Widgets

9.0.003.03

5/12/2025

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Widgets Release Notes

Release Date	Release Type	Restrictions	AIX	Linux	Solaris	Windows
07/27/18	General		Platform Independent			

What's New

This release contains the following new features and enhancements:

- Genesys Widgets can now automatically lazy-load plugins from separate files, instead of loading one large file containing all plugins.

- Improved scrollbar usability across platforms.

- A new **"before()"** method in CXBus plugins allows you to trigger actions before a chosen command executes, manipulate options passed to the command, or block execution of the command.

- The Toaster plugin has a new event, **Toaster.opened**, that is published when a toast is opened.

Helpful Links

Releases Info

- List of 9.0.x Releases
- 9.0.x Known Issues

Product Documentation

- Genesys Widgets

Genesys Products

- List of Release Notes

Resolved Issues

This release contains the following resolved issues:

The **SendMessage** widget now correctly displays the **OK** button in alert dialogs. Previously, this button might have displayed as **EmailOk**. (CXW-1735)

JavsScript *use strict* mode no longer triggers an error when using a dropdown in a custom form.

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(CXW-1734)

This release disables the **plugins** configuration array in **_genesys.widgets.main**. Previously, using this array might have caused unexpected JavaScript errors. (CXW-1731)

Dropdowns and textareas no longer reset to text inputs when using the custom form feature. (CXW-1710)

Genesys Widgets now correctly collects and transmits user agent details for Microsoft Internet Explorer 10/11 and Edge browsers. This allows chat sessions to receive more accurate user agent details for these browsers. (CXW-1697)

Upgrade Notes

If you have any custom CXBus plugins or extensions, you must update them by adding an additional line at the end of your code to mark your plugin ready. If you do not do this, any commands you've registered in your plugin/extension will not execute. If you have not registered any commands, this change will not affect you.

Example

```
var oMyPlugin = CXBus.registerPlugin("MyPlugin");

oMyPlugin.registerCommand("test", function(e){

            console.log("MyPlugin.test", e);

            e.deferred.resolve();
});

oMyPlugin.subscribe("WebChat.opened", function(){

            console.log("WebChat.opened event");
})

// Tell CXBus your plugin's commands are ready
oMyPlugin.ready();
```