Load Engagement Script
☒ Load Embedded jQuery
☒ Chat

DSL Resource
/domain-model.xml

Generate

Example fields in the Script Generator.

4. Click **Generate**. The Generated Script panel opens and you can now copy your script.



```
<script>
  var _gt = _gt || [];
  _gt.push(["config", {
    dslResource : ("https:" == document.location.protocol ? "https://idsrv13-
vm09.us.int.genesyslab.com:8443" : "http://idsrv13-vm09.us.int.genesyslab.com:8081") +
"/frontend/resources/dsl/domain-model.xml",
    httpEndpoint : "http://idsrv13-vm09.us.int.genesyslab.com:8081",
    httpsEndpoint : "https://idsrv13-vm09.us.int.genesyslab.com:8443"
  }]);

  var _gwc = {
    widgetUrl: ("https:" == document.location.protocol ? "https://idsrv13-
vm09.us.int.genesyslab.com:8443" : "http://idsrv13-vm09.us.int.genesyslab.com:8081") +
"/frontend/resources/chatWidget.html"
  };

  (function (gpe) {
    if (document.getElementById(gpe)) return;
    var s = document.createElement("script");s.id = gpe;
    s.src = ("https:" == document.location.protocol ? "https://idsrv13-
vm09.us.int.genesyslab.com:8443" : "http://idsrv13-vm09.us.int.genesyslab.com:8081") +
"/frontend/resources/js/build/GPE.min.js";
    (document.getElementsByTagName("head")[0] || document.body).appendChild(s);
  })("_gt");
</script>
```

The generated instrumentation script

If you are planning to configure the script, you might want to save it to a file so you don't lose your changes.

End

Next Steps

- You can [configure your generated script](#).
- You can [add the script to your website](#).

[Back to top](#)

Configuring the Instrumentation Script

The Tracker Application activates the Monitoring and Notification functions in Genesys Web

Engagement by inserting the **GTCJ.min.js** package into the page. This package includes jQuery, the Monitoring Agent, and the Notification Agent. The Tracker Application actually provides several packages that contain different functions and libraries. You can use these packages to enable different Web Engagement functionality on your website (these are added to your script when you use the GAX plug-in).

The table below shows the packages, in minified form, that are included with the Tracker Application.

Script	jQuery	Monitoring Agent	Notification Agent	Chat
GT.min.js	no	yes	no	no
GTJ.min.js	yes	yes	no	no
GTC.min.js	no	yes	yes	no
GTCJ.min.js	yes	yes	yes	no
GPE.min.js	yes	yes	yes	yes

Important

You must not make any changes to the scripts listed in the table above; any modifications will not be supported by Genesys. Please refer to the [Genesys Web Engagement API Reference](#) for information about the supported APIs.

The Tracker Application instrumentation script consists of two parts: configuration and script loader.

Script Loader

To load the Tracker Application, you just need to include the JavaScript in your web pages. This asynchronously loads the application, which means that it won't block other elements on your web pages from loading.

One solution for loading the script could be:

```
(function(gpe) {  
  if (document.getElementById(gpe)) return;  
  var s = document.createElement('script'); s.id = gpe;  
  s.src = ('https:' == document.location.protocol ? 'https://<Frontend Server>:<Secure  
Frontend Server Port>':  
    'http://<Frontend Server>:<Frontend Server Port>') + '/frontend/resources/js/build/  
GTCJ.min.js';  
  (document.getElementsByTagName('head')[0] || document.body).appendChild(s);  
})('_gt');
```

Important

The script above uses the default "_gt" (Genesys Tracker) as the configuration global variable.

For more information about best practices for loading the script, see [Adding the Instrumentation Script to Your Website](#).

Configuration

By default, the Tracker Application script uses the "_gt" (Genesys Tracker) global variable (you can change this in the script loader — see [Changing the Global Configuration Variable](#) for details) that must be initialized before the script loader is actually added to the page.

The following configuration options are available in the script:

Parameter	Required	Type	Default Value	Description	Example value
httpEndpoint	yes (if "httpsEndpoint" is undefined)	string	-	The URL of the Frontend Server.	http://genesyslab.com:8081
httpsEndpoint	yes (if "httpEndpoint" is undefined)	String	-	The secure URL of the Frontend Server.	https://genesyslab.com:8443
dslResource	no	string	-	The DSL resource location. If dslResource is not defined, then the DSL is not loaded.	http://genesyslab.com:8081/frontend/resources/dsl/domain-model.xml
name	no	string	-	Name of the application. This option is a part of the cloud multi-tenant, multi-domain system. Currently not used.	genesyslab
domainName	no	string	Second-level domain (SLD).	Name of the domain where the cookie is stored.	For the domain sub.genesys.com , the second-level domain is genesys.com
languageCode	no	string	en-US	Localization tag for language and region. Used for categorization.	en-US
debug	no	boolean	false	Show Monitoring Agent debug information in the browser	true

Parameter	Required	Type	Default Value	Description	Example value
				console.	
debugComet	no	boolean	false	Show CometD debug information in the browser console.	true
preventIframeMonitoring		boolean	false	If preventIframeMonitoring is true, the Monitoring Agent does not generate system and business events if the agent is loaded in an iframe. See preventIframeMonitoring for details.	true
disableWebSockets		boolean	false	Disable websockets transport for the notification agent. By default, the Notification Agent uses websocket transport when it is possible. Make sure that your load balancers support websocket connections; otherwise, disable it — Disabling Websocket CometD Transport .	true

Basic Configuration

Basic configuration is the default Tracking functionality:

```
var _gt = window._gt || [];
_gtag.push(['config', {
  dslResource: ('https:' == document.location.protocol ? 'https://server:securePort'
:
  'http://server:port') + '/frontend/resources/dsl/domain-model.xml',
```

```

    httpEndpoint: 'http://server:port',
    httpsEndpoint: 'https://server:securePort'
  }]);

(function(gpe) {
  if (document.getElementById(gpe)) return;
  var s = document.createElement('script'); s.id = gpe;
  s.src = ( 'https:' == document.location.protocol ? 'https://server:securePort' :
    'http://server:port') + '/frontend/resources/js/build/GTCJ.min.js';
  (document.getElementsByTagName('head')[0] || document.body).appendChild(s);
})('_gt');

```

This snippet represents the minimum configuration needed to track a page asynchronously. The `_gt` (Genesys Tracker) object is what makes the asynchronous syntax possible. It acts as a queue, which is a first-in, first-out data structure that collects API calls until Genesys Web Engagement is ready to execute them. To add something to the queue, you can use the `_gt.push` method. See the [Monitoring JS API](#) for more information.

Basic Configuration with the Chat JS Application

If you select "Chat" in the GAX plug-in, it adds chat functionality to the basic configuration by loading the [Chat JS Application](#). Your script should now look something like this:

```

var _gt = window._gt || [];
_gt.push(['config', {
  dslResource: ( 'https:' == document.location.protocol ? 'https://server:securePort' :
    'http://server:port') + '/frontend/resources/dsl/domain-model.xml',
  httpEndpoint: 'http://server:port',
  httpsEndpoint: 'https://server:securePort'
}]);

var _gwc = {
  widgetUrl: ( 'https:' == document.location.protocol ? 'https://server:securePort' :
    'http://server:port') + '/frontend/resources/chatWidget.html'
};

(function(gpe) {
  if (document.getElementById(gpe)) return;
  var s = document.createElement('script'); s.id = gpe;
  s.src = ( 'https:' == document.location.protocol ? 'https://server:securePort' :
    'http://server:port') + '/frontend/resources/js/build/GPE.min.js';
  (document.getElementsByTagName('head')[0] || document.body).appendChild(s);
})('_gt');

```

Advanced Configuration

The snippet below shows the instrumentation script with extended configuration (refer to the [configuration options table](#) for details):

```

var _gt = _gt || [];
_gt.push(['config', {
  name: 'demo',
  domainName: 'localhost',
  languageCode: 'en-US',
  dslResource: ( 'https:' == document.location.protocol ? 'https://server:securePort' :
    'http://server:port') + '/frontend/resources/dsl/domain-model.xml',
  httpEndpoint: 'http://server:port',
  httpsEndpoint: 'https://server:securePort',
  languageCode: 'en-US',
  debug: true,

```



```

    debugCometd:      true,
    preventIframeMonitoring: true,
  });

(function(gpe) {
  if (document.getElementById(gpe)) return;
  var s = document.createElement('script'); s.id = gpe;
  s.src = ( 'https:' == document.location.protocol ? 'https://server:securePort' :
    'http://server:port') + '/frontend/resources/js/build/GTCJ.min.js';
  (document.getElementsByTagName('head')[0] || document.body).appendChild(s);
})('_gt');

```

preventIframeMonitoring

Some websites have iframe (or frame) elements on the page. If a website is instrumented so that the Monitoring Agent is loaded on all web pages (even in an iframe), the agent generates events for all pages, including iframes. For example, this means that a page with an iframe generates two PageEntered events, one for the main page and one for the iframe.

To prevent this, you can use a special initialization parameter, preventIframeMonitoring. This parameter is optional and has a default value of false. If true, the Monitoring Agent does not generate system and business events if it is loaded in an iframe.

Changing the Global Configuration Variable

You can change the global configuration variable for the Tracker Application by using the data-gpe-var attribute. For example:

```

(function(gpe) {
  if (document.getElementById(gpe)) return;
  var s = document.createElement('script'); s.id = gpe;
  s.src = ('https:' == document.location.protocol ? 'https://server:securePort':
    'http://server:port') + '/frontend/resources/js/build/GTCJ.min.js';
  s.setAttribute('data-gpe-var', gpe); // set global variable name for Tracker Application
  (document.getElementsByTagName('head')[0] || document.body).appendChild(s);
})('_myVariable');

```

In the example above global variable "_myVariable" is now used instead of "_gt".

Providing an External jQuery Library

If you already have a jQuery library on your website, you can reduce the size of the Genesys Web Engagement JavaScript files by using the packages without jQuery (**GT.min.js** or **GTC.min.js**). In this case, make sure that jQuery is available on your site through the global variable window.jQuery and that jQuery is loaded before the Genesys Tracker Application.

If the jQuery library is present on some pages and not others, you must insert the following snippet of code before the instrumentation script:

```

<script>
window.jQuery || document.write("<script src='http://code.jquery.com/
jquery-1.11.0.min.js'>\x3C/script>")
</script>

```

Disabling Websocket CometD Transport

To disable websockets CometD transport, use the **disableWebSockets** option in your instrumentation script:

```
_gt.push(['config', {
  disableWebSockets: true,
}], '....');
});
```

Enable A New Trigger Combined With A Previous Trigger

DSL is a great tool for creating business events on your website without the need for programming skills. But there are some use cases where you really need a JavaScript API. For these situations, you can use the [Web Engagement Monitoring API](#).

The following example uses that API to set up a new trigger that is activated after another trigger has been activated. In this example, we are assuming that you have a web page that contains a text field and a submit button.

The first trigger is activated if a customer starts typing in the text field. If 100 seconds pass without the customer submitting their input, then I want to report that event to the Web Engagement server, so I need to set up a second trigger to create this action.

Here's one way to do it:

```
...
<p><input class="comment" type="text"></p>
<p><input class="submit" type="button" value="submit"></p>

<script>
  var timeout;

  $('comment').focus(function() {
    if (!timeout) {
      console.log('timer started');
      timeout = setTimeout(function () {
        console.log('send event');
        _gt.push(['event', {eventName: 'myEvent'}])
      }, 100 * 1000)
    }
  });

  $('submit').click(function() {
    if (timeout) {
      console.log('clean timeout');
      window.clearTimeout(timeout);
      timeout = undefined;
    }
  });
</script>
...
```

Next Steps

- When you are satisfied with your script configuration, you can move on to either [Adding the Instrumentation Script to Your Website](#) or [Customizing an Application](#) (if you configured the script so it

can be used with the GWM Proxy).

[Back to top](#)

Adding the Instrumentation Script to Your Website

To add the instrumentation script, you need to have access to the source code for your website. If you already have an older version of the instrumentation script on your site, make sure you remove it from each page before you add the new one. If you have customizations you want to add back to your pages after you add the new snippet, you can use a text or HTML editor to open and save a copy of each file.

The instrumentation script is loaded asynchronously. One of the main advantages of the asynchronous script is that you can position it at the top of the HTML document. This increases the likelihood that the tracking beacon will be sent before the user leaves the page. Genesys recommends placing the script at the bottom of the **<head>** section for best performance.

For the best performance across all browsers, Genesys recommends that you position other scripts in your site either before the instrumentation script in the **<head>** section or after both the instrumentation script and all page content (at the bottom of the HTML body).

Make sure that the document type is defined in the head of each of your web pages. If it is not defined, Genesys Web Engagement will not work on your website.

```
<!DOCTYPE html>
```

Prerequisites

- You removed any older versions of the instrumentation script from your site.
- [You generated the instrumentation script.](#)

Start

1. Select and copy the generated script from GAX or from your own file, if you configured the script.
2. Paste the script at the bottom of the **<head>** section of your web pages:
 - You can do this manually on each web page that you want to monitor.
 - You can do this in the header template of your website, if you have one.
3. If your website includes additional scripts, do one of the following to optimize performance:
 - Place your scripts above the instrumentation script in the **<head>** section.
 - Make sure your scripts are located after the webpage contents (at the bottom of the **body** section).

End

Next Steps

- After you have generated the script and added it to your website (or the GWM Proxy configuration), you are ready to [Customize an Application](#).

[Back to top](#)

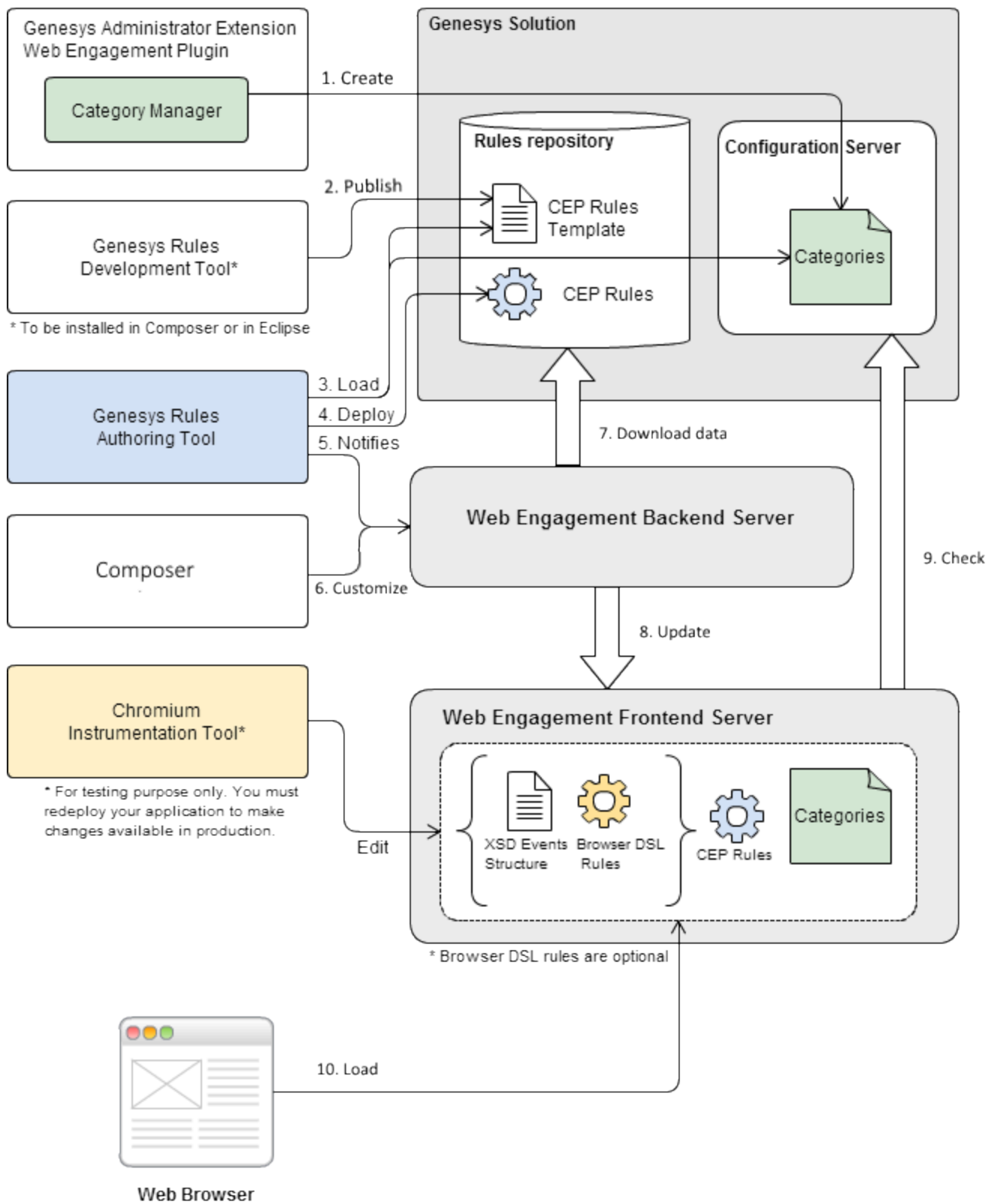
Customizing an Application

When you **develop a Web Engagement application**, you start by **creating your application with the script tools** which generates default SCXML strategies, rule templates, and DSL code. You can customize all of this material through specific tools.

Warning

The contents outside of the
<GWE_installation_directory>/apps/<application_name> directory, including
*.JS resources, **SHOULD NOT** be modified or reused in any way.

The diagram below shows where you can customize the Web Engagement data used by your application.



Relationship between tools and application data.

1. If you are following the Simple Engagement Model, you **create categorization information** with the Categories interface in Genesys Administrator Extension. This information is added to Configuration Server and retrieved by the Frontend Server. When the Frontend Server receives a browser request, it checks the category information. If you are following the Advanced Engagement Model, you **create business events** by modifying the DSL using the InTools application.
2. You must **publish** the **CEP rule template** associated with your engagement model. You can modify this template before you publish it.
3. You can **customize** the SCXML strategy files available in the `_composer-project` directory of your application folder. See [Customizing the SCXML Strategies](#) for details. At this point you can also customize the various **Browser Tier Widgets**.
4. The Genesys Rules Authoring Tool (GRAT) **loads** the CEP Rule template and allows you to create a package of CEP rules based on your categories (Simple Engagement Model) or on your business events (Advanced Engagement Model).
5. If your application is built and deployed, and the Web Engagement servers are started, you can **deploy rules** with GRAT.
6. GRAT notifies the Backend Server that rules are available in the Rules repository.
7. The Backend Server **downloads** the rules.
8. The Backend Server **updates** the Frontend Server. You can use the InTools application to customize your DSL.
9. When a browser submits a request to the Frontend Server, the Frontend Server **checks** the categories before providing the monitoring data.
10. The user's web browser **loads** the updates.

Creating Business Information

You must create business information for your application following either the Simple Engagement Model, the Advanced Engagement Model, or a combination of both.

- The **Simple Engagement Model** derives categories from the content of the System events. With this model, you do not need to create Business events; instead, you create rules and category information based on the available out-of-the-box system events.
- The **Advanced Engagement Model** uses Business events defined in the Browser Tier Domain Specific Language (DSL) to create event-related rules. Once the business event is generated by the DSL, all the event attributes are available for the complex event processing and Orchestrations.

Simple Engagement Model

Overview

The Simple Engagement Model is a simple solution to add Web Engagement to your website with limited effort. You can use the GWE Plug-in for Genesys Administrator Extension to define, in a few clicks, Web Engagement categories that contain business information related to URL or web page titles. These categories are used in the CEP rule templates, which provide rules that define when to submit actionable events to Web Engagement — this is what starts the engagement process.

For example, let's look at Solutions on the Genesys website. In this scenario, you can define a Solution category associated with the <http://www.genesys.com/solutions> page and several or all solution sub-pages, such as <http://www.genesys.com/solutions/cloud> or <http://www.genesys.com/solutions/enterprise-workload-management>.

- To associate the category with all the pages containing the "solutions" string in the URL, you can create the "solutions" tag. This tag defines the "solutions" string as a plain text expression to search in the events triggered by the visitor browsers.
- To set up a specific list of sub-pages for the Solutions category, you can create a tag for each sub-page:
 - The "cloud" tag, which defines the "cloud" string as the plain text expression to search in the events triggered by the visitor browsers.
 - The "enterprise-workload" tag, which defines the "enterprise-workload-management" string as the plain text expression to search in the events triggered by the visitor browsers.

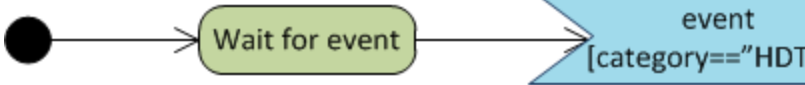
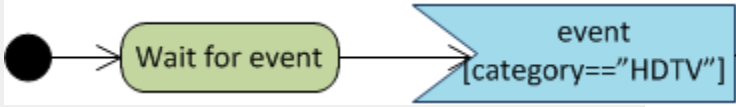
Now your rules can use this category to match solution-related pages.

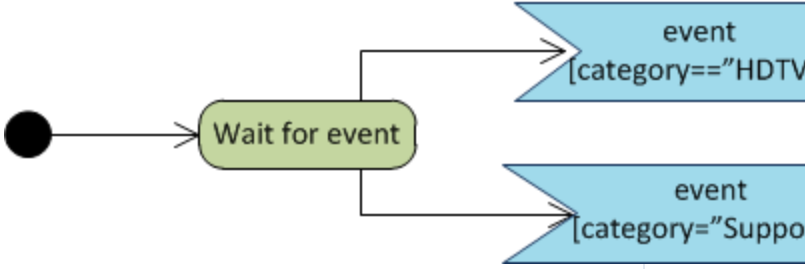
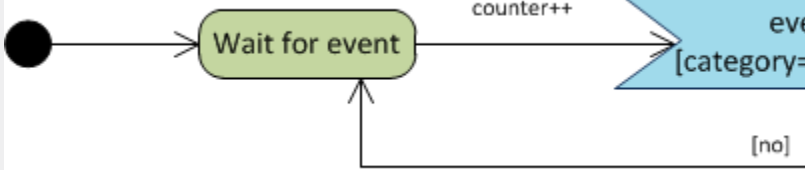
The templates for category-based rules define how to process events sent from the Web Engagement Frontend Server. They define both the type of events to take into account and the action to perform. The Genesys Rules Authoring Tool loads the template and uses its content to help you define rules. These templates are created with your application and can be modified with the Genesys Rules Development Plug-in (in Composer or in Eclipse).

Default Rule Templates

The default templates for the Simple Engagement Model define how to process events sent from the Web Engagement Frontend Server. They define both the type of events and the action to perform. Later, you'll use the Genesys Rules Authoring Tool to create rules based on these templates.

Singleton	
Description	The template receives each single event as a formal parameter. If the event's value matches the right category, then the actionable event is sent to the Web Engagement Backend Server.

	 <p>GWM single.png</p>
Expression Example	<p>When page transition event occurs that belongs to category \$category</p> <p>Then generate actionable event</p>
Sequence	
Description	<p>This template analyses the event stream received from the categorization engine and builds the sequence of events by category values. As soon as the event sequence is completed, the actionable event is submitted. Note that the event sequence must follow a specific order.</p>  <p>Click to enlarge.</p>
Expression Example	<p>When page transition event occurs that belongs to category \$category1 save as \$event1</p> <p>and event following \$event1 with category \$category2 save as \$event2</p> <p>(...) and event following \$eventⁿ⁻¹ with category \$categoryⁿ save as \$eventⁿ</p> <p>Then generate actionable event based on \$eventⁿ</p>
Set	
Description	<p>This template analyses the event stream received from the categorization engine and collects the events by category values. As soon as the event set is completed, the actionable event is submitted. If you use this template, the event order is not taken into account.</p>

	 <p>GWM Set.png</p>
Expressions	<p>When (page transition event occurs that belongs to category \$category1 and page transition event occurs that belongs to category \$category2) or (page transition event occurs that belongs to category \$category2 and page transition event occurs that belongs to category \$category1) Then generate actionable event</p>
Counter	
Description	<p>This template analyses the event stream received from the categorization engine and counts events which occur for a given category. As soon as the counter is reached, the actionable event is submitted.</p>  <p>GWM Counter.png</p>
Expressions	<p>When Category \$category counts \$count times Then generate actionable event</p>
Search	

Description	The actionable event is submitted if a Search event occurs.
Expressions	When event with name Search save as \$event1 Then generate actionable event based on \$event1
Timeout	
Description	The actionable event is submitted if a Timeout event occurs.
Expressions	When event with name Timeout save as \$event1 Then generate actionable event based on \$event1

Implementing the Simple Engagement Model


Complete the steps below to implement the Simple Engagement Model:

1. [Plug-in for GAX Overview](#)
2. [Create a Category](#)
3. [Create Category Matching Tags](#)

Plug-in for GAX Overview

You can add and remove categories for Web Engagement through the Category interface in the Genesys Administrator Extension plug-in. You create these categories during the Application Development process if you use the Simple Engagement Model when you [Create Business Information](#).

Each category is compliant with the category definition and includes tags to define business information related to your website. To access the Categories interface, open Genesys Administrator Extension and navigate to Proactive Engagement > Categories.


 Genesys


Administrator Extension


Welcome demo


Log Out


He

 Home

 Accounts


 Configuration


 Operations


 Proactive Engagement


Categories - Environment


Categories - Environment

 Quick Filter







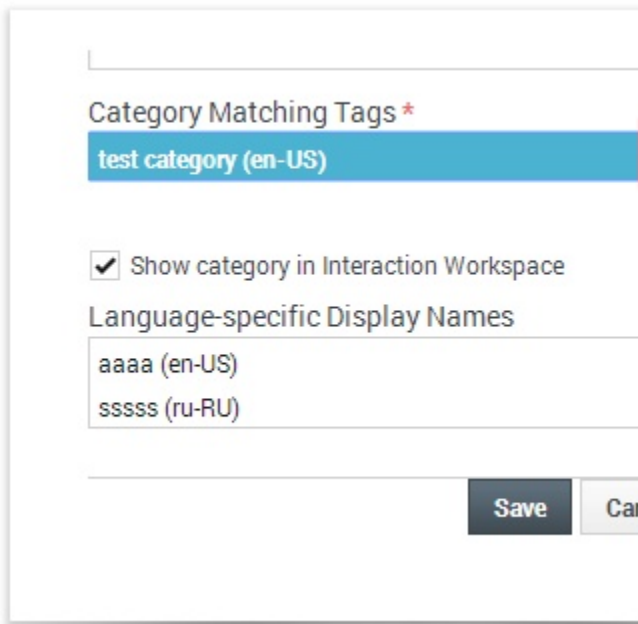
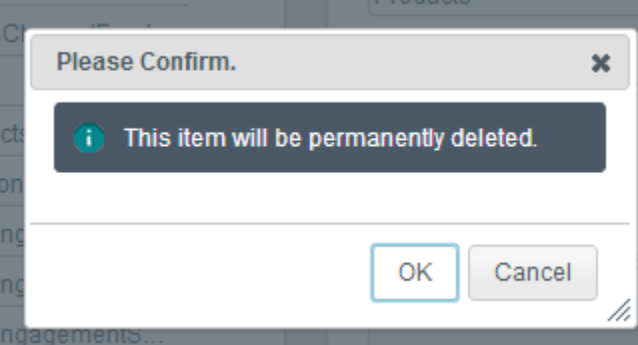


Name ▲	Description
genesys-About	genesys-About
genesys-Contact	genesys-Contact
genesys-Login	genesys-Login
genesys-Platform	genesys-Platform
genesys-SearchCategory	genesys-SearchCategory
genesys-Services	genesys-Services
genesys-Solutions	genesys-Solutions
pfs-ContactUs	pfs-ContactUs
pfs-home-logged-in	pfs-home-logged-in
pfs-LoanApplication	pfs-LoanApplication
pfs-login	pfs-login
PlayGround-Ads-First	PlayGround-Ads-First
PlayGround-Ads-Second	PlayGround-Ads-Second
PlayGround-Counter	PlayGround-Counter
PlayGround-PageA	PlayGround-PageA
PlayGround-PageB	PlayGround-PageB
PlayGround-Search	PlayGround-Search
PlayGround-Seq-First	PlayGround-Seq-First

A list of Categories

Features

The Categories interface includes the following features:

Feature	Usage
Create categories.	See Creating a Category for instructions.
Create matching tags.	See Creating Category Matching Tags for instructions.
Delete matching tags.	Select the tag in the Category Matching Tag section and click X.
	
Delete categories.	Click Delete.
	Select the category in the list and click Delete. The Delete Confirmation dialog opens. Click OK. 

Important

You can also find the categories in Configuration Manager, but you should not edit or delete them through that interface because it can cause synchronization issues with

the Categories interface in GAX.

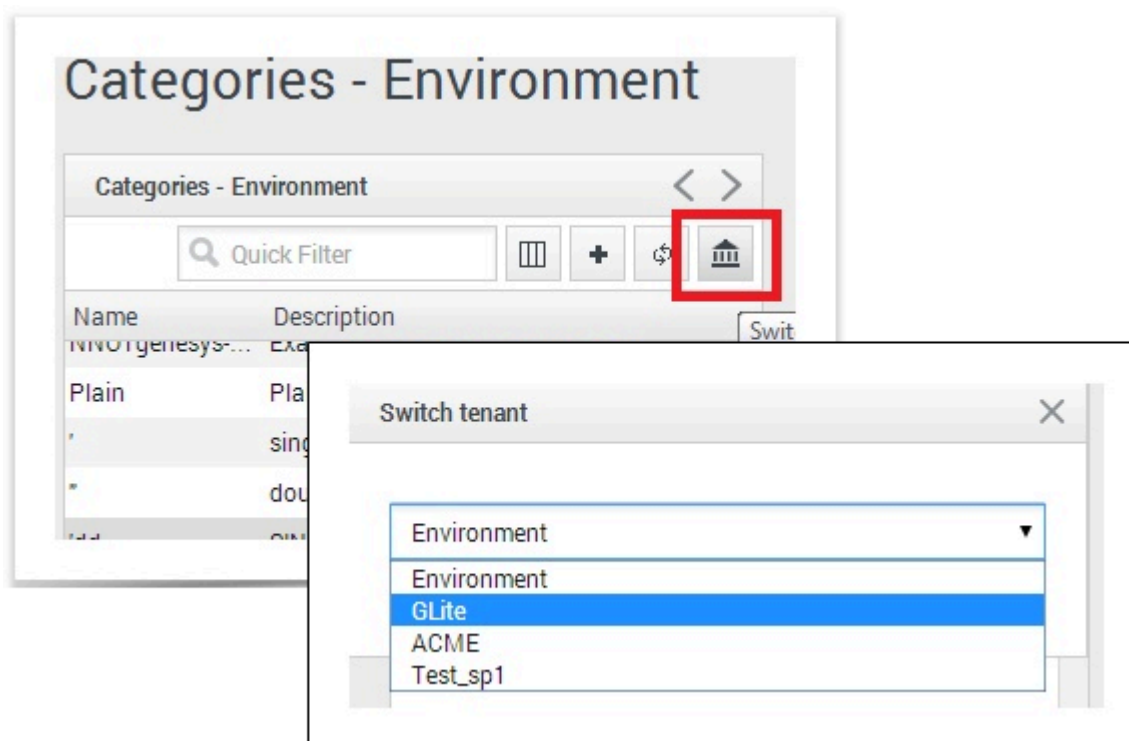
Creating a Category

Prerequisites

- Your environment includes Genesys Administrator Extension. See [Genesys environment prerequisites](#) for compliant versions.
- You installed the Web Engagement Plug-in for Genesys Administrator.

Start

1. In Genesys Administrator Extension, navigate to Proactive Engagement > Categories. The Categories interface opens.
2. Click Switch Tenant, select the tenant where you deployed Genesys Web Engagement, and click OK.



Click the Switch tenant.

3. Click + to add a new Category. The New panel opens.
4. Enter a Category Name. For instance, pfs-login.
5. Optionally, you can enter a Category Description.

6. Enable Show category in Interaction Workspace to display this category in Interaction Workspace if an agent opens interactions that are related to it.
7. Click Save. The Products category is added to the list.

End

Creating Category Matching Tags

Each category should have at least one Category Matching Tag, which contains an expression to search in the URLs and titles submitted with the events of the browser. For instance, a tag to identify the <http://www.genesyslab.com/products/genesys-inbound-voice/overview.aspx> page could be the plain expression 'genesys-inbound-voice' or the regular expression 'Inbound Voice'.

Prerequisites

- You completed [Creating a Category](#).

Start

1. In Genesys Administrator Extension, navigate to Proactive Engagement > Categories and select a category. The <category name> panel opens.
2. In the Category Matching Tags section, click +. The New panel opens.
3. Fill in the form to create a tag. Consult the table below for more information about the form fields.

Field	Description
Name	The display name for your tag. For example, Inbound Voice.
Type	The type of expression to search. There are three options: <ul style="list-style-type: none">• Regular Expression — A regular expression search.• Plain Text — A substring search. This is the default.• Google Like Expression — Selecting this option opens a new window where you can enter an expression using Google search operators. When you click Generate to REGEX, it converts the expression to a regular expression and populates the Expression field.
Expression	The expression to search. This can be plain text or a regular expression.
Case-sensitive	Selecting this field makes the regular expression case-sensitive. It is not selected by default.
Language	Select the language for the tag. This allows you to make the search expression specific to the localization of the browser.

4. Click Save. The tag is added to the list of Category Matching Tags.
5. If needed, you can also define display names for the category that are language specific. In the Language-specific DisplayNames section click +. The New panel opens.
6. Enter a Name.
7. Select a Language.
8. Click Save. The language-specific display name is added to the list on the <category name> panel.
9. Click Save on the <category name> panel.

End

Regular Expressions in Tags

You can create tags that use regular expressions to search for matches by selecting "Regular Expression" from the Type list. A regular expression is a sequence of elements, either a word or expression inside quotes. Each search element can be preceded by a '-' to exclude that element. A wildcard symbol '*' can be used inside or outside of the quotes. If you prefer, you can select "Google Like Expression" for the Type, which converts anything you enter in the "Expression" field to a regular expression. If your expression is incorrect, your expression is not converted.

Search Request Patterns (Google Like Expression)

The following table describes the patterns in search requests.

Search Options	Description
Search for all exact words in any order. <i>search query</i>	The result must include all the words. These words can be substrings attached to other words—for example, [Web-search query1].
Search for an exact word or phrase. <i>"search query"</i>	Use quotes to search for an exact word or set of words in a specific order without normal improvements such as spelling corrections and synonyms. This option is handy when searching for song lyrics or a line from literature—for example, ["imagine all the people"].
Exclude a word. <i>-query</i>	Add a dash (-) before a word to exclude all results that include that word. This is especially useful for synonyms like Jaguar the car brand and jaguar the animal. For example, [jaguar speed -car].
Include "fill in the blank". <i>query *query</i>	Use an asterisk (*) within a query as a placeholder for any terms. Use with quotation marks to find variations of that exact phrase or to remember words in the middle of a phrase. For example, ["a * saved is a * earned"].

Next Steps

1. Make sure the CEP Rule Templates are ready. See [Publishing the CEP Rule Templates](#) for details.

2. Finish any [customizations to the SCXML strategies](#) or [Browser Tier Widgets](#).
3. Continue on with the [Application Development Tasks](#).


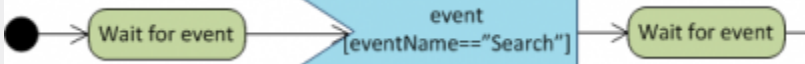
Advanced Engagement Model

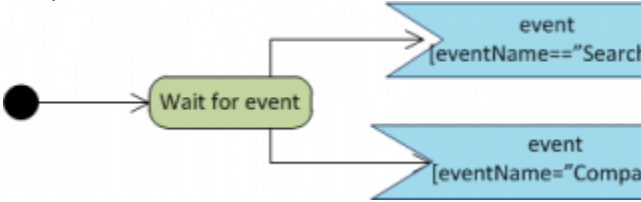
Overview

The Advanced Engagement Model enables customization based on Business events (read more about how the events are structured [here](#)). In the 8.1.2 release, the default DSL contains the Timeout and Search events. To customize the Advanced Engagement Model, you must first define your own events using the DSL, which is loaded in the Browser Tier Agents. Then, you can use the rule templates to create rules based on these events.

Default Rule Templates

The default templates for the Advanced Engagement Model define how to process events sent from the Web Engagement Frontend Server. They define both the type of events and the action to perform. Later, you'll use the Genesys Rules Authoring Tool to create rules based on these templates.

Singleton	
Description	<p>The template receives each single event as a formal parameter. If the event's value matches the condition's event name, then the actionable event is sent to the Web Engagement Backend Server.</p>  <p>GWM single.png</p>
Expression Example	<p>When event with name \$name</p> <p>Then generate actionable event</p>
Sequence	
Description	<p>This template analyses the event stream received from the categorization engine and builds the sequence of events by event names. As soon as the event sequence is completed, the actionable event is submitted. Note that the event sequence must follow a specific order.</p>  <p>Click to enlarge.</p>
Expression Example	<p>When</p>

	<p>event with name \$name save as \$event1</p> <p>and</p> <p>event following \$event1 with name \$name2 save as \$event2</p> <p>(...)</p> <p>and</p> <p>event following \$eventⁿ⁻¹ with name \$nameⁿ save as \$eventⁿ</p> <p>Then</p> <p>generate actionable event based on \$eventⁿ</p>
Set	
Description	<p>This template collects the events by event names. As soon as the event set is completed, the actionable event is submitted. If you use this template, the event order is not taken into account.</p>  <p>GWM Set.png</p>
Expressions	<p>When</p> <p>event with name \$name1 save as \$event1</p> <p>or</p> <p>event with name \$name2 save as \$event2</p> <p>(...)</p> <p>or</p> <p>event with name \$nameⁿ save as \$eventⁿ</p> <p>Then</p> <p>generate actionable event</p>

Implementing the Advanced Engagement Model

Complete the steps below to implement the Simple Engagement Model:

1. [Business Events Overview](#)
2. [Create Business Events by Customizing the DSL File](#)

3. Optionally, you can [Create Business Events by Using the Monitoring Agent API](#).

Business Events Overview

When you [create an application](#), a set of Domain Specific Language (DSL) files that are used by your application is also created. These files are defined in the **apps\Your application name_composer-project\WebEngagement_EngagementWidgets\dsl** directory. You can use the DSL to define Business events (read about the structure of these events [here](#)) that are specific to your solution needs.

Default domain-model.xml

The **domain-model.xml** is the main default DSL file for your application:

```
<?xml version="1.0" encoding="utf-8" ?>
<properties>
  <events>
    <!-- Add your code here
    <event id="" name="">
    </event>
    -->

    <!-- This is template for your search event -->
    <!--
    <event id="SearchEvent" name="Search">
      <trigger name="SearchTrigger" element="" action="click" url="" count="1" />
      <val name="searchString" value="" />
    </event>
    -->
    <event id="TimeoutEvent10" name="Timeout-10" condition=""
postcondition="document.hasFocus() === true">
      <trigger name="TimeoutTrigger" element="" action="timer:10000" type="timeout"
url="" count="1" />
    </event>
    <event id="TimeoutEvent30" name="Timeout-30" condition=""
postcondition="document.hasFocus() === true">
      <trigger name="TimeoutTrigger" element="" action="timer:30000" type="timeout"
url="" count="1" />
    </event>

  </events>
</properties>
```

By using the **<event>** element, you can create as many business events as you need. These events can be tied to the HTML components of your page and can have the same name, as long as they have different identifiers (these identifiers must be unique across the DSL file, to make a distinction between the events sent by the browser). It can be useful to associate several HTML components with the same event if these HTML components have the same function. For instance, you can define several events associated with a search feature and give all these events the same name: "Search".

For each event, you can define triggers which describe the condition to match in order to submit the event:

- Triggers can implement timeouts.
- Triggers can be associated with DOM events.

- You can define several triggers for the same event (see `<trigger>` for further details).

Each trigger should have an `element` attribute that specifies the document's DOM element to attach the trigger to, and the `action` attribute, which species the DOM event to track.

You can specify standard DOM events for the action:

- Browser Events
- Document Loading
- Keyboard Events
- Mouse Events
- Form Events

In addition to the standard DOM events, the DSL supports the following two values: `timer` and `enterpress`.

The following example generates a "Search" event if the visitor does a site search. The "searchString" value is the string entered in the "INPUT.search-submit" form.

```
<event id="SearchEventClick" name="Search">
  <trigger name="SearchTrigger" element="INPUT.search-submit" action="click" url=""
count="1" />
  <val name="searchString" value="INPUT.search-submit" />
</event>
```

If the DSL uses the optional `condition` attribute, the event's triggers are installed on the page if the condition evaluates to true. The following example creates a Business event with a time that can be triggered only if the text inside the `<h1>` tag is "Compare":

```
<event id="InactivityTimeout4CompareProductsEvent" name="InactivityTimeout4CompareProducts"
condition="$('h1').text() == 'Compare'">
  <trigger name="InactivityTimeout4CompareProductsTrigger" element=""
action="timer:10000" type="timeout" url="http://www.MySite.com/site/olspage.jsp" count="1"/>
</event>
```

If the DSL uses an optional `postcondition` attribute, this can manage how an event is generated by checking a condition after the actions are completed. The following example creates a Business event timeout by timer if a page is in focus. In this case, the event does not generate if the page is opened in the background:

```
<event id="TimeoutEvent10" name="Timeout-10" condition="" postcondition="document.hasFocus()
=== true">
  <trigger name="TimeoutTrigger" element="" action="timer:10000" type="timeout" url=""
count="1" />
</event>
```

A DSL trigger can use the `type` attribute. This can have a value of either `timeout` or `nomove`, which specifies how the timer action works. If the type is `timeout`, then the timer interval begins after the page is loaded. If the type is `nomove`, then the timer resets each time the user moves the mouse.

You can also apply the optional `url` attribute. This attribute defines the URL of the specific page that raises the Business event. The Business event is not submitted if the current document's URL does not match the URL parameter.

Finally, you can apply the optional `count` attribute. This attribute specifies how many times the trigger needs to be matched before the event is generated and sent to the Frontend Server.

For more information about the DSL elements, see the [Business Events DSL](#).

Creating Business Events by Customizing the DSL File

You can edit the **`apps\Your application name\frontend\src\main\webapp\resources\dsl\domain-model.xml`** and add a list of events, with specific conditions, related to your web pages' content.

Important

Genesys recommends that you use the [InTools application](#) to help you modify your DSL.

The default **`domain-model.xml`** file includes a few events to help you get started with your DSL customizations: `SearchEvent`, `TimeoutEvent10`, and `TimeoutEvent30`. The following sections show you how you can customize these events to work on your website.

Using the SearchEvent Template

By default, the **`domain-model.xml`** file contains commented code that you can implement to trigger a business event when a visitor tries to search for something on your website. Complete the following steps to customize the `SearchEvent` for your website.

Start

1. Remove the comment characters that wrap around the event: `<!--` and `-->`. The event should look like the following:

```
<event id="SearchEvent" name="Search">
  <trigger name="SearchTrigger" element="" action="click" url="" count="1" />
  <val name="searchString" value="" />
</event>
```

2. Set the **`element`** attribute to the jQuery selector that triggers a search. For example, we have an input (`id="search"`) with a submit button (`id="search-submit"`).

```
<event id="SearchEvent" name="Search">
  <trigger name="SearchTrigger" element="#search-submit" action="click" url=""
count="1" />
  <val name="searchString" value="" />
</event>
```

3. Set the **`value`** attribute to the script to retrieve the search string. For example, our input id of "search".

```
<event id="SearchEvent" name="Search">
  <trigger name="SearchTrigger" element="#search-submit" action="click" url=""
count="1" />
  <val name="searchString" value="$('#search').val()" />
</event>
```

Now the search event is triggered when a visitor clicks the **search-submit** button.

End

Using the Timeout Events

By default, the **domain-model.xml** file contains two timeout events: `timeout-10` and `timeout-30`.

```
<event id="TimeoutEvent10" name="Timeout-10" condition="" postcondition="document.hasFocus()
=== true">
  <trigger name="TimeoutTrigger" element="" action="timer:10000" type="timeout" url=""
count="1" />
</event>
<event id="TimeoutEvent30" name="Timeout-30" condition="" postcondition="document.hasFocus()
=== true">
  <trigger name="TimeoutTrigger" element="" action="timer:30000" type="timeout" url=""
count="1" />
</event>
```

You can customize these events or disable one or both to suit your business needs. By default, these events are triggered with a 10-second and 30-second delay after the tracking script is initialized on the page. The only difference between the events is the **action** attribute, which defines the timeout in milliseconds.

Both events have the **postcondition** attribute set to `"document.hasFocus() === true"`, which checks whether the focus is on the current page. The timeout event is only triggered if the **postcondition** returns true.

Creating Business Events by Using the Monitoring Agent API

You can also use the [Monitoring JS API](#), which allows you to submit events and data from the HTML source code.

In this case, you can use the `_gt.push()` method which allows you to decide when events should be submitted and which data they generate, directly from your web pages. See [Monitoring JS API Reference](#) for further details.

You should also consider using the API when you have more complex logic that can't be handled by DSL alone. For an example, see [How To — Enable a trigger after another trigger](#).

Next Steps

1. Make sure the CEP Rule Templates are ready. See [Publishing the CEP Rule Templates](#) for details.
2. Finish any [customizations to the SCXML strategies](#) or [Browser Tier Widgets](#).
3. Continue on with the [Application Development Tasks](#).

Publishing the CEP Rule Templates

After you create business information by following either the [Simple Engagement Model](#) or the [Advanced Engagement Model](#), you can begin working with the CEP Rule Templates. Even if you do not plan to customize the CEP rule templates, you still need to import, configure, and publish them in the rules repository so that they are available when you begin [creating your rules](#).

Complete the following steps to publish the templates:

1. [Read the overview information about the rule templates](#).
2. [Importing the CEP Rule Templates in GRDT](#).
3. [Configuring the CEP Rule Templates](#).
4. If necessary, you can [Customize the CEP Rule Templates](#).
5. [Publishing the CEP Rule Templates in the Rules Repository](#).

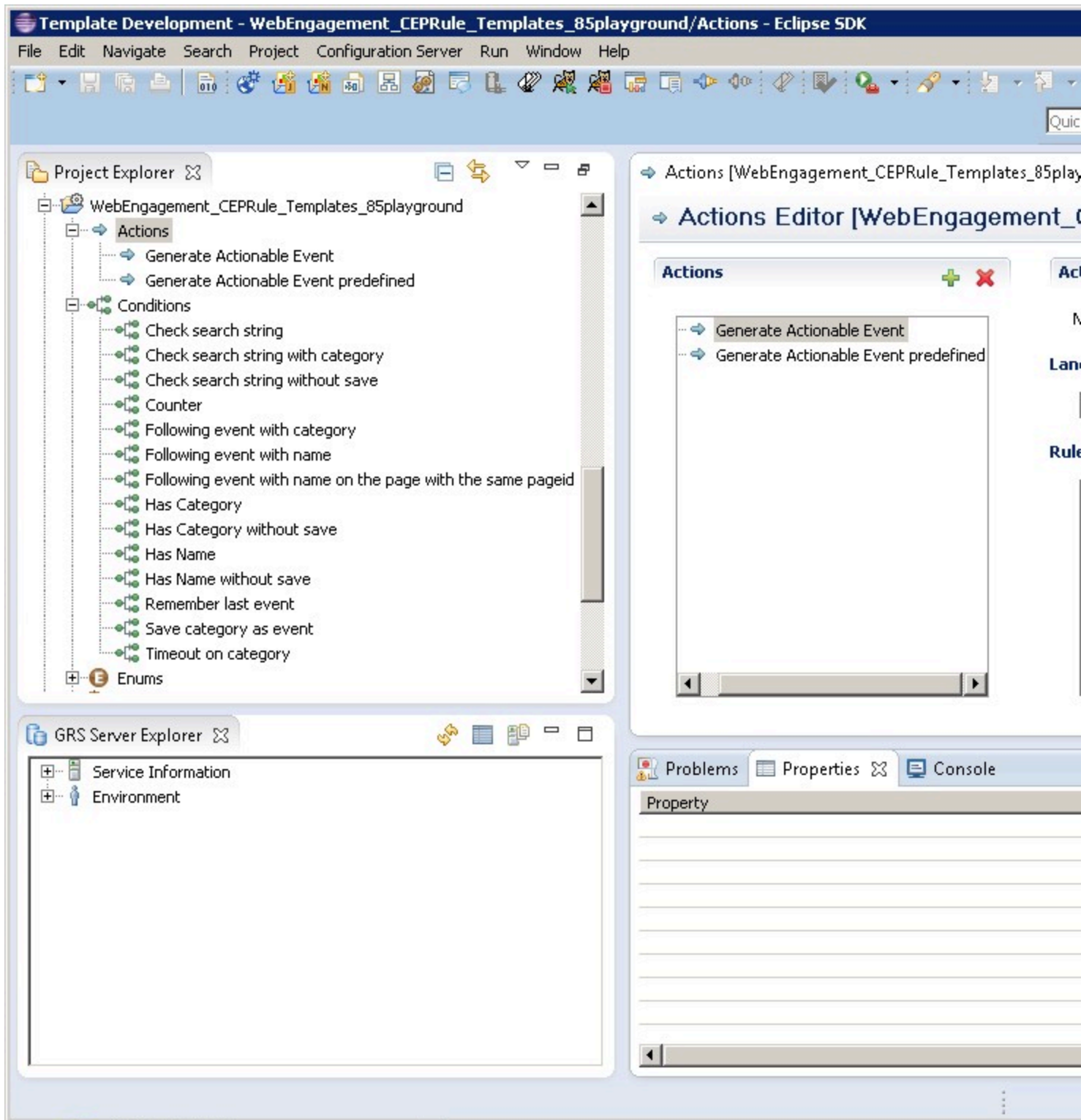
Overview

The Complex Event Processing (CEP) Rule Templates define the actions and conditions you can use when you create your business rules in Genesys Rules Authoring Tool.

You use Genesys Rules System (GRS) to develop, author, and evaluate these business rules. A business rule is a piece of logic defined by a business analyst. These rules are evaluated in a Rules Engine based upon requests received from client applications such as Genesys Web Engagement. GRS implements the CEP (Complex Event Processing) template for GWE. This template type enables rule developers to build templates that rule authors then use to create rules and packages. These rules use customized event types and rule conditions and actions. Each rule condition and action includes the plain-language label that the business rules author will see, as well as the rule language mapping that defines how the underlying data will be retrieved or updated.

The rule templates are created with your Web Engagement application — in release 8.1.2, there are two CEP Rule Template projects:

- **\apps\application name_composer-project\WebEngagement_CEPRule_Templates_85** includes templates that feature reworked conditions for 8.1.2.
- **\apps\application name_composer-project\WebEngagement_CEPRule_Templates** includes templates that are compatible with Web Engagement 8.1.1.



CEP rule template in Composer

In order to use these templates to define rules, you must first publish them — see [Publishing the CEP](#)

Rule Templates for details about when the templates should be published in the Web Engagement application development workflow.

Before you publish the templates, you can edit them to suit your business needs using the the Genesys Rules Development Tool. For more information about rule templates, refer to the [Genesys Rules System documentation](#).

Important

Note that if you customize your rule templates, you must republish them.

Actions

The list of actions available in the template is listed in **WebEngagement_CEPRule_Templates > Actions**. You can edit, add, or remove these actions. In the Genesys Rules Authoring Tool (GRAT), when you create a rule based on the template, you can add an action by clicking **Add action**; GRAT displays all the actions defined in the template. You'll see how actions are implemented once you start creating rules. The default actions are:

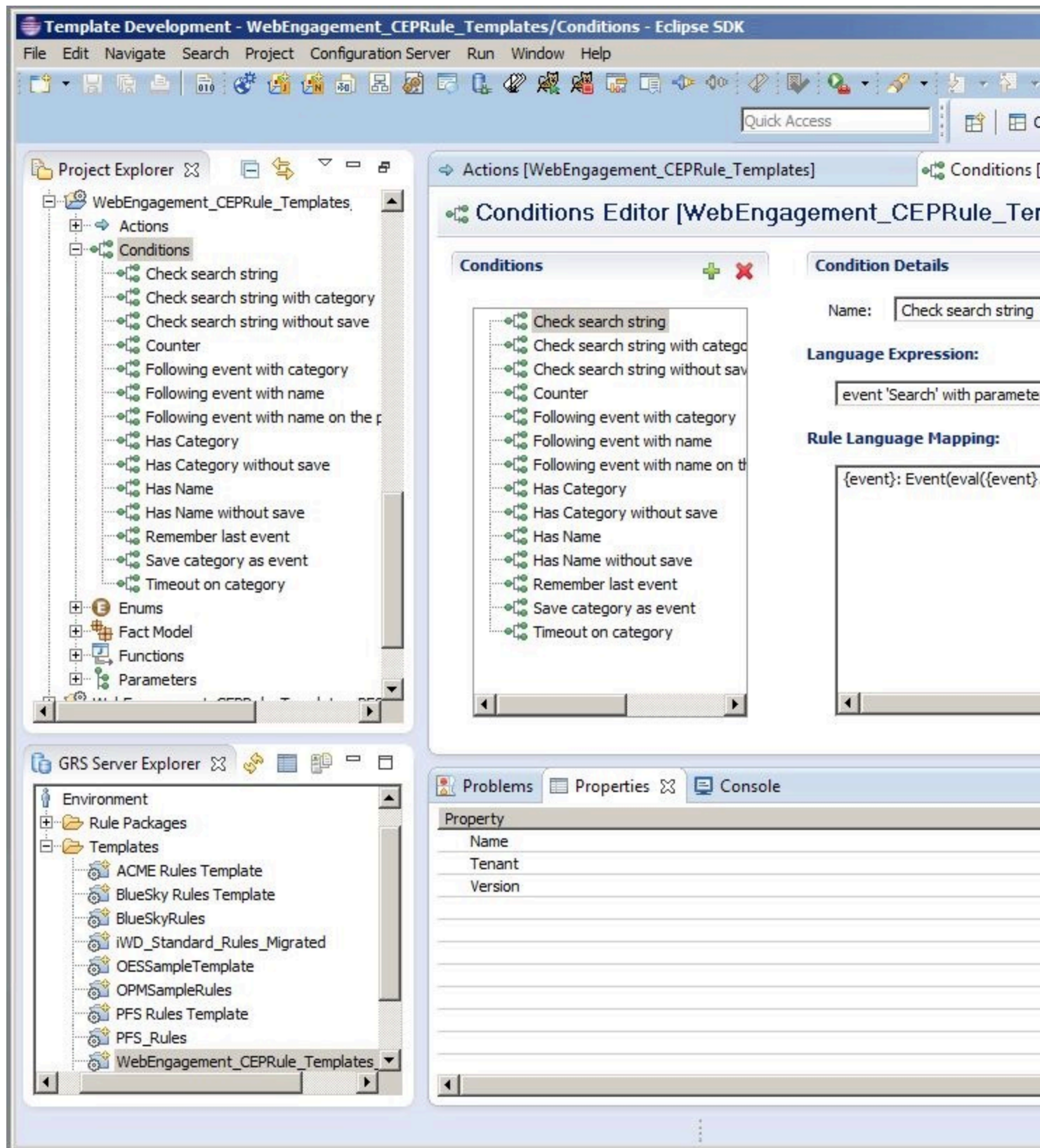
- Generate Actionable Event
- Generate Actionable Event Predefined

Enums

The enumerations available in the template are listed in **WebEngagement_CEPRule_Templates > Enums**. You can edit, add, or remove these enumerations. When you create a rule based on the template, you can specify a **Phase** by clicking **Add Linear Rule**; GRAT displays all the enumerates available in the template. In the default template, no specific enumeration is available.

Conditions

The conditions are listed in **WebEngagement_CEPRule_Templates > Conditions**.



List of conditions in the CEP rule template.

You can edit, add, or remove these conditions. Each condition associates a name with an expression. When you create a rule based on the template, you can add one or more condition to this rule by clicking **Add condition**; GRAT displays all the condition expressions available in the template. For complex templates, you need several conditions to implement a rule.

Condition Details

Condition Name	Expression	Condition details
Check search string	event searches {searchString}	Returns true if the event Search occurs and if the {searchString} label is found, this event's result is saved in the {event} label.
Following event with category	AND event following {prevEvent} with category {category} save as {event}	If the event follows {prevEvent} and contains the {category} label, this event's result is saved in the {event} label.
Following event with name	AND event following {prevEvent} with name {eventName} save as {event}	If the {eventName} follows {prevEvent} in parameter, this event's result is saved in the {event} label.
Has Category	page transition event occurs that belongs to category {category} save as {event}	If the event is a page transition for the given category, this event's result is saved in the {event} label.
Has Category without save	page transition event occurs that belongs to category {category}	Returns true if the event is a transition to the given category's page.
Has Name	event with name {eventName} save as {event}	If the {eventName} occurs, this event's result is saved in the {event} label.
Has Name without save	AND event with name {eventName}	Returns true if {eventName} occurs.
Remember last event	Precondition: save last event	Saves the last event.
Save category as event	category is {category} save as {event}	If the event contains the given category, this event's result is saved in the {event} label.
Timeout on category	Timeout event occurs with category {category}	Returns true if the Timeout event occurs for the given category.

Importing the CEP Rule Templates in GRDT

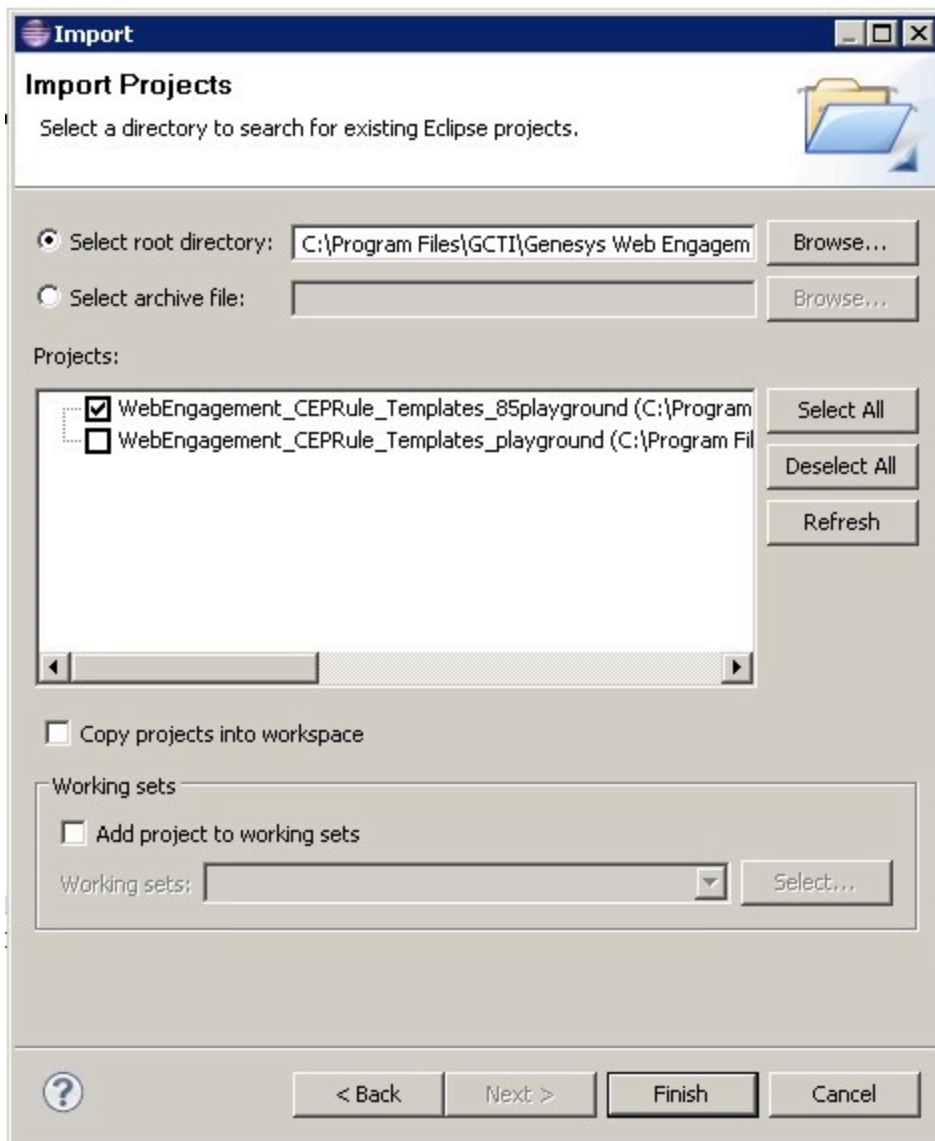
Complete this procedure to import the CEP rule templates in the Genesys Rules Development Tool. Even if you do not plan to customize the templates, your rule template must be published in the Rules System Repository before you try to create rules.

Prerequisites

- The Genesys Rules Development Tool is installed, configured, and opened in Composer.

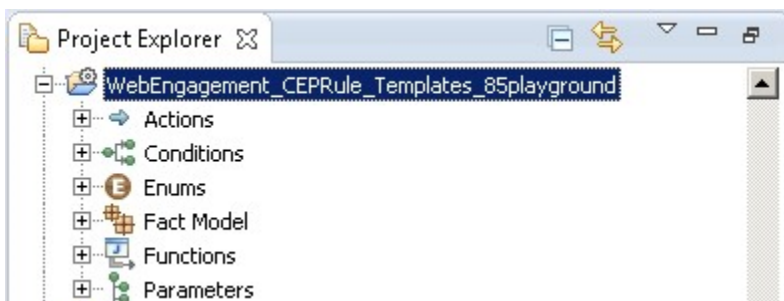
Start

1. Navigate to **Window > Open Perspective > Other > Template Development** to switch to the Template Development perspective of the Genesys Rules Development Tool.
2. Select **File > Import...**
3. In the **Import** dialog window, navigate to **General > Existing Projects into Workspace**. Click **Next**.
4. Select **Select Root Directory:**, then click **Browse**.
5. Import your project. In release 8.1.2, Genesys Web Engagement includes two sets of rules templates: **_composer-project\WebEngagement_CEPRule_Templates** is compatible with 8.1.1, while **_composer-project\WebEngagement_CEPRule_Templates_85** is compatible with 8.1.2 and features reworked conditions. Select the rules template project to import:
 - Browse to the **\apps\application name_composer-project** folder in the Genesys Web Engagement installation directory and select a project.
 - Click **OK**. **WebEngagement_CEPRule_Templates_85application name** is added to the **Projects** list.
 - Select the **WebEngagement_CEPRule_Templates_85application name** project.
 - Warning: Do **not** enable the option **Copy projects into workspace**.



Import the default templates by clicking **Finish**.

- Click **Finish** to import the project. **WebEngagement_CEP_Rule_Templates_85application name** is added to the **Project Explorer**.



WebEngagement_CEP_Rule_Templates_85playground is added to the Project Explorer.

End

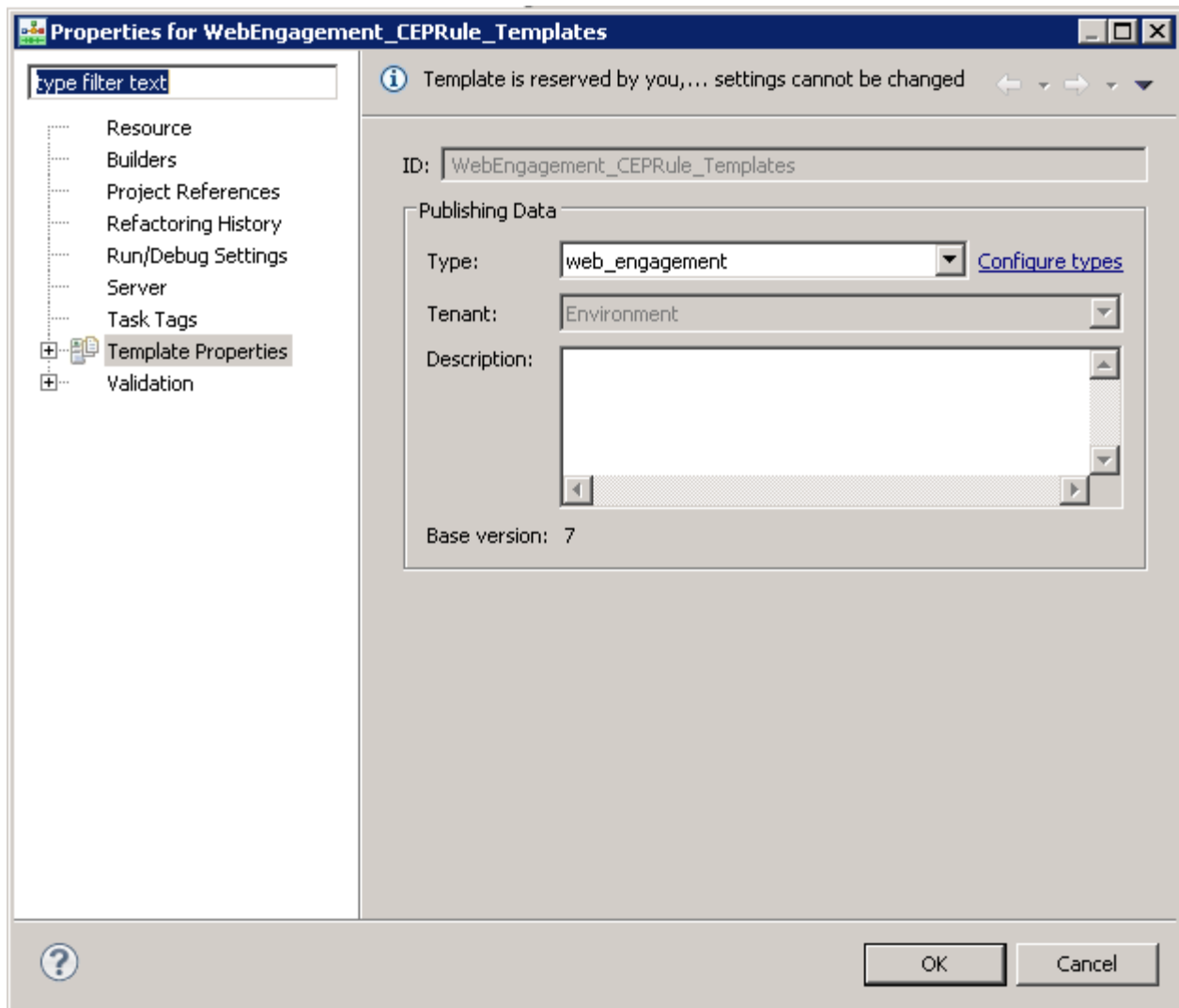
Configuring the CEP Rule Templates

Prerequisites

- The **Web Engagement Categories** business attribute is defined in Genesys Administrator.

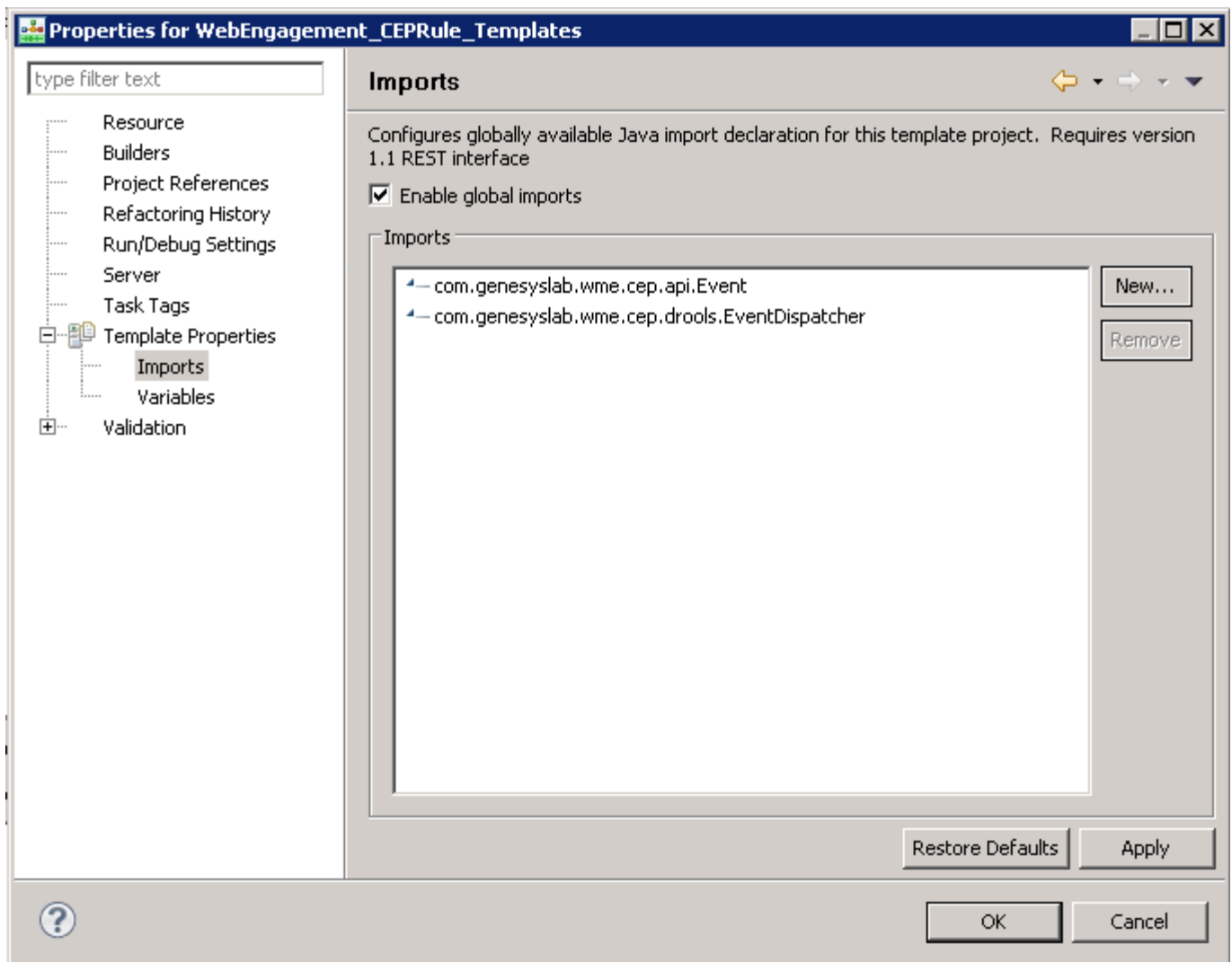
Start

1. In the GRDT **Project Explorer**, right-click on the **WebEngagement_CEPRule_Templates** project. Click **Properties**.
2. In the **Properties** dialog window, navigate to **Template Properties**. In **Publishing Data**, set **Type** to `web_engagement`.



Set the **type** to web_engagement.

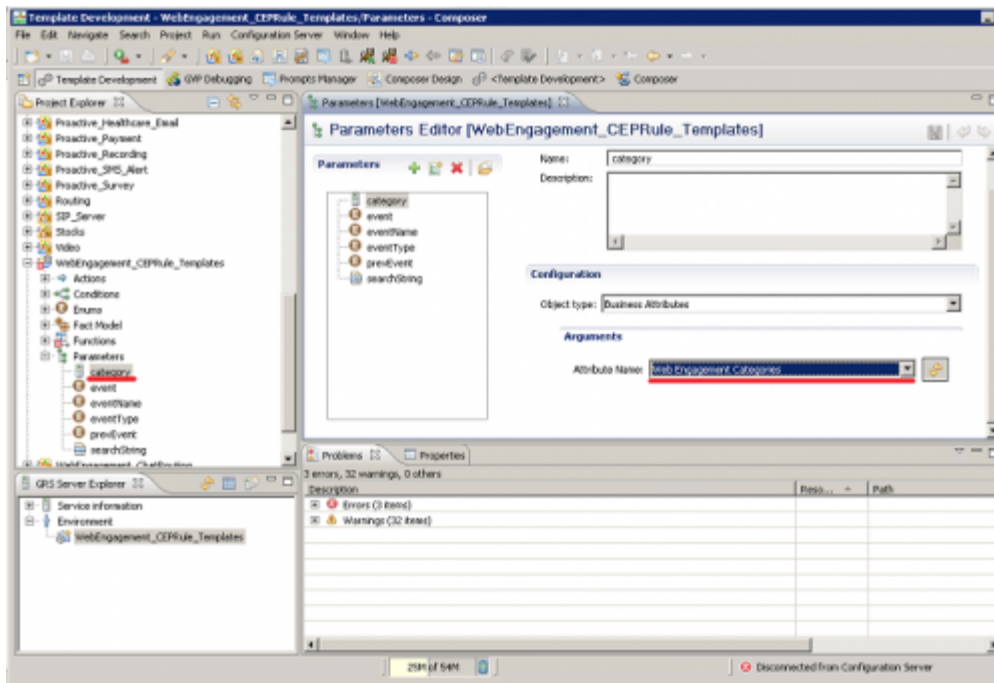
3. Navigate to **Template Properties > Imports**. The **Imports** panel opens.
4. Select the **Enable global imports** option.



Enabling global imports.

Note: The `com.genesyslab.wme.cep.api.Event` and `com.genesyslab.wme.cep.drools.EventDispatcher` packages must be present.

5. Click **OK**.
6. In the **Project Explorer**, navigate to **WebEngagement_CEPRule_Templates > Parameters > category**.
7. In the **Parameters Editor** panel, set **Attribute Name** to Web Engagement Categories.



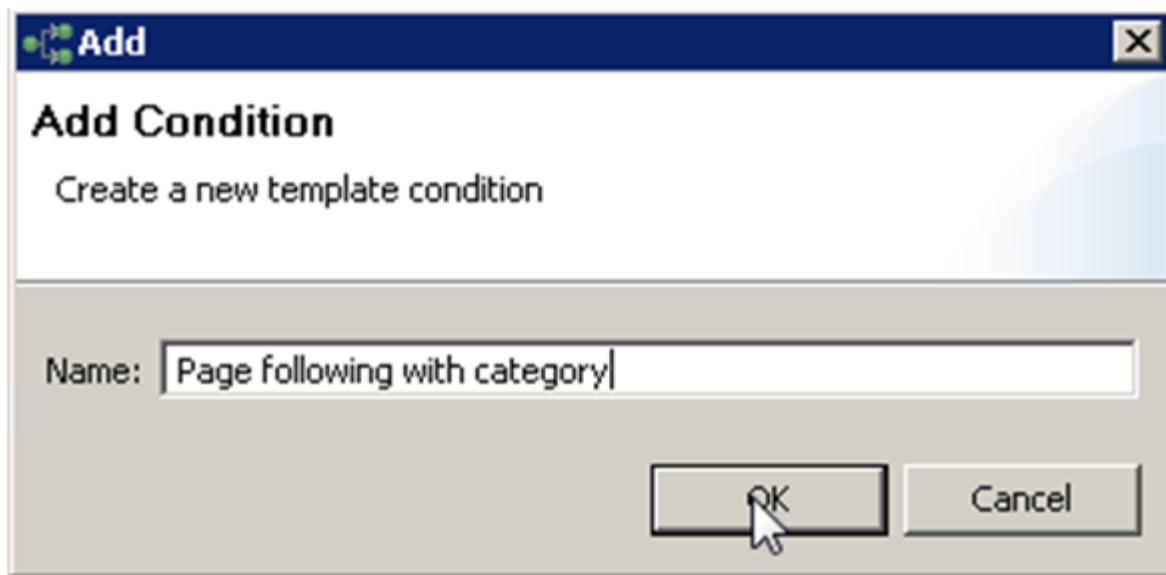
8. Click **Save**.

End

Customizing the CEP Rule Templates (Optional)

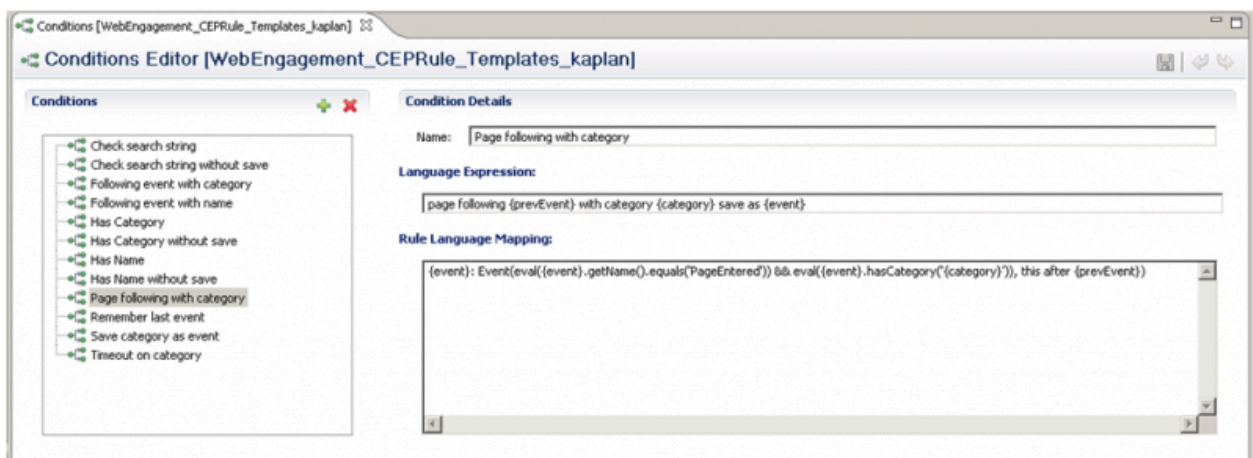
Start

1. Open the CEP rule template project with GRDT and navigate to the Conditions item.
2. Expand Conditions to open the Conditions editor.
3. In the Conditions tab, click +. The **Add Condition** window opens.



Add a condition

4. Enter a name and click **OK**. The condition is added and selected in the condition list; the condition detail panel opens.
5. Insert the Language Expressions and Rule Language Mapping:



6. Click Save Now when the rule template is published, the rule will be available in GRAT:



End

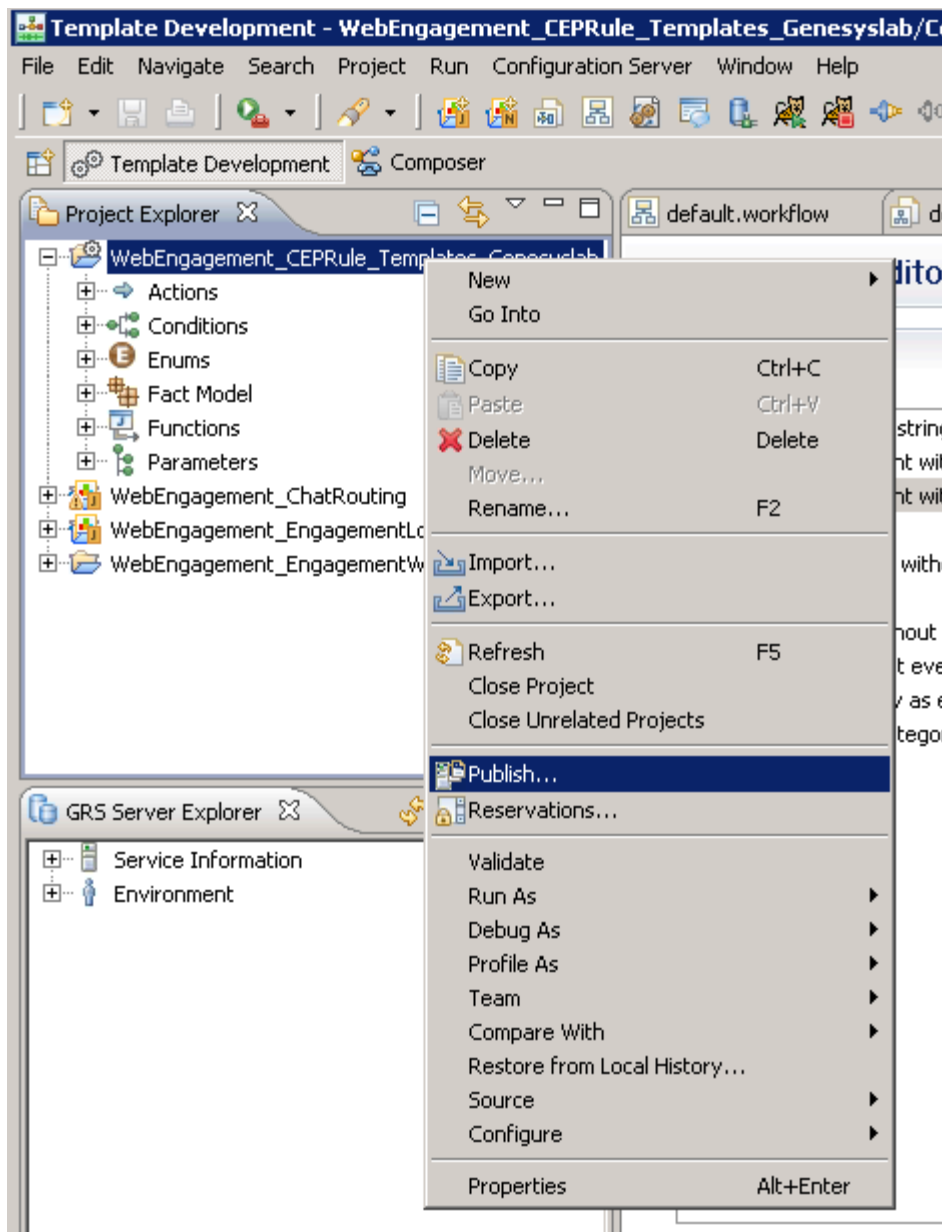
Publishing the CEP Rule Templates in the Rules Repository

Prerequisites

- Your user has the correct permissions to manage rules in GRAT, as detailed in the [Genesys Rules System Deployment Guide](#).
- You configured GRDT to enable a connection to Configuration Server and Rules Repository Server.

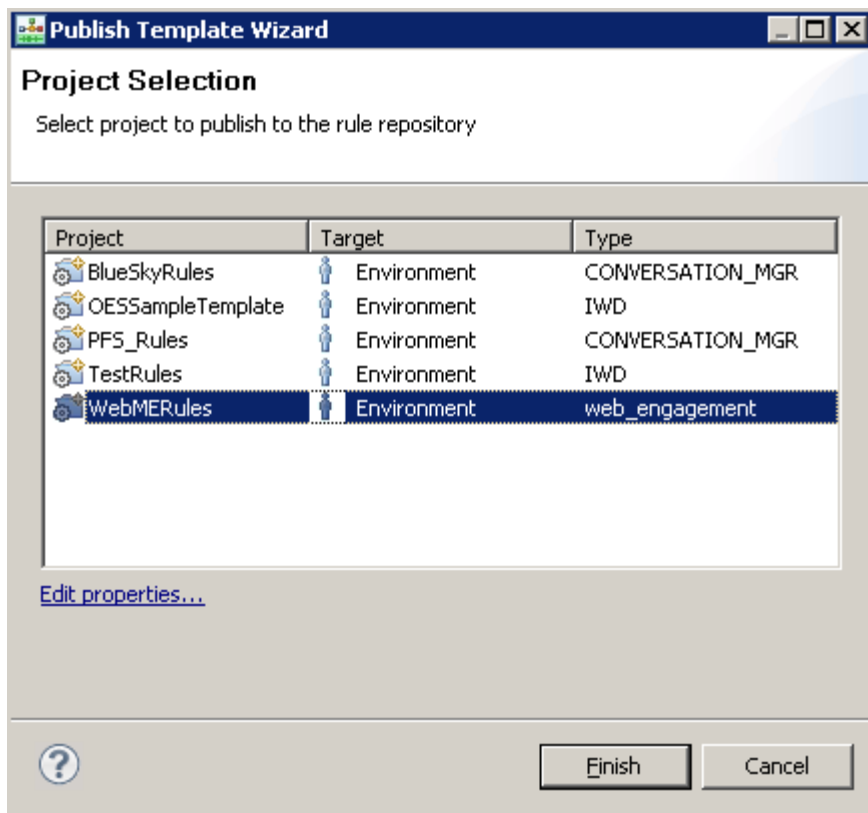
Start

1. In **Project Explorer**, right click **WebEngagement_CEPRule_Templates**.
2. Select **Publish**. The **Publish Template Wizard** opens.



The Publish Template Wizard.

3. Select **WebEngagement_CEP_Rule_Templates**.



Select **WebEngagement_CEP_Rule_Templates**.

4. Click **Finish**.

End

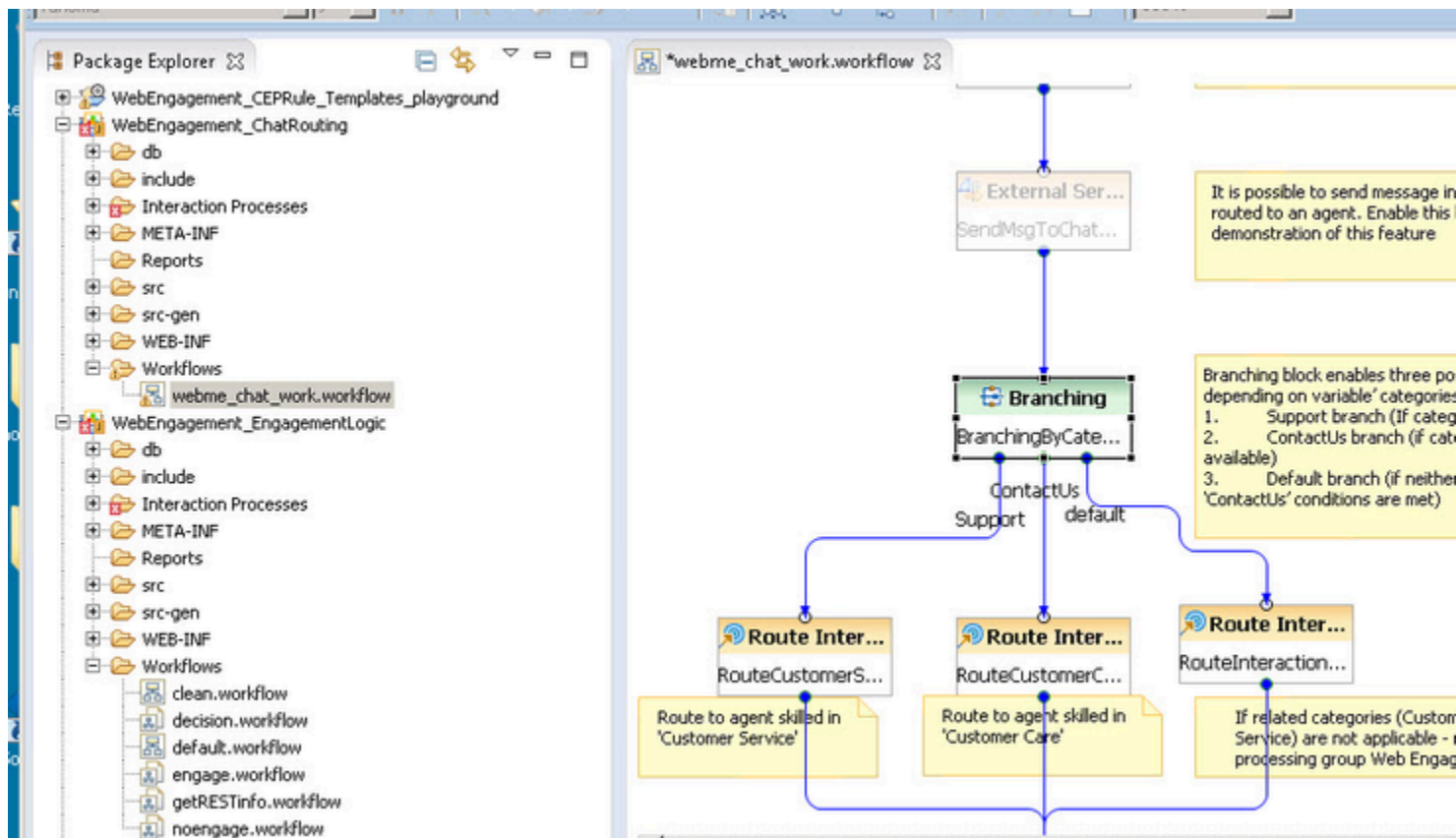
Next Steps

- You can continue customizing your application:
 - [Customizing the SCXML Strategies](#)
 - [Customizing the Browser Tier Widgets](#)
- You can [build and deploy](#) your application.

Customizing the SCXML Strategies

When you create your application, Genesys Web Engagement also creates default chat routing and engagement logic strategies in the `\apps\application_name_composer-project\` folder. Orchestration Server (ORS) uses these strategies to decide whether and when to make a proactive offer and which channels to offer (chat or web callback). You can modify these strategies by importing them into Composer.

The following shows the Chat Routing workflow, where interactions are routed to agents with "Customer Service" or "Customer Care" skills:



A Chat Routing workflow example.

When you alter the strategies, you must save your changes, generate the code, redeploy, and restart your Genesys Web Engagement application to apply those changes.

You can customize the routing strategies to help meet your specific business needs:

- [Customizing the Engagement Strategy](#)
- [Customizing the Chat Routing Strategy](#)

Customizing the Engagement Strategy

When you create your Web Engagement application, Genesys Web Engagement also creates default Engagement Logic and Chat Routing **SCXML strategies** in the **\apps\application_name_composer-project** folder. Orchestration Server (ORS) uses these strategies to decide whether and when to make a proactive offer and which channels to offer (chat or web callback).

The Engagement Logic strategy processes Genesys Web Engagement interactions, and consists of sub-workflows to handle: general processing, decision making, obtaining additional information from the Cassandra database through the REST API, and contacting the Backend Server with instructions according to the engagement (or non-engagement) process.

You can modify the Engagement Logic SCXML by **importing the Composer project into Composer**. The project is located here: **\apps\application_name_composer-project\WebEngagement_EngagementLogic**. Refer to the sections below for details about the Engagement Logic strategy and how it can be modified.

Note: The strategies deployed out of the box with GWE 8.1.2 are made for Composer 8.1.300.89 projects. If you use a newer version of Composer, make sure that you upgrade these projects by following the **upgrade procedure**.

Main Interaction Process and Workflow

The default entry point to the Engagement Logic strategy is the Interaction Queue specified in the **wmsg.connector.interactionServer.queueQualified** option on the Backend Server application.

The screenshot shows the Genesys Provisioning console interface. The top navigation bar includes tabs for MONITORING, PROVISIONING, DEPLOYMENT, and OPERATIONS. The breadcrumb trail is PROVISIONING > Environment > Applications > Web_Engagement_Backend_Server_OG. The left navigation pane has a tree view with 'Applications' highlighted. The main content area shows the configuration for 'Web_Engagement_Backend_Server_...' which is in a 'Stopped - Exited' state. Below the application name are tabs for Configuration, Options, Permissions, Dependencies, and Alarms. The 'Options' tab is active, showing a list of configuration items. The 'service:wmsg' section is expanded, showing 11 items. The 'service:wmsg.connector.interactionServer.queueQualified' option is highlighted.

Name	Section	Option
service:wmsg/wmsg.connector.defaultEngagementChannel	service:wmsg	wmsg.connector.defaultEngagementChannel
service:wmsg/wmsg.connector.engagementExpirationTime	service:wmsg	wmsg.connector.engagementExpirationTime
service:wmsg/wmsg.connector.interactionServer.queueAccepted	service:wmsg	wmsg.connector.interactionServer.queueAccepted
service:wmsg/wmsg.connector.interactionServer.queueEngaged	service:wmsg	wmsg.connector.interactionServer.queueEngaged
service:wmsg/wmsg.connector.interactionServer.queueFailed	service:wmsg	wmsg.connector.interactionServer.queueFailed
service:wmsg/wmsg.connector.interactionServer.queueQualified	service:wmsg	wmsg.connector.interactionServer.queueQualified
service:wmsg/wmsg.connector.interactionServer.queueRejected	service:wmsg	wmsg.connector.interactionServer.queueRejected
service:wmsg/wmsg.connector.interactionServer.queueTimeout	service:wmsg	wmsg.connector.interactionServer.queueTimeout
service:wmsg/wmsg.connector.phoneNumber	service:wmsg	wmsg.connector.phoneNumber
service:wmsg/wmsg.connector.registrationFormExpirationTime	service:wmsg	wmsg.connector.registrationFormExpirationTime

The Interaction Queue

Passing Parameters into the Engagement Logic Strategy

When Genesys Web Engagement creates an engagement attempt, the Backend Server creates an Open Media interaction of type **webengagement** and places it into the Interaction Queue specified by the **wmsg.connector.interactionServer.queueQualified** option. By default, this option is set to the **Webengagement_Qualified** queue. Orchestration Server (ORS) monitors this queue and pulls the interaction to process it with the Engagement Logic strategy.

Since ORS does not connect to the Backend Server(s), certain parameters must be passed to the Engagement Logic strategy in order to provide ORS with the data it needs.

1. The address where the SCXML strategy is located. **Note:** The default Engagement Logic and Chat Routing strategies are located as resources under the Backend Server. Provisioning automatically specifies this address in the related Configuration Server objects when GWE is installed. Since you can host strategies in other places, you can manually update the parameters in the related objects.
2. The address where the Backend Server can be accessed (if a secure address is present, pass this as well). This information is used to issue REST requests to the GWE Cassandra database and to start or

cancel the engagement procedure through the Backend Server.

The parameters are passed to ORS through the Routing script object Webengagement_Qualified.Routing that is associated with the Webengagement_Qualified Interaction Queue.

The top screenshot shows the 'Scripts' list under 'Environment' with 'Webengagement_Qualified.Routing' selected. The bottom screenshot shows the configuration details for 'Webengagement_Qualified.Routing'.

Name	Script Type	State
Webengagement	Filter	Filter
Webengagement_Chat.ChatRouting.View	Interaction Queue View	Enabled
Webengagement_Chat.Routing	Enhanced Routing	Enabled
Webengagement_Engaged	Interaction Queue	Enabled
Webengagement_Engaged.Clean	Interaction Queue View	Enabled
Webengagement_Engaged.Routing	Enhanced Routing	Enabled
Webengagement_Failed	Interaction Queue	Enabled
Webengagement_Failed.Clean	Interaction Queue View	Enabled
Webengagement_Failed.Routing	Enhanced Routing	Enabled
Webengagement_Qualified	Interaction Queue	Enabled
Webengagement_Qualified.EngagementLogic.View	Interaction Queue View	Enabled
Webengagement_Qualified.Routing	Enhanced Routing	Enabled

The bottom screenshot shows the configuration details for 'Webengagement_Qualified.Routing'.

Name	Value
BackendURL	http://OGRYUKOV-LT.us.int.genesyslab.com:9081/backend
BackendURLSecure	https://OGRYUKOV-LT.us.int.genesyslab.com:9001/backend
context_management_services_password	
context_management_services_url	http://135.225.54.236:9080
context_management_services_username	

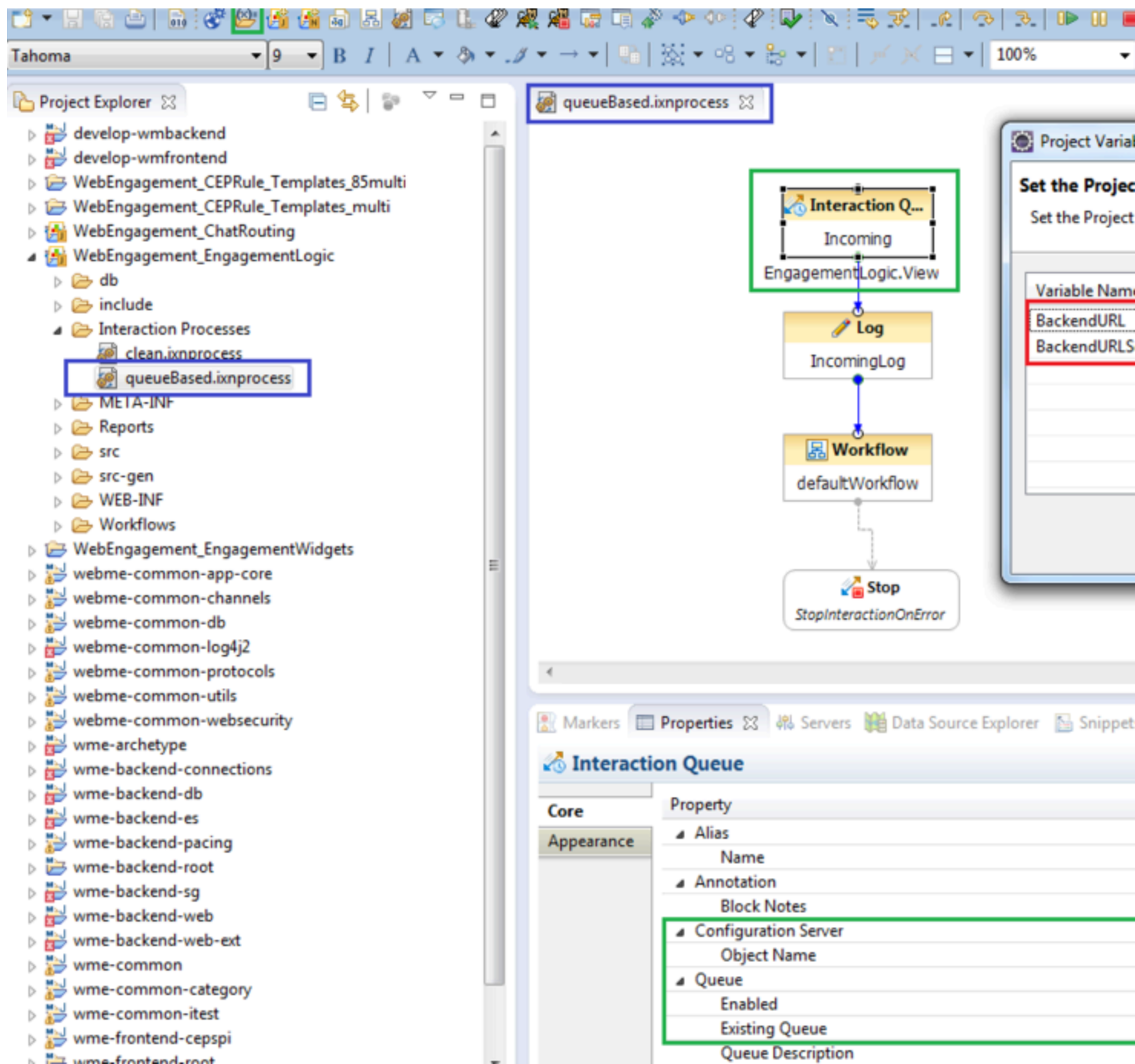
The Webengagement_Qualified.Routing

The Engagement Logic strategy has two interaction processes:

- **clean.ixnprocess** — This process is explained in [Cleaning Interaction Process](#)
- **queueBased.ixnprocess** — This process features the major logic for the strategy.

To access BackendURL and BackendURLSecure (as shown in the above image), use the button marked with a green square, which opens Project Variables. **Note:** In order to access Project Variables, your current tab in Composer must display Interaction Process (not Workflow).

The block and properties related to the entry point Interaction Queue (Webengagement_Qualified) are marked with green rectangles shown in the following image:



The **queueBased.ixnprocess**

After the interaction is taken into processing, it is placed into a set of workflows for processing. All workflows have notes related to specific blocks, however, this document highlights the most important items.

Preventing Interaction Termination into Sub-flows

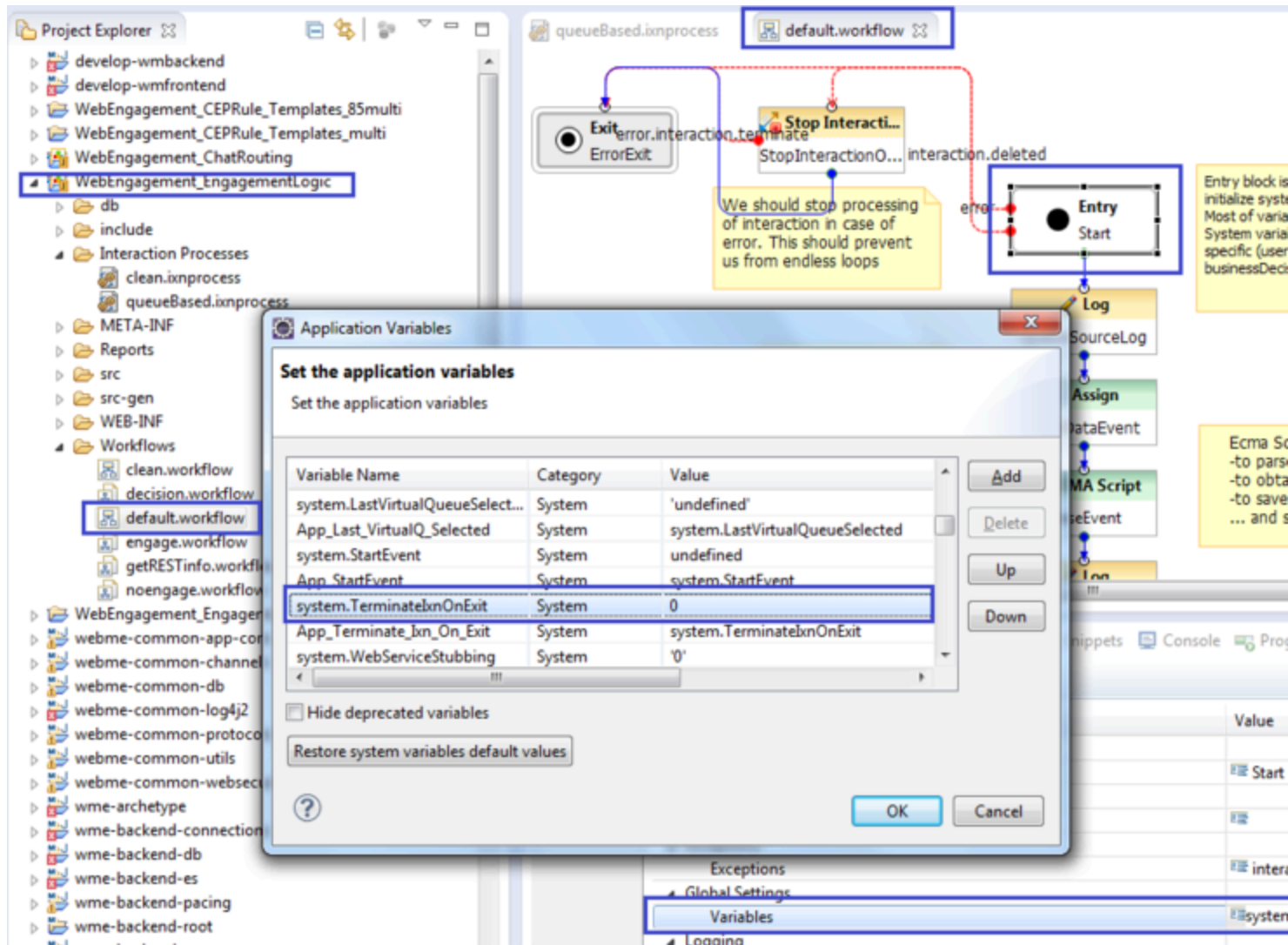
For all workflows, you must make sure that the workflow is configured to **not** terminate the interaction upon exiting. If this step is not followed, the entire interaction process will not be able to finish due to termination of the interaction in one of the sub-flows.

Note: Out-of-the-box Engagement Logic strategies already have the correct specified value (0) for the **system.TerminateIxnOnExit** variable.

You must perform the following steps to turn-off the termination of the interaction at the end of the sub-flow:

1. Open the workflow diagram in Composer (note that in the images, it is shown as **default.workflow**).
2. Select the **Entry** block, and in the properties of this block, open **Global Settings > Variables**.
3. Scroll down and locate the variable **system.TerminateIxnOnExit**. Set the value to 0.

See the process in the following image:

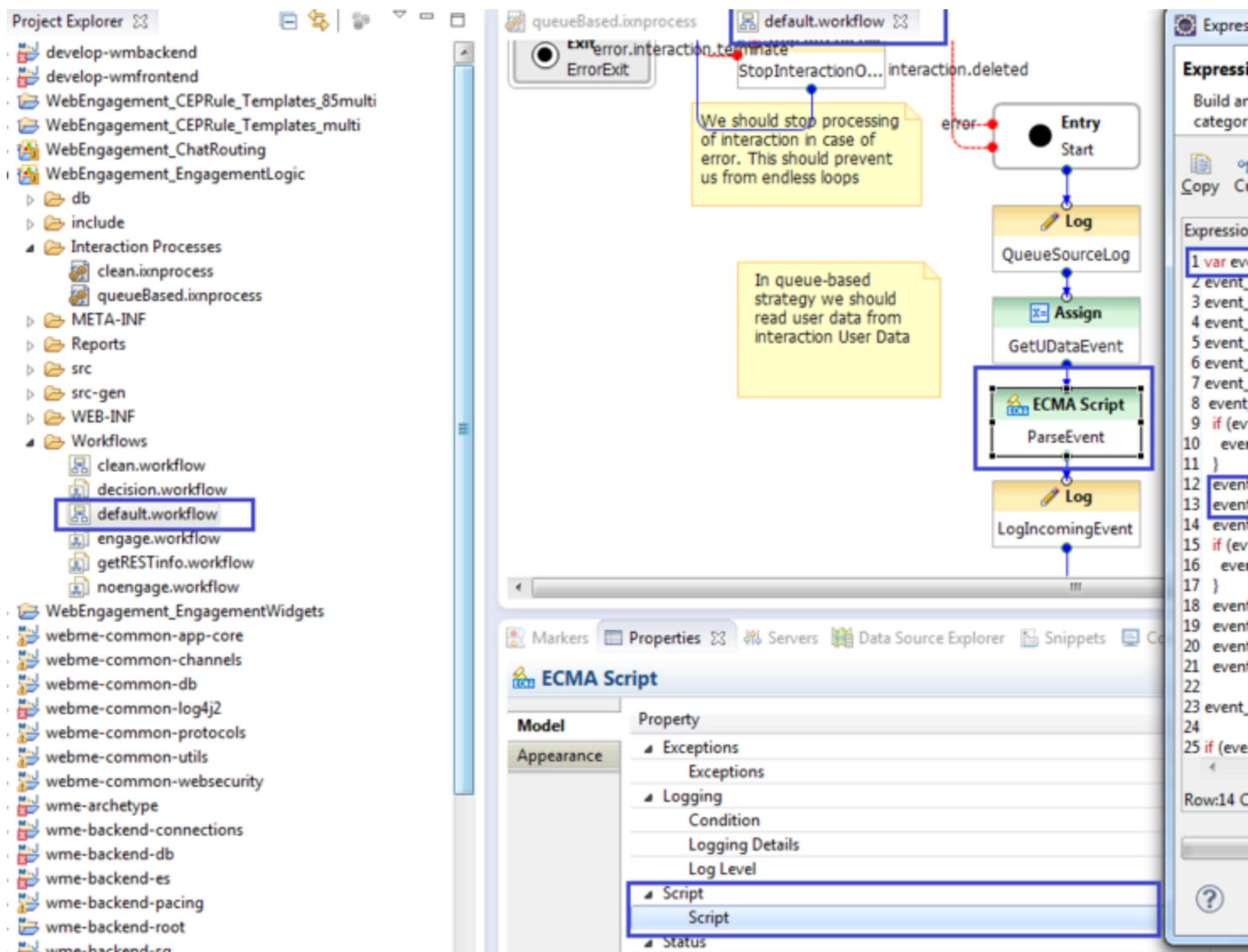


Turn off interaction termination

Parsing User Data from the webengagement Interaction and Passing it into Sub-flows

One of the most important items for Engagement Logic is the ability to access User Data of webengagement interaction. This data is fulfilled inside of the Backend Server and includes, among other items, information provided by a pacing algorithm. The following is the process of passing basic pacing algorithm data into a decision sub-flow.

The first step is to parse User Data available in the webengagement interaction. This is done in the **ParseEvent** block:



The ParseEvent block

The variable **jsonEvent**, which is present in the described block is created in the **GetUserDataEvent** block before as the following:

_genesys.ixn.interactions[system.InteractionID].udata.jsonEvent that is, from the current interaction we take key **jsonEvent** from User Data.

After data is parsed and assigned to variables, it can be propagated to sub-flows and used there. Sub-flows are also able to pass output data in a backward direction. In the example we pass (among other) parameters **event_chatLoad** and **event_voiceLoad** into **decision.workflow** and obtain back parameters **cancelCode**, **cancelDescription** and **decision**:

Project Explorer

- develop-wmbackend
- develop-wmfrontend
- WebEngagement_CEPRule_Templates_85multi
- WebEngagement_CEPRule_Templates_multi
- WebEngagement_ChatRouting
- WebEngagement_EngagementLogic
 - db
 - include
 - Interaction Processes
 - clean.ixnprocess
 - queueBased.ixnprocess
 - META-INF
 - Reports
 - src
 - src-gen
 - WEB-INF
 - Workflows
 - clean.workflow
 - decision.workflow
 - default.workflow**
 - engage.workflow
 - getRESTinfo.workflow
 - noengage.workflow
- WebEngagement_EngagementWidgets
- webme-common-app-core
- webme-common-channels
- webme-common-db
- webme-common-log4j2
- webme-common-protocols
- webme-common-utils
- webme-common-websecurity
- wme-archetype
- wme-backend-connections
- wme-backend-db
- wme-backend-es
- wme-backend-pacing
- wme-backend-root

queueBased.ixnprocess

*default.workflow

Subroutine block
TakeEngagementDecision is used to invoke the "decision" workflow. The 'decision' workflow is purposed to make the decision whether to engage customer or not based on its business logic. The result is stored in 'businessDecision' variable

Parameters

Input Output Parameter Sync

Name	Type	Variable	Desc
cancelCode	output	cancelReasonCode	Code
cancelDescription	output	cancelReasonDescription	Description
decision	output	businessDecision	
event_chatLoad	input	event_chatLoad	Result
event_engagement_attempts	input	event_engagement_attempts	Total
event_engagements_in_progress	input	event_engagements_in_progress	Count
event_engagemet_type	input	event_engagement_type	Type
event_ixnType	input	event_ixnType	Primary
event_voiceLoad	input	event_voiceLoad	Result

Logging Details

Log Level

Parameters

Parameters

Status

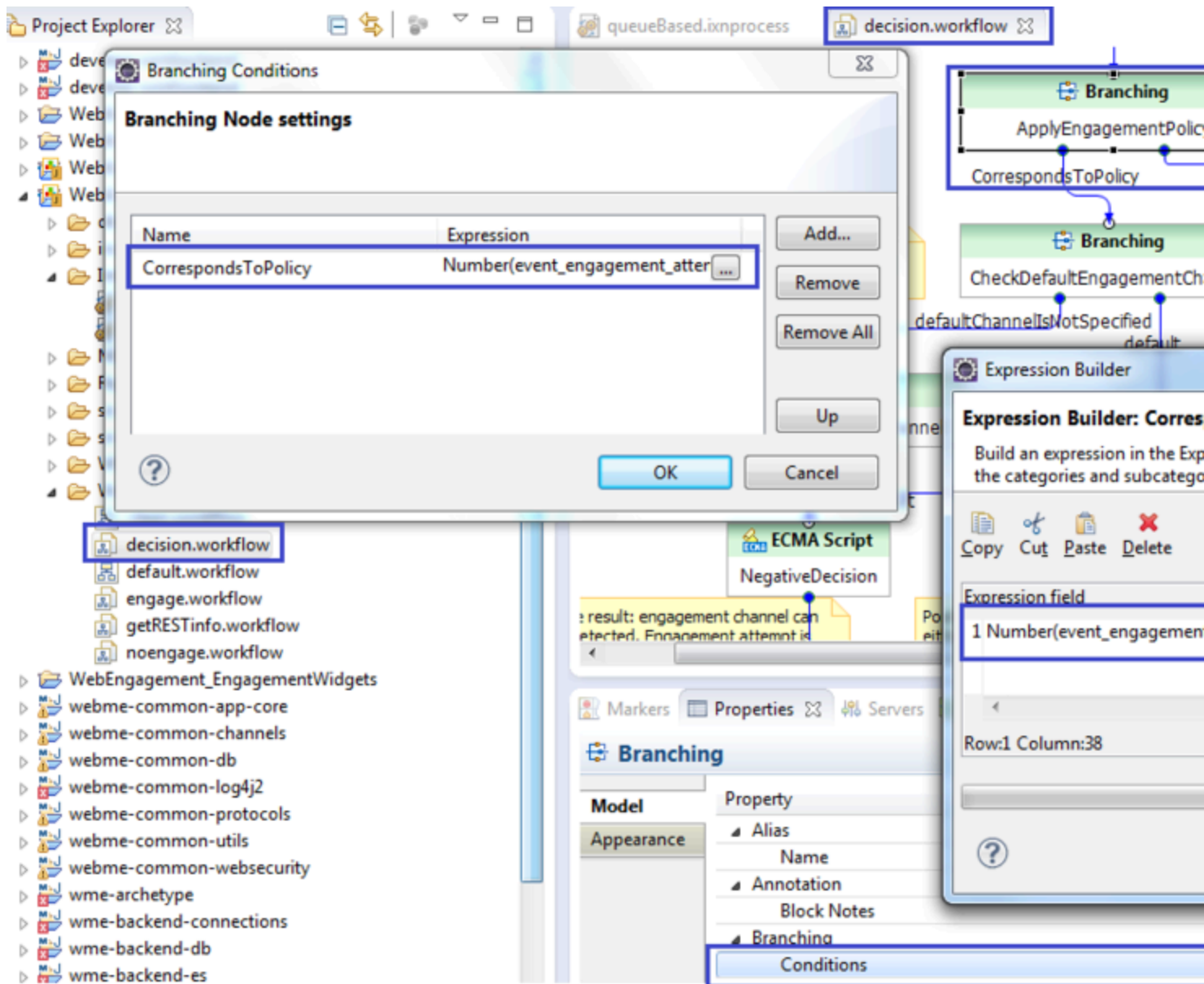
Passing output data

Engagement Policy (Decision Workflow)

Engagement policy is the other name of decision workflow.

Consider the most important points provided by the out-of-the box strategy:

Check count of engagement attempts already proposed to the current visitor. This check is executed in the **ApplyEngagementPolicy** block (see image below). Default value is 3, which means that no more than three engagement attempts should be proposed for a particular visitor. **Note:** If the engagement attempt was closed by a timeout, it will not be taken into count, as soon as there is no guarantee if the visitor has seen it at all. For example, the invitation may appear on a non-active browser tab or window.

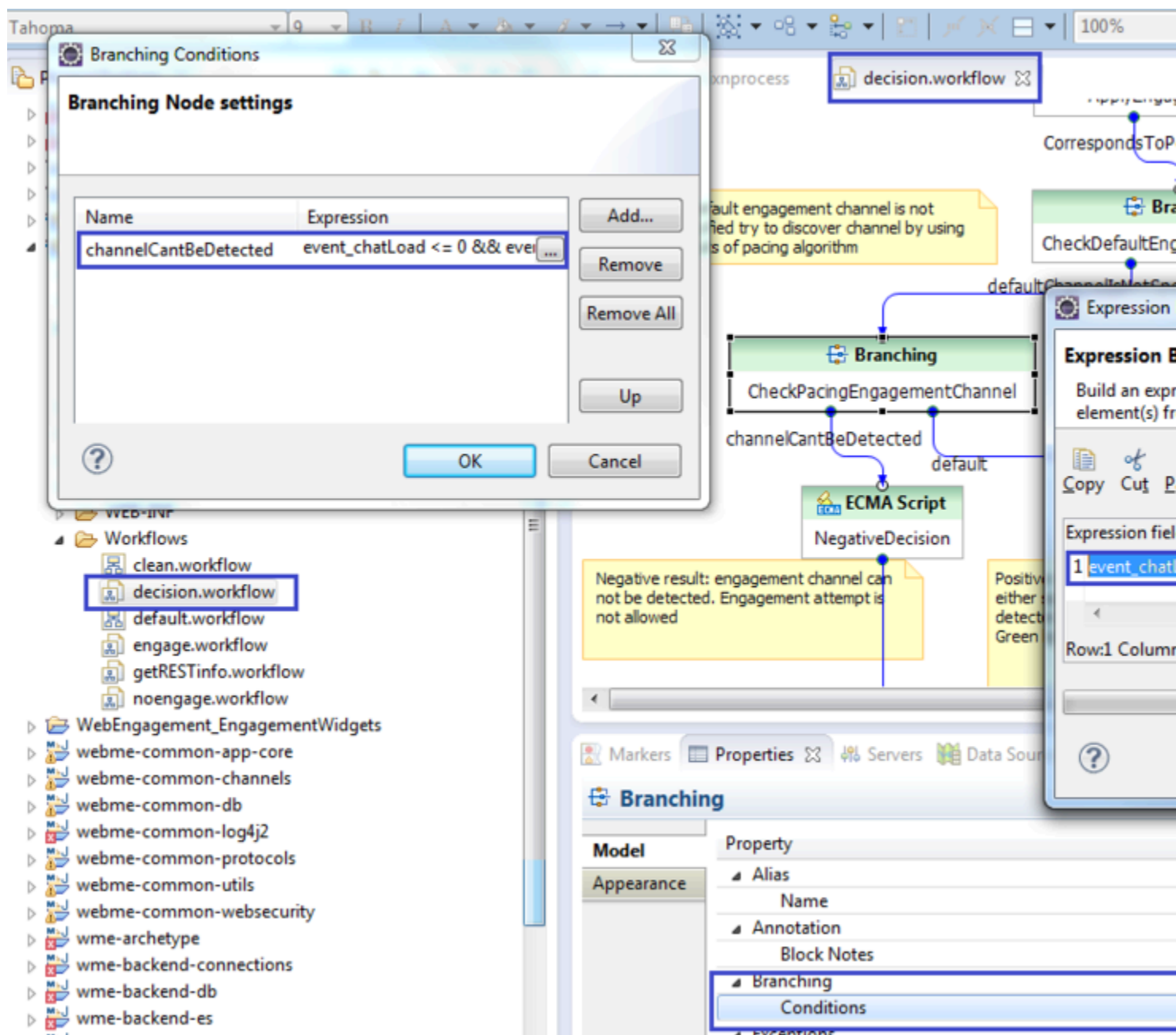


Check the engagement attempts count.

Check pacing information. This is executed inside of the **CheckPacingEngagementChannel** block.

Note: Out-of-the-box strategy operates only general information obtained from pacing algorithm: variables **event_chatLoad** and **event_voiceLoad**, passed from **default.workflow**, contain accumulated (by channel) count of interactions that can be triggered in the particular moment. It is possible to pass into the decision workflow detailed information provided by the pacing algorithm and build a more sophisticated decision maker. The image below shows the general idea: do **not** engage the visitor if the count of available "interactions to produce"

is 0 for both channels:



Check the pacing information.

Obtaining Data from the GWE Cassandra Database through REST Requests

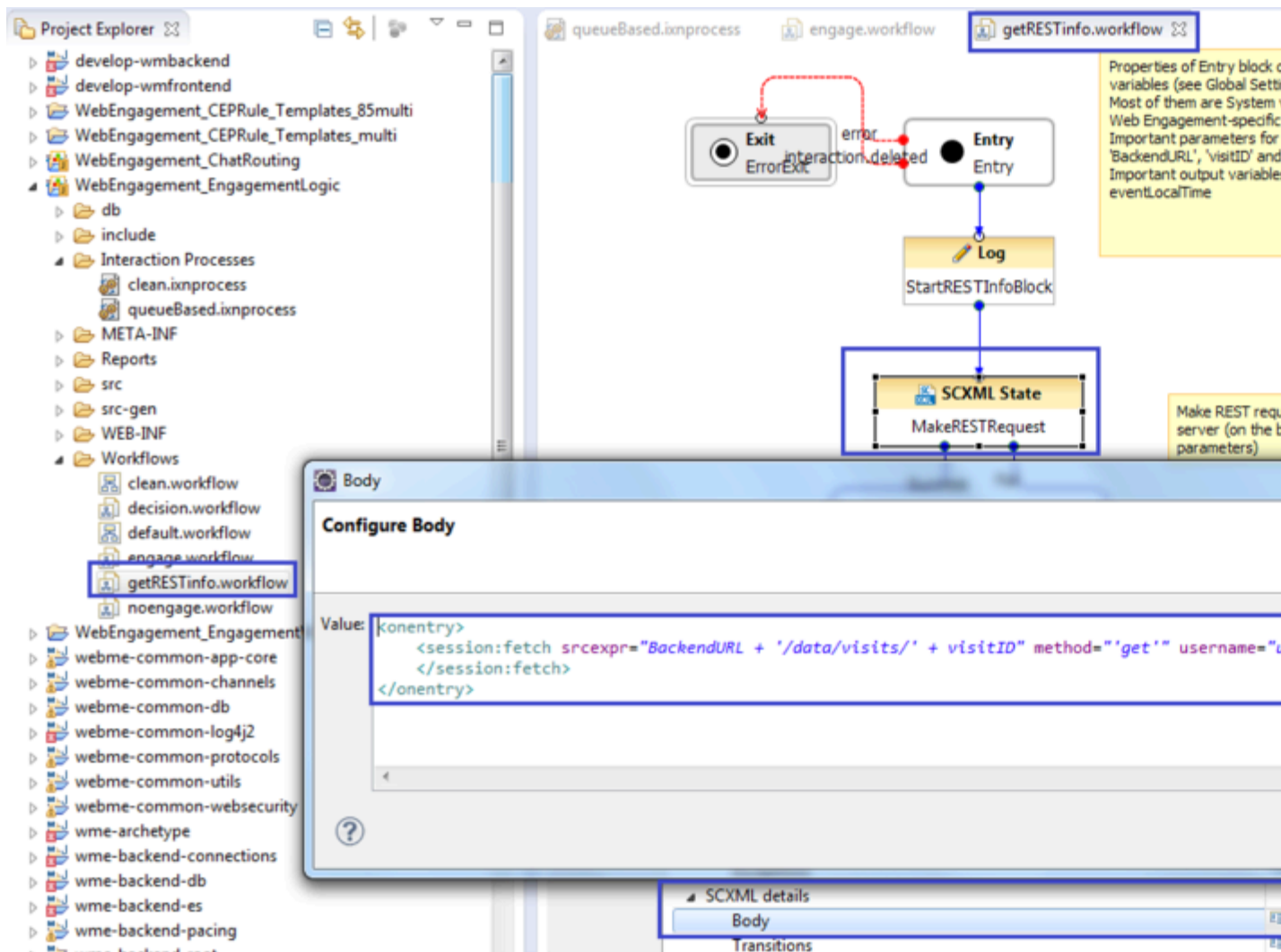
Requesting data from Backend Server through the REST

During the decision making process, it might be useful to access data from the Web Engagement Cassandra database. For example, to check additional parameters that are collected there.

The out-of-the-box Engagement Strategy provides an example of accessing the Cassandra database in order to get the **TimezoneOffset** of the visitor's browser, and correspondingly modify the greetings *good evening*, *good morning*, and so on.

Consider how Engagement Strategy does this task.

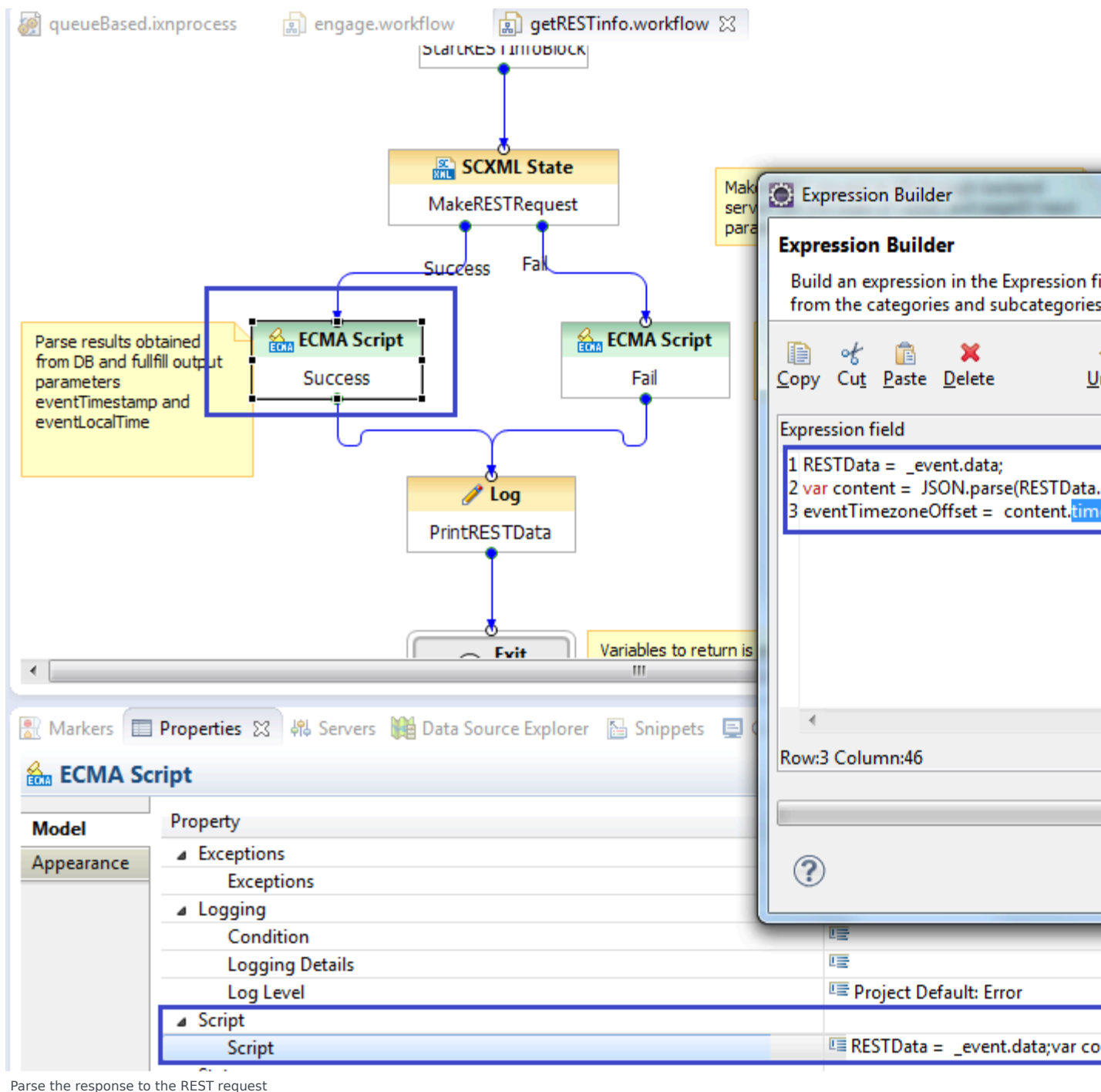
1. Use **SCXML State** block in order to make the REST request with specified parameters.



Use the State block to make REST requests

Note: **BackendURL** and **visitID** parameters are passed from the parent workflow into this sub-flow.

2. Parse response to the REST request. After the response is successfully obtained, it should be parsed in order to extract required data. In this example, the **timezoneOffset** parameter is obtained from the data of the VisitStarted event:



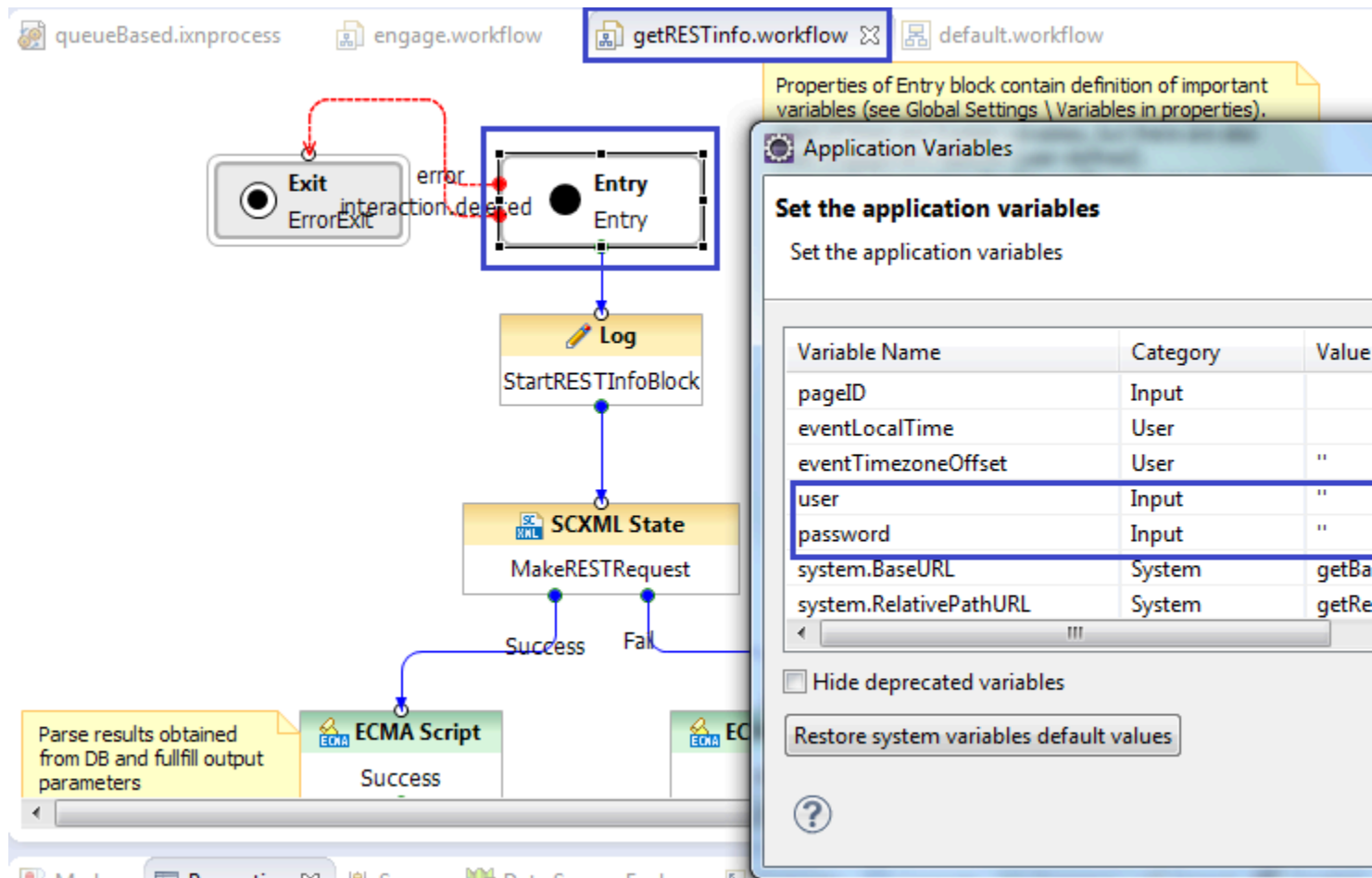
Parse the response to the REST request

Note: Alternatively, instead of the **SCXML State** block, you can use a **Web Request** or **Web Service** block. In this case, Composer requires this logic to be hosted as a web application, which means the entire Composer project must be hosted outside of the Web Engagement application. With Composer, you can export the project as a web application in WAR format. This approach is not used in out-of-the-box strategies.

Configure Authentication in the out-of-the-box SCXML Strategy

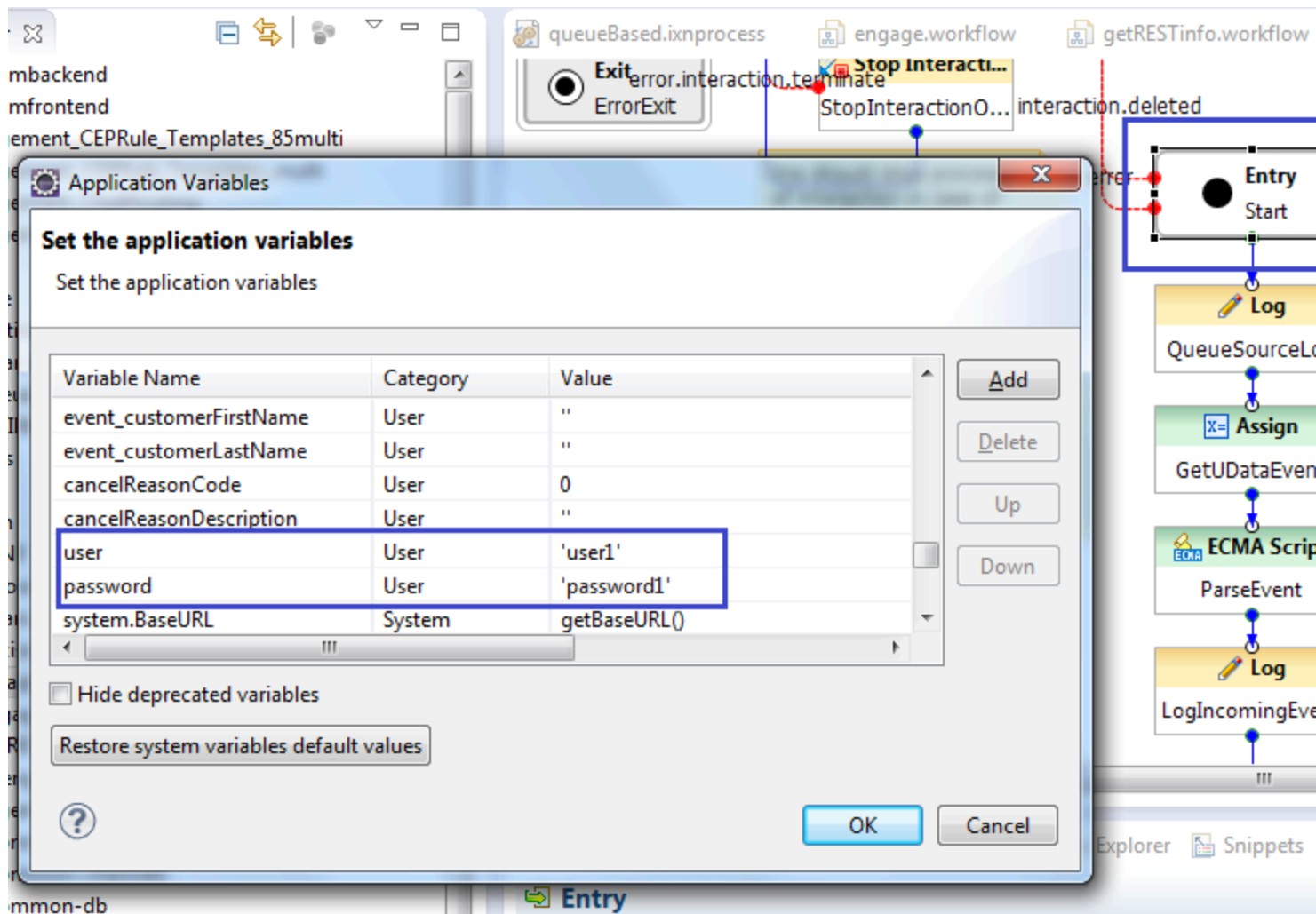
Genesys Web Engagement 8.1.2 provides basic access authentication on the base of providing username/password pairs.

Username and password parameters, used in the **SCXML State** block, are passed into **getRESTInfo** workflow from the parent workflow:



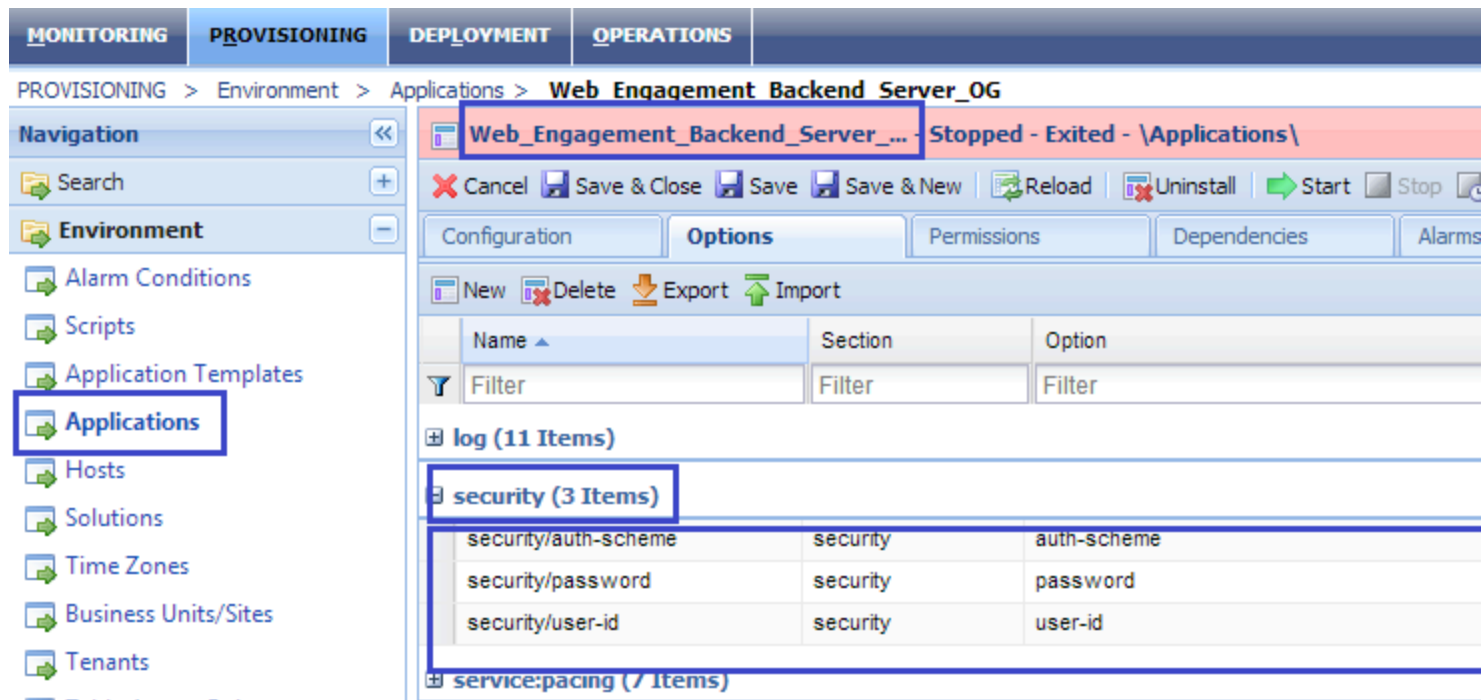
The username and password application variables in **getRESTInfo.workflow**.

The username and password parameters are specified in variables of the **Entry** block in **default.workflow**:



The username and password application variables in the **default.workflow**.

You must check that these credentials are compliant with credentials specified in the security section of the Backend Server options:



The username and password are specified in the security section

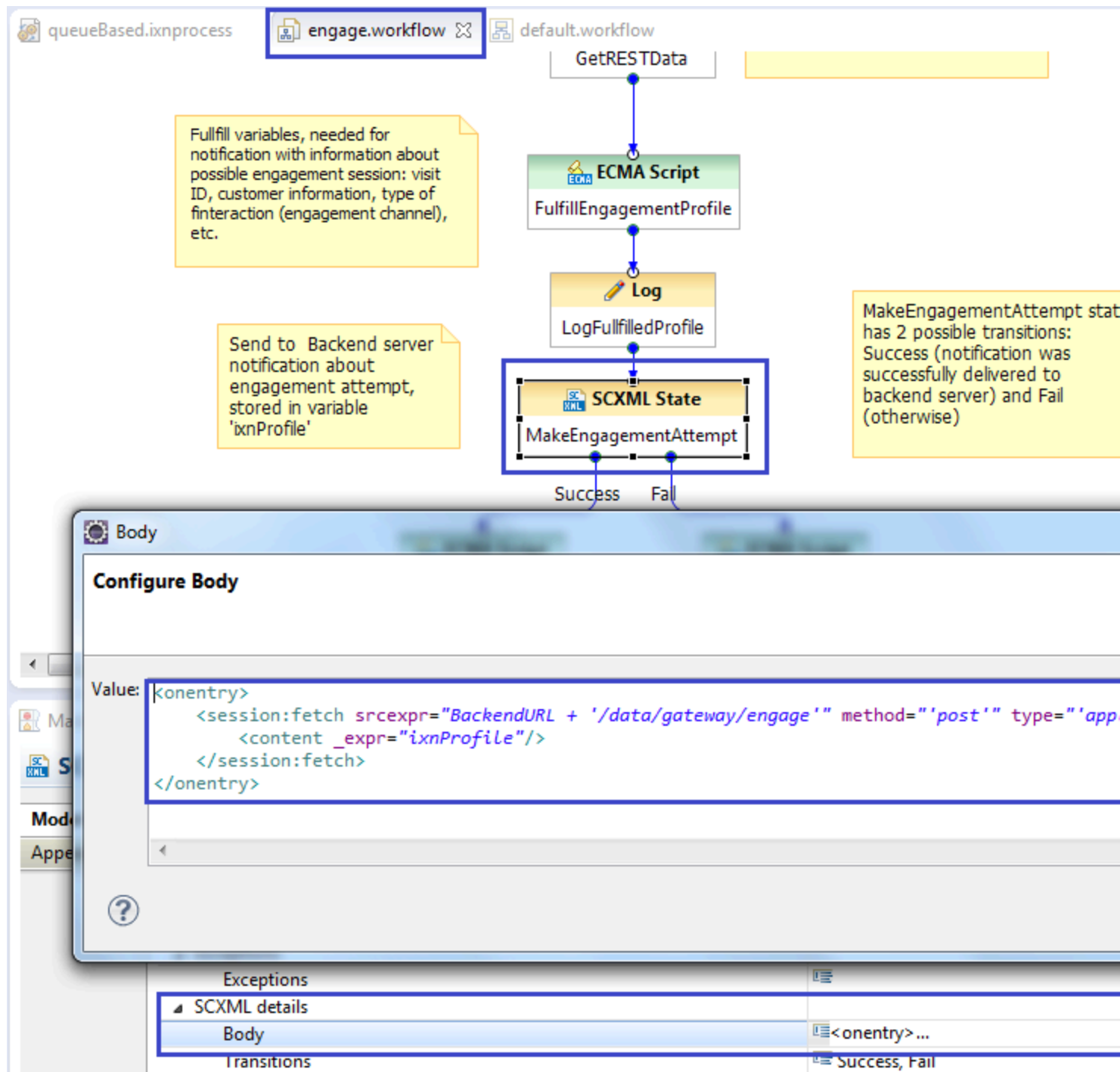
See [Configuring Authentication](#) for details.

Start Engagement as a Result of the Engagement Logic Strategy

Sending the "start engage" Request to the Backend Server

The special workflow **engage.workflow** notifies the Backend Server about the start engage command.

Notification of the Backend Server is executed through the [REST request](#) using the **SCXML State** block:



The REST request notifies the Backend Server

Note: Authentication aspects shown here are the same in **getRESTInfo.workflow**.

Fulfilling IxnProfile for "start engage" Request

Take note of the **IxnProfile** structure, which is passed in REST request to the Backend Server. This structure is fulfilled in the **ECMA Script** block called FulfillEngagementProfile.

The following object is sent to the Browser:

```
ixnProfile = {  
  'data': data  
}
```

Consider the structure of the data object:

```
var data = {  
  'chat': engageProfile,  
  'event': event,  
  'notification': notification_message  
}
```

As you can see, there are three fields:

- chat — represented by the variable **engagementProfile**.
 - Content of this variable will be considered below. You can change the content of this variable if the SCXML strategy worked in the area of visitor identification.
 - It is not recommended to change it if related items are not a part of your modified strategy.
- event — this is a technical field, which provides for the Backend Server possibility to identify an event, on the base of which the engagement decision was done.
 - You should not change the structure or content of this member.
- notification — represented by the variable **notification_message**.
- Structure of the notification message is described in [Chat Invitation Message](#) and [Callback Invitation Message](#).

Consider the structure of **engagementProfile** variable:

```
var engageProfile = {  
  'visitId': event_visitID,  
  'nickName': profile.FirstName,  
  'firstName': profile.FirstName,  
  'lastName': profile.LastName,  
  'userState': state,  
  'userId': event_customerID,  
  'ixnId': system.InteractionID  
};
```

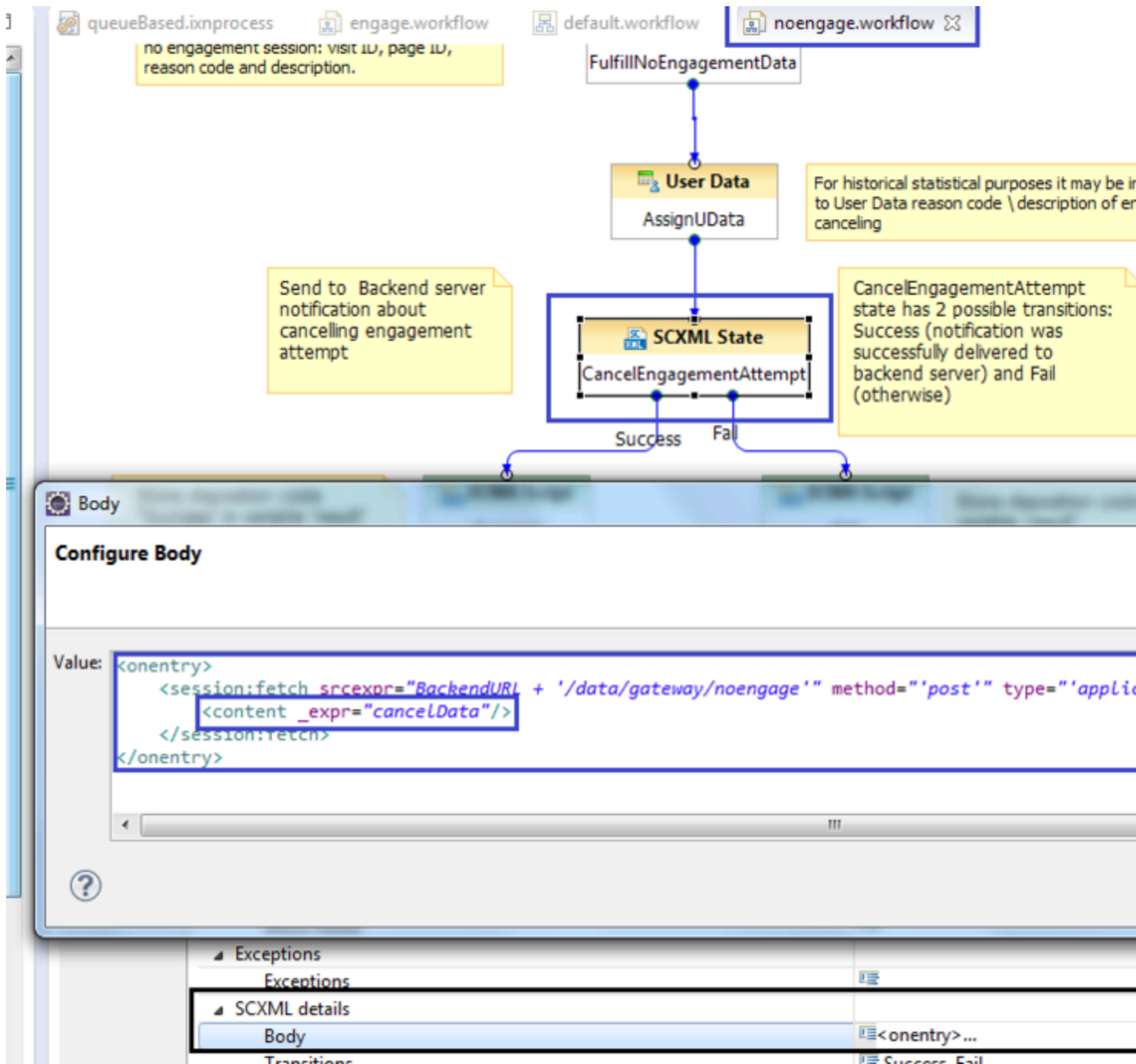
You can change the fields **nickName**, **firstName**, **lastName** and **state** in the case of additional work being executed in the visitor identification area. In this case, the Backend Server applies passed values to the identity record of specified **visitId**.

The following states are allowed: Authenticated, Recognized, and Anonymous.

Cancelling Engagement as a Result of the Engagement Logic Strategy

Sending "cancel engagement" to Backend Server

This is similar to sending **start engage**, request **cancel engagement**; it also uses the **SCXML State** block to trigger a **REST request** to the Backend Server:

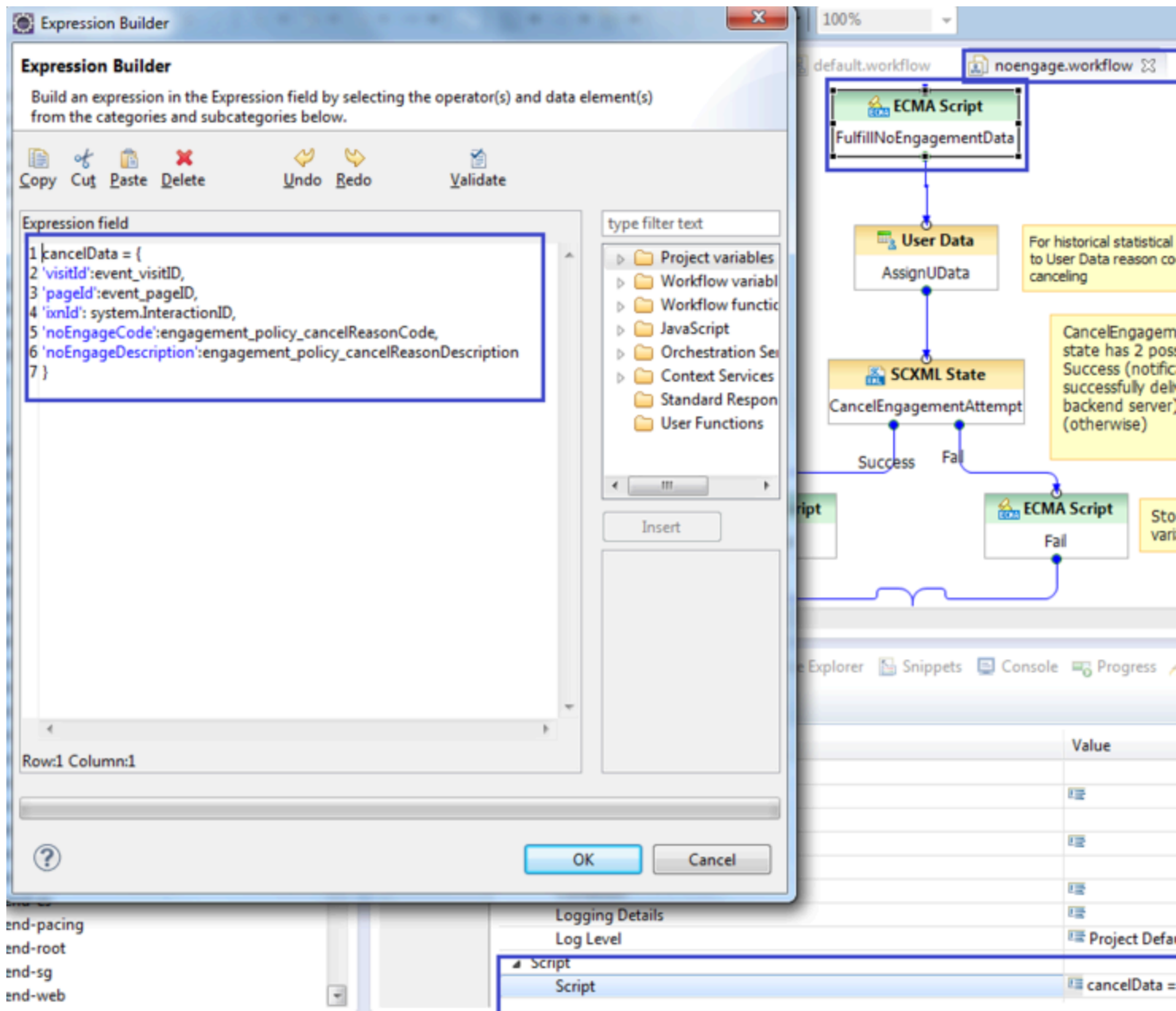


The REST request cancels the engagement

Security (authentication) aspects are the same as described in the **getRESTInfo.workflow**.

Fulfilling "no engage" Data

no engage data contains five mandatory fields:



The "no engage" fields

Cleaning Interaction Process

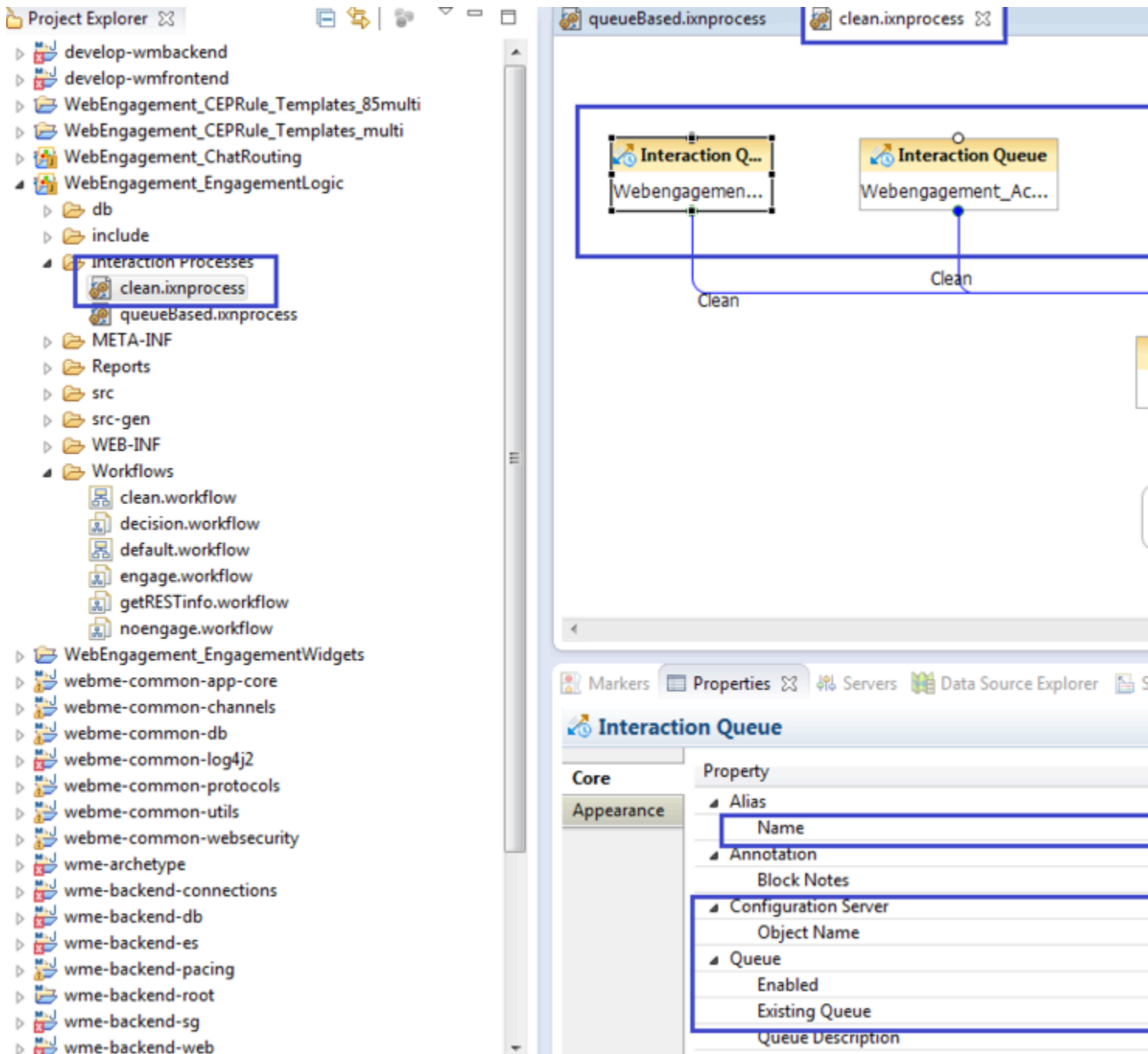
The interaction, for various reasons, might be stuck in one of the Interaction Queues and fall out of processing. For example:

- Visitor obtained engagement invitation. This means that the webengagement interaction was put into

Webengagement_Accepted queue.

- Power-off appeared on visitor's host, so the answer (Accept, Reject, or Timeout) was not delivered to Genesys Web Engagement.

In this case, you need to define the cleaning process, which is also built on the top of ORS strategies.



The **clean.ixnprocess**

As shown, the same cleaning process is applied for all Web Engagement-related Interaction Queues. The only exemption is `Webengagement_Qualified` queue; this queue is not cleaned by the strategy.

The cleaning task in this queue is executed in scope of major Engagement Logic interaction process.

Cleaning Interaction Workflow

Out-of-the-box cleaning workflow is short and straightforward. It contains one block only: **stop interaction**.

Propagating Data from Engagement Logic strategy into Chat Routing Strategy

Use Case Description

In the routing process, it often makes sense to use business data from events that are produced on the browser side. This data is propagated by the Backend Server to the webengagement interaction automatically, but you can also propagate it to the chat or web callback interactions.

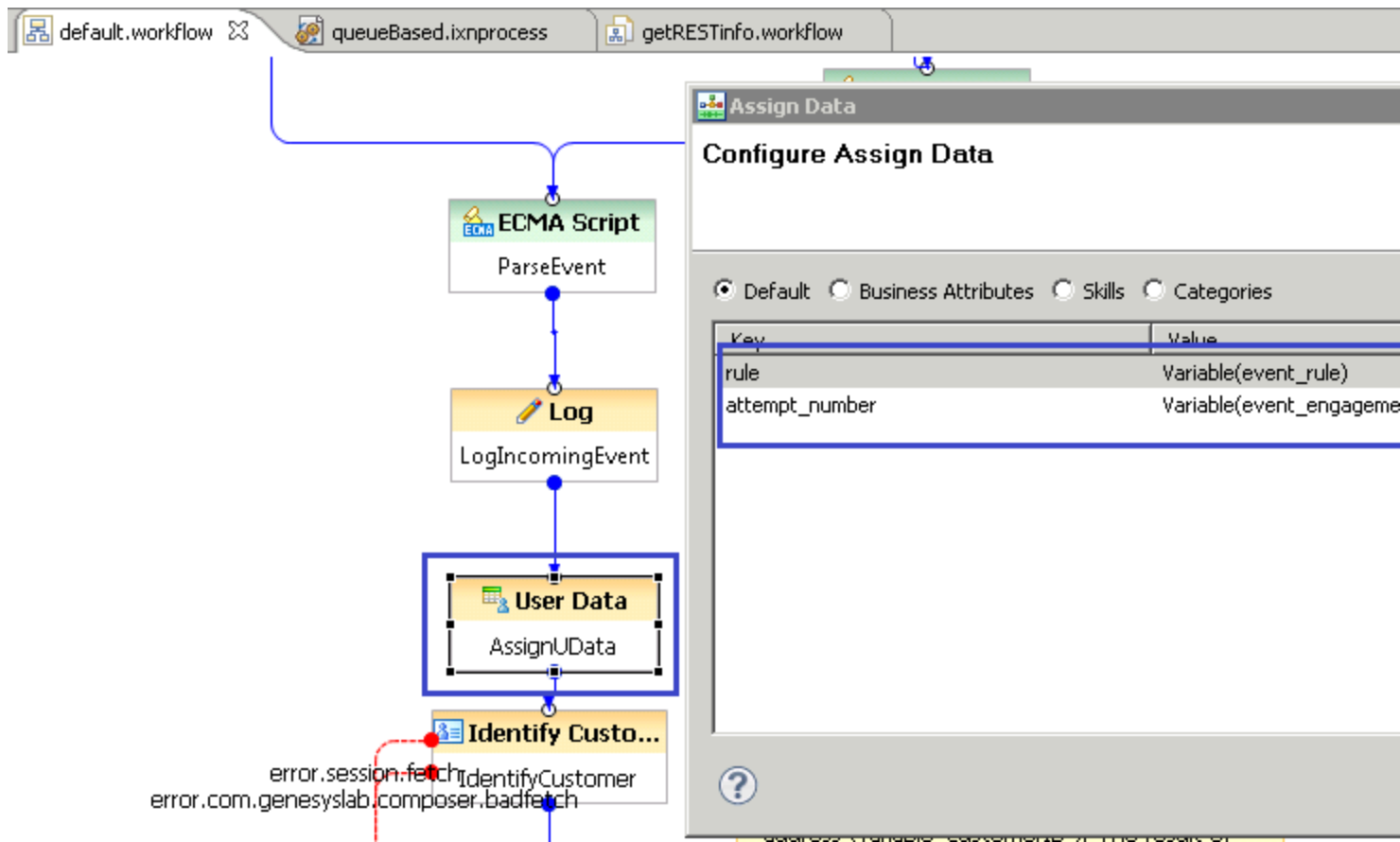
For example:

- Business data produced on the page provides information about language.
- This information is passed as a sub-key of the **jsonEvent** key into the webengagement interaction.
- During the Engagement Logic strategy, language information is re-attached and propagated to the chat interaction.
- The Chat Routing strategy reads language information from the chat interaction and decides into which group to route the chat interaction.

The following are details of the described data propagation.

Attach UserData to the webengagement Interaction

All data that comes from System events is stored in the Open Media webengagement interaction as a KVlist under the key **jsonEvent**. You can access this data from the engagement strategy. If you want to store this user data and then copy it into the chat or webcallback engagement interaction, you must attach it manually to the Open Media webengagement interaction in the engagement strategy. For example, you can do this with the **User Data** block:



Assigning User Data

Important

Genesys recommends that you collect all the data you need and attach it to the interaction in a single **Assign Data** block. You should avoid using multiple **Assign Data** blocks unless it is absolutely necessary.

Control Copying UserData from webengagement Interaction to the Chat (or web callback) Interaction

When a chat or web callback interaction is created, GWE attaches the UserData available in its parent Open Media **webengagement** interaction. You can control how this data is attached by using the [wes.connector.interaction.copyUserData](#) option in the **[service:wes]** section of the Backend Server application. This option has three modes:

- Copy all UserData
- Do not copy UserData
- Copy only specific KV pairs from UserData

The following tables provide example values for the `wes.connector.interaction.copyUserData` option. In these examples, the Open Media webengagement interaction UserData contains the keys **ORS Data, rule, strategy, some data**.

Value of <code>wes.connector.interaction.copyUserData</code>	Data in the engagement interaction
all	All keys are copied: ORS Data, rule, strategy, some data.
no	No keys are copied.
rule;strategy	The rule, strategy keys are copied.
<i>blank or empty</i>	If the value of <code>wes.connector.interaction.copyUserData</code> is absent or has an empty value, no keys are copied.
my_key1;ORS Data	The ORS Data key is copied. my_key1 is ignored because it is not part of the keys in the Open Media webengagement interaction UserData.

Accessing Pacing Information from the Engagement Logic Strategy

In release 8.1.2, Web Engagement provides the Engagement Logic strategy with pacing data for the chat and web callback channels. You can access pacing information in two ways:

- Through the consolidated channel capacity (measured in the number of "allowed" interactions).
- Through detailed information for each channel, which contains capacity (measured in the number of "allowed" interactions) for each particular group in a channel.

Important

The pacing information available to the Engagement Logic strategy is different from the information returned from the Pacing API. You should evaluate each type of pacing information carefully before deciding how to use it.

Pacing information is added to **webengagement** open media interaction User Data by the Backend Server. This information can then be read in the SCXML strategy — see [Main Interaction Process and Workflow](#) for an example. The information is located (among other specific data, like data provided in business-event) in the User Data of the webengagement interaction, under the **jsonEvent** key. This key contains the JSON object, which should be parsed prior to access information.

In the SCXML strategy, you can access **jsonEvent** data in the following way:

```
var jsonEvent = _genesys.ixn.interactions[system.InteractionID].udata.jsonEvent;
var eventData = JSON.parse(jsonEvent);
```

Understanding How the Pacing Algorithm Works

A dedicated pacing algorithm serves each particular group of agents, so if you have 2 chat-oriented and 1 web callback-oriented group of agents, there will be 3 instance of the pacing algorithm (1 for each group).

The agent availability on the specific channel is calculated taking into account the following:

- The agent state on the particular media (chat and web callback are different)
- Capacity rules.

For example, consider an agent who has a capacity rule for 2 chat interactions. In this scenario, the following statements are true:

- Agent is Ready and has no interactions in progress. In this case, the agent is treated as 2 Ready agents with a capacity rule of 1.
- Agent is Ready and has one interaction in progress. In this case, the agent is treated as 1 Ready agent with a capacity of 1.
- Agent is Ready and has two interactions in progress. In this case, the agent is treated as 0 Ready agents with a capacity of 1.
- Agent is Not Ready (count of interactions in progress does not matter). In this case, agent is treated as 0 Ready agents with a capacity of 1.

The agent availability on the specific channel is also handled differently in the two main pacing algorithm methods, `SUPER_PROGRESSIVE` and `PREDICTIVE_B`.

The `SUPER_PROGRESSIVE` method consumes the following major parameters:

- The number of Ready agents in the group.
- The number of pending (waiting for answer) interactions.
- HitRate - the percentage of accepted invitations compared to the general number of proposed engagement invitations.

Important

It is important to remember that the values of these parameters are continuously changing.

Consider the following example: There are 7 Ready agents (each with a capacity rule of 1), the number of pending interactions is 5, and the HitRate is 0.05.

In this case, the pacing algorithm might predict the number of allowed interactions approximately as $(7 / 0.05 - 5) = 135$.

Important

This example is intended to provide a basic idea of how the pacing algorithm works. The finer details are more complex.

The PREDICTIVE_B method consumes the following major parameters:

- The number of logged in agents in the group.
- The Average handling time of interactions. For example, the average duration of a chat session with visitors.
- HitRate - the percentage of accepted invitations compared to the general number of proposed engagement invitations.

Important

It is important to remember that the values of these parameters are continuously changing.

This algorithm is more complex than SUPER_PROGRESSIVE, but the general information described for SUPER_PROGRESSIVE also applies to PREDICTIVE_B: The number of 'allowed' interactions will significantly exceed the number of Logged In agents (depending, first of all, on the HitRate parameter).

Consolidated Pacing Information by Channel

Capacity for the chat channel is available in the **data.chatChannelCapacity** field (called **data.chatLoad** before version 8.1.200.26), and capacity for the web callback channel is available in the **data.webcallbackChannelCapacity** field (called **data.voiceLoad** before version 8.1.200.26).

For example:

```
var jsonEvent = _genesys.ixn.interactions[system.InteractionID].udata.jsonEvent;
var eventData = JSON.parse(jsonEvent);

var chatChannelCapacity = eventData.data.chatChannelCapacity;
var webcallbackChannelCapacity = eventData.data.webcallbackChannelCapacity;
```

Detailed Pacing Information

Detailed pacing information is available as a nested JSON object with the following structure:

```
pacing: {
  channels :
  [
    {
      name: <name of this channel>,
      groups:
```

```

[
  {
    name: <name of this group>,
    capacity: <count of allowed interactions for this group>,
    reactiveTrafficRatio: <portion of inbound chat\webrtcallback traffic that should be
'left' in the system>
  },
  ...
],
capacity: <count of allowed interactions for this channel>
},
...
]
}

```

The names of the pacing information fields were changed in release 8.1.200.26. See the table below for details.

Name prior to 8.1.200.26	Name as of 8.1.200.26	Description
channelName / groupName	name	Name of the channel (or group, depending on the type of container object).
intrNumber	capacity	The number of 'allowed' interactions for a channel (or group, depending on the type of container object).
reactiveTrafficRatio	reactiveTrafficRatio	Portion of inbound chat traffic that should be 'left' in the system. Valid values: from 0 to 1 For example, reactiveTrafficRatio 0.8 means that only 8 of 10 'reactive' chat interactions should be 'allowed' .

You can access detailed information in the Engagement Strategy SCXML as follows:

```

var jsonEvent = _genesys.ixn.interactions[system.InteractionID].udata.jsonEvent;
var eventData = JSON.parse(jsonEvent);

var detailedPacing=JSON.parse(eventData.data.pacing);
var event_chatEnglishCapacity = pacing.channels[0].groups[0].capacity;
var event_chatDutchLoadCapacity = pacing.channels[0].groups[1].capacity;

```

In the example above, IDs (0, 1, and so on) in the arrays are used for sample purposes only. You should use the specific names of the channels and groups to extract the data you need.

Example of Using Pacing Information

Agents

Consider the following scenario where there are four chat and voice groups with agents in each group:

- English Language Chat Group = Adam (logged in and ready) and Anna (logged in, not ready)

- Dutch Language Chat Group = Bart (NOT logged in) and Berta (NOT logged in)
- English Language Voice Group = Adam (logged in and ready) and Amanda (logged in and ready)
- Dutch Language Voice Group = Dan (logged in, ready)

The following group configuration options are set on the Backend Server application:

- `pacing.connector.chatGroup` = English Chat Group;Dutch Chat Group
- `pacing.connector.voiceGroup` = English Voice Group;Dutch Voice Group

Customers

On the customer-facing website, two events are triggered simultaneously:

- **Chris** triggers a Hot Lead event on an English page.
- **Merijn** triggers a Hot Lead event on a Dutch page.

Pacing information

When events are triggered simultaneously, pacing information is the same. In this scenario, the SUPER_PROGRESSIVE algorithm is used and the following parameters were true at the moment the events were triggered:

- English Chat Ready agents: 1
- Dutch Chat Ready agents: 0
- English Voice Ready agents: 2
- Dutch Voice Ready agents: 1
- HitRate: 0.2
- Pending engagement invites: 0
- Reactive traffic is turned off

In this case, the results might look like this:

```
...
chatChannelCapacity : 5,
webcallbackChannelCapacity : 16,
pacing: {
  channels :
  [
    {
      name: "chat",
      groups:
      [
        {
          name: "English Language Chat Group",
          capacity: 5,
          reactiveTrafficRatio: 0
        },
        {
          name: "Dutch Language Chat Group",
```

```

        capacity: 0,
        reactiveTrafficRatio: 0,
      },
    ],
    capacity: 5
  },
  {
    name: "webcallback",
    groups:
    [
      {
        name: "English Language Voice Group",
        reactiveTrafficRatio: 0,
        capacity: 11
      },
      {
        name: "Dutch Language Voice Group",
        reactiveTrafficRatio: 0,
        capacity: 5
      }
    ],
    capacity: 16
  }
]
}

```

Possible Engagement Logic SCXML flows

In this scenario, the following SCXML flows are possible for the two customers, Chris and Merijn:

- **Chris**

We can extract the capacity for the "English Language Chat Group" (5) and "English Language Voice Group" (11) from the pacing data.

In the decision workflow, it is possible to engage Chris on the chat or web callback channel. It is also possible to show him a modified invitation, where he can explicitly choose chat or web callback.

- **Merijn**

We can extract the capacity for the "Dutch Language Chat Group" (0) and "Dutch Language Voice Group" (5) from the pacing data.

In the decision workflow, it is possible to engage Merijn on the web callback channel only.

Customizing the Chat Routing Strategy

When you create your Web Engagement application, Genesys Web Engagement also creates default Engagement Logic and Chat Routing **SCXML strategies** in the **\apps\application_name_composer-project** folder. Orchestration Server (ORS) uses these strategies to decide whether and when to make a proactive offer and which channels to offer (chat or web callback).

The default Chat Routing strategy delivers chat interactions that are initiated in Genesys Web Engagement to a specific target. Although this strategy is included as part of the Web Engagement installation, it is possible to use your own existing strategy for routing. For example, a URS-based chat routing strategy; however, in this scenario you will need to adjust the Web Engagement solution to support the pacing algorithm functionality.

You can modify the Chat Routing SCXML by **importing the Composer project into Composer**. The project is located here: **\apps\application_name_composer-project\WebEngagement_ChatRouting**. Refer to the sections below for details about the Chat Routing strategy and how it can be modified.

Note: The strategies deployed out of the box with GWE 8.1.2 are made for Composer 8.1.300.89 projects. If you use a newer version of Composer, make sure that you upgrade these projects by following the **upgrade procedure**.

Main Interaction Workflow

The default entry point to the GWE Chat Routing strategy is the Interaction Queue specified in the **wes.connector.chatServer.queueWebengagement** option on the Backend Server application.

PROVISIONING > Environment > Applications > **Web_Engagement_Backend_Server_OG**

Navigation

- Search
- Environment
 - Alarm Conditions
 - Scripts
 - Application Templates
 - Applications**
 - Hosts
 - Solutions
 - Time Zones
 - Business Units/Sites
 - Tenants
 - Table Access Points
 - Formats
 - Fields
- Switching
- Routing/eServices
- Desktop

Web_Engagement_Backend_Server_... - Stopped - Exited - \Applications

Cancel Save & Close Save Save & New Reload Uninstall Start Stop

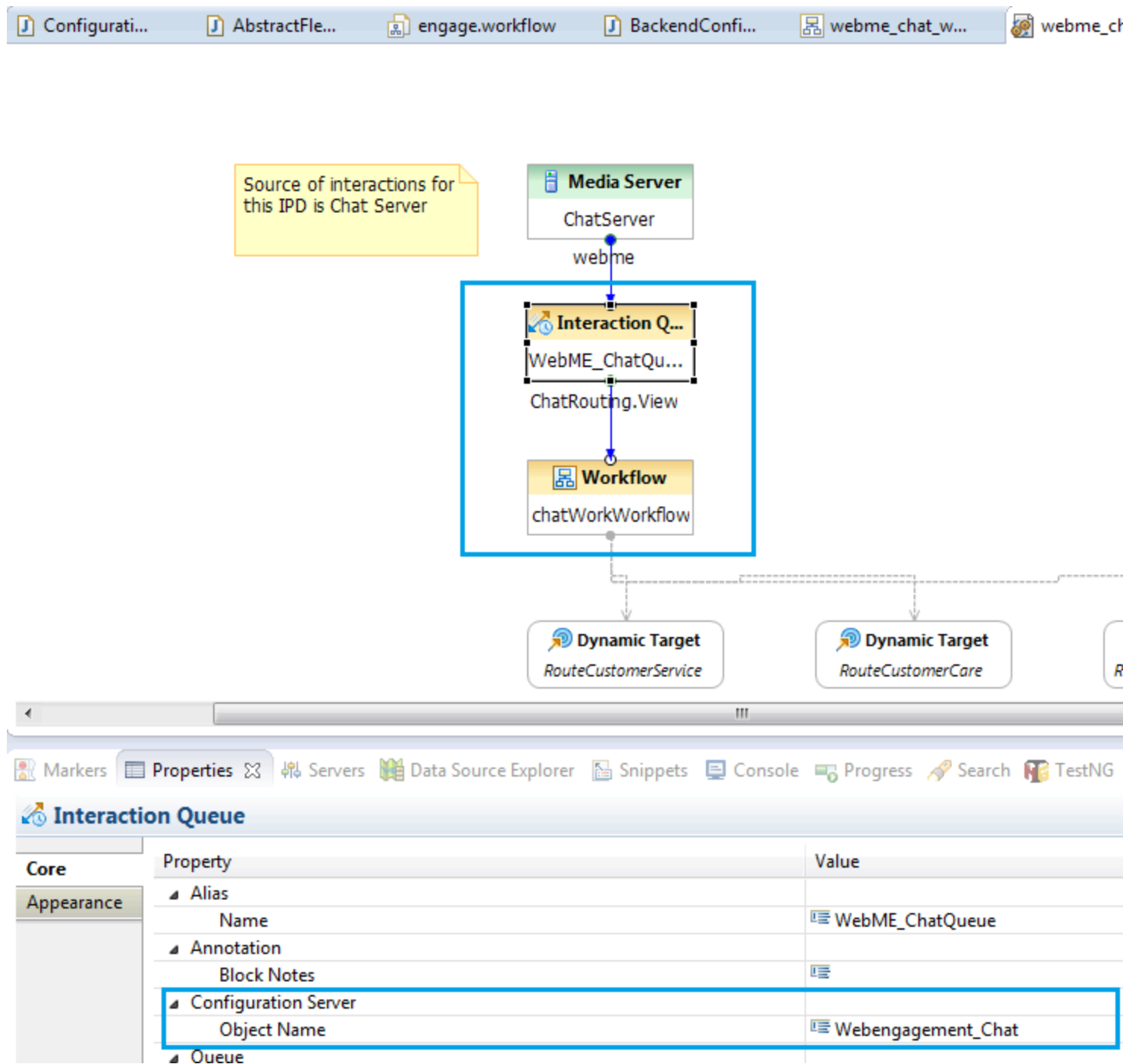
Configuration Options Permissions Dependencies Alarms

New Delete Export Import

Name	Section	Option
Filter	Filter	Filter
log (11 Items)		
security (3 Items)		
service:pacing (7 Items)		
service:wes (8 Items)		
service:wes/wes.connector.chatServer.identifyCreateContact	service:wes	wes.conne
service:wes/wes.connector.chatServer.queueKey	service:wes	wes.conne
service:wes/wes.connector.chatServer.queueWebengagement	service:wes	wes.conne
service:wes/wes.connector.chatServer.refreshPeriod	service:wes	wes.conne
service:wes/wes.connector.chatServer.requestPoolSize	service:wes	wes.conne
service:wes/wes.connector.chatServer.sessionRestoreTimeout	service:wes	wes.conne
service:wes/wes.connector.interaction.copyUserData	service:wes	wes.conne
service:wes/wes.connector.interactionServer.wcb.queueSubmit	service:wes	wes.conne

The Interaction Queue.

The interaction process pulls interactions from this queue and sends them through the chat workflow:



The chat workflow

Important

If you decide to change the value of

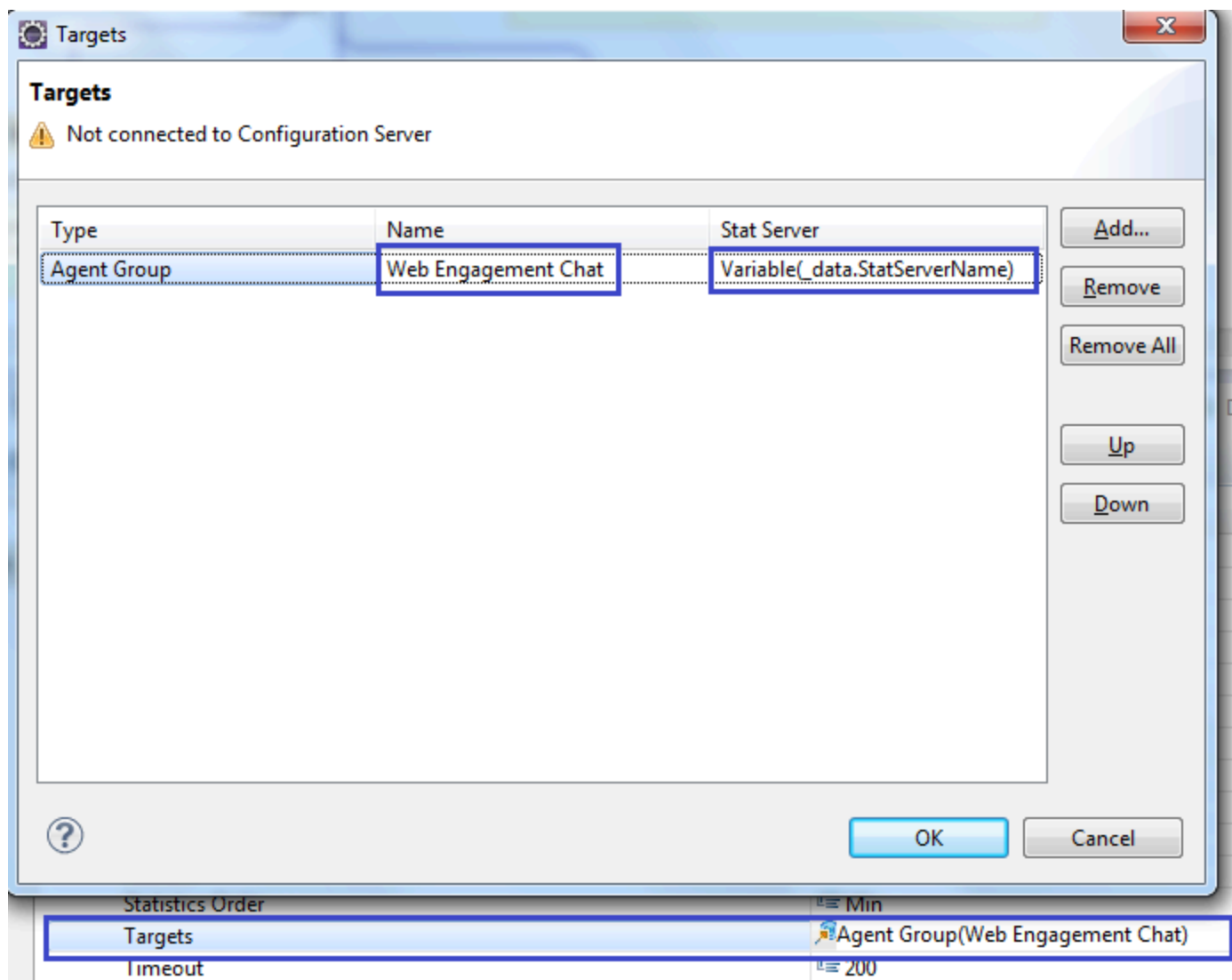
`wes.connector.chatServer.queueWebengagement`, make sure to also adjust the name of the queue in the Chat Routing strategy.

The default Chat Routing strategy is straightforward and includes the following highlights in the workflow:

1. Obtain information from the User Data of the chat interaction that is being routed. See the **AssignCategory** block in the Chat Routing Strategy for details.
2. Send messages to the chat session from the routing strategy. See [Sending Messages from the Chat Routing Strategy into the Chat Session](#) for details.
3. Branch the workflow based on categories obtained from the chat interaction User Data. See the **BranchingByCategory** block for details.
4. Route to skill-based Virtual Groups. See the **RouteCustomerServer** and **RouteCustomerCare** blocks for details.
5. Route to a static Agent Group. See [Routing to a Static Agent Group](#) for details.

Routing to a Static Agent Group

When you plan to route an interaction to a static Agent Group, you should specify the name of this group and the name of the Stat Server in the Target property of the **RouteInteractionDefault** block.



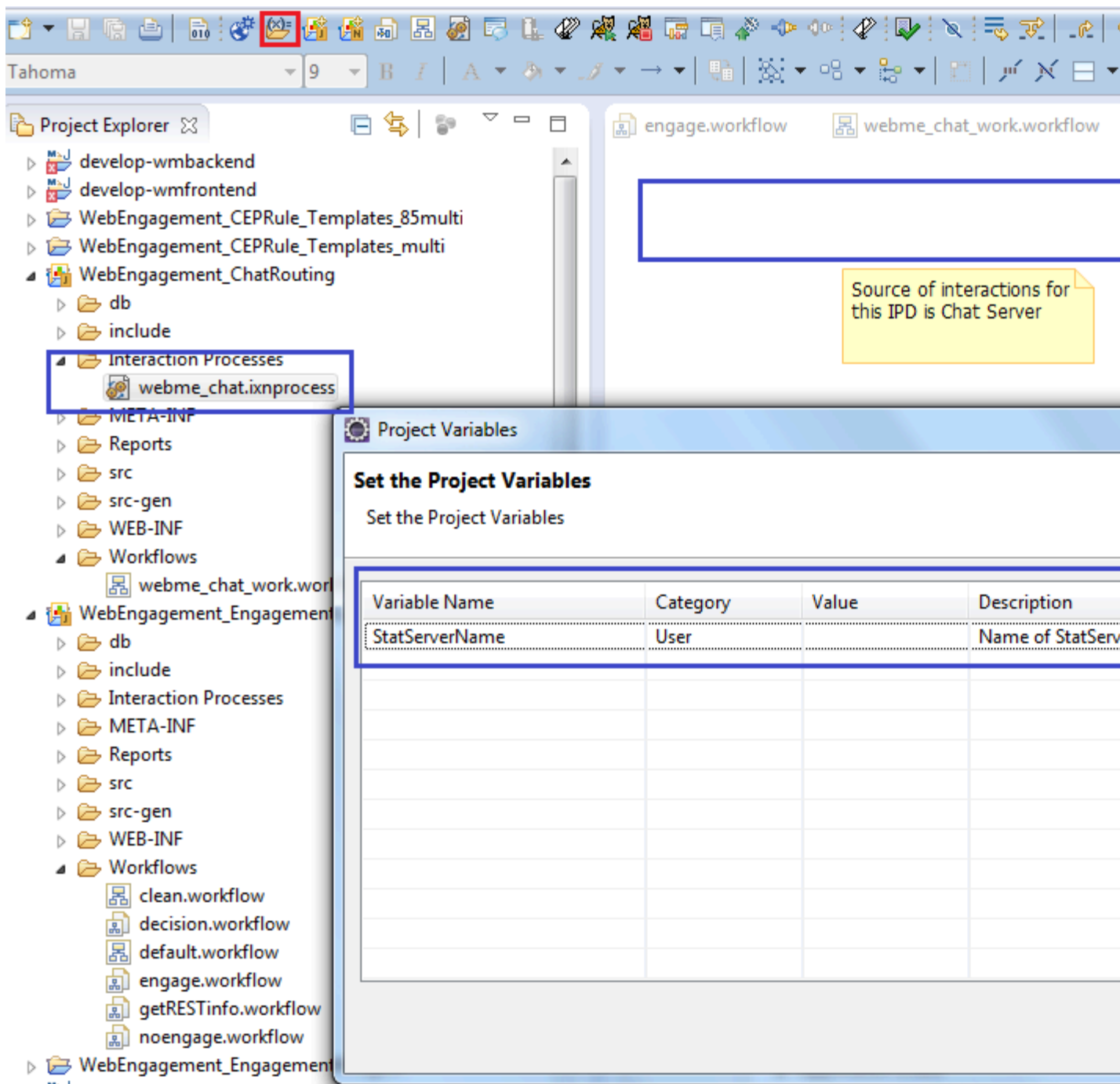
The Target property of the **RouteInteractionDefault** block.

In the image above, the Stat Server name is specified through the `Variable(_data.StatServerName)` variable. You can define this variable, or others like it, in Composer and Genesys Administrator.

Specifying Variables in Composer

Start

1. Double click the interaction process - in this case, `webme_chat.ixnprocess`.
2. Make sure that there are no elements selected in the opened interaction process.
3. Access the interaction process variables by clicking "Access Project Variables", marked with a red square in the image below:



Access the project variables

In the image above, the StatServerName variable is used in the default Chat Routing strategy.

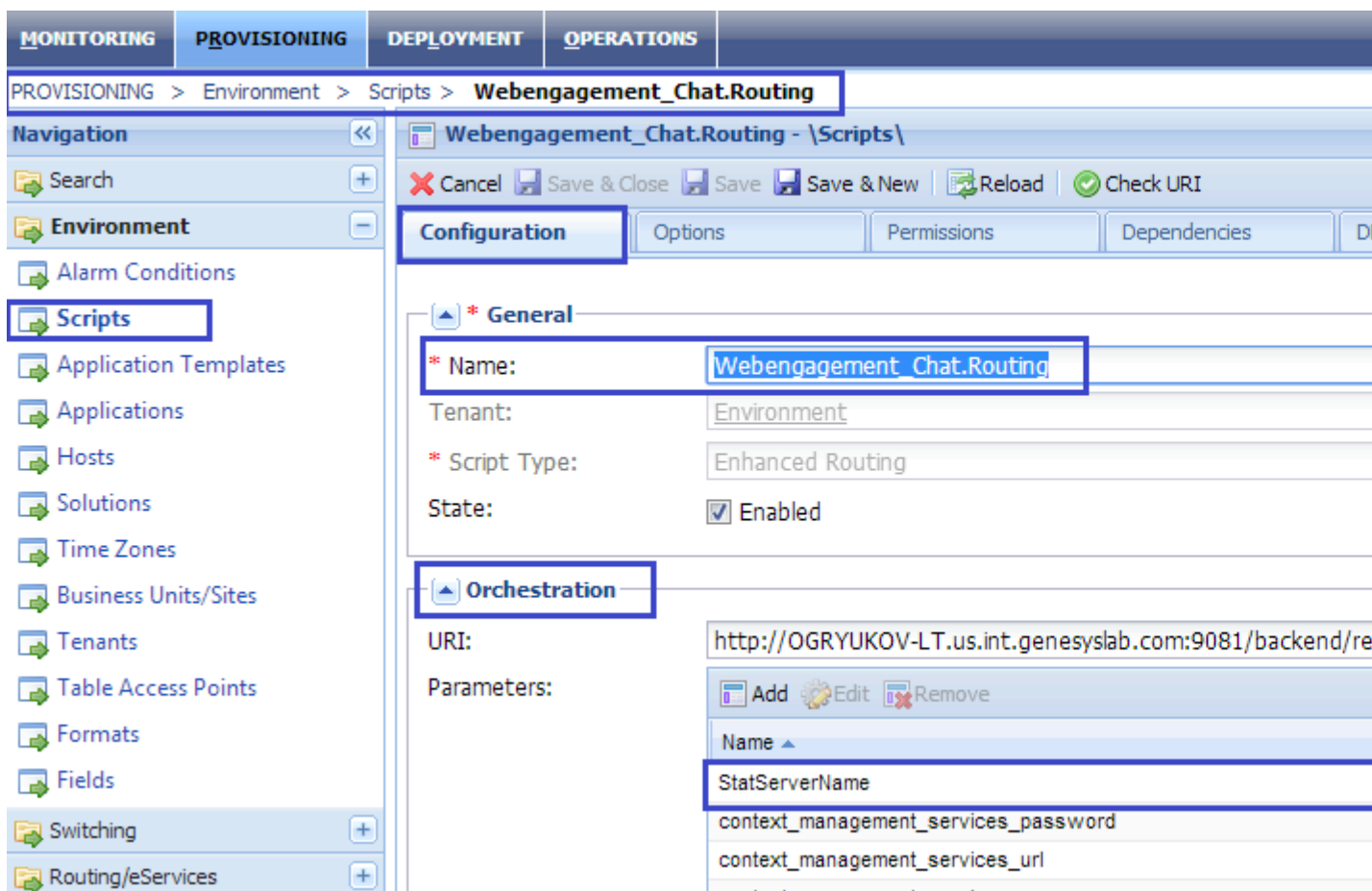
End

Specifying Variables in Genesys Administrator

The StatServerName parameter is set automatically by the **Provisioning Tool** when you install Genesys Web Engagement, but it can be changed manually.

Start

1. Navigate to Provisioning > Environment > Scripts and find the script with the entry-point Interaction Queue. In this case, the script is Webengagement_Chat.Routing.
2. In the Configuration tab, open the Orchestration section.
3. Now you can see a list of parameters that are passed into the Chat Routing strategy, including StatServerName.



The StatServerName parameter.

End

Sending Messages from the Chat Routing Strategy into the Chat

Session

There are times when you might need to send messages into the chat session directly from the routing strategy. For example, this could be additional information messages, advertising messages, and so on.

The default Chat Routing strategy contains an **External Service** block that provides this functionality:

The workflow diagram shows the following sequence:

- Entry** (Entry1): Entry block is used to began an application, and to define and initialize system(predefined) and user(custom) variables
- Assign** (AssignCategory): Assign block is used to assign a category to a variable 'categories', depending on user data parsing
- External Service** (SendMsgToChat...): It is possible to send message into chat session prior it is routed to an agent. Enable this block to turn on demonstration of this feature

The **External Service** block properties are as follows:

Property	Value
Alias	
Name	SendMsgToChatSession
Annotation	
Block Notes	
Exceptions	
Exceptions	
External Service Details	
Application	Chat Server()
Method Name	Message
Method Parameters	MessageText= 'You can specify post
Service Name	Chat
Service Timeout	10

The External Services block lets you send message from the routing strategy.

Important

The **External Service** block is disabled by default.

Customizing the Browser Tier Widgets

Genesys Web Engagement includes pre-integrated Browser Tier widgets that are used for engagements. These widgets are based on HTML, CSS, and JavaScript, and can be customized to suit the look and feel of your website.

Warning

If you make customizations to the widget HTML files, they will not be backward compatible with any new versions of Genesys Web Engagement.

Invitation Widget

Overview

The default invitation approach in Genesys Web Engagement is represented by **invite.html** (chat and callback invitation). This HTML file, by default, has all the required dependencies embedded to avoid extra requests to the server.

The **invite.html** file has three code sections:

- Initial HTML Section
- JavaScript Third-party Libraries (dependencies) Section
- JavaScript Invitation Business Logic Section

Customization

There are four main ways you can customize the invitation widget:

- HTML/CSS — You can edit the HTML/CSS of your page or the **invite.html** file.
- Business Logic — You can modify the business logic including in the **invite.html** file to work with second- or third-party integration.
- Notification Service — You can change the JavaScript configuration through the [Notification Service REST API](#).
- You can build your own version of the invitation. The default invitation widget is an example of a custom-built widget.

HTML/CSS

Important

In the paragraphs below, Genesys assumes that you have basic knowledge of CSS and HTML technologies.

If you need to change the basic style of the invitation (color, company logo, size, and so on) Genesys recommends that you use the HTML/CSS approach.

By default, the invite widget also contains all of the CSS needed for invite rendering, which is automatically added to the beginning of the <head> section of the web page when the invite is initialized.

If you need to modify these default styles, but you don't want to make it difficult to upgrade to newer versions of the widget, you can create custom override styles. Make sure that your overrides are scoped to the components that need additional styling, and structure them so that they don't conflict with or overwrite any stand CSS files.

When overriding styles, consider the following points:

1. Review how the classes are assigned in the invite widget markup to better understand how they're applied (and how they can be overridden).
2. Create an override stylesheet. The best way to safely fine-tune a widget's appearance is to write new style rules that override the invite widget's styles and append these "override rules" in a separate stylesheet. Override rules are written against widget CSS class names and must appear in the source order after your theme stylesheet; since styles are read in order, the last style rule always takes precedence. By maintaining override styles in a separate file, you can customize the widget styles as much or as little as you'd like and still preserve the ability to easily upgrade the widget files as needed and simply overwrite your existing theme stylesheet, knowing that your override rules remain intact. Override rules can be listed in a dedicated stylesheet for overriding default website styles, or if you prefer to limit the number of files linked to your pages (and therefore limit the number of requests to the server), append override rules to the master stylesheet for your entire project.

To see exactly what you can override, you can use the developer tools that are commonly found in most modern web browsers. Currently, the Web Engagement CSS selector is not documented and there is no guarantee for backward compatibility for future versions of the invite widget.

Customization Examples

Change subject, message, buttons caption

```
<div title="New Subject" class="gpe-helper-hidden gpe-dialog">
  <div class="gpe-branding-logo"></div>
  <div class="my-message-content">
    <span>New Message</span>
  </div>
</div>
```

Change colors (message, subject, background, and so on)

For example, if you want to change the dialog style to red colors, you can add these styles to your page:

```
<style>
  .gpe-dialog .gpe-dialog-titlebar {
    background-color: red;
  }
  .gpe-dialog .gpe-button-text {
    color: red;
  }
</style>
```

Or message color:

```
<style>
  .gpe-dialog .message-content {
    color: blue;
    background-color: red;
  }
</style>
```

Or inline customization:

```
<div title="Chat" class="gpe-helper-hidden gpe-dialog">
  <div class="gpe-branding-logo"></div>
  <div class="message-content" style="color: #ffcc00; background-color: #0066ff "></div>
</div>
```

Invite Size

To change the size (width and height) of the invite widget, you can use following snippet:

```
<style>
  .gpe-dialog {
    width: 300px !important;
    height: 200px !important;
  }
</style>
```

Branding Logo

To customize the branding logo, you can use the CSS class "gpe-branding-logo". By default, the **invite.html** file uses an embedded image resource with a Data URI Scheme (http://en.wikipedia.org/wiki/Data_URI_scheme) in base64 format:

```
<div class="gpe-branding-logo" style="
  background-image: url(data:image/png;base64,iVBORw0KGgoAAAAN ... AAASUVORK5CYII=);
">
```

To customize the logo, you can generate the same base64 data code for your own image with the generator (<http://base64converter.com/>).

Alternatively, you can just use CSS:

```
<div class="branding-content" style=" background-image:url('myLogo.png'); "></div>
```

Business Logic

The **invite.html** file includes functions that you can change or replace for **second- or third-party media integration**:

- `init()`
- `startChat()`
- `startCallback()`
- `sendInviteResult()`
- `onAccept()`

Generally, you will need to work inside the `startChat()` or `startCallback()` functions, but you can also make additional changes in other functions. For example, if you need to integrate another type of media besides chat or callback, you can use `onAccept()` to extend the number of medias the invite supports. You must also be sure to make any necessary changes in the **Engagement Logic Strategy**.

Customization Examples

- **Integration with Second- and Third-Party Media - Examples**

Notification Service

The Notification Service is used to pass data to the invitation from the server. By default, data is composed in the **engage.workflow** of the **Engagement Logic Strategy** (**apps/application name/_composer-project/WebEngagement_EngagementLogic/Workflows/engage.workflow**).

You can use predefined commands in the **Notification Service REST API** to show your own invitation — particularly, **gpe.callFunction** and **gpe.appendContent**.

Customization Examples

- **Notification Service REST API - Using the API to Customize Widgets**

Localization

You can localize the invite by using the **Notification Service REST API**. Use the **subject**, **message**, **acceptBtnCaption** and **cancelBtnCaption** options to set specific text for the invite widget.

Chat Widget

Overview

The chat widget provides the main chat functionality for Genesys Web Engagement. It's a versatile widget that can be customized through the [Chat Service JS API](#) and the [Chat Widget JS API](#).

Customization

There are three different customization types available for modifying the chat widget UI: Template-based, CSS-based, and JavaScript-based. Using these customization types, you can do any of the following:

- modify the structure of the widget
- add content
- add CSS classes
- modify the style (including the logo and buttons)
- use JavaScript UI hooks to modify the widget

For details about the customization types and how you can use them, see [Customizing the User Interface](#), part of the Chat Widget JS API.

You can also use the [Chat Service JS API](#) to build your own chat widget and control chat sessions. Before creating your own chat widget, be sure to review the default chat widget — it's highly customizable through the [Chat Widget JS API](#), and it also provides access to the same Chat Service JS API.

Localization

You can use the `startChat` and `restoreChat` methods of the [Chat Widget JS API](#) to enable localization for the chat widget. For details and step-by-step instructions, see [Localization](#).

Callback Widget

Overview

The callback widget is represented by the **callback.html** file. The callback widget can only be used only in separate window mode and is currently not supported in embedded mode (like chat). The HTML file, by default, has all the required dependencies embedded to avoid extra requests to the server.

The **callback.html** file has three code sections:

- Initial HTML Section
- JavaScript Third-party Libraries (dependencies) Section
- JavaScript Invitation Business Logic Section

Customization

There are three main ways you can customize the callback widget:

- HTML/CSS — You can edit the HTML/CSS of your page or the **callback.html** file.
- Notification Service — You can change the JavaScript configuration through the [Notification Service REST API](#).
- You can build your own version of the callback widget. The default callback widget is an example of a custom-built widget.

HTML/CSS

Important

In the paragraphs below, Genesys assumes that you have basic knowledge of CSS and HTML technologies.

If you need to change the basic style of the callback widget (color, company logo, size) Genesys recommends that you use the HTML/CSS approach.

By default, the callback widget also contains all of the CSS needed for rendering. You can override any of the default styles by adding a `<link>` or `<style>` tag with your own CSS rules for the callback widget.

To check which CSS you can override, you can use developer tools that are commonly found in most modern web browsers. Currently, the Web Engagement CSS selector is not documented and there is no guarantee for backward compatibility for future versions of the callback widget.

Customization Examples

Change color scheme

For example, you change the color scheme by adding the following CSS style section to the **callback.html** file:

```
<style>
  .callback-content{
    color:green
    background-color:#E1E2E3
  }
</style>
```

Note that by default we use embedded resources for **callback.html**. All scripts, style sheets, images are embedded.

Branding Logo

To customize the branding logo, you can use the CSS class "branding-content". By default, the **callback.html** file uses an embedded image resource with a Data URI Scheme (http://en.wikipedia.org/wiki/Data_URI_scheme) in base64 format:

```
<div class="branding-content" style="
  background-image: url(data:image/png;base64,iVBORw0K ... GK5CYII=);
"></div>
</div>
```

To customize the logo, you can generate the same base64 data code for your own image with the generator (<http://base64converter.com/>).

Alternatively, you can just use CSS:

```
<div class="branding-content" style=" background-image:url('myLogo.png'); "></div>
```

Notification Service

The Notification service is used to pass data to the invitation from the server. By default, data is composed in the **engage.workflow** of the **Engagement Logic Strategy (apps/application name/_composer-project/WebEngagement_EngagementLogic/Workflows/engage.workflow)**.

You can use predefined commands in the **Notification Service REST API** to show your own callback widget — particularly, **`gpe.callFunction`** and **`gpe.appendContent`**

Customization Examples

Change the page size and position

You can use the Notification Service to set the callback size and position. For example, you could use the **`gpe.setVariable`** method to add a global variable, called **`com.genesyslab.gpe.invite.data`**, with a value of callbackPage which includes the modified page size and position:

```
var notification_message = [
  {
    'page': event.pageID,
    'channel': 'gpe.setVariable',
```



```

    'data': {
      'variable': 'com.genesyslab.gpe.invite.data',
      'value': {
        callbackPage: {
          pageWidth: 320,
          pageHeight: 380,
          pageTop: 150,
          pageLeft: 150
        }
      },
    },
  },
},
{
  'page': event.pageID,
  'channel': 'gpe.appendContent',
  'data': {
    'url': '/frontend/resources/invite.html'
  }
}
];

```

Other examples

- [Notification Service REST API - Using the API to Customize Widgets](#)

Localization

The callback widget localization uses the [jQuery Localize](#) approach. A localization file for each language is represented by the JSON file, which contains one or more key-value pairs. The keys correspond to the HTML template.

Enable Localization

1. Open the Web Engagement installation folder and navigate to the ***application name_composer-projectWebEngagement_EngagementWidgets\locale*** directory. This folder contains the localization resources:
 - ***callback-lang.json*** for the callback invite.
2. To add a new supported language *lang* for these widgets, where ***lang*** is the short locale name of the language (en, fr, ru, and so on) or the full locale name in IETF (en-US, fr-FR), follow these steps:
 - Create a copy of the ***name of the widget-en.json*** locale file.
 - Rename it to: ***name of the widget-lang.json***.
 - Edit ***name of the widget-lang.json*** and replace all the text values with your translations.
 - Save.
3. To deploy these localization files:
 - Stop the Web Engagement Servers.
 - [Build your application](#).

- [Deploy your application.](#)
- [Start the Web Engagement Servers.](#)

4. Change instrumentation to use the new language. Use the "languageCode" option in the [Tracker Script](#).

Example of Localization File (**callback-en.json**)

The JSON file might contain any of the fields listed below. Fields that are not present are taken from the built-in default localization.

```
{
  "windowTitle"      : "Genesys Web Callback",
  "firstName"         : "First name:",
  "lastName"          : "Last name:",
  "phone"             : "* Phone:",
  "required"          : "is a required field.",
  "callMe"            : "Call Me",
  "cancel"            : "Cancel",
  "message"           : "Our representative will call you in a few minutes.",
  "message1"          : "Please enter your contact details and click Call Me",
  button.",
  "message2"          : "Next available customer representative will call you",
  shortly.",
  "messageFailCallback" : "Callback is not available now. Try again later.",
  "yourPhone"         : "Your phone number is",
  "validationPhoneRequired" : "Phone number is required!",
  "validationPhoneWrong" : "Phone number format +1(234)567-8910",
  "validationNameWrong" : "Need more than 2 characters"
}
```

Building and Deploying an Application

Complete the procedures on this page after you have **created** and **customized** your Genesys Web Engagement application.

Building your Application

After you complete this procedure, your application's .war files are created in sub-directories of the <GWE_installation>\apps\<your_application_name> folder.

Start

1. Navigate to the installation directory for Genesys Web Engagement and open a new console window.
2. Use the build script (build.bat on Windows and build.sh on Linux) to build your application:

```
build <your_application_name>
```

End

The script builds .war files used for deployment. If the build is successful, the console output displays a BUILD SUCCESSFUL messages at run-time, and the .war files are created in the sub-directories:

- <GWE_installation>\apps\<your_application_name>\backend\target\backend.war
- <GWE_installation>\apps\<your_application_name>\frontend\target\frontend.war

In addition, a new map.xml file is created in the <GWE_installation>\apps\<your_application_name>\proxy\target\ directory.

Next Steps

- [Deploying your Application](#)

Deploying your Application

Warning

You must only deploy an application when the GWE servers are **not** running.

Prerequisites

- Your build was successful. If your build fails due to errors, try to fix them, then rebuild. You can neither

deploy nor start your Web Engagement servers if the build is not successful.

Start

1. Navigate to the installation directory for Genesys Web Engagement and open a new console window.
2. Use the deploy script (deploy.bat on Windows and deploy.sh on Linux) to build your application:

```
deploy <your_application_name>
```

End

The deploy script copies files to the appropriate locations. If the deploy is successful, the script output displays a BUILD SUCCESSFUL messages at run-time.

Warning

Do not deploy if errors occurred during the building step! See [Building your Application](#).

Next Steps

- [Starting the Web Engagement Servers](#)

Starting the Web Engagement Servers

If you have **created**, **built**, and **deployed** your application, you can start the Web Engagement Frontend and Backend Servers from either Genesys Administrator or the `start.bat` script.

Start

To start your servers from Genesys Administrator:

1. Navigate to **Provisioning > Environment > Applications**.
2. Select the Web Engagement Frontend and Backend servers.
3. Click **Start applications** in the **Runtime** panel.

To start your servers using the provided **start** script (**start.bat** on Windows and **start.sh** on Linux):

1. Navigate to the Web Engagement installation directory and launch a console window.
 - For Windows, type: `start.bat`
 - For Linux, type: `start.sh`

End

The Web Engagement Frontend and Backend servers are started.

Next Steps

- [Deploying a Rules Package](#)

Deploying a Rules Package

Creating a rules package is the final step before you are ready to test your new application. Refer to the [Application Development Tasks](#) for details about the previous steps.

Rules are mandatory for managing actionable events generated from the System and Business event flows submitted by the Browser Tier. To add rules, you must create a package and then a set of rules. For details about rules, refer to the [Genesys Rules System documentation](#).

After completing the steps on this page, the rules are deployed to the Frontend Server (in a [Standalone deployment](#)) or servers (in a [Clustering deployment](#)).

Complete the following steps to create and deploy a rules package:

1. If you need to map your rules to a particular domain, review [Multi-Package Domain Oriented Rules](#).
2. [Creating a Rules Package](#)
3. [Creating Rules in the Rules Package](#)
4. [Deploying the Rules Package](#)

Multi-Package Domain Oriented Rules

As of version 8.1.2, Genesys Web Engagement supports multi-package domain oriented rules. You can map your rules package to a particular domain by reversing the domain zone in the name of the rules package. For example, the `blog.genesys.com` domain would have a rules package called `com.genesys.blog`.

You can have multiple rules packages on the same server at the same time. New rules packages (with a different package name) that are deployed do not rewrite the current rules, but are instead added to the current rules set. When the existing rules package is deployed, it rewrites selected package rules in the current rules set.

This domain mapping is applied hierarchically - the "root" domain is processed by the "root" package and the sub-domain is process by the sub-package and all parent packaged (including "root").

For example, your website contains the following sub-domains:

- `genesys.com`
- `blog.genesys.com`
- `communication.genesys.com`
- `personal.communication.genesys.com`

And you have the following rules packages:

- `com.genesys`

- com.genesys.blog
- com.genesys.communication
- com.genesys.communication.personal

The rules packages are processed as follows:

Domain	com.genesys	com.genesys.blog	com.genesys.communication	com.genesys.communication.personal
genesys.com	+	-	-	-
blog.genesys.com	+	+	-	-
communication.genesys.com	-	+	+	-
personal.communication.genesys.com	-	+	+	+

Important

This feature is turned off by default. You can turn on domain separation rule execution on the specified Frontend server by setting the `cep.domainSeparation` option to `true`.

Creating a Rules Package

Complete the steps below to create the rules package associated with your Web Engagement application. This procedure is an example of how to create a rules package. For further information about creating rules, refer to the [Genesys Rules System Deployment Guide](#).

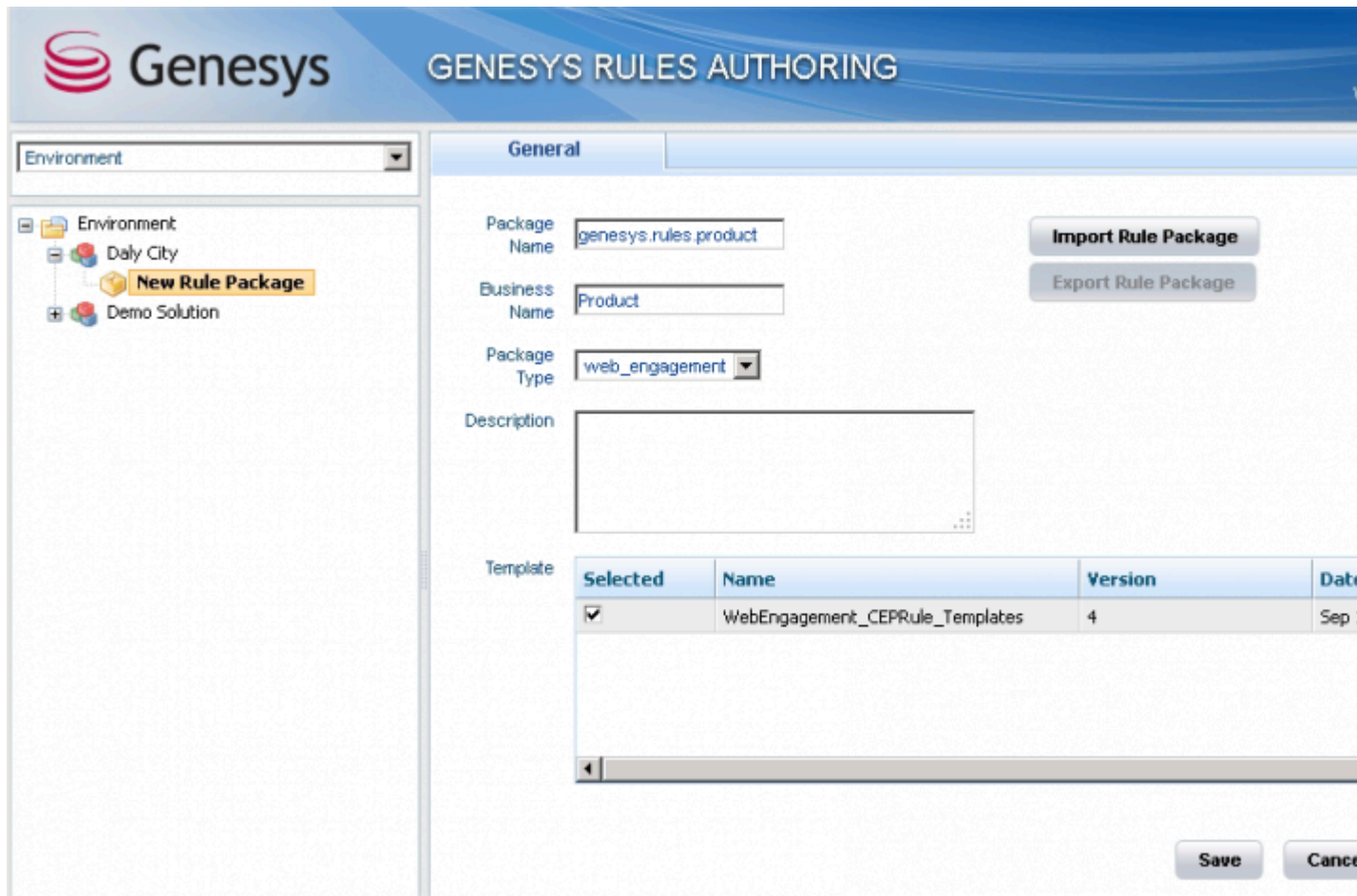
Prerequisites

- Your environment includes Genesys Rules Authoring Tool. See [Genesys environment prerequisites](#) for compliant versions.
- [Roles are configured to enable your user to create rules.](#)

Start

1. Open the Genesys Rules Authoring Tool and navigate to Environment > Solution > New Rule Package.
2. In the General tab:
 - Enter a Package Name. For example, myproject.rules.products.
 - Enter a Business Name. For example, Products.
 - Select web_engagement for Package Type. WebEngagement_CEPRule_Templates appears in the Template table.
 - Optionally, you can enter a Description.

3. Select WebEngagement_CEPRule_Templates in the Template table.



GWENewPackageGRA.PNG

4. Click Save.

End

Creating Rules in the Rules Package

Prerequisites

- [Creating a Rules Package](#)

Start

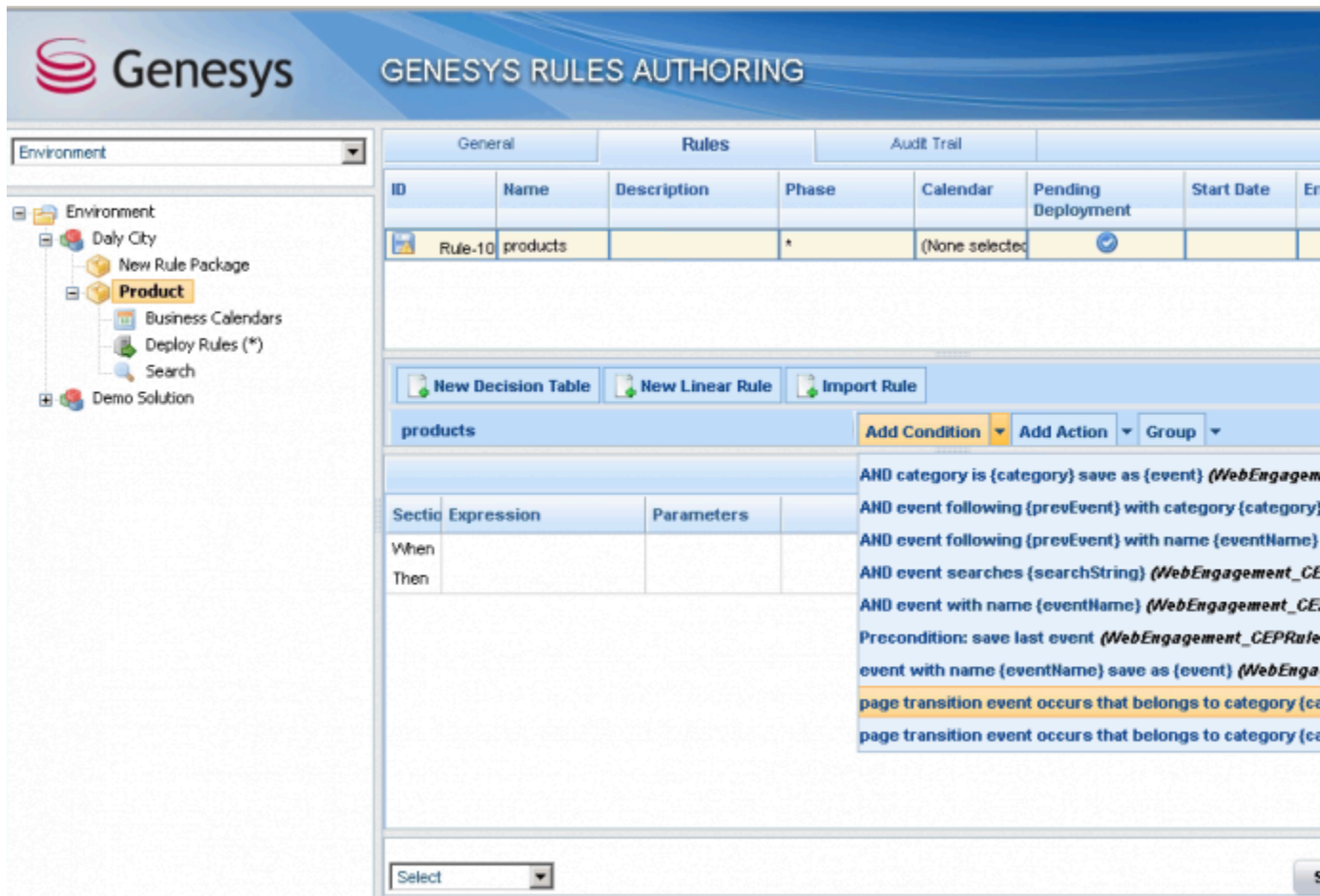
1. In Genesys Rules Authoring Tool, select the rules package you created in the previous procedure.
2. Select the Rules tab.
3. Click New Linear Rule. This creates a new rule in the Rules table.

4. Select the created rule:

- Enter a Name. For example, Products.
- Enter a Phase. The list of rule phases can be modified by changing the values of the Phases enumeration in the CEP Rules Template. The default value is *.

5. Click Add Condition:

- Scroll down to select a condition. For example, page transition event occurs that belongs to category, which launches the actionable event any time that a user enters or leaves a page on your website.



Select your rule's condition.

- Select a category in Parameters. For example, Products. The Parameters list displays the categories that you previously created.

Section	Expression	Parameters
When		
	page transition event on	{category}
Then		Products {category}

Set the condition's parameters.

- Click Add Action and select an action in the list. For example, generate actionable event.
- Click Save . . .
You can create as many rules as you need in your rules package.

End

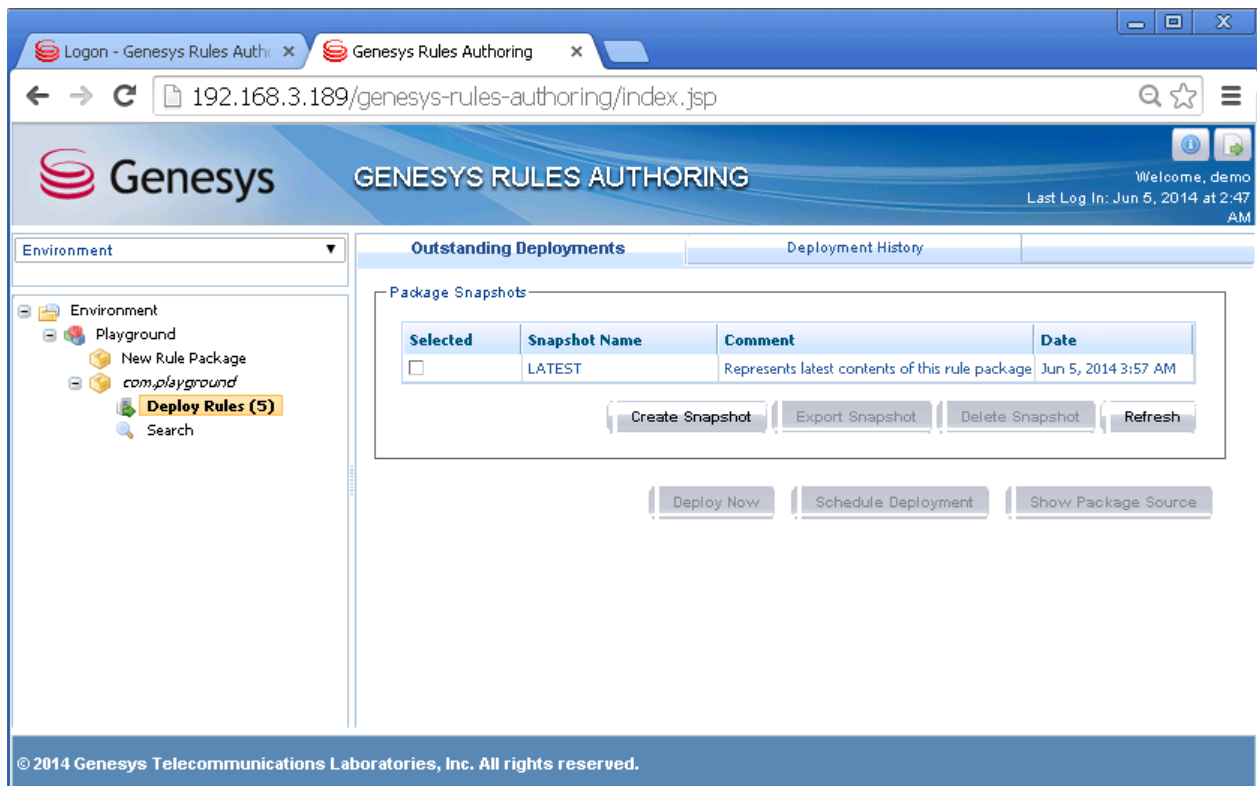
Deploying the Rules Package

Prerequisites

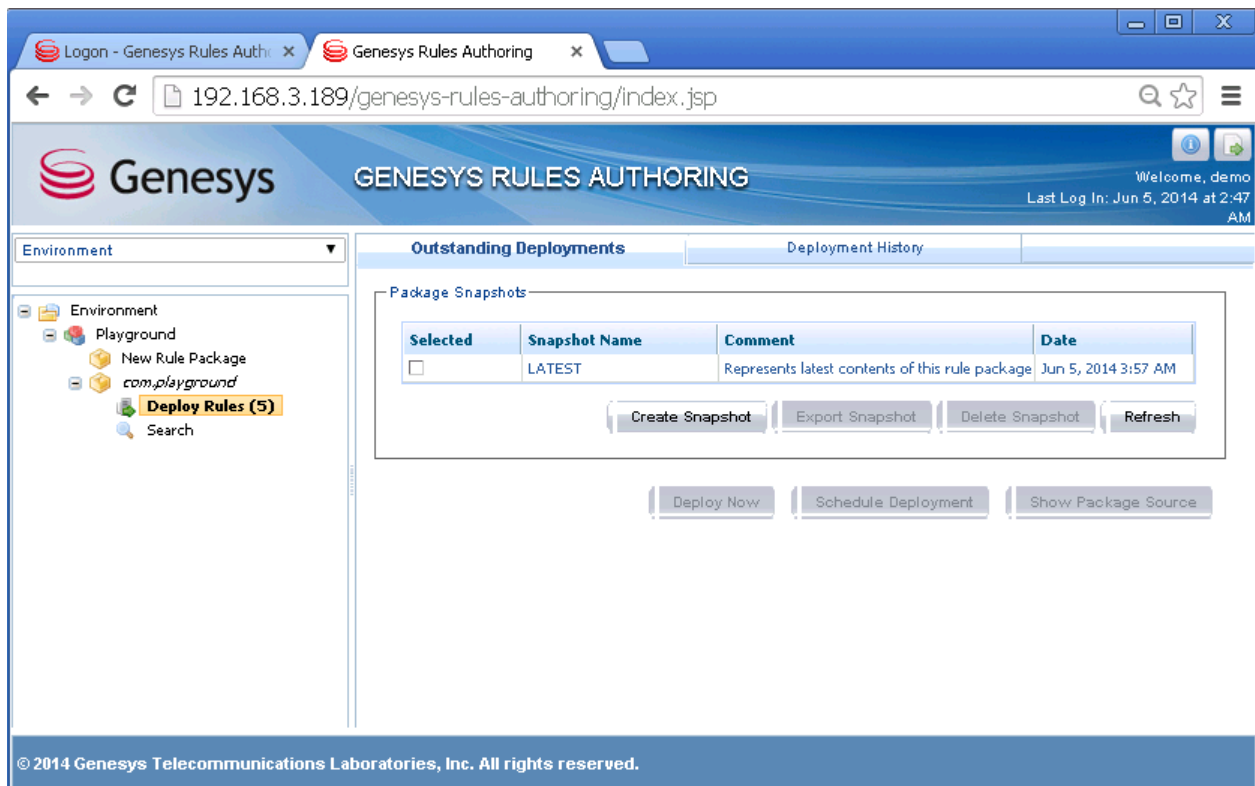
- You started the Web Engagement servers.

Start

- In Genesys Rules Authoring Tool, navigate to **Solution > your rules package > Deploy Rules**.



2. Select the checkbox next to your rules package in the Package Snapshots section.
3. Click **Deploy Now**. The **Deploy** window opens.
4. Select your Genesys Web Engagement Server for the **Location**.



5. Click **Deploy**. The rules package is deployed to the Web Engagement system.

End

Next Steps

- If you are following the [Standalone deployment scenario](#), you can [test your application with the GWM Proxy](#).

Testing with GWM Proxy

The GWM Proxy is a development tool, which enables you to test your application without adding the JavaScript tracking code to your website. Once you have configured this proxy, you can launch it and start the Genesys Web Engagement servers to start testing your application by emulating a visit on your website. In a few clicks, without modifying your website, Genesys Web Engagement features will show up on a set of web pages, according to the rules and categories that you created.

There are two proxy tools available in the Genesys Web Engagement installation: Simple and Advanced. See the appropriate tabs below for details and configuration information.

Simple GWM Proxy

To use the Simple GWM Proxy, you must first complete a few procedures to configure the tool and your web browser.

Getting the GWM Proxy Port

Complete this procedure to retrieve the GWM Proxy port, which you will need later when you configure your web browser.

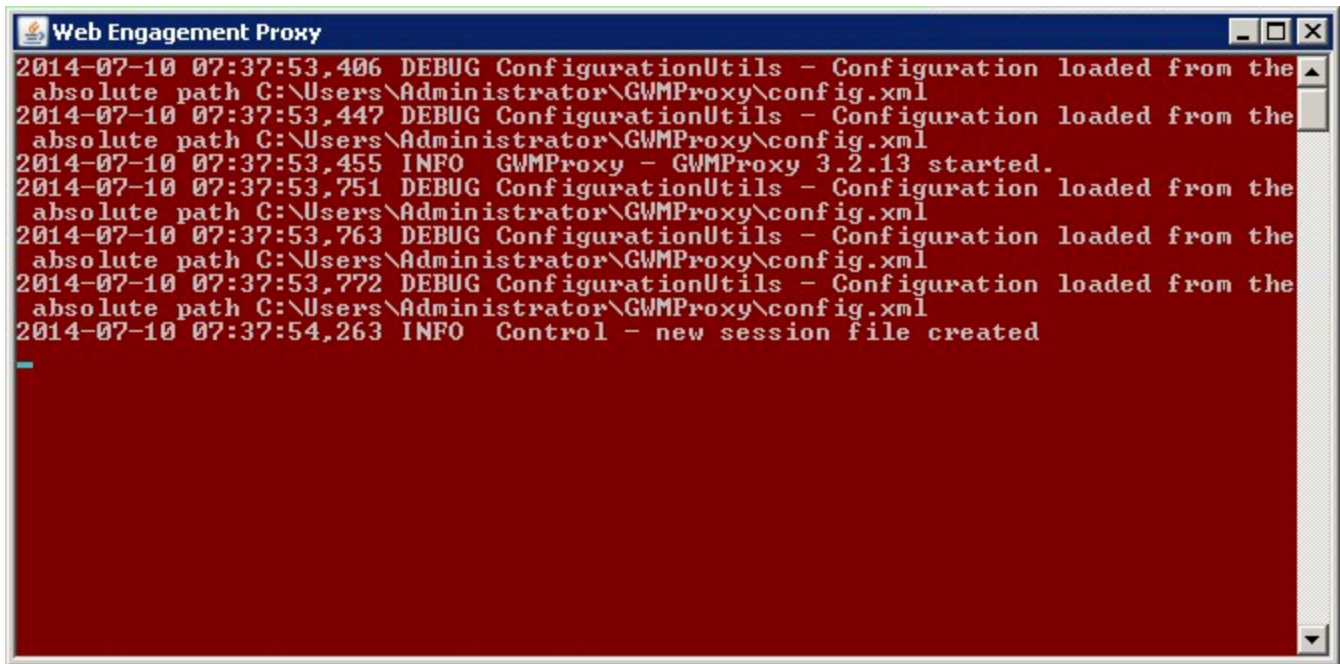
Start

1. Navigate to **C:\Users\current user\GWMProxy**.
If this folder does not exist, navigate to your Web Engagement installation directory and launch **servers\proxy\startserver.bat** (on Windows) or **servers\proxy\startserver.sh** (on Linux). The **GWMProxy** folder appears automatically.
2. Edit **config.xml** and find the **<proxy>** tag.
3. Check that the value of the **<ip>** tag is set to your host IP address.
Note: You cannot use 127.0.0.1 or localhost for this value.
4. Note the value of the **<port>** tag (usually 15001).
5. Save your changes.

End

Starting the Proxy

Navigate to your Web Engagement installation directory and launch **servers\proxy\startserver.bat** (on Windows) or **servers\proxy\startserver.sh** (on Linux). The Simple GWM Proxy starts.



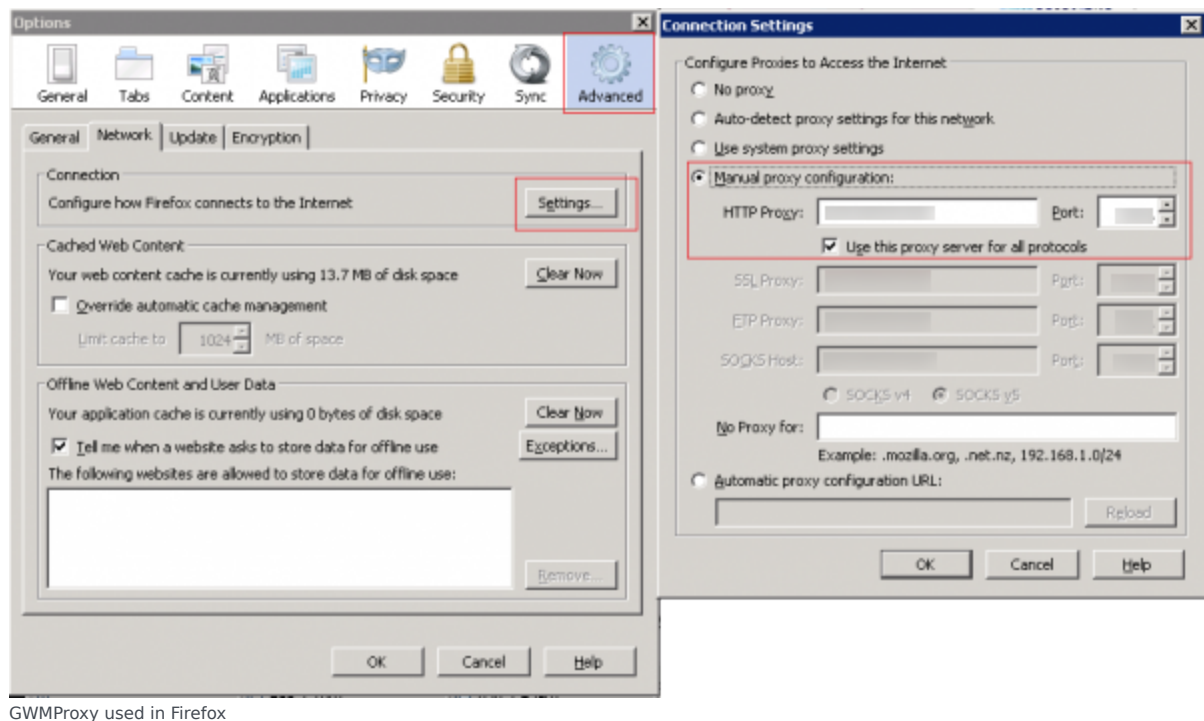
The Simple GWM Proxy

Setting Up your Web Browser

Configure your web browser to use the Simple GWM Proxy.

Start

1. Start your web browser.
2. Open your Internet settings. For instance, in Mozilla Firefox, select **Tools > Options'**. *The Options* dialog window appears.
3. Select **Advanced'**, and *in the* **Network** tab click **Settings...** The **Connection Settings** dialog windows appears.
4. Select the **Manual proxy configuration** option:
 - Enter your host IP address in the **HTTP** proxy text box.
 - Enter the port used by the GWMProxy in the **Port** text box. This is the value you retrieved in "Getting the GWMProxy Port".
 - Select the option **Use this proxy server for all protocols**.



GWMProxy used in Firefox

5. Click **OK**. Now your browser is set up for the GWM Simple Proxy. To use the proxy, all you need to do is navigate to the site where you want the proxy to inject the Web Engagement instrumentation script and browse through the web pages.

End

Modifying the Script in the GWM Proxy (Optional)

You can edit the **map.xml** file in the **/tools/proxy** directory to customize the code injected in the HTTP response retrieved through the proxy.

To do this, add your code under the **<content></content>** element with CDATA masking.

If you want to browse a secure domain, insert your code under **<secure><content>...</content></secure>** elements; otherwise, use the **<simple><content>...</content></simple>** element.

In the root **<map>** tag, the "replace" attribute uses regular expressions to specify where the code must be injected. For instance, the string "%s </head>" means that the "%s" code must be added before the "</head>" tag.

Important

Do not forget to restart GWM Proxy after making modifications to the **map.xml** file so

that your changes will take effect.

Here is an example of a modified **map.xml** file that injects the DSL code in the HTTP response.

```
<?xml version="1.0"?>
<mapping>
  <map replace="%s </head>" domains="genesyslab.com;www.genesyslab.com;www-
ssl.genesyslab.com;">
    <simple>
      <content>
<![CDATA[
<script>
      var _gt = _gt || [];
      _gt.push(['config', {
        dslResource:      ( 'https:' == document.location.protocol ?
'https://demosrv:8443' :
        'http://demosrv:8081') + '/frontend/resources/dsl/domain-model.xml',
        httpEndpoint:      'http://demosrv:8081',
        httpsEndpoint:      'https://demosrv:8443'
      }]);

      var _gwc = {
        widgetUrl: ( 'https:' == document.location.protocol ?
'https://demosrv:8443' :
        'http://demosrv:8081') + '/frontend/resources/chatWidget.html'
      };

      (function(gpe, gwc) {
        if (document.getElementById(gpe)) return;
        var s = document.createElement('script'); s.id = gpe;
        s.src = ( 'https:' == document.location.protocol ?
'https://demosrv:8443' :
        'http://demosrv:8081') + '/frontend/resources/js/build/GPE.min.js';
        s.setAttribute('data-gpe-var', gpe);
        s.setAttribute('data-gwc-var', gwc);
        (document.getElementsByTagName('head')[0] ||
document.body).appendChild(s);
      })('_gt', '_gwc');
</script>
]]>
      </content>
    </simple>
  </map>
</mapping>
```

Advanced GWM Proxy

The Advanced GWM Proxy is based on the [OWASP Zed Attack Proxy Project](#) (ZAPProxy). In addition to acting as a proxy, the Advanced GWM Proxy also provides a UI and validates vulnerabilities in your website at the same time.

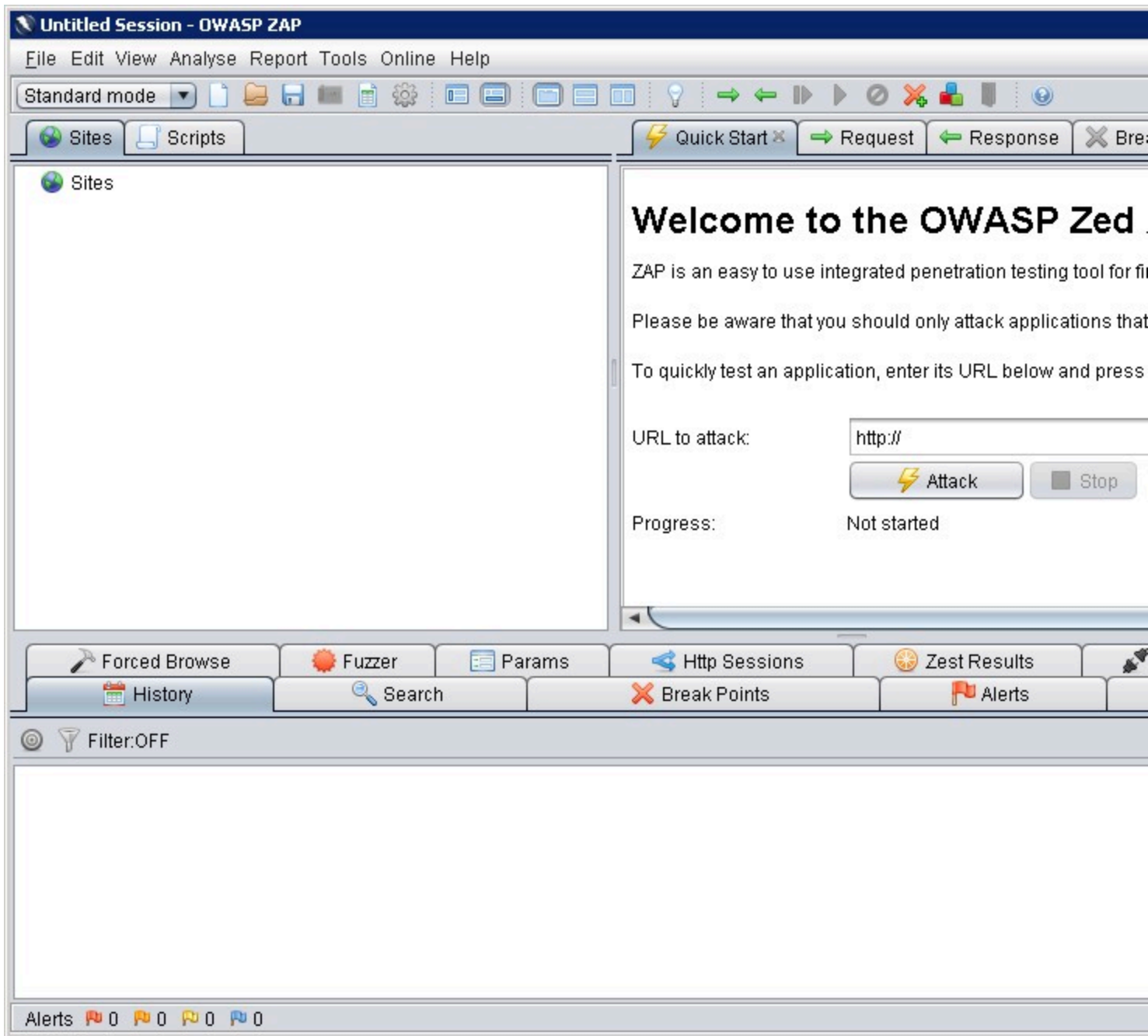
Important

While Genesys Web Engagement requires a minimum of Java version 1.6, the Advanced GWM Proxy requires **JDK 1.7 or higher**.

To use the Advanced GWM Proxy, you must first complete a few procedures to configure the tool.

Starting the Proxy

Navigate to your Web Engagement installation directory and launch **servers\proxy2\zap.bat** (on Windows) or **servers\proxy2\zap.sh** (on Linux). The proxy starts.



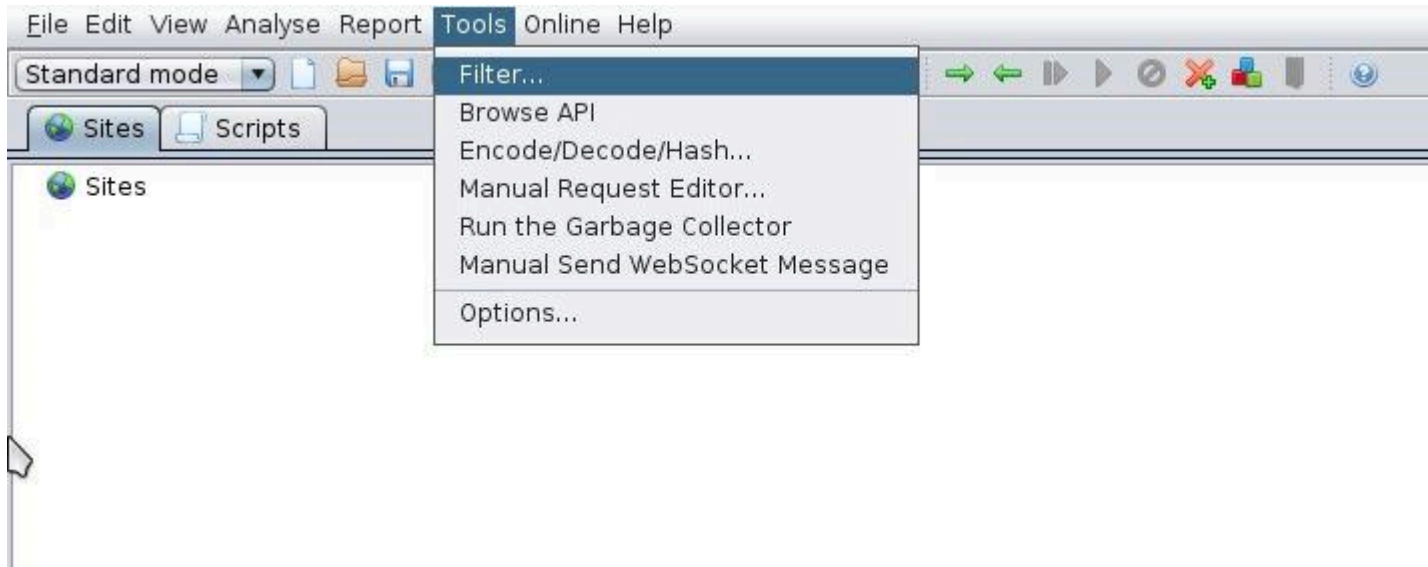
The Advanced GWM Proxy

Configuring the Proxy

Once the proxy is running, you can configure it using the GUI.

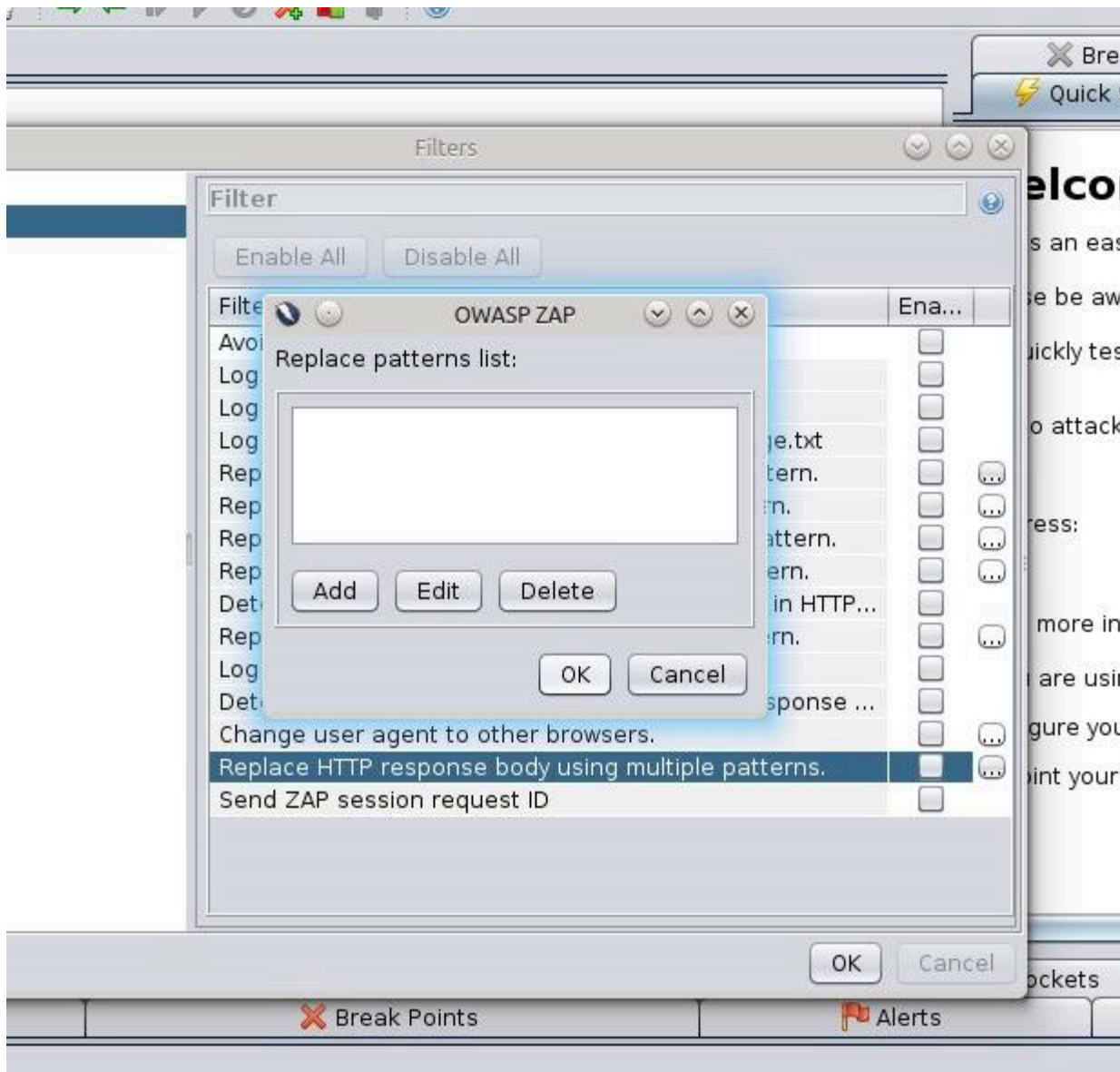
Start

1. Open **Tools > Filter...**



Select the Filter menu item.

2. In the list of filters, select **Replace HTTP response body using multiple patterns** and click ... to edit the filter.



Select the filter.

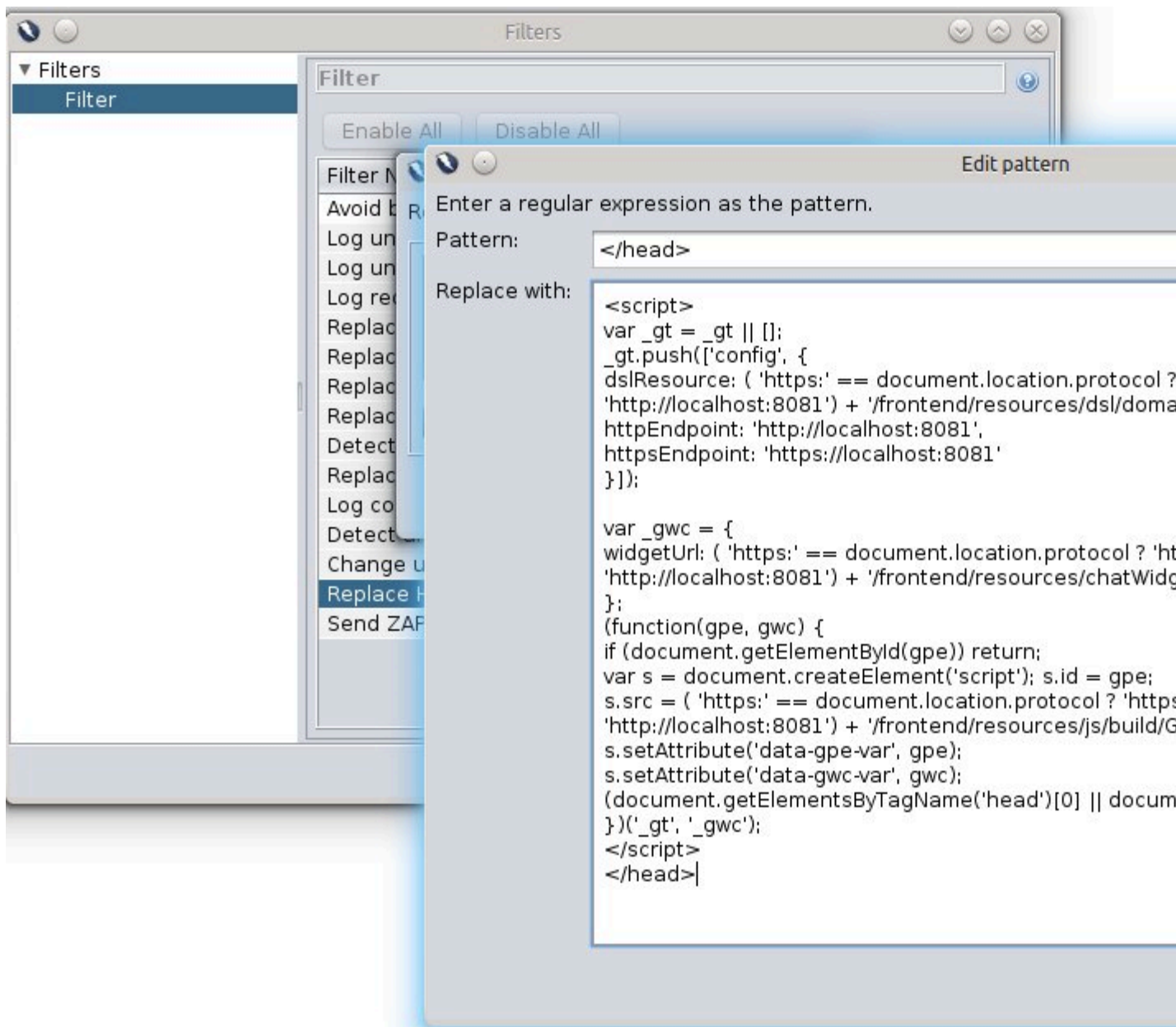
3. Click **Add** and enter the following information:

- Pattern - `</head>`
- Replace with -

```
<script>
var _gt = _gt || [];
_gtag.push(['config', {
  dslResource: ( 'https:' == document.location.protocol ? 'https://localhost:8081' :
    'http://localhost:8081') + '/frontend/resources/dsl/domain-model.xml',
  httpEndpoint: 'http://localhost:8081',
  httpsEndpoint: 'https://localhost:8081'
}]);

var _gwc = {
```

```
widgetUrl: ( 'https:' == document.location.protocol ? 'https://localhost:8081' :  
'http://localhost:8081') + '/frontend/resources/chatWidget.html'  
};  
(function(gpe, gwc) {  
if (document.getElementById(gpe)) return;  
var s = document.createElement('script'); s.id = gpe;  
s.src = ( 'https:' == document.location.protocol ? 'https://localhost:8081' :  
'http://localhost:8081') + '/frontend/resources/js/build/GPE.min.js';  
s.setAttribute('data-gpe-var', gpe);  
s.setAttribute('data-gwc-var', gwc);  
(document.getElementsByTagName('head')[0] || document.body).appendChild(s);  
})('_gt', '_gwc');  
</script>  
</head>
```



Enter the pattern and text to replace it with

4. Click **OK** to save the pattern.

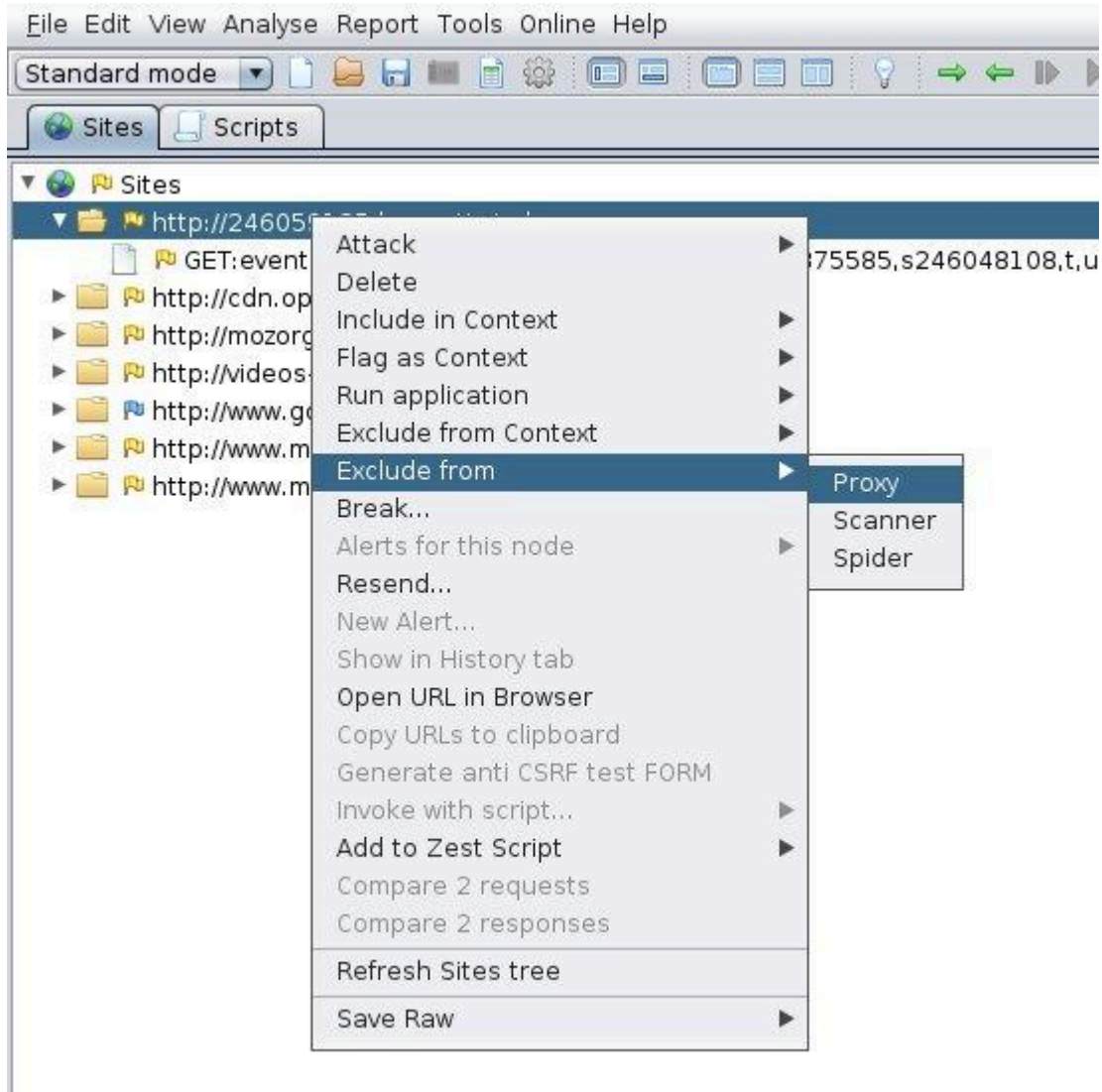
End

Configuring the URL Filter

Complete this procedure to use the GUI to configure URLs that the proxy should ignore.

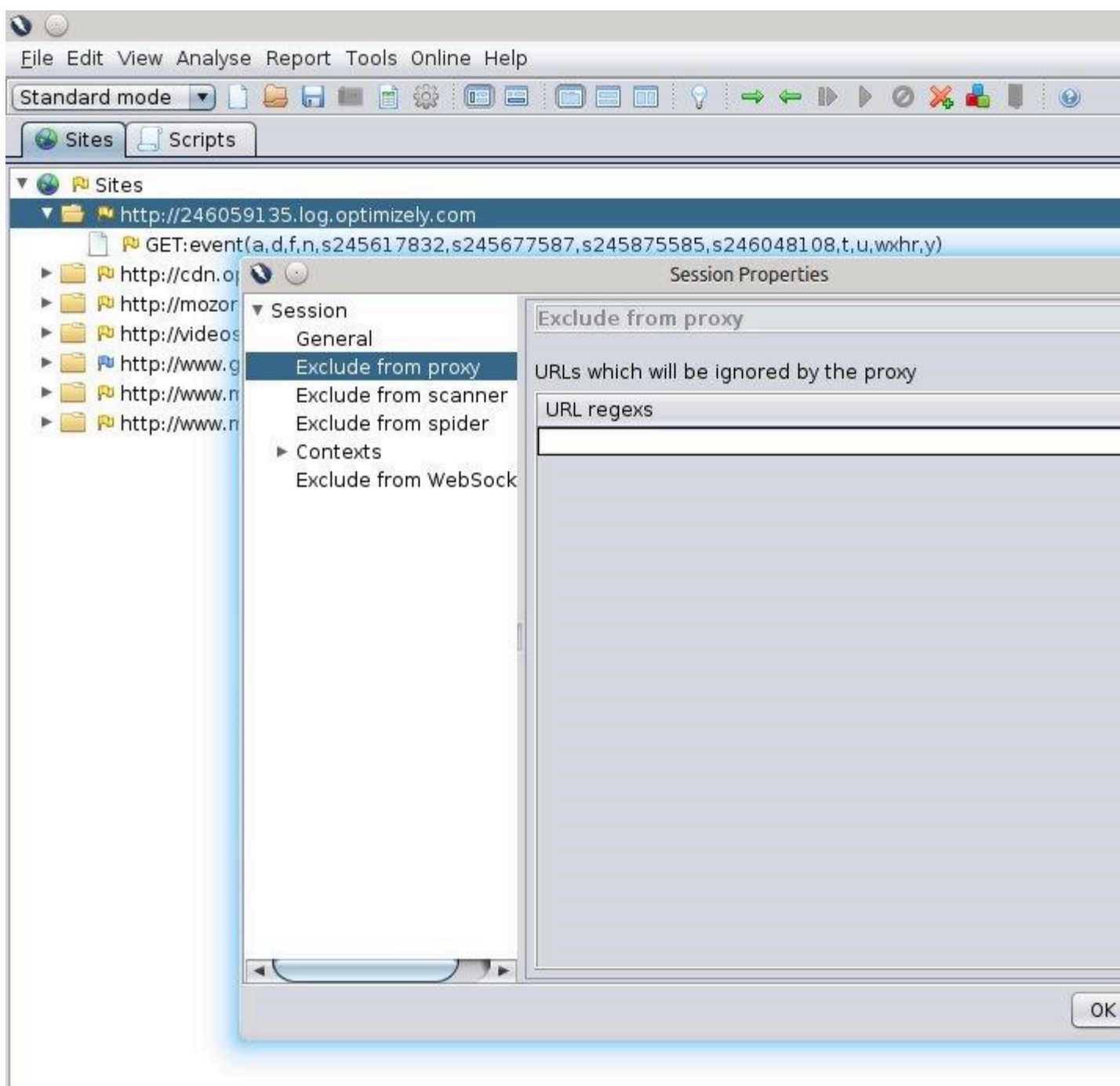
Start You can exclude a site in one of two ways:

- In the **Sites** tab, right-click on a site and select **Exclude from > Proxy**.



Select a site to exclude

- Select **File > Properties**. In the Session Properties window, select **Exclude from proxy**, add your URL, and click **OK**.



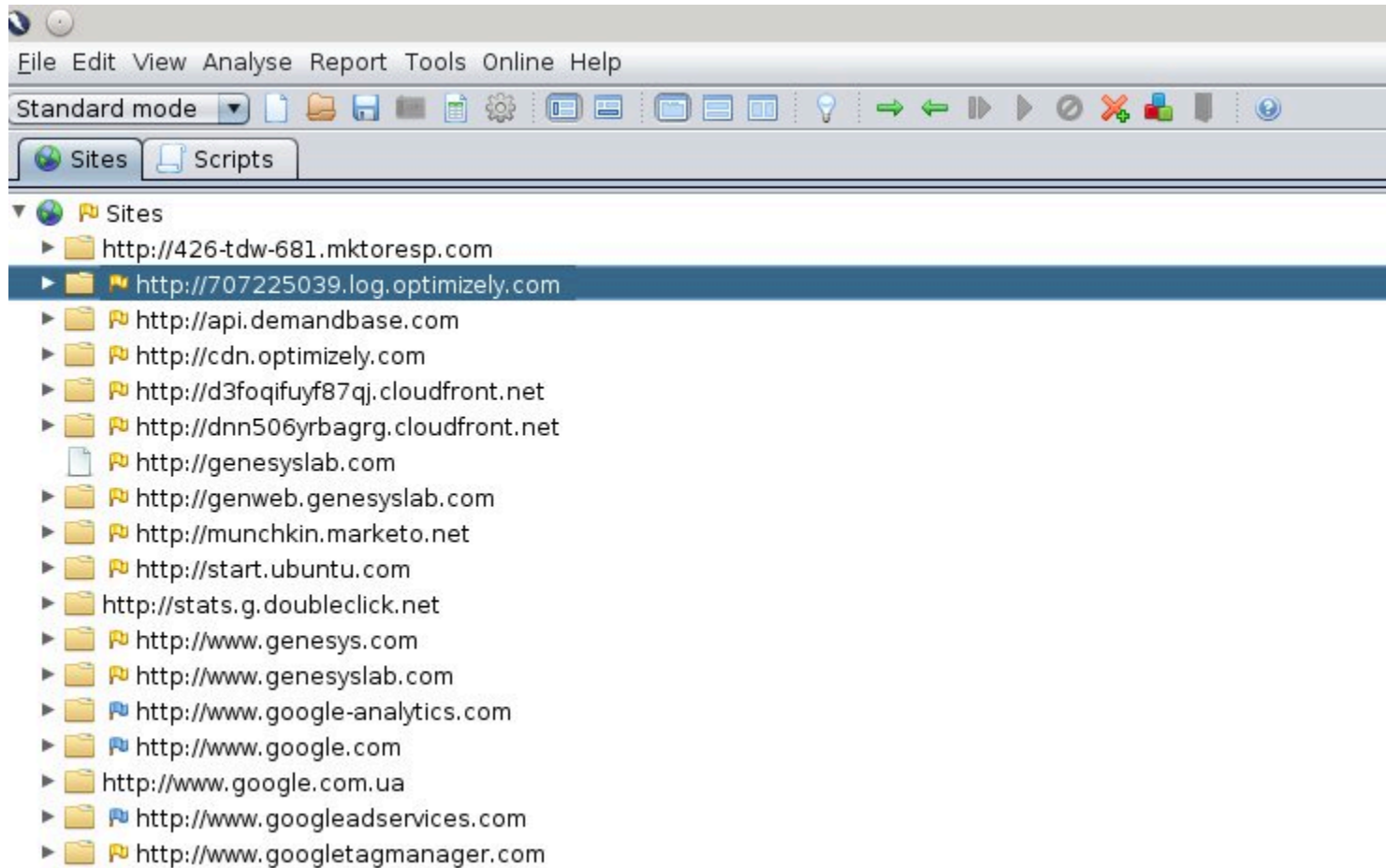
Enter a URL to exclude.

- If you want the proxy to remember the excluded URLs beyond the current session, select **File > Persist session...** and select a file to save your session.

End

Working with the Proxy

After you have configured the proxy, keep it open and open up a web browser. Now you can browse through your web pages that are instrumented with Genesys Web Engagement and they will be displayed in the **Sites** tab of the proxy GUI:



Your instrumented pages show up in the **Sites** tab

For more information about working with ZAPProxy, see https://www.owasp.org/index.php/OWASP_Zed_Attack_Proxy_Project

Security Testing with ZAPProxy

Genesys performs security testing with **OWASP Zed Attack Proxy** (ZAPProxy) to make sure the Genesys Web Engagement solution is invincible to known attacks.

ZAP Overview

The ZAProxy is an easy-to-use, integrated penetration testing tool for finding vulnerabilities in websites and web applications.

Among others, ZAProxy supports the follow methods for penetration security testing:

- [passive scan](#)
- [active scan](#)

Genesys uses both methods.

Passive Scan Overview

ZAP is an Intercepting Proxy. It allows you to see all of the requests made to a website/web app and all of the responses received from it. For example, you can see AJAX calls that might not otherwise be obvious.

Once set up, ZAP automatically passively scans all of the requests to and responses from the web application being tested.

While mandatory use cases for the application that is being tested are followed (either manually or automatically), ZAProxy analyzes the requests to verify the usual operations are safe.

Active Scan Overview

Active scanning attempts to find potential vulnerabilities by using known web attacks against the selected targets. Active scanning is an attack on those targets. ZAProxy emulates known attacks when active mode is used.

Through active scanning, Genesys Web Engagement is verified against the following types of attacks:

- **Spider attack** — Automatically discovers all URL links found on a web resource, sends requests, and analyzes results (including src attributes, comments, low-level information disclosure, and so on).
- **Brute browsing** (based on the Brute Force technique) — Systematically makes requests to find secure resources based on known (commonly used) rules. For example, backup, configuration files, temporary directories, and so on.
- **Active scan** — Attempts to perform a predefined set of attacks on all resources available for the web resource. You can find the default set of rules [here](#).
- **Ajax spider** — Automatically discovers web resources based on presumed rules of AJAX control (JS scripts investigation, page events, common rules, dynamic DOM, and so on).

Important

Requests to other web applications must be excluded from scanning in order to see a report for a particular web application.

Important

Web applications that are being tested should be started on the local box because some types of verification (like active scanning) can be forbidden by network administrators.

References

If you want to examine your website against vulnerabilities in a similar way, refer to the [OWASP Zed Attack Proxy Project](#) or [other documentation](#) to learn about how to perform security testing with ZAP.

Sample Applications

Genesys Web Engagement current includes the sample Playground application. It's a website and Genesys Web Engagement application solution that you can use to test and demonstrate Web Engagement's functional capabilities. The application is fully described in the [Genesys Web Engagement Quick Start Guide](#), which provides step-by-step instructions to help you quickly see Web Engagement in action using the Playground application.

Get Information About Your Application

After you have started your Web Engagement Frontend and Backend servers, you can explicitly request version information from the servers.

To get this information, you should send a GET HTTP request to the appropriate URL for the Frontend or Backend server.

Frontend Server

URL: `http(s)://<frontend_server_host>:<frontend_server_port>/frontend/about`

```
=====
Build info:
=====
```

```
Archiver-Version: Plexus Archiver
Build-Jdk: 1.6.0_27
Build-Number:
Build-Started-At: 20140618-0041
Built-By: prodalu
Created-By: Apache Maven 3.1.1
Implementation-Title: GPE Frontend server
Implementation-Vendor: Genesys Telecommunication Laboratories, Inc.
Implementation-Vendor-Id: com.genesyslab.webme.wme
Implementation-Version: 8.1.200.17
```

An example Frontend Server response

Backend Server

URL: `http(s)://<backend_server_host>:<backend_server_port>/backend/about`

Integrating Web Engagement and Co-browse with Chat

The Integrated JavaScript Application provides the functionality of Web Engagement monitoring, Co-browse, and Chat in one easy to configure JavaScript application, rather than using the individual applications for each component.

The Integrated JavaScript Application is a JavaScript file that contains the **Chat**, **Tracker**, and **Co-browse** JavaScript applications, as well as code for their integration.

The integration consists of the following:

- For Chat and Tracker: The **pageID** and **visitID** are automatically attached to the chat session's **userData** when the chat session is started (either via the "Live Chat" button or the Chat JS API).
- For Chat and Co-browse: The application automatically detects if the agent is connected via chat and, if yes, the agent automatically joins the Co-browse session when it is started.

The physical integrated application file, named **genesys.min.js**, contains the pre-integrated Chat, Tracker and Co-browse JavaScript applications.

Tip

Another form of the app (**gcb.min.js**) is only shipped as part of the Co-browse solution and contains pre-integrated Chat and Co-browse (no Tracker).

Important

To successfully integrate Chat and Co-browse when chat is configured to operate in "popup" mode, you must host **chatWidget.html** in the same domain as the website (subdomain is also possible).

To use the Integrated Application in your Web Engagement or Co-browse solution, review the information on this page and add the instrumentation snippet to your website, along with any necessary configuration (this can vary depending on your solution — see **Configuration** for details).

Instrumentation Snippet

Important

The JavaScript files are obfuscated and minified. You are not allowed to decompile and/or modify them. If you do, support can not be guaranteed. Instead, you can use the public JavaScript APIs and other documented methods to customize the functionality.

You can activate the integrated functionality on a website by inserting the following snippet before the closing `</head>` tag:

```
<script>(function(d, s, id, o) {
  var fs = d.getElementsByTagName(s)[0], e;
  if (d.getElementById(id)) return;
  e = d.createElement(s); e.id = id; e.src = o.src;
  e.setAttribute('data-gcb-url', o.cbUrl);
  fs.parentNode.insertBefore(e, fs);
})(document, 'script', 'genesys-js', {
  src: "<SERVER_URL>/genesys.min.js",
  cbUrl: "<COBROWSE_SERVER_URL>/cobrowse" // this line is required only if Co-browse is used
});</script>
```

This script asynchronously (which means the loading won't block your site performance) loads and executes the required JavaScript file.

You should only modify the following (except for the special case of changing global variable names, described below) lines:

- `src: "<SERVER_URL>/genesys.min.js"`, — This defines the **src** (the URL) of the script that is loaded and executed. You can load the script from the GWE Frontend Server, the Co-browse Server, or your own server:
 - To load the script from the Web Engagement Frontend Server, the URL format should be `http(s)://FRONTEND_HOST[:FRONTEND_PORT]/frontend/resources/js/build/genesys.min.js`
 - To load the script from the Co-browse Server, the URL format should be `http(s)://COBROWSE_HOST[:COBROWSE_PORT]/cobrowse/js/genesys.min.js`
 - To load the script from one of your own servers, use one of the above URLs to download the file and then copy it to your server. If you choose this option, make sure to configure the caching properly (see [Note on Caching](#) for details).
- `cbUrl: "<COBROWSE_SERVER_URL>/cobrowse"` — This line is only required if you use Co-browse. It defines the URL that is used by the Co-browse JavaScript to get and receive Co-browse-related data.

The Co-browse URL is also used by chat to connect to the Genesys infrastructure via the Co-browse server. If you remove it, make sure to configure the [serverURL](#) option for chat, otherwise chat will not work. Also, be sure to remove the trailing comma from the `src: "<SERVER_URL>/genesys.min.js"`, line so that your script looks like this:

```
<script>(function(d, s, id, o) {
  var fs = d.getElementsByTagName(s)[0], e;
  if (d.getElementById(id)) return;
```

```
e = d.createElement(s); e.id = id; e.src = o.src;
e.setAttribute('data-gcb-url', o.cbUrl);
fs.parentNode.insertBefore(e, fs);
})(document, 'script', 'genesys-js', {
  src: "<SERVER_URL>/genesys.min.js"
});</script>
```

Note on Caching

Important

If you choose to serve static resources (JavaScript) on your servers, you should implement the analogous caching strategy to achieve best performance and minimum traffic load.

All static resources (JavaScript in our case) are served with caching HTTP headers when loaded from the Web Engagement Frontend Server or Co-browse Server. Both servers use the combination of HTTP headers that lead to the following caching workflow:

- When the client (browser) receives the resource, it stores it on disk for a configured time interval.
- During this time interval, if the resource is requested, the browser loads it from disk without sending any requests to the server (which speeds up the initialization of the scripts).
- After the time interval expires, the browser requests the resource again from the server. Then
 - if the resource has not changed since the previous request, the server replies with an empty response with 304 Not Modified status, to minimize the traffic. The browser then caches the resource on disk for yet another configured time interval.
 - if the resource has changed since the previous request, the server replies with a new version of the resource. The browser, again, caches the resource on disk for a configured time interval.

The default time interval for both servers is 30 minutes.

Configuration

Configuration for the integrated application (except for Tracker, see [Configuring Tracker](#)) is stored as a JavaScript object assigned to a global **_genesys** variable. This variable should be accessible to **genesys.min.js** when it is loaded. So the entire instrumentation might look like this:

```
<script>
var _genesys = { /* configuration goes here */ };
</script>
<INSTRUMENTATION_SNIPPET>
```

Important

For backwards compatibility with previous versions of Co-browse, the name of the global configuration variable can also be **`_gcb`**. This is deprecated and may be discontinued in later versions, so it is recommended that you switch to **`_genesys`** now if you're using **`_gcb`**.

Disabling Services

You may encounter cases where you want to disable the Integrated Application and its services based on some specific criteria. In this case, you can use a global variable to enable or disable services.

For example, if we create a global `enableGenesys` variable, we can enable Genesys services on the page when it is set to `true` and disable services when the variable is set to `false`.

```
<script>
var enableGenesys = true; // or false
</script>
```

The configuration snippet would look like this:

```
var _genesys = {
  // custom options
};
if (!enableGenesys) {
  // overwrite cobrowse/chat options
  _genesys.chat = false;
  _genesys.cobrowse = false;
}
```

The idea is to disable a service by overriding its configuration with `false` when `enableGenesys` is `false`.

Changing the "`_genesys`" name

You can actually store the configuration in any global variable, **`_genesys`** is just the default convention. To tell the application that the configuration is stored in another variable, you have to modify the instrumentation snippet by adding a line there:

```
e.setAttribute('data-cfg-var', 'myCustomVariableName');
```

For example:

```
<script>
var _myCustomConfiguration =
  debug: true
};
</script>
<script>(function(d, s, id, o) {
  var fs = d.getElementsByTagName(s)[0], e;
  if (d.getElementById(id)) return;
  e = d.createElement(s); e.id = id; e.src = o.src;
  e.setAttribute('data-gcb-url', o.cbUrl);
  // Use _myCustomConfiguration variable as configuration (don't forget the quotes!);
  e.setAttribute('data-cfg-var', '_myCustomConfiguration');
  fs.parentNode.insertBefore(e, fs);
```

```
})(document, 'script', 'genesys-js', {  
  src: "<SERVER_URL>/genesys.min.js"  
  cbUrl: "<COBROWSE_SERVER_URL>/cobrowse"  
});</script>
```

Common Options

The following options are shared between services. They are shared by Chat and Co-browse. For Tracker, see [Configuring Tracker](#). These options can be set as direct properties of an object assigned to the `_genesys` variable:

```
var _genesys = {  
  <OPTION>: <VALUE>  
};
```

If an option is set as in the example above, the option will be *inherited* by both Chat and Co-browse. It is also possible to set an option for only one service or to set an option *globally* and override that option for a particular service.

Examples:

```
// Set the option for all services:  
var _genesys = {  
  <OPTION>: <VALUE>  
};  
  
// Set the option only for Chat:  
var _genesys = {  
  chat: {  
    <OPTION>: <VALUE>  
  }  
};  
  
// Set the option for all services, but override for Co-browse:  
var _genesys = {  
  <OPTION>: <VALUE_1>,  
  cobrowse: {  
    <OPTION>: <VALUE_2>  
  }  
};
```

debug

The debug option is set to false by default. To enable debug output to the browser console log, set it to true.

```
var _genesys = {  
  debug: true  
};
```

Important

This option is not valid for the Tracker application. For details about configuring debug for the Tracker application, see [Tracker Application Advanced Configuration](#).

disableWebSockets

Default: false

Set this option to true to disable Web Sockets. See corresponding [Chat option](#) and [Co-browse option](#) for more information on the purpose and impact of this option.

```
// Example: disable WebSockets for Chat and Co-browse (not recommended)
var _genesys = {
  disableWebSockets: true
};

// Example: disable WebSockets for Chat, but enable for Co-browse
var _genesys = {
  chat: {
    disableWebSockets: true
  }
};
```

Tip

When used with Chat, this option is automatically passed from configuration to `startChat()` and `restoreChat()`.

Important

This option is ineffective for Tracker. See [Configuring Tracker](#) for information on configuring Tracker.

Configuring Buttons

The **`_genesys.buttons`** section allows some basic configuration of the "Live Chat" and "Co-browsing" buttons. It has three optional properties:

- **position**: Can be either "left" (default) or "right"
- **cobrowse**: Defaults to true
- **chat**: Defaults to true

Note that you can override only the properties that you want to be changed. Other properties are used with their default values. For example this configuration:

```
var _genesys = {
  buttons: {
    chat: false
  }
};
```

actually means this:

```
var _genesys = {
  buttons: {
    chat: false,
    cobrowse: true, // inherited default
    position: 'left' // inherited default
  }
};
```

Disabling Buttons

As seen in the snippet above, you can pass `false` to disable the "Co-browsing" and/or "Live Chat" button. This might be useful if you want to start chat or co-browsing from your own custom button (or from any other element or event), using the [Co-browse API](#) or [Chat Widget JS API](#).

Providing Custom HTML for Buttons

You can also pass a **function** that returns HTML elements to **buttons.cobrowse** or **buttons.chat**. In this case, the output of the function is used to render the button instead of default image.

Note that in this case your custom button(s) inherit the positioning of the default button(s).

Here's a simple example that makes use of the jQuery library to generate HTML elements:

```
function createCustomButton() {
  return jQuery('<div class="myButtonWrapper"><button
class="myButton">Chat!</button></div>')[0];
}

var _genesys = {
  buttons: {
    chat: createCustomButton
  }
};
```

Important

jQuery is NOT mandatory to use in order to provide a custom HTML element. The example above does return an HTML element out of a jQuery object by retrieving the first element from jQuery collection via `[0]`.

Configuring Tracker

In the current version of the Integrated JavaScript Application, the Genesys Web Engagement Tracker Application is configured in its traditional way, via the **global _gt** (or other, if configured) variable. See [Tracker Application](#) for details.

This means that the full instrumentation might look like this:

```
<script>
// Configure tracker:
var _gt = window._gt || [];
_gt.push(['config', {
  dslResource: <DSL_RESOURCE>,
  httpEndpoint: <HTTP_ENDPOINT>,
```

```

    httpsEndpoint: <HTTPS_ENDPOINT>
  }]);

// Configure integrated application:
var _genesys = { /* Integrated application, Chat and Co-browse configuration */ };
</script>

<INSTRUMENTATION_SNIPPET>

```

Changing the "_gt" Variable Name

If you use **genesys.min.js** to include the Tracker Application onto your page, and want to modify the name of the variable that Tracker is exported to, you must add the following line to the instrumentation snippet:

```
e.setAttribute('data-gpe-var', '<NAME_OF_THE_VARIABLE>');
```

For example, let's export Tracker to the **_myTracker** variable:

```

<script>(function(d, s, id, o) {
  var fs = d.getElementsByTagName(s)[0], e;
  if (d.getElementById(id)) return;
  e = d.createElement(s); e.id = id; e.src = o.src;
  e.setAttribute('data-gcb-url', o.cbUrl);
  e.setAttribute('data-gpe-var', '_myTracker'); // note the quotes around variable name
  fs.parentNode.insertBefore(e, fs);
})(document, 'script', 'genesys-js', {
  src: "<SERVER_URL>/genesys.min.js"
  cbUrl: "<COBROWSE_SERVER_URL>/cobrowse"
});</script>

```

Using External Tracker

It is possible to use the integrated application with an external Tracker application (that is, a Tracker application loaded from another script).

This might be useful if you have configured a Tracker application and want to use it with **gcb.min.js** (provided by Co-browse solution) instead of loading Tracker from **genesys.min.js** (although this setup is not recommended).

To do that, pass a reference to the external tracker to **_genesys.tracker**:

```

var _genesys = {
  tracker: _gt
};

```

The passed external Tracker is integrated with the chat widget.

Configuring Chat

Configuration for chat is stored in the **chat** subsection of the global configuration object:

```

var _genesys = {
  chat: { /* chat configuration */ }
};

```

Configuring the Server URL

The main thing you might want to configure for chat is the URL of the server.

In most cases the server here is the Web Engagement Backend. Use the template below to construct the URL:

```
var _genesys = {  
  chat: {  
    serverUrl: 'http(s)://<BACKEND_HOST>[:<BACKEND_PORT>]/backend/cometd'  
  }  
};
```

Important

If you use Co-browse, you can use Co-browse Server for chat. In this case, you don't have to configure the **serverUrl** option explicitly. The **cbUrl** option in the instrumentation snippet is used to automatically create the proper URL to connect chat to the Genesys infrastructure via Co-browse Server.

Disabling Chat

You can disable the built-in chat completely by passing false to **_genesys.chat**.

```
var _genesys = {  
  chat: false  
};
```

In this case, the "Live Chat" button is also disabled (it is not added to the page). If you want to disable chat and to enable the "Live Chat" button (for example, to bind your own chat widget to this button), you can do it by explicitly enabling the button in configuration (see [Configuring Buttons](#)):

```
var _genesys = {  
  chat: false,  
  buttons: {  
    chat: true  
  }  
};
```

Now the button is added to the page, but clicking it does not open the chat widget.

Tip

Also see [Disabling Services](#).

autoRestore

On every page reload / navigation, the chat widget is automatically restored if there is an ongoing chat session. You can disable this behavior with the **autoRestore** option, which is set to true by

default. You might disable this behavior if you want more control over chat widget restoration or if you want to get access to the [chat session service API](#).

```
<script>
var _genesys = {
  chat: {
    autoRestore: false,
    onReady: function(chat) {
      chat.restoreChat().done(function(session) {
        // Use chat session API here, e.g.:
        // session.sendMessage('hello world');
        // session.onAgentConnected(function(event) {...});
      });
    }
  }
};
</script>
```

Tip

See [Obtaining Chat and Co-browse APIs](#) if the **onReady** syntax above looks confusing to you.

Important

"Live Chat" and "Co-browsing" buttons appear only after **restoreChat** is called. So, if you set **autoRestore** to false, it becomes your code's responsibility to call **restoreChat**. If it is not called, buttons do not appear.

Chat Widget Options

All options (except for **autoRestore** and **onReady**) that are stored in the **_genesys.chat** object are automatically passed to chat the `startChat()`/`restoreChat()` methods. See [Chat Widget JS API](#) for the full list of options.

The integrated application provides some defaults for your convenience, so that minimal or no explicit chat configuration is required. The provided defaults are:

- **debug** is inherited from [_genesys.debug](#)
- **maxOfflineDuration** is aligned with [Co-browse's maxOfflineDuration option](#) and defaults to 600 seconds (10 minutes)
- **serverUrl** is set automatically to use the Co-browse Server (if Co-browse is used)

Configuring Co-browse

Co-browse configuration is stored in the **cobrowse** subsection of the global configuration object:

```
var _genesys = {
```

```
cobrowse: { /* Co-browse configuration */ }
};
```

See [Co-browse Configuration API](#) for the full list of options.

Disabling Co-browse

You can disable Co-browse completely by passing `false` to `_genesys.cobrowse`:

```
var _genesys = {
  cobrowse: false
};
```

In this case, the "Co-browsing" button is also disabled (not added to the page). If you want to disable Co-browse, but enable the "Co-browsing" button, you can do so by explicitly enabling the button in configuration (see [Configuring Buttons](#)):

```
var _genesys = {
  cobrowse: false,
  buttons: {
    cobrowse: true
  }
};
```

Now the button is added to the page, but clicking it does not start the Co-browse session.

Tip

Also see [Disabling Services](#).

Localization of Chat and Co-browse

Important

The Tracker application does not have localization because it does not have a user interface.

The integrated application is shipped with English localization. You can configure localization by passing a URL to the **localization** option of the respective sub-module (**cobrowse** or **chat**). The URL must point to a valid JSON response hosted on a server with JSONP support. If localization is configured, you should implement proper caching of the localization resource to avoid delays in app initialization (see [Note on Caching](#)).

See [Localization](#) for more information.

Example:

```
var _genesys = {
  cobrowse: {
```



```
    localization: 'http://example.fr/cobrowse-fr.json'
  },
  chat: {
    localization: 'http://example.fr/cobrowse-chat-fr.json'
  }
};
```

Obtaining Chat and Co-browse APIs

Important

For the Tracker API, see the [Tracker JS API](#).

Important

If you are using Chat as part of Web Engagement **GPE.js** (and not part of the Integrated Application), see [Chat JS Application](#) for information on Chat API.

Using onReady Callbacks

There are three "ready" events in the integration module which can be used to gain access to the APIs:

- **"Main", or global, "ready" event** which is fired after all the parts of the app have initialized. It provides access to both Chat and Co-browse APIs.
- **Chat "ready" event.**
- **Co-browse "ready" event.**

For each of the events, there is a dedicated **onReady** property in the configuration, which can be used to add callbacks for the event.

You can add subscriptions (callbacks) to any of these events via the mechanisms described below.

Tip

"ready" events are fired after the DOM is ready, so you don't have to wrap code that uses the provided APIs into `jQuery(document).ready` or similar constructions.

Subscribing to APIs using One Dedicated Function

Use this method if you want to provide one, and only one, subscription to a "ready" event.

To use it, simply assign a function to the **onReady** property of the configuration section:

```
<script>
  var _genesys = {
    onReady: function(APIs) {
      // Feel free to use the APIs here.
    }
  };
</script>
```

Tip

See ["Main" onReady Callbacks](#) for details about what **APIs** is in the example above.

Inside this function you can, for example, pass the provided arguments (the APIs) to your code so that it can be used multiple times there.

Also, if you need to use the APIs in different parts of your code, you can use an array as described in the next section.

Using an Array for Multiple Subscriptions to APIs

To use this method, you have to pass an array to the **onReady** property. This array may contain 0 or more subscription functions:

```
<script>
  var _genesys = {
    onReady: [function(APIs) {
      // Feel free to use the APIs here.
    }]
  };
</script>
```

Now you can add subscriptions using the **_genesys** global variable in any part of your code:

```
_genesys.onReady.push(function(APIs) {
  // Another use of the API here.
});
```

Tip

See ["Main" onReady Callbacks](#) for details about what **APIs** is in the example above.

Tip

If you **push** a callback after the respective "ready" event has already happened, the callback is called immediately.

To use the **.push(callback)** mechanism, you **MUST** pass an array to configuration, otherwise it is not guaranteed that the push method is always available.

For example, if you want to make use of the above push functionality for adding multiple subscriptions to each of the three **onReady** events, the minimum required configuration is this:

```
<script>
  var _genesys = {
    cobrowse: {
      onReady: []
    },
    chat: {
      onReady: []
    },
    onReady: []
  };
</script>
```

"Main" onReady Callbacks

Tip

See [Using onReady Callbacks](#) for detailed information about how you can add the callbacks.

These callbacks can be used to access the Co-browse API and/or the Chat API, and are also fired after the UI has been created. They can be used, for example, to attach custom handlers to the "Live chat" and "Co-browsing" buttons, add additional buttons, and so on.

All attached callbacks receive two arguments:

1. An object containing Chat (only in top context) and Co-browse APIs. APIs can be accessed via object properties:
 - a. **.chat** for [Chat Widget JS API](#)
 - b. **.cobrowse** for [Co-browse API](#)
2. A Boolean property indicating whether the code executes in the "top" context (true) or in an iframe (false). This is useful for Co-browse API users (see [Co-browse in iframes](#)).

Example:

```
_genesys.onReady.push(function(APIs, isTopContext) {
  // Check if we're in iframe:
  alert('We are ' + (isTopContext ? '' : 'not') + ' in an iframe');

  // Start a chat session:
  if (isTopContext) {
    APIs.chat.startSession();
  }

  // Mark an element as "service" to Co-browse (so that it won't be shown to agent):
  APIs.cobrowse.markServiceElement(document.getElementById('myCustomChatWidget'));
});
```

Chat onReady Callbacks

Tip

See [Using onReady Callbacks](#) for detailed information about how you can add the callbacks.

These callbacks are fired as soon as the [Chat Widget JS API](#) is available and they provide the same API methods the chat widget provides:

- `startChat()`
- `restoreChat()`

The only difference is that the provided methods use options from [_genesys.chat configuration](#), so you don't have to pass options to them.

If you still need to pass options directly to `startChat()` or `restoreChat()` call, you can but the options are merged with options from configuration, and will take higher priority:

```
<!-- Suppose you have the following configuration: -->
<script>
var _genesys = {
  chat: {
    registration: false,
    embedded: false,
    onReady: []
  }
};
</script>

<!-- And then somewhere in your code: -->
<script>
_genesys.chat.onReady.push(function(chat) {
  chat.startChat({
    embedded: true
  });
});
</script>

<!-- The final options passed to startChat() will be: -->
{
  registration: false, // taken from configuration
  embedded: true // overridden by options from chat.startChat() call
}
```

Co-browse onReady Callbacks

Tip

See [Using onReady Callbacks](#) for detailed information about how you can add the callbacks.

These callbacks receive two arguments:

- **cobrowseApi**: Instance of the [Co-browse API](#) (you can name it **api**, **cobrowse** or any other name that is convenient to you).
- **isTopContext**: Boolean property indicating whether the code executes in the "top" context (`true`) or in an iframe (`false`). See [Co-browse in iframes](#).

For example:

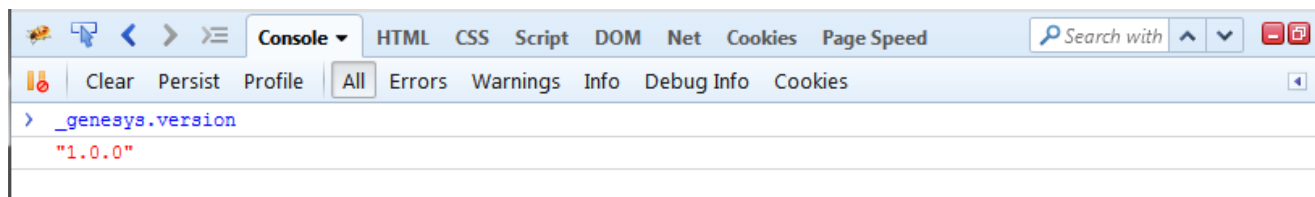
```
<script>
var _genesys = {
  cobrowse: {
    disableBuiltInUI: true,
    onReady: function(cobrowseApi, isTopContext) {
      createCustomCobrowseUI(cobrowseApi, isTopContext);
    }
  }
};
</script>
<INSTRUMENTATION SNIPPET>
```

Versions and Compatibility

The Integrated JavaScript Application has its own versioning; different versions of the application are compatible with different versions of Co-browse and Web Engagement.

The general rule is that the version of the integrated application shipped with a particular solution is compatible with that version of the solution.

To find out the version of the integrated application, see the value of `_genesys.version` (execute `_genesys.version` in the browser console) when the site is instrumented with the integrated application:



Compatibility Table

Note: The following table indicates which versions of Web Engagement and Co-browse are *compatible* with the indicated versions of the Integrated Application. It does not show which version of the Integrated Application is *shipped* with each version of Web Engagement and Co-browse.

Integrated Application version (_genesys.VERSION)	Web Engagement Server versions	Co-browse Server versions
1.0.0	8.1.200.38+	8.1.302.06+ up to, but not including 8.5 (Co-browse 8.5 is not supported)
850.0.X, 850.1.X	8.1.200.38+	8.5.XXX.XX

Integration with Second-Party and Third-Party Media

Overview

The Genesys Web Engagement solution integrates with second-party and third-party media to extend the Web Engagement capabilities beyond what is available with the basic GWE installation. The key integration points for both media types are the **Notification Service** or **proactive invitation**:

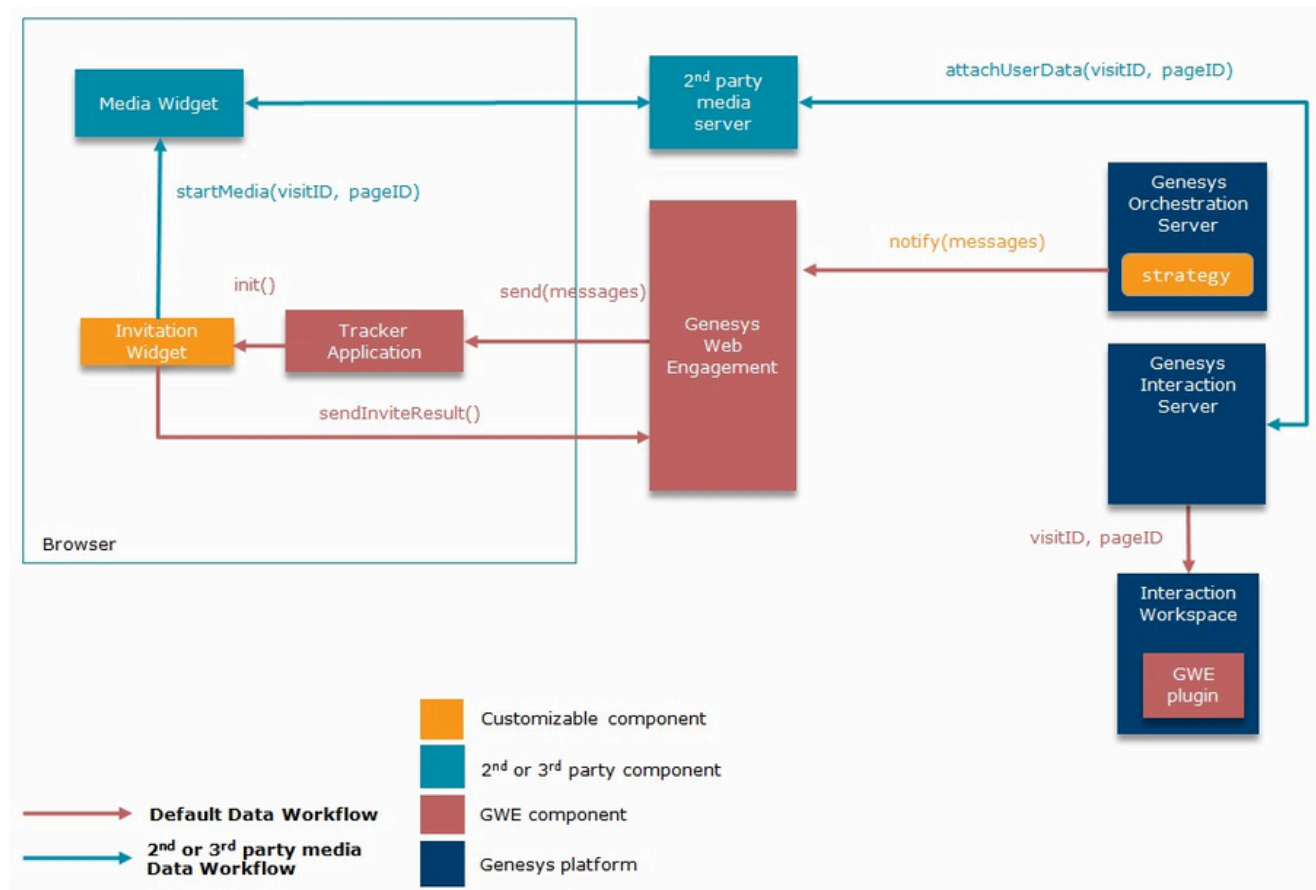
- **The second-party media** is a first-class citizen in the Genesys platform that can carry extra business attributes (attached data), like **visitID**, **pageID**, and so forth, for operational and reporting purposes. The key differentiator is that the second-party media is processed by Genesys components like Interaction Server. The principle of the integration is simple — taking control of the **proactive invitation** and **Notification Service**. Examples of second-party media include **GWE Chat**, **Genesys Mobile Services (GMS) Chat**, and **Web API Chat**.
- **The third-party media** is provided by third-party services that are not tightly integrated with the Genesys cross-channel platform (particularly with Interaction Server). The integration with third-party media boils down to taking control of the **proactive invitation**, which is part of the **Notification Service**.

The **proactive invitation** (represented by the **Invitation Widget**) is the key integration point that should be used when you need to overlay the widget on a page. The **Notification Service** should be used in all other cases.

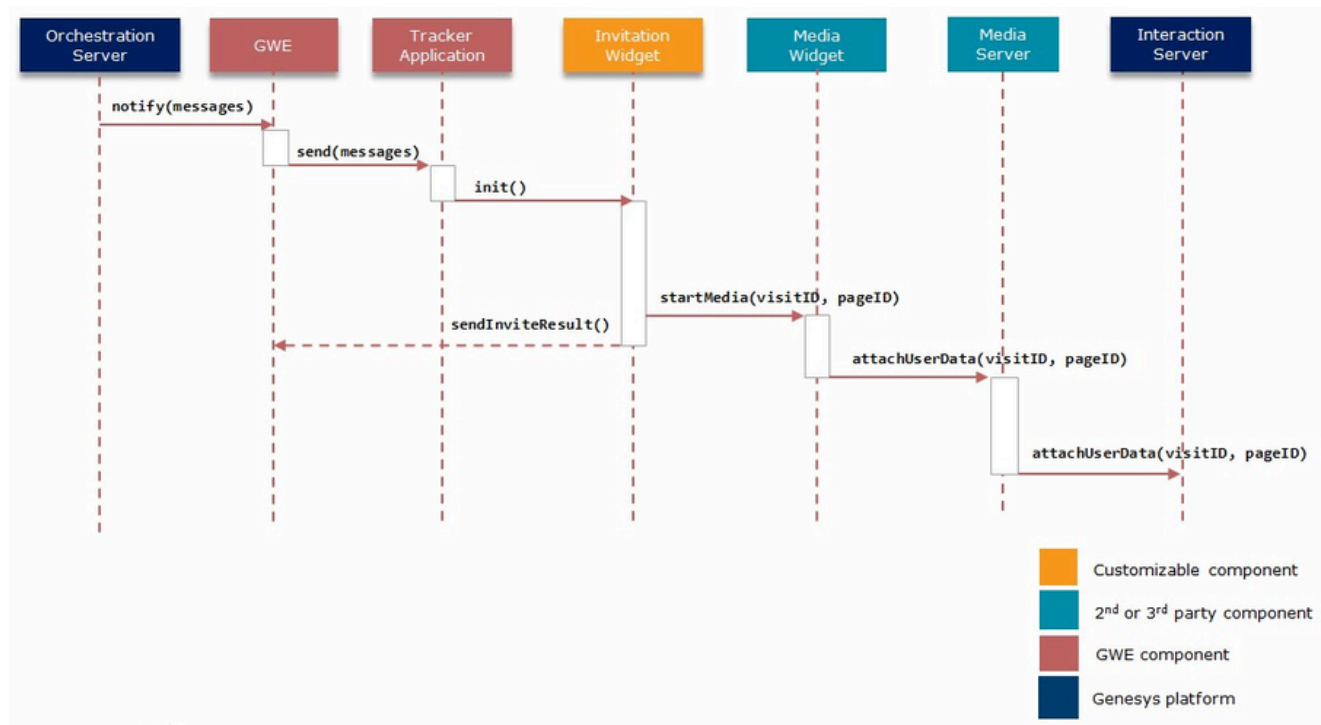
Second-Party Media Integration

In order to integrate with second-party (Genesys) media, the media widget and media server components must propagate the Web Engagement **visitID** and **pageID** attributes to the interaction as attached data. You can get the **visitID** and **pageID** in the widget through the public Monitoring JS API (`_gt.push(['getIDs',callback])` method). You should also attach a key-value pair with a key of **webengagement**. The value can be any string, even an empty one. For reporting purposes, this key will be considered as the sign of a proactively created media interaction.

The diagram below shows an example of the data flow between components in a second-party media integration. Web engagement is initiated by Genesys Orchestration Server (ORS), which sends a notification to Genesys Web Engagement. As a result, the custom Invitation Widget appears in the browser. After the invitation is accepted by the user, the Invitation Widget passes the Web Engagement attributes (**visitID** and **pageID**) to the Media Widget. The third-party media server then starts a new interaction with the attributes as attached data. Based on this data, the Web Engagement Plug-in for Interaction Workspace can provide the browser history of the current user and other information.

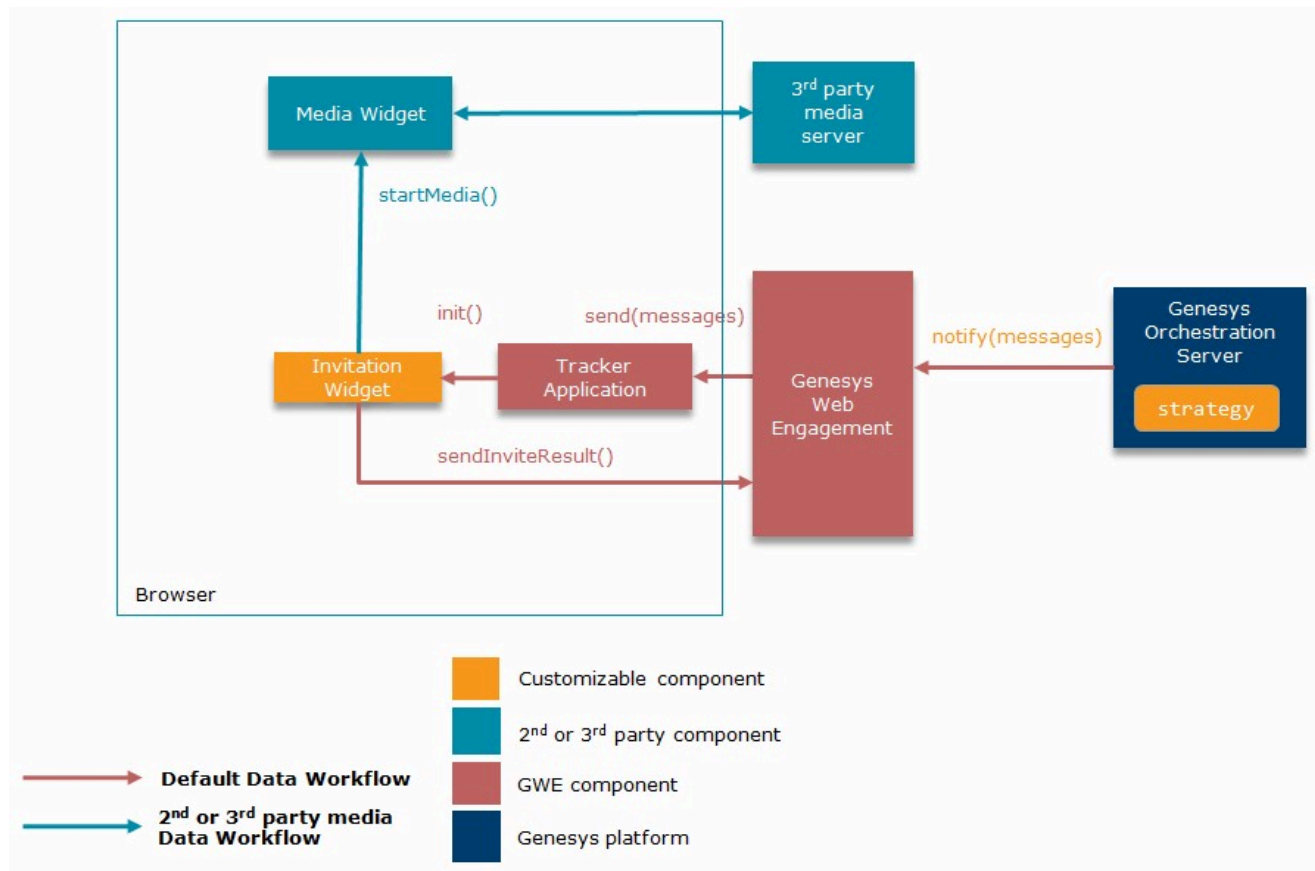


Here is another view of the data flow in a second-party media integration, shown in a sequence diagram:



Third-Party Media Integration

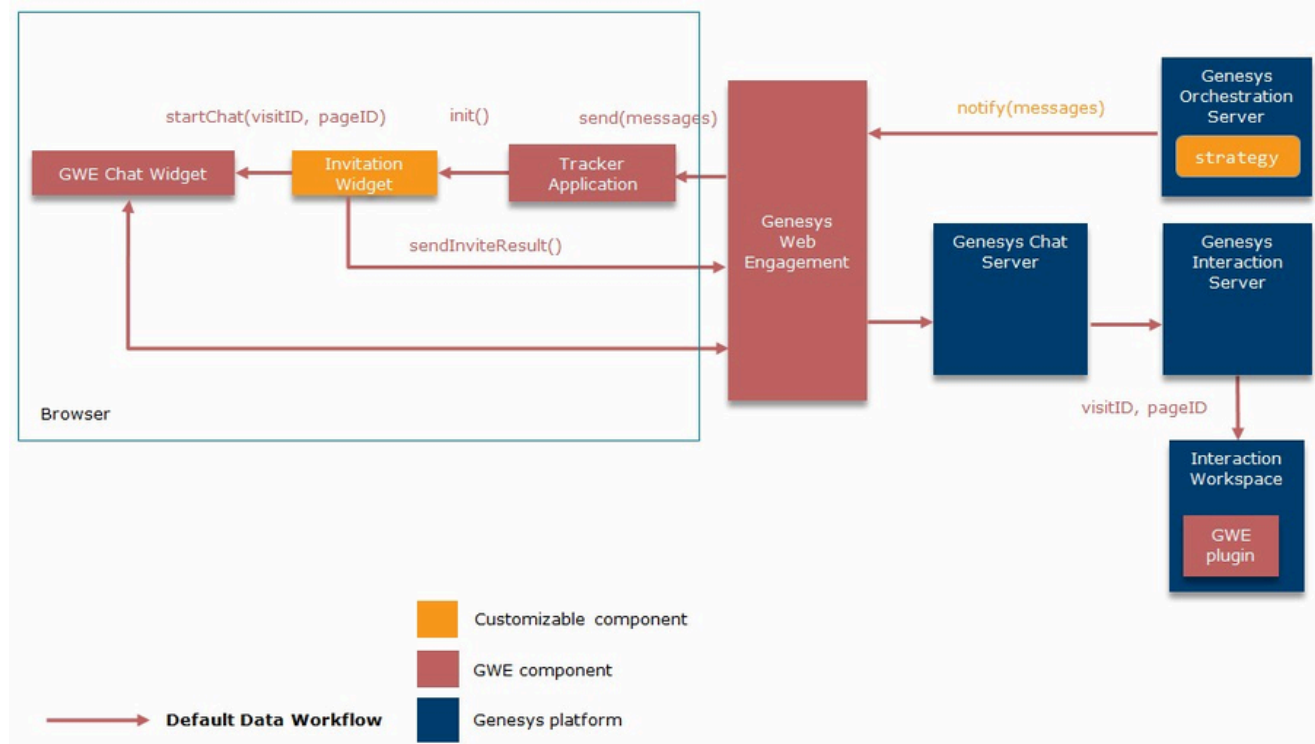
The diagram below shows an example of third-party media integration. Web engagement is initiated by ORS, which sends a notification to Genesys Web Engagement by using the **Notification Service REST API**. As a result, the custom Invitation Widget appears in the browser. After the invitation is accepted by the user, the Invitation Widget initiates the Media Widget. The third-party media server does not create an interaction in Genesys Interaction Server as it does in the second-party media integration scenario, but the same customization points are still available: **Notification Service** and **proactive invitation**.



Examples

GWE Chat Integration

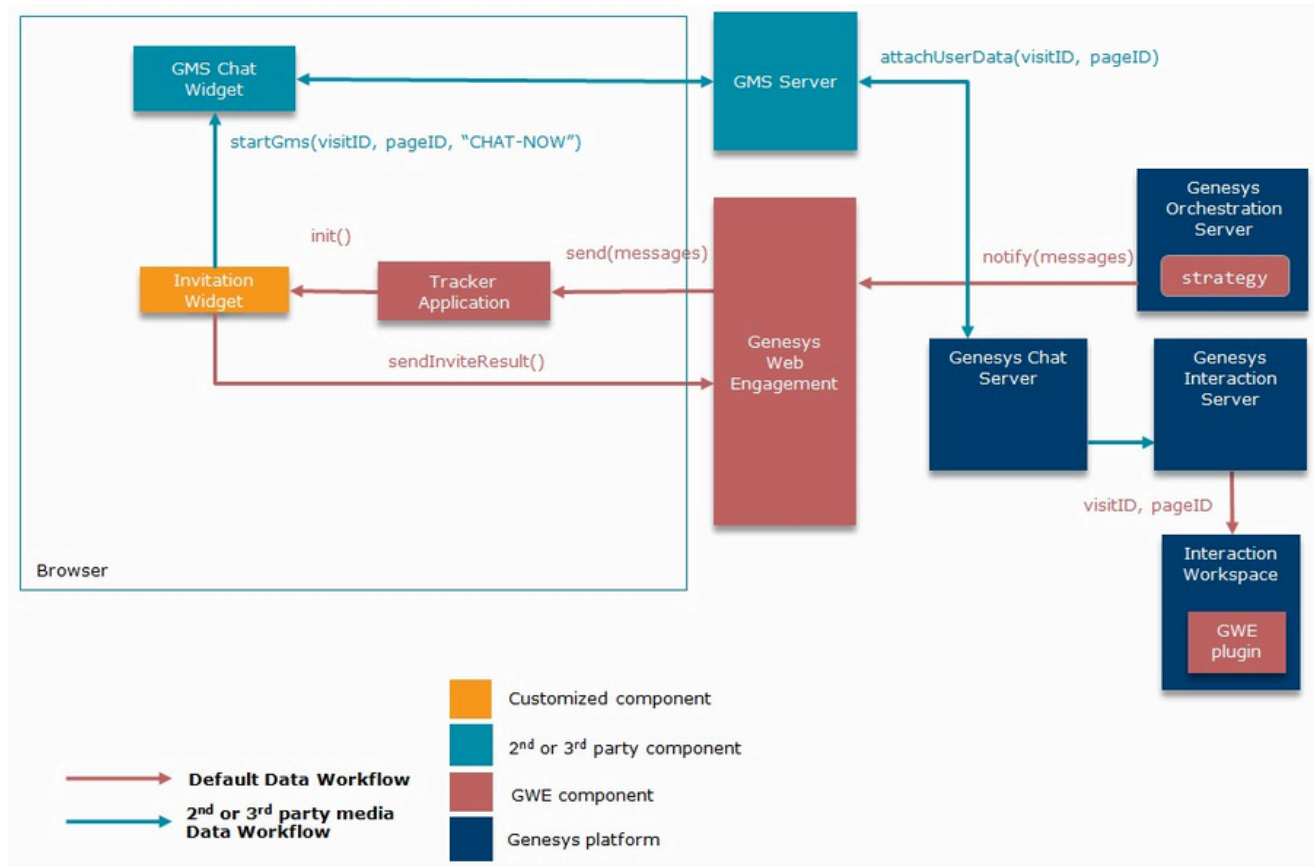
Genesys Web Engagement chat and callback use the same integration path as described in the Second-Party Media Integration section:



GMS Chat Integration

Let's look at how to integrate the second-party chat offered by Genesys Mobile Services instead of the standard Genesys Web Engagement chat. In this example, we use the **GMS Chat Widget** and initiate a chat session when the user accepts the proactive invitation.

The diagram below shows the data flow between components involved in the integration:



To integrate GMS with Genesys Web Engagement, we need to modify the following:

- GWE Proactive Invitation
- GWE Engagement Logic Strategy
- GMS Chat Widget

GWE Proactive Invitation

The proactive invitation is represented by the **invite.html** file (see [Invitation Widget](#) for details), but Genesys recommends that you make a copy of this file to modify for the integration. In this example, we use a copy called **inviteGMS.html**.

In this file, we need to change how the invitation reacts when it is accepted by a visitor. We can do this in the `onAccept()` function, which checks the invitation type and calls either `startChat()` or `startCallback()`. Since we want to integrate chat, we need to replace the standard `startChat()` with our own function called `startGms()`. This function opens the GMS Chat Widget window (**indexGPE.html** — we will create this file in the [GMS Chat Widget](#) section below) and passes the `gmsScenario` variable.

```
...
function startGms(gmsScenario) {
  openWindow(
    'http://<GMS Host>/genesys/admin/js/sample/cb/indexGPE.html',    // Customized GMS
```

```

widget
    'GMS',
    gmsScenario
);
}
function onAccept() {
    log('onAccept()');
    closeInviteDialogWindow();
    if (_config.type === INVITE_TYPE.CHAT) {
        startGms('CHAT-NOW'); // Start GMS 'CHAT-NOW' scenario
        sendInviteResult(INVITE_RESULT.ACCEPT_CHAT);
    } else if (_config.type === INVITE_TYPE.CALLBACK) {
        startCallback();
        sendInviteResult(INVITE_RESULT.ACCEPT_CALLBACK);
    } else {
        error('Invitation type not defined');
    }
}
}
...

```

Important

You can add callback integration the same way. Replace the `startCallback()` function with your own appropriate function in the `onAccept()` handler.

GWE Engagement Logic Strategy

In the previous section we made a new invitation widget for GMS chat, called **inviteGMS.html**, and now we need to modify the Engagement Logic Strategy to use this widget. The final notification message should look like the following:

```

...
var notification_message = [ {
    'page': event.pageID,
    'channel': 'gpe.appendContent',
    'data': {
        'url': '/frontend/resources/inviteGMS.html'
    }
} ];
...

```

Important

For more information about Engagement Logic, see [Start Engagement as a Result of the Engagement Logic Strategy](#).

GMS Chat Widget

The GMS Chat Widget is represented by the **index.html** file, which is included as part of the [GMS Javascript \(Web\) Sample](#). Again, Genesys recommends that you make a copy of this file to modify for

the integration. In this example, we use a copy called **indexGPE.html**.

The GMS Chat Widget is an HTML page that can be loaded as either an iframe or a pop-up, which makes it simple to pass additional data through URL variables. In the [GWE Proactive Invitation section](#), we added the `gmsScenario` variable to the URL in the `startGms()` function. Now we need to change the GMS Chat Widget so that it automatically starts the GMS scenario defined in that variable.

First, we need to get `gmsScenario` from the URL:

```
...
function getUrlVars (name) {
    var vars = [], hash, i,
        hashes = window.location.href.slice(window.location.href.indexOf('?') +
1).split('&');
    for (i = 0; i < hashes.length; i += 1) {
        hash = hashes[i].split('=');
        vars.push(hash[0]);
        vars[hash[0]] = hash[1];
    }
    return vars[name];
}
...
```

Next, we need to change the scenario name and connect to GMS Server:

```
...
function gpeStartScenario() {
    var scenario = getUrlVars('gmsScenario') || 'CHAT-NOW';    // Fetch scenario name.
Default is 'CHAT-NOW'
    $('#settings [name=service_name]').val('samples_new');    // Example GMS Service
    $('#scenario').val(scenario);                              // Set scenario name

    connect();                                                  // Connect to GMS
}
...
```

Finally, we need to add the required parameters (**visitID** and **pageID**) to the `connect()` function, which is responsible for setting up the connection to GMS Server:

```
...
function connect(e) {
    // get data from ui
    var headers = new Object();
    headers.gms_user = $('#user_name').val();
    var params = new Object();
    params.first_name = $('#first_name').val();
    params.last_name = $('#last_name').val();
    params._provide_code = $('#provide_code').val();

    params.visitID = getUrlVars('visitId');                    // Required parameters
    params.pageID = getUrlVars('pageId');                      // Required parameters

    var scenario = $('#scenario').val();
    if ($('#scenario').val() == "VOICE-SCHEDULED-USERTERM") {
        params._desired_time = $('#available_time_slots').val();
    }
    var serviceName = $('#service_name').val();
    var serviceUrl;
    var responseHandler = onResponseReceived;
    if (scenario == "REQUEST-INTERACTION") {
        serviceUrl = 'request-interaction';
    }
}
```

```
        // request interaction requires _phone_number instead of _customer_number as
required by callback
        params._phone_number = $('#contact_number').val();
        responseHandler = onBuiltinCallbackResponseReceived;
    } else if (scenario == "REQUEST-CHAT") {
        serviceUrl = 'request-chat';
        params._customer_number = $('#contact_number').val();
        responseHandler = onBuiltinCallbackResponseReceived;
    } else {
        serviceUrl = 'callback/' + serviceName;
        params._customer_number = $('#contact_number').val();
    }
    // post data
    gmsInterface.createCallback(scenario, $('#url').val(), serviceUrl, params, headers,
responseHandler);
    //gmsInterface.call_agent();
}
...

```

Now that we've customized the GMS Widget, it can be started automatically with a connection to GMS Server in `gpeStartScenario()`.

```
// inside onready callback
gpeStartScenario();
```

Using Pacing Information to Serve Reactive Requests

General information about Pacing Algorithms

The Web Engagement pacing component is designed to predict the number of media interactions that should be proactively generated by the Web Engagement Server in each succeeding time interval.

Web Engagement also supports dual pacing, in which the pacing algorithm is able to determine how much of its capacity should be set aside in order to handle reactive traffic without allowing the proactive traffic to exceed the desired range.

In order to work with dual pacing, you should understand that:

- The pacing component works with a set of Agent Groups.
- The term *Channel* refers to a set of Agent Groups in which each group of agents is configured to work on the same, specific media channel, such as chat, web callback, or Web RTC.
- The pacing component makes predictions for each Agent Group separately by creating a dedicated thread for each Agent Group and running an instance of the pacing algorithm in each one.
- The pacing algorithm is executed at the frequency specified by the `pacing.connector.refreshPeriod` option in the `[service:pacing]` section.
- The pacing algorithms used for each Agent Group monitored by the pacing component are identically configured.
- In addition to group-based predictions, the pacing component also calculates consolidated results for every channel—that is, the sum of the results for all groups belonging to a particular channel.
- There are two types of workflows:
 - **Proactive**—in which a media interaction is created every time a visitor accepts a proactively generated invitation (that is, an invitation that was triggered by specific rules associated with the Web Engagement software). With a proactive workflow, Web Engagement has complete control over when and if a given interaction is created.
 - **Reactive**—in which media interactions are created as a result of a visitor's reaction to static elements on the website, such as clicking a button or following a link. This kind of workflow is beyond the control of the Web Engagement software, since it can't control the behavior of the people who visit the site.

Note that both proactive and reactive workflows produce the same kinds of media interactions, such as chat or callback interactions. But from the standpoint of the pacing component, proactively and reactively generated interactions have vastly different implications.

- When the pacing component is configured to calculate information for both proactive and reactive

workflows, we say that it is in *dual mode* and that it has been configured to use a *dual pacing algorithm*.

- **Proactive** workflow predictions can be calculated in *both* the simple proactive mode *and* in dual mode. But **Reactive** predictions are *only* calculated in dual mode.
- The pacing component cannot distinguish between Agent Groups that have been configured to service proactive workflows and ones that are servicing reactive workflows. This distinction is completely controlled by your Genesys configuration, including the way your strategies are configured.
- The pacing component assumes that each agent it is monitoring only belongs to one of the Agent Groups it is monitoring.
- You can set up an environment where an Agent Group is configured to work with several interaction types (or channels) simultaneously. This is known as *blended* mode. In blended mode, the pacing component executes a dedicated instance of the pacing algorithm for each channel that is configured for a particular Agent Group.
- The pacing algorithms use statistical information obtained both from Stat Server and from the Web Engagement software, which has access to information that can't be obtained from Stat Server, such as the pending invitation count and the average time it takes to obtain a disposition code for an invitation.

Configuring dual pacing mode

You can specify which type of pacing algorithm to use by setting the `pacing.connector.algorithm` option in the `[service:pacing]` section. This option supports the following values:

- **SUPER_PROGRESSIVE**—The Super Progressive optimization method only affects the Abandonment Rate parameter and provides a higher Busy Factor than the Predictive one. It is efficient for relatively small agent groups (1 to 30 agents) when the Predictive method gives poor results.
- **PREDICTIVE_B**—A Predictive method based on the Erlang-B queuing model. Recommended for large agent groups (more than 30 agents) with impatient customers who cannot stay in the queue, even for a short time.
- **SUPER_PROGRESSIVE_DUAL**—An adaptation of the Super Progressive method for environments serving both proactive and reactive interactions.
- **PREDICTIVE_B_DUAL**—An adaptation of the Predictive B method for environments serving both proactive and reactive interactions.

As you can see, you must specify either **SUPER_PROGRESSIVE_DUAL** or **PREDICTIVE_B_DUAL** if you want to use a dual pacing algorithm.

The most important parameter calculated by a simple pacing algorithm is called **InteractionsToSend**. This parameter determines how many proactive invitations should be sent during each `refresh period`. When you use a dual pacing algorithm, you need to set a balance between the percentage of agents in each group who are handling proactive invitations and those who are handling reactive ones. Without doing this, you run the risk of having your reactive traffic take over, meaning that proactively created hot leads—people who are likely to be prime customers—may be displaced by random visitors about whom you know nothing.

You can use the `pacing.connector.proactiveRatio` option to adjust this balance.

Web Engagement helps avoid this issue by calculating the **InboundPortion** parameter, which specifies how much capacity should be set aside for inbound (reactive) traffic. The calculated values

for **InboundPortion** can range from 0 to 1:

- 0 means that the affected page should not allow inbound traffic (for example, by disabling chat request buttons). This value will be returned by the pacing algorithm in situations where each new reactive chat request "seizes" an agent who could potentially handle a proactive chat session, thereby making it impossible to serve proactive traffic.
- 1 means that there are enough agents to serve the predicted count of proactive invitations, even if reactive interactions are started on the affected page.
- A value between 0 and 1 means that if a reactive interaction is started on the affected page, then it can potentially seize an agent who would otherwise be serving a predicted proactive interaction. This situation may be undesirable, especially if the potential value of your proactive interactions is high. In that case, you probably want to suppress the calculation of **InboundPortion**.

Suppressing Calculation of InboundPortion

Web Engagement provides two ways to suppress the calculation of **InboundPortion**:

- Use a simple, proactive-only pacing algorithm. In this case, **InboundPortion** will not be calculated at all.
- Use a dual pacing algorithm, but specify `pacing.connector.proactiveRatio` at 100. In this case, the value of **InboundPortion** will always be 0, meaning that the affected page is instructed to block all inbound chat traffic, if possible—for example, by disabling chat request buttons.

The Pacing REST API

For times when reactive chats can only be controlled from the page, Web Engagement provides a **RESTful Pacing API** that gives you access to the value of the **InboundPortion** parameter calculated by the dual pacing algorithm.

You can also use the Pacing API to access statistical information about agent availability in the monitored Agent Groups. Although this statistical information is provided in a raw format that is used as input by the pacing algorithm, it can sometimes be critical for your understanding of how to control activity from the affected page.

Obtaining the Reactive State

Reactive state is another term that is used when talking about the **InboundPortion** parameter described above.

You can query the reactive state by issuing this request:

```
http://<backend_host>:<backend_port>/backend/data/pacing/  
reactiveState?channel=<channelName>&groups=[<names>]
```

The information returned by this request helps you understand whether reactive traffic is displacing proactive traffic on the specified channel for the specified Agent Group. If an Agent Group is not specified, the result will be calculated for the entire channel.

The response to this request is a float between 0 and 1 that indicates the probability with which the

affected page should allow reactive interaction:

- **1**—There are no limitations on the number of reactive interactions.
- **0**—The page should not allow any reactive interactions.
- If the value is between 0 and 1, the page should use the specified probability to determine whether to allow a given reactive interaction.

Let's consider an example of this last situation. If the **reactiveState** request returns a value of 0.7, this means that you probably only want 7 out of 10 of your recently loaded pages to allow reactive interactions. Therefore, the other 3 pages should prohibit them. If you don't set up this kind of scenario, newly created reactive interactions can spiral out of control, meaning that some of them will seize agents who should have been left available for proactive customers. This means that Web Engagement will produce failed hot leads.

In JavaScript you can issue a **reactiveState** call like this:

```
<script>
$.ajax({url: 'http://{server}:{port}/backend/data/pacing/reactiveState?channel=chat'})
.done(function( result ) {
    console.log('result: ' + result.reactiveState);
    var rndValue = Math.random();
    if(rndValue > result.reactiveState) {
        // Disable reactive chat buttons
    }
    else {
        // Enable reactive chat buttons
    }
});
</script>
```

Here's a sample:

```
http://example.com:9081/backend/data/pacing/
reactiveState?channel=chat&groups=Web%20Engagement%20Chat
```

And the response:

```
{"reactiveState":1.0}
```

Note: This example uses the jQuery JavaScript library, which requires that jQuery be loaded on the page.

Obtaining Channel Capacity

You can use the **channelCapacity** method to understand how many concurrent interactions to allow on a specific channel for a specific Agent Group (or for the specified channel only, if a group is not explicitly specified).

Important: This method takes into account both agent state and the capacity rules that have been configured for each agent. For example, if the channel contains 1 Ready agent with a capacity of 2 and 1 Ready agent with a capacity of 3, then the cumulative channel capacity will be calculated as 5.

Important: An **InboundPortion** value of 1 does not always mean that a reactive chat will be immediately delivered to an agent.

Let's consider a situation where no agents are ready in the system and the proactive traffic is predicted at 0. This means that the value of **InboundPortion** will be 1 (because there isn't any proactive traffic to displace). However, because none of our agents are ready, you also don't want to allow any immediate reactive interactions.

By issuing a channel capacity request, you can get more information on whether or not you have to allow new reactive interactions.

Here's how to call the method:

```
http://<backend_host:backend_port>/backend/data/pacing/  
channelCapacity?channel=<channelName>&groups=[<names>]
```

And here is an example of how to use it in a script:

```
<script>  
$.ajax({url: 'http://{server}:{port}/backend/data/pacing/channelCapacity?channel=chat'})  
  .done(function( result ) {  
    console.log('Chat channel capacity is: ' + result.capacity);  
  });  
</script>
```

This request:

```
http://example.com:9081/backend/data/pacing/  
channelCapacity?channel=chat&groups=Web%20Engagement%20Chat
```

Might yield this response:

```
{"capacity":254}
```

Note: The channel capacity request provides information about the current state of channel. But you need to keep in mind the potential for race conditions.

For example, if ten browsers have requested the channel capacity concurrently, each of them could be told that the value is 1. By itself, this would lead each browser session to think that it can trigger a reactive interaction. But if an interaction is triggered on more than one browser, you will have a race condition in which the first interaction to seize an agent will use up all of the available capacity, and all other interactions will be in a wait state.

Note: This example uses the jQuery JavaScript library, which requires that jQuery be loaded on the page.

Step-by-Step Examples

Let's consider an example of how to use pacing information to determine how to serve reactive chats.

There are 2 use cases:

- The page makes sure that proactive traffic is not displaced.
- The page is not aware of proactive traffic and is interested only whether any agents are Ready.

Making sure that proactive traffic is not displaced

This is the most general use case, in which you need to avoid two different pitfalls:

- Reactive interactions should not be allowed to displace potential proactive interactions (which are calculated based on the result of the **reactiveState** method)
- Reactive interactions should only be triggered when at least one Ready agent is available on the channel

Here is the algorithm for this situation:

1. Determine whether reactive interactions are undesirable. If so, disable the request buttons on the page.
2. If reactive interactions are allowable, find out whether there are any available agents.
3. If no agents are available, disable the request buttons on the page.
4. If one or more agents are available, make sure the request buttons are enabled.

And here is a JavaScript sample:

```
function reactiveChatPacing() {
    $.ajax({url: 'http://{server}:{port}/backend/data/pacing/reactiveState?channel=chat'})
        .done(function (reactiveResult) {
            var rndValue = Math.random();

            // Check that reactive chat is allowed with probability result.reactiveState
            if (rndValue >= reactiveResult.reactiveState) {
                disableReactiveChatButtons();
            } else {

                // For the case result.reactiveState == 1 we should check channel capacity
                // as there is no guarantee that there are Ready agents
                if (reactiveResult.reactiveState == 1) {

                    $.ajax({url: 'http://{server}:{port}/backend/data/pacing/
channelCapacity?channel=chat'})
                        .done(function( capacityResult ) {
                            if (capacityResult.capacity == 0) {
                                disableReactiveChatButtons();
                            } else {
                                enableReactiveChatButtons();
                            }
                        });

                }
                else {
                    enableReactiveChatButtons();
                }
            }
        });
}

function disableReactiveChatButtons () {
    // Disable reactive chat buttons
}
```

```
function enableReactiveChatButtons() {  
    // Enable reactive chat buttons  
}
```

Note: This example uses the jQuery JavaScript library, which requires that jQuery be loaded on the page.

Ignoring proactive traffic

This case is a shorter variant of the first one, since you only need to determine the channel capacity.

Note that you should reserve the use of this approach for situations in which you only want to support reactive interactions.

Here is the algorithm:

1. Find out whether any agents are available.

And the JavaScript:

```
function reactiveChatChannelCapacity() {  
    $.ajax({url: 'http://{server}:{port}/backend/data/pacing/channelCapacity?channel=chat'})  
        .done(function (capacityResult) {  
            if (capacityResult.capacity == 0) {  
                disableReactiveChatButtons();  
            } else {  
                enableReactiveChatButtons();  
            }  
        });  
}  
  
function disableReactiveChatButtons () {  
    // Disable reactive chat buttons  
}  
  
function enableReactiveChatButtons() {  
    // Enable reactive chat buttons  
}
```

Note: This example uses the jQuery JavaScript library, which requires that jQuery be loaded on the page.

Some Sample Calculations

70% Proactive Traffic, 30% Reactive Traffic

1. First, set your configuration options like this:
 - `pacing.connector.refreshPeriod = 2` (default value)

- `pacing.connector.proactiveRatio = 70`
 - `pacing.connector.optimizationGoal = 3` (default value)
 - `pacing.connector.optimizationTarget = ABANDONMENT_RATE` (default value)
 - `pacing.connector.algorithm = SUPER_PROGRESSIVE_DUAL`
2. Then get the **InboundPortion** value by using the corresponding HTTP request on the browser side.
 3. If **InboundPortion** is 1, check the channel capacity.
 4. Either reduce or increase the reactive traffic, or leave it alone—depending on the result of your request, as shown in the above example script.

30% Proactive Traffic, 70% Reactive Traffic

1. First, set your configuration options like this:
 - `pacing.connector.refreshPeriod = 2` (default value)
 - `pacing.connector.proactiveRatio = 30`
 - `pacing.connector.optimizationGoal = 3` (default value)
 - `pacing.connector.optimizationTarget = ABANDONMENT_RATE` (default value)
 - `pacing.connector.algorithm = PREDICTIVE_B_DUAL`
2. Then get the **InboundPortion** value by using the corresponding HTTP request on the browser side.
3. If **InboundPortion** is 1, check the channel capacity.
4. Either reduce or increase the reactive traffic, or leave it alone—depending on the result of your request, as shown in the above example script.

Disable Reactive Traffic

That is, provide 100% proactive traffic by disabling all reactive chats.

1. First, set your configuration options like this:
 - `pacing.connector.refreshPeriod = 2` (default value)
 - `pacing.connector.proactiveRatio = 100`
 - `pacing.connector.optimizationGoal = 3` (default value)
 - `pacing.connector.optimizationTarget = ABANDONMENT_RATE` (default value)
 - `pacing.connector.algorithm = SUPER_PROGRESSIVE_DUAL`
2. Then get the **InboundPortion** value by using the corresponding HTTP request on the browser side (it must be 0).
3. Deny reactive traffic by disabling your chat buttons.

Disable Proactive Traffic

Provide 100% reactive traffic.

1. First, set your configuration options like this:
 - `pacing.connector.refreshPeriod` = 2 (default value)
 - `pacing.connector.proactiveRatio` = 0
 - `pacing.connector.optimizationGoal` = 3 (default value)
 - `pacing.connector.optimizationTarget` = `ABANDONMENT_RATE` (default value)
 - `pacing.connector.algorithm` = `SUPER_PROGRESSIVE_DUAL`
2. Then get the **InboundPortion** value by using the corresponding HTTP request on the browser side (it must be 100).
3. Allow reactive traffic by enabling your chat buttons.

Dynamic Multi-language Localization Application Sample

Prerequisites

1. Use the latest version of Genesys components.
2. [Configure UTF-8 in the Frontend and Backend servers.](#)

Creating multilingual categories

Create one or more categories by following the instructions in [Creating a Category](#).

Important

All tags for multi-language categories must have a different expression.

Dynamically adding the language in the instrumentation script

The language code is transmitted as a URL parameter. You can pass a language code as part of the URL or you can set the code statically.

Here is an example of the code as part of the URL:

`http://<host>:<port>/multi/main.jsp?title=◆◆&language=zh-CN`

Placing the language code in the instrumentation script allows you to localize the registration form and chat. To do this, complete the following:

1. [Add Localization Files to Your Web Engagement Application.](#)
2. Add the language code to your instrumentation script.

The following example shows how to add the language code to your instrumentation script:

```
<% String title = request.getParameter("title"); %>
<% String langCode = request.getParameter("language"); %>
<title><%=title%></title>
<script>
    var _gt = _gt || [];
```

```

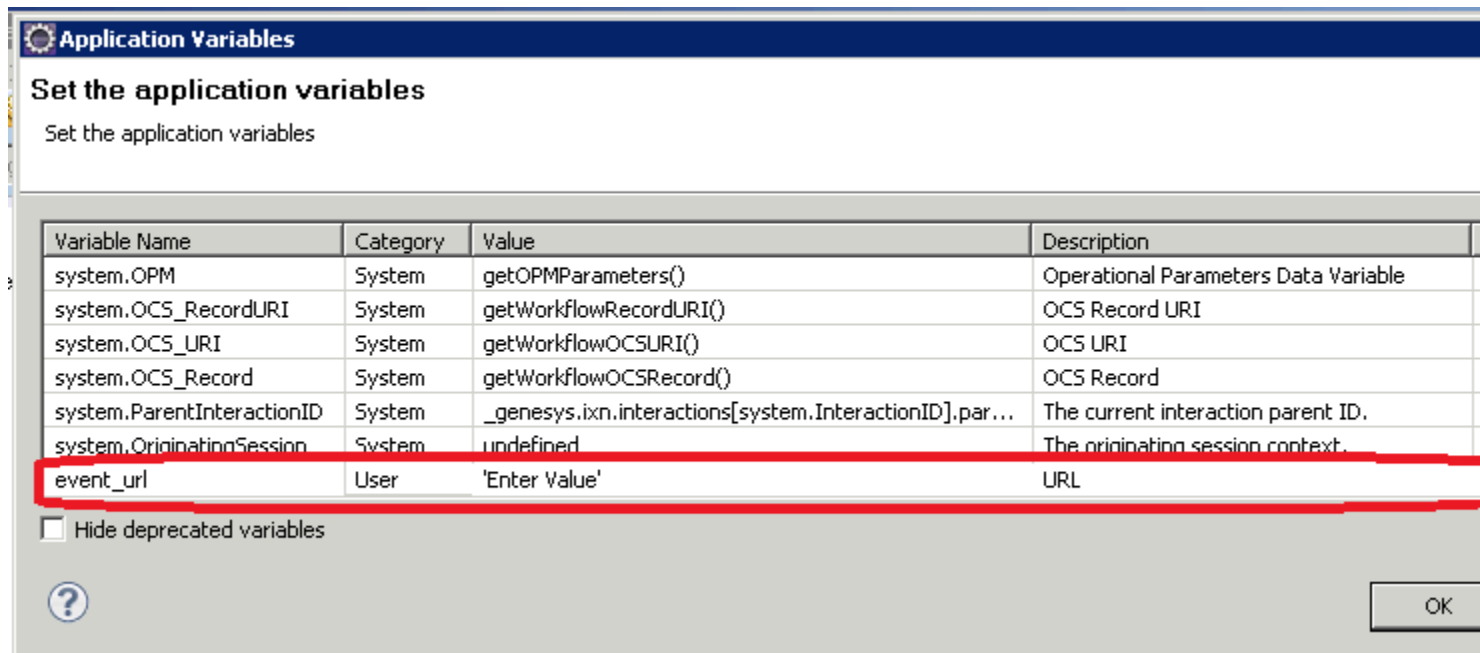
_gt.push(["config", {
  "name" : "multi",
  "domainName" : "135.17.36.10",
  "frontendServers" : "432",
  "languageCode" : "<%=langCode%>",
  "dslResource" : "http://demosrv.genesyslab.com:8081/frontend/resources/dsl/domain-
model.xml",
  "secureDslResource" : "https://demosrv.genesyslab.com:8443/frontend/resources/dsl/domain-
model.xml",
  "httpEndpoint" : "http://demosrv.genesyslab.com:8081",
  "httpsEndpoint" : "https://demosrv.genesyslab.com:8443"
}]);
(function () {
  var gt = document.createElement("script");
  gt.setAttribute("async", "true");
  gt.src = ("https:" == document.location.protocol ? "https://demosrv.genesyslab.com:8443" :
"http://demosrv.genesyslab.com:8081") + "/frontend/resources/js/build/GTC.min.js";
  (document.getElementsByTagName("head")[0] || document.body).appendChild(gt);
})();
</script>

```

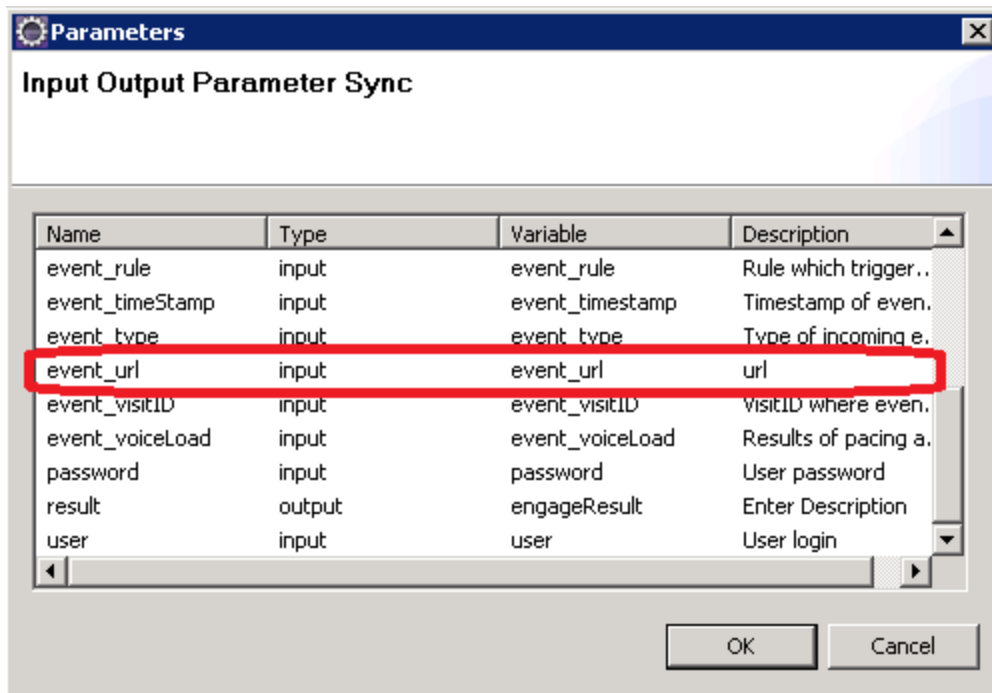
Parsing the address of the page and switching the invitation text

You can get the language code from the page address in the strategy. The page address is passed to the strategy when the rule is triggered and an invitation is generated.

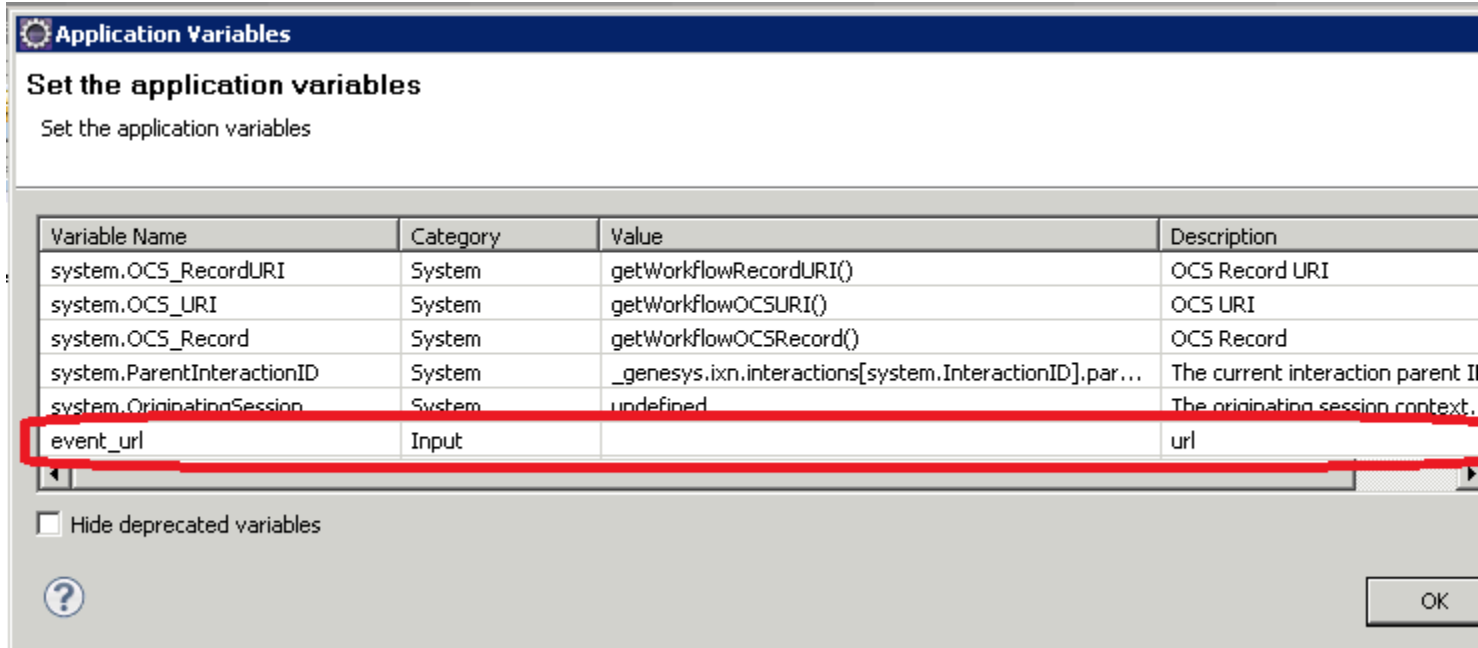
The `event_url` variable is declared and initialized in the `default.workflow` strategy:



The `event_url` variable is then transmitted to the `engage.workflow` strategy:



The following shows the description of the entering variable in the event_url in the engage.workflow strategy:



The following example shows fetching the language code of the URL address and switching the labels in the FullfillEngagementProfile ECMA Script block in the engage.workflow strategy:

```
var language=event_url.substr(-5);
```

```

var invitation=" Would you like some help with the selection? Our technical experts are
available to answer questions.";
var acceptBtnText= 'Chat1';
var acceptBtnVoice='Call Me';
var cancelBtnText = 'No Thanks';
var greetingDefault = 'Hello!';
var greetingMorning = 'Good morning!';
var greetingEvening = 'Good evening!';
var greetingAfternoon = 'Good afternoon!';
var titleChat = 'Chat';
var titleVoice = 'Voice';

switch (language)
{
case "zh-CN":
    invitation=" 您是否需要一些帮助来做出选择? 我们的技术专家是
    可用以回答您的问题。";
    acceptBtnText= '聊';
    cancelBtnText = '不,谢谢';
    acceptBtnVoice='打电话';
    greetingDefault = '您好!';
    greetingMorning = '早上好!';
    greetingEvening = '晚上好!';
    greetingAfternoon = '下午好!';
    titleChat = '聊';
    titleVoice = '语音';
    break;
case "en-US":
    invitation=" Would you like some help with the selection? Our technical experts are
    available to answer questions.";
    acceptBtnText= 'Chat';
    cancelBtnText = 'No Thanks';
    acceptBtnVoice='Call Me';
    greetingDefault = 'Hello!';
    greetingMorning = 'Good morning!';
    greetingEvening = 'Good evening!';
    greetingAfternoon = 'Good afternoon!';
    titleChat = 'Chat';
    titleVoice = 'Voice';
    break;
case "fr-FR":
    invitation=" Voulez-vous un peu d'aide avec la sélection? Nos experts techniques sont
    disponibles pour répondre aux questions.";
    acceptBtnText= "T'Chat";
    cancelBtnText = 'Non Merci';
    acceptBtnVoice='appelez-moi';
    greetingDefault = 'Bonjour!';
    greetingMorning = 'Bonjour!';
    greetingEvening = 'Bonne soirée!';
    greetingAfternoon = 'Bon après-midi!';
    titleChat = "T'Chat";
    titleVoice = 'voix';
    break;
case "ja-JP":
    invitation=" 選択について少しの助けを必要ですか? 当社の技術専門家は、
    質問に答えるために利用可能です。";
    acceptBtnText= 'チャット';
    cancelBtnText = 'いいえ、ありがとう';
    acceptBtnVoice='電話してください';
    greetingDefault = 'こんにちは!';
    greetingMorning = 'おはようございます!';
    greetingEvening = 'こんばんは!';
    greetingAfternoon = 'こんにちは!';
    titleChat = 'チャット';
    titleVoice = '音声';

```

```

    break;
  }

  var channelName = titleChat;
  var acceptBtnCaption = acceptBtnText;
  var cancelBtnCaption = cancelBtnText;
  if (channelType == 'proactiveCallback') {
    channelName = titleVoice;
    acceptBtnCaption = acceptBtnVoice;
  }

  var greeting = 'Hello!';
  if (event_timeStamp != ) {
    realLocalTime = event_timeStamp - event_timezoneOffset + (new
Date()).getTimezoneOffset()*60000;
    var date = new Date(realLocalTime);
    var hours = date.getHours();
    if (hours < 6) {
      greeting = greetingDefault;
    } else if (hours < 12) {
      greeting = greetingMorning;
    } else if (hours < 17) {
      greeting = greetingAfternoon;
    } else {
      greeting = greetingEvening;
    }
  }

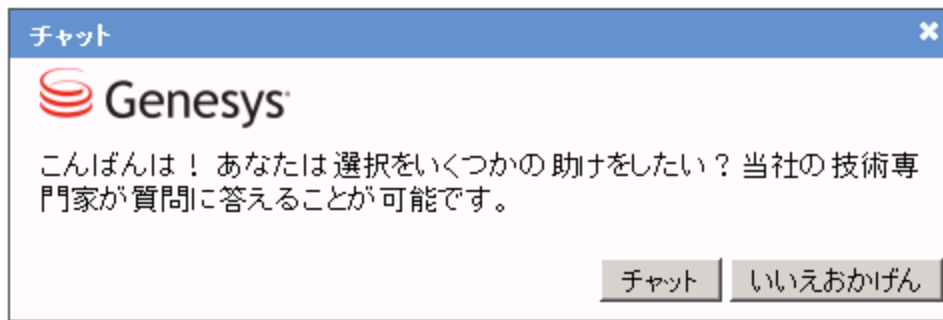
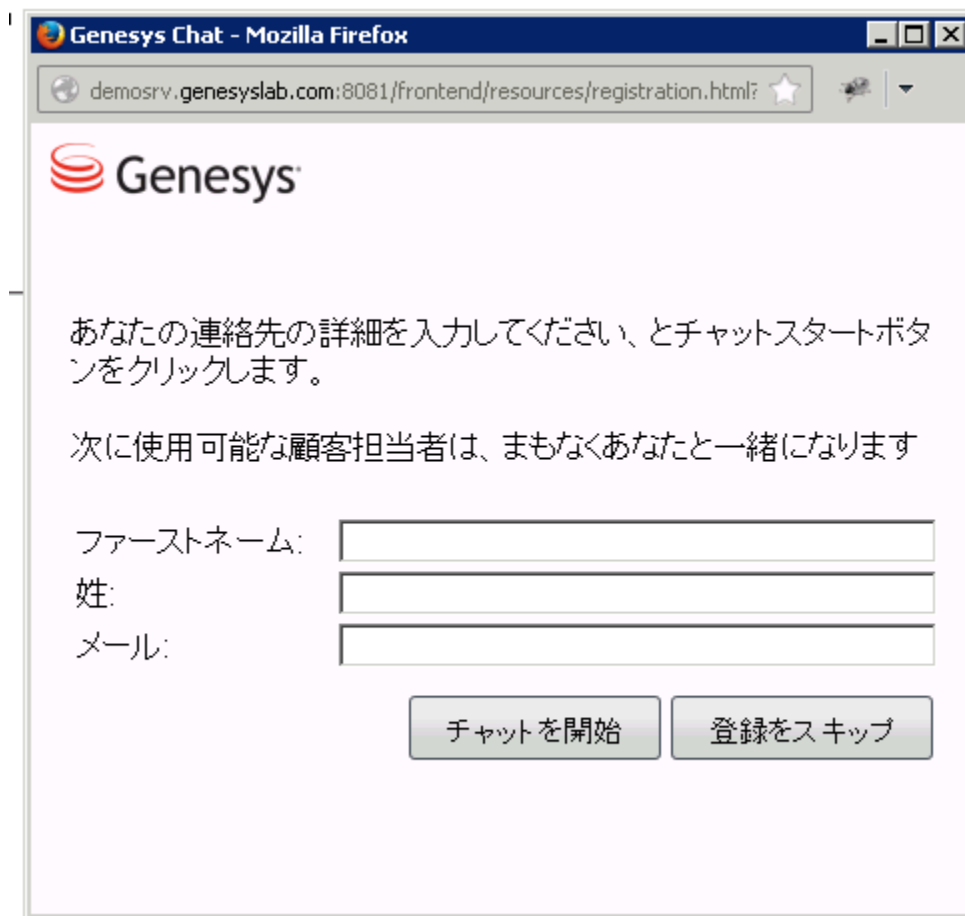
  var engageProfile = {
    'visit_id': event.visitID,
    'nick_name': profile.FirstName,
    'first_name': profile.FirstName,
    'last_name': profile.LastName,
    'subject': channelName,
    'message': greeting + invitation,
    'time_zone_offset': 8,
    'wait_for_agent' : false,
    'routing_point': sipRoutingPoint,
    'ixn_type': channelType,
    'pageId': event.pageID,
    'inviteTimeout': 30,
    'acceptBtnCaption': acceptBtnCaption,
    'cancelBtnCaption': cancelBtnCaption
  };

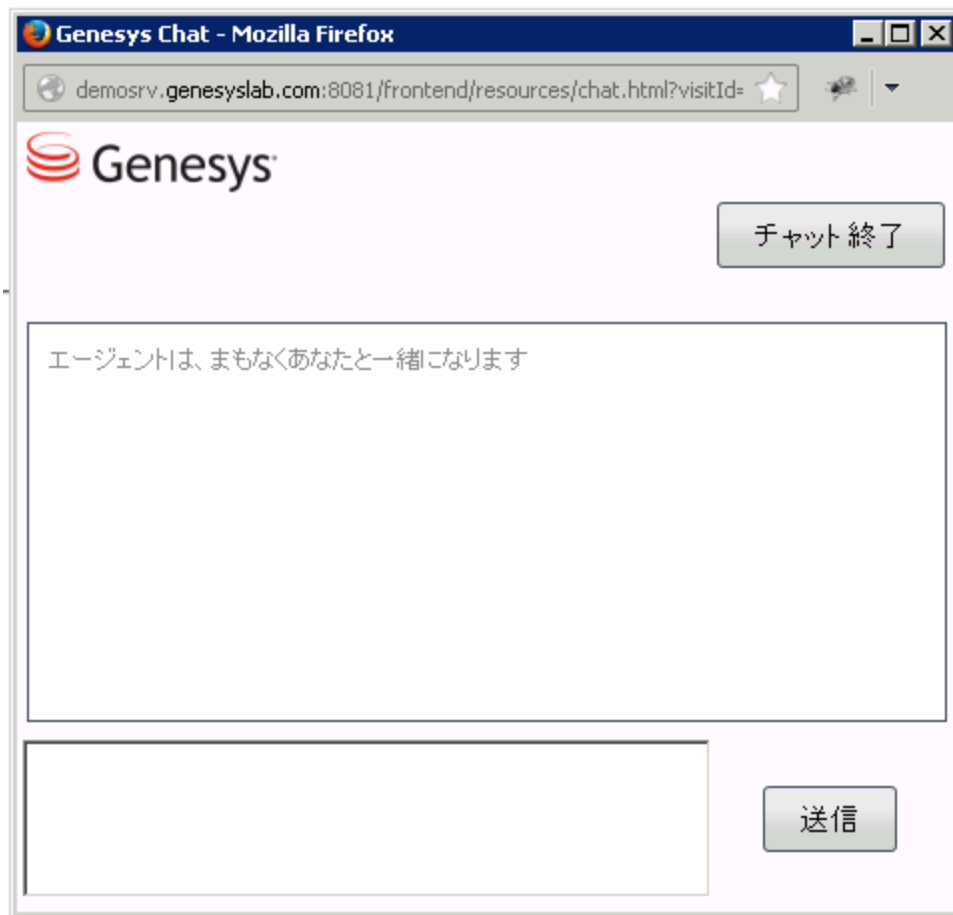
```

Localized widgets examples

Implementing the code above will result in localized versions of the Web Engagement widgets. For example, if the language is Japanese, the text in the widgets would appear as follows:

Engagement invitation:

**Registration form:****Chat:**



Interaction Workspace:

Agent Jones - External - Anonymous Anonymous

Anonymous Anonymous (00:00:53)

Case Information

Origin: Inbound chat
 Current Web Page: 日本語
 Engagement Start Page: 日本語
 Name:
 Priority: 90
 Subject: WebSupport

Anonymous Anonymous Connected (10)

[9:43:20 PM] New party 'Anonymous Anonymous' has joined the session
 [9:43:42 PM] New party 'Agent Jones' has joined the session

Send

Dispositions Note

Save

Activity: Current Visit

All Categories Multi-main

Current Visit

Description	Started
日本語	10/9/2013 4:42:44
中文	10/9/2013 4:42:32 AM
日本語	10/9/2013 4:41:48 AM
null	10/9/2013 4:41:38 AM

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