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Workspace Desktop Edition Developer's Guide

Active Recording

5/3/2025

Active Recording



Purpose: To present for each active recording command, the list of default subcommands available and the associated parameters.
Available since: 8.1.100.14

Learn about the Active Recording Commands

These commands enable to perform active recording operations on interactions. Read [Use Customizable Commands](#) to see code snippets which demonstrate the usage of the commands.

Managing Active Recording

The commands presented in this section are specific to active recording of interaction and cover the following features (this list is not exhaustive):

- Start recording an interaction;
- Pause recording an interaction;
- Resume recording an interaction;
- Stop recording an interaction.

Chains of Commands to Manage Active Recording of Interactions

Default Commands	Parameters
Chain ActiveRecordingPauseRecordIxnScreenCommand	
• Pause	• CommandParameter: <code>InteractionOpenMedia<ref name="InteractionOpenMedia" > Genesyslab.Desktop.Modules.Core.Model.Interactions.IInteracti</code>
Chain ActiveRecordingPauseRecordScreenCallCommand	
• Pause	• CommandParameter: <code>InteractionVoice<ref name="InteractionVoice" > Genesyslab.Desktop.Modules.Core.Model.Interactions.IInteracti</code>
Chain ActiveRecordingResumeRecordIxnScreenCommand	
• Resume	• CommandParameter:

Default Commands	Parameters
	InteractionOpenMedia<ref name="InteractionOpenMedia" />
Chain ActiveRecordingResumeRecordScreenCallCommand	
Resume	CommandParameter: InteractionVoice<ref name="InteractionVoice" />
Chain ActiveRecordingStartRecordIxnScreenCommand	
Start	CommandParameter: InteractionOpenMedia<ref name="InteractionOpenMedia" />
Chain ActiveRecordingStartRecordScreenCallCommand	
Start	CommandParameter: InteractionVoice<ref name="InteractionVoice" />
Chain ActiveRecordingStopRecordIxnScreenCommand	
Stop	CommandParameter: InteractionOpenMedia<ref name="InteractionOpenMedia" />
Chain ActiveRecordingStopRecordScreenCallCommand	
Stop	CommandParameter: InteractionVoice<ref name="InteractionVoice" />

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