

GENESYS

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

Developer's Guide

Creating an Application

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.

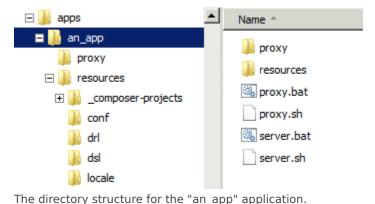
End

Note: To request debug-level logs while this command is executed, use the **-v** parameter. For example:

create myApp -v

Result

A folder named your_application_name is created in GWE_installation_directory/apps.



The directory structure for the an_app application

Developer's Guide 2

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

- proxy contains the proxy configuration files used for testing purposes.
- resources contains the resources used by the app, including:
 - **_composer_project**, which 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.
 - conf, which contains an environment property file.
 - drl contains your application's rules.
 - dsl contains your application's DSL.
 - The rest of the resources, including the **locale** folder, are widget-specific.

Next Steps

• Generating and Configuring the Instrumentation Script

Developer's Guide 3