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## Genesys Mobile Services

[chat Section \(Version1\)](#)

# chat Section (Version1)

These chat options enable you to configure chat for Chat API Version1. See [Configuring Chat support](#) for further details.

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## [\\_client\\_timeout](#)

**Default Value:** 900

**Valid Values:** Any positive integer

**Changes Take Effect:** After restart

Client timeout in seconds for Cometd chat sessions.

If the client does not interact with the Chat service (refresh, send message, send event), GMS stops to poll the Chat server, and the Chat session is closed. This option applies only to chat sessions implemented using Cometd connections. For non-Cometd implementation, Chat server timeout parameters apply. The default value for this option is 15 minutes.

## [chat\\_400\\_response\\_on\\_disconnected](#)

**Default Value:** false

**Valid Values:** true, false

**Changes Take Effect:** Immediately

If you set this option to true and if the agent disconnected from the chat session, when returning to foreground and calling the chat refresh API, your chat application receives a 400 Error. If you set this option to false (default), your application receives 200 OK in this scenario.

## [chat\\_load\\_balancer\\_url\\_path](#)

**Default Value:** /WebAPI812/SimpleSamples812/ChatHA/ChatLBServerInfo.jsp

**Valid Values:** Valid URL

**Changes Take Effect:** Immediately upon notification.

Path of the Chat load balancer, see GMS examples

## chat\_refresh\_rate

**Default Value:** 2000

**Valid Values:** Any integer >=500

**Changes Take Effect:** After restart

Sets the period in **milliseconds** for polling transcript changes from the chat server. This option applies to Cometd sessions only. Genesys recommends the default value (2000 msec) for most deployments. If you decrease this value, you increase the workload on GMS and chat servers.

## chat\_session\_request\_timeout

**Default Value:** 30000

**Valid Values:** Any positive integer

**Changes Take Effect:** Immediately upon notification.

Duration in milliseconds after which the chat interaction gets deleted.

## default\_chat\_endpoint

**Default Value:** Environment:default

**Valid Values:** <tenant\_name>:<chat\_endpoint>

**Changes Take Effect:** Immediately upon notification.

This option is used for all chat services in order to define the queue (URS) where the chat session initiated by GMS will enter. The value of this option is the tenant name on which the service(s) will proceed, and the chat endpoint as defined in the ChatServer option. For example, the section endpoints for the tenant Environment in the chat options is written as endpoints:1. This section contains the endpoint options (for example, default=queue). The chat endpoint value to use this default endpoint in the Environment tenant is Environment:default.

### Tip

You can supersede this option for each chat service using the \_chat\_endpoint option with the same <tenant\_name:chat\_endpoint> value.

## enable-fast-chat-transcript-refresh

**Default Value:** false

**Valid Values:** true, false

**Changes Take Effect:** Immediately

**Introduced:** 8.5.107.19

If true, enables the Index property in the chat transcript messages.

## ixn\_server\_submit\_queue

**Default Value:** Chat In

**Valid Values:**

**Changes Take Effect:** Immediately upon notification.

**Deprecated in:** 8.5.005.03

Queue used to submit Chat Interaction.