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Stat Server User's Guide

Action Descriptions

12/20/2025

Action Descriptions

This page provides a list and descriptions of all the Actions in alphabetical order. If the same action can be generated on different objects, the action name includes the applicable object type in brackets. For lists of the Actions grouped by DN and Action types, see [Regular DN Actions](#), [Mediation DN Actions](#), [Media-Channel Actions](#), [StagingArea Actions](#), and [Tenant Actions](#).

Action Descriptions

Accepted Active ACWCompleted ACWMissed AfterCallWork AgentActive AgentLogin (Regular DNs) AgentLogin (Mediation DNs) AgentLogout AgentReady ASM_Engaged ASM_Outbound Available BeingCoached BeingMonitored Blocked CallAbandoned CallAbandonedFromDialing CallAbandonedFromHold CallAbandonedFromRinging (Regular DNs) CallAbandonedFromRinging (Mediation DNs) CallAbandonedFromRinging (Virtual Queues) CallAnswered (Regular DNs) CallAnswered (Mediation DNs) CallAnswered (Virtual Queues) CallCleared CallConferenceJoined CallConferenceMade CallConferenceOriginated CallConferencePartyAdded CallConferencePartyDeleted CallConsult CallConsultCompleted CallConsultOriginated CallConsultReceived CallConsultStarted CallDialConferenced CallDialTransferred CallDialed CallDialing CallDialingStarted CallDistributed CallDistributedToQueue CallEntered CallForwarded (Regular DNs) CallForwarded (Mediation DNs)	CallOutbound CallOutboundCompleted CallOutboundOriginated CallOutboundReceived CallOutboundStarted CallPartyChanged CallReleased (Mediation DNs) CallReleased (Virtual Queues) CallRetrievedFromHold CallRinging CallRingingPartyChanged (Regular DNs) CallRingingPartyChanged (Mediation DNs) CallRingingStarted CallTransferMade CallTransferPartyChanged CallTransferTaken CallTreatmentCompleted CallTreatmentNotStarted CallTreatmentStarted CallUnknown CallUnknownCompleted CallUnknownStarted CallWait CoachingByIntrusionInitiated CoachingByRequestInitiated CoachingRequested ConferenceJoined ConferenceJoinedByIntrusion ConferenceMade DND Delivering DeliveringStarted DNDActive DNLogin DNReady DoNotDisturb ExternalServiceRequested (Tenants) ExternalServiceResponded (Tenants) Handling HandlingInbound HandlingInboundStarted HandlingInternal HandlingInternalStarted HandlingOutbound HandlingOutboundStarted HandlingStarted	InteractionAnswered (Agent Workbin) InteractionCleared InteractionCleared (Agent Workbin) InteractionCreated (StagingAreas) InteractionCreated (Tenants) InteractionDeleted (StagingAreas) InteractionDeleted (Tenants) InteractionDistributed InteractionDistributed (Agent Workbin) InteractionDistributedToQueue InteractionEntered InteractionEntered (Agent Workbin) InteractionPastAcceptServiceLevel (StagingAreas) InteractionPastAcceptServiceLevel (Tenants) InteractionPastCompletionServiceLevel (StagingAreas) InteractionPastCompletionServiceLevel (Tenants) InteractionReleased (StagingAreas) InteractionReleased (Tenants) InteractionReleased (Agent Workbin) InteractionResponded (Regular DNs) InteractionResponded (MediaChannels) InteractionWait (StagingAreas) InteractionWait (Tenants) InteractionWait (Agent Workbin) LoggedIn LoggedOut Monitored (Regular DNs) Monitored (Mediation DNs) MonitoringInitiated NotMonitored (Regular DNs) NotMonitored (Mediation DNs) NotReadyForNextCall NotRoutable OffHook OnHook OrigDNCallAbandoned OrigDNCallDistributed OrigDNCallEntered OrigDNCallWait Pulled Rejected Revoked Routable	
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Action Descriptions

CallHeld CallInbound CallInboundCompleted CallInboundStarted CallInternal CallInternalCompleted CallInternalOriginated CallInternalReceived CallInternalStarted CallMissed CallObserved... CallObserving... CallOnHold	InteractionAbandoned (Tenants) InteractionAbandonedDuringOffering (MediaChannels) InteractionAbandonedDuringOffering (StagingAreas) InteractionAbandonedDuringOffering (Tenants) InteractionAbandonedDuringOffering (Virtual Queues) InteractionAbandonedDuringOffering (Agent Workbin) InteractionAccepted1 InteractionAccepted (StagingAreas) InteractionAccepted (Tenants) InteractionAccepted (Agent Workbin) InteractionAgentPartyInProgress (Tenants) InteractionAnswered (StagingAreas) InteractionAnswered (Tenants)	StartedInternal StartedOutbound StoppedInbound StoppedInternal StoppedOutbound StuckCallCleaned StuckCallCleanedWhileRinging (Regular DNs) StuckCallCleanedWhileRinging (Mediation DNs) TransferMade TransferTaken TransferredFromHold UserEvent (Regular DNs) UserEvent (Mediation DNs) UserEventReceived (Regular DNs) UserEventReceived (Mediation DNs) WaitForNextCall	
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Accepted

This retrospective action, also called `InteractionAccepted`, indicates that an agent (or place) has accepted a delivered interaction. This action terminates the `Delivering` action, and it is similar to `CallAnswered` in the telephony model.

[Back to top](#)

Active

This durable action tracks how long a media channel has been active for a particular agent (or place). Stat Server generates this action when the `EventMediaAdded` event is received from Interaction Server for the media on a place where an agent is logged in. This action ends with the `EventMediaRemoved` event from Interaction Server.

[Back to top](#)

ACWCompleted

This retrospective action occurs on a mediation DN when the regular DN action `AfterCallWork` is over. Action duration is the same duration as the corresponding `AfterCallWork` action. If a switch permits agents to enter `AfterCallWork` mode while they are still involved in calls, Stat Server generates the ACW on a regular DN upon completion of the interaction. Then, after the ACW action is ended, the `ACWCompleted` action is generated on a mediation DN, which distributes the interaction to regular DN. This behavior was introduced in the 7.0 release.

Stat Server generates an `ACWCompleted` or `ACWMissed` action on the mediation DN when the interaction is directed to the Position or Extension DN via a queue or routing point. This action was introduced in release 7.0.

[Back to top](#)

ACWMissed

This retrospective action occurs on a mediation DN when the regular DN action `AfterCallWork` is over. Action `ACWMissed` is generated on a mediation DN only if an agent enters ACW mode while s/he is on a call that was distributed from a source other than the mediation DN, on which the agent is logged in. Action duration is the same duration as the corresponding action `AfterCallWork`.

[Back to top](#)

AfterCallWork

This durable action is specific to particular switches and T-Server or SIP Server applications. For multimedia DNs, this action is classified as media-dependent, media-unique. While an agent is not involved in calls, this action starts when Stat Server receives `EventAgentNotReady` with a `WorkMode` attribute of `AfterCallWork` on any of the enabled media channels of a DN. Stat Server cancels generation of an `AfterCallWork` action (where it was previously postponed) if any of the following occur:

- Stat Server receives the EventAgentNotReady TEvent with a work mode other than AfterCallWork.
- Stat Server receives the EventAgentReady or EventDNDOn TEvents.
- Stat Server receives the EventAgentLogout TEvent (the agent logs out).

If a switch permits an agent to enter AfterCallWork mode while still involved in calls, any call ending with this agent will invoke after-call work. Stat Server generates the AfterCallWork action upon completion of the interaction. This behavior occurs even if Stat Server receives EventNotReady TEvent with Workmode=ACW from T-Server. Stat Server postpones the AfterCallWork action upon termination of the interaction.

The UserData, Reasons, and Extensions attributes from the EventDNDOn or EventDNDOff TEvents are not inherited by this action.

While AfterCallWork persists on a media channel of a multimedia DN, no routing is possible to that channel. (Stat Server marks the media_state component of the DN's capacity vector NR [NotReady].) Stat Server considers the actions occurring on all media channels when determining the DN's status. A DN's status is the highest ranking action occurring on all enabled media channels according to Stat Server's status priority tables.

If Stat Server receives EventNotReady TEvent with Workmode=ACW while the interaction is active, this action is simultaneous with one of the following call-type actions:

- AfterCallWorkUnknown
- AfterCallWorkInternal
- AfterCallWorkInbound
- AfterCallWorkOutbound
- AfterCallWorkConsult

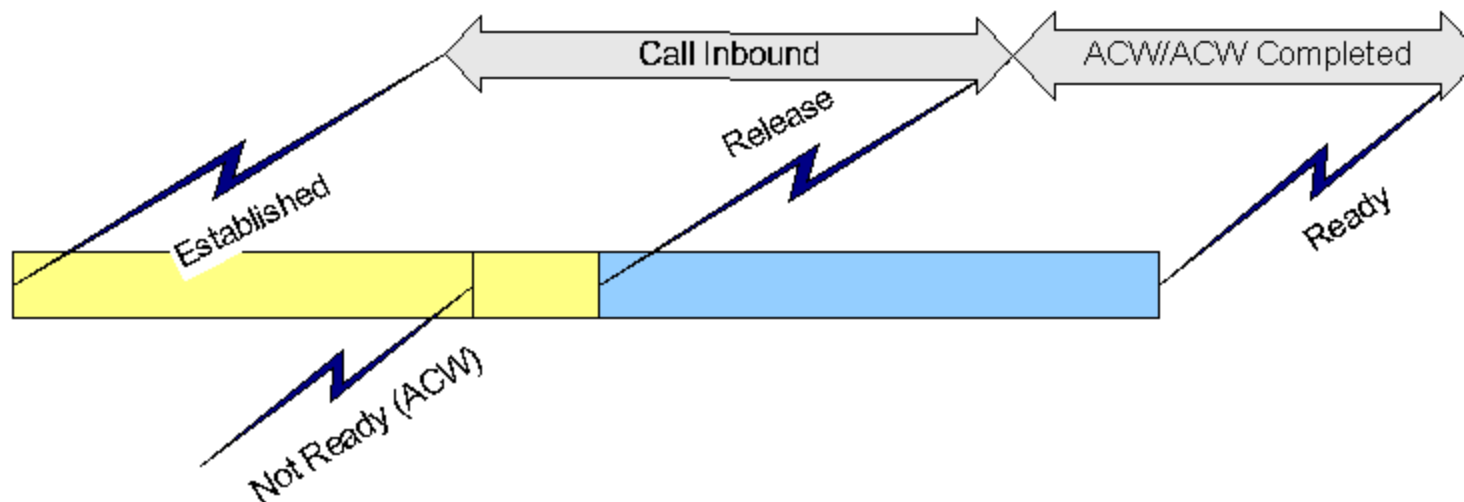
The interaction type that Stat Server receives from T-Server together with EventReleased, determines which of the preceding five actions occurs simultaneously with AfterCallWork. If AfterCallWork starts after an interaction is released, none of these call-type actions occurs.

Starting with Release 7.0, Stat Server generates AfterCallWork actions only upon completion of the interaction. This behavior allows several statistics to be more independent from a T-Server (and/or a Desktop) implementation; one such statistic is that requested with the ACWCompleted action for queues.

Important

These changes do not affect Stat Server's MLink ACW emulation functionality, which is based on an entirely different TEvent set.

The diagram below illustrates the changes in the ACW calculation schema.



ACW Action Generated After Interaction Completion

Tip

See also [DN Actions at Newly Registered DNs](#).

After-Call Work on the Nortel Meridian T-Servers

Stat Server processes ACW-related events when operating with the following T-Servers, subsequently referred to as Meridian or Meridian-like T-Servers:

- NEC-2400
- Release 7.0⁺ of T-Server for Nortel Meridian 1
- Release 7.0⁺ of T-Server for Nortel Symposium Call Center
- Release 7.1⁺ of T-Server for Nortel Communication Server 1000 with SCCS/MLS

Important

The switch type you set in the Configuration Layer when working with these T-Server applications depends on your PBX type and can be Nortel Meridian 1, Nortel Meridian CallCenter/Symposium, or Nortel Communication Server 1000 with SCCS/MLS. Starting with Stat Server release 8.5.000.32, the configurable association between position and extension on the switch level is supported for many switches (for more information refer to the [position-extension-linked](#) option, which is configurable on the switch Annex). In this case, Stat Server considers related T-Servers as Meridian-like T-Servers.

Starting with release 7.0 of Meridian-like T-Servers, their ACW-related events are processed differently than they are with other T-Server types. The reason for the difference in processing is that the Meridian-like DN model is different from other DN models that Genesys supports. Unlike other models, this model consists of a Position and Extension DNs linked together.

- To indicate ACW, Meridian-like T-Server applications propagate an `EventAgentNotReady` TEvent with `workmode=ACW` the moment an agent requests after-call work functionality (that is, when he or she presses the ACW button). (Other T-Server applications propagate this TEvent upon completion or redirection of the interaction). Meridian-like T-Servers send this TEvent only for Position DN types—it does not send the event for Extension DNs. If no more than one Position/Extension pair is configured on a place, Stat Server logic links together Position and Extension DNs based on how the corresponding Place object is configured in Configuration Server.
- Meridian-like T-Servers propagate an additional `EventAgentNotReady` TEvent (`workmode=ACW`) if the agent changes the reason for being in ACW state.
- After-call work terminates when Stat Server receives from T-Server one of the following TEvents:
 - `EventAgentReady`
 - `EventAgentNotReady` (`workmode!= ACW`)
 - `EventAgentLogout`

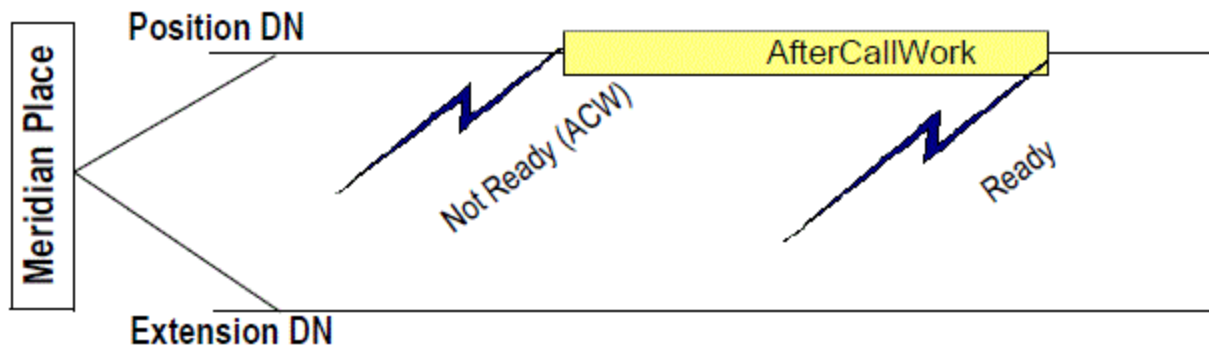
Based on the `EventAgentNotReady` TEvent (with `workmode=ACW`), Stat Server generates an `AfterCallWork` action on the Position DN and links the action with the appropriate telephony interaction, if applicable. In addition, if Stat Server recognizes this after-call work as associated with a particular telephony interaction, Stat Server postpones generation of the `AfterCallWork` action until the interaction is released. Furthermore, Stat Server inherits `UserData` keys and their values from the interaction and allows filtering of `AfterCallWork` action through these keys. If reasons are attached to `EventAgentNotReady` TEvent (`workmode= ACW`), then Stat Server can use them in filtering. Furthermore, Stat Server reacts when reasons change, such as upon receipt of the subsequent `EventAgentNotReady ACW` TEvent.

Stat Server generates an `ACWCompleted` or `ACWMissed` action on the mediation DN when the interaction is directed to the Position or Extension DN via a queue or routing point.

The following examples illustrate the actions Stat Server generates following receipt of certain TEvents from a Meridian-like T-Server.

ACW with No Associated Interaction

The diagram below illustrates a scenario where Stat Server immediately starts an `AfterCallWork` action on the Position DN upon receipt of the `EventAgentNotReady` TEvent (with `workmode=ACW`) from Meridian-like T-Server, and when there are no telephony interactions on the Position (or Extension) DN.



ACW Given No Telephony Interaction

The diagram shows the events occurring on the Position DN where Stat Server starts an AfterCallWork action. Stat Server terminates it, in this example, upon receipt of an EventAgentReady TEvent. (The EventAgentLogout or EventAgentNotReady TEvents with workmode!= ACW would also terminate the action.)

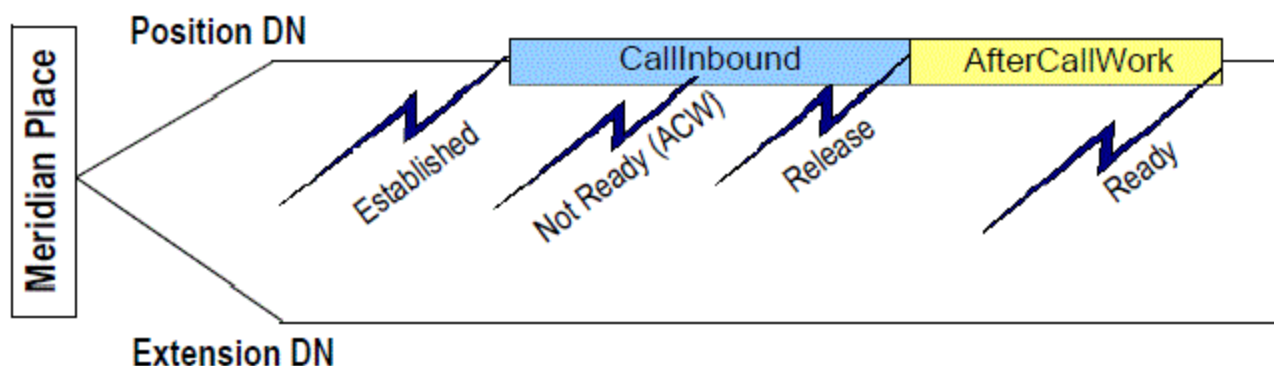
Important

This scenario also applies for other T-Server applications that have only Position or only Extension DNs.

ACW Request During an Interaction

If a telephony interaction is currently in progress on a Position DN, the related Extension DN, or both, when Stat Server receives an ACW-related TEvent on that Position DN, Stat Server generates an AfterCallWork action on the Position DN only, and only after all calls complete on the Position and/or Extension DNs. Furthermore, Stat Server associates this action only with the last released interaction. Stat Server does not generate an AfterCallWork action on the Extension DN, regardless of where the last interaction took place.

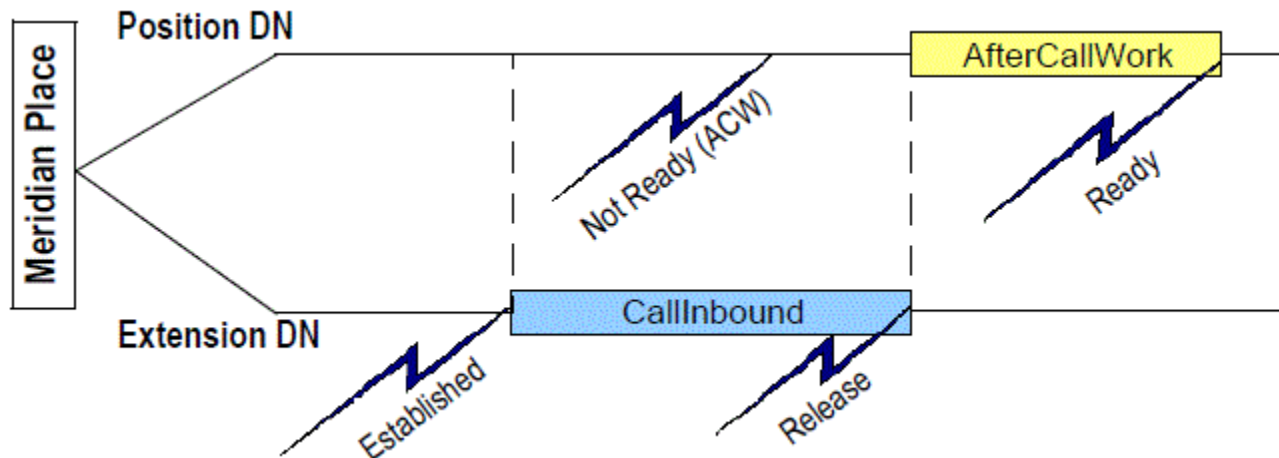
The diagram *ACW Request on a Position DN During a Telephony Interaction* illustrates this scenario when an inbound interaction is underway on the Position DN. An ACW-related event takes place during the interaction. Stat Server starts an AfterCallWork action when the interaction is released.



ACW Request on a Position DN During a Telephony Interaction

During the interaction on the Position DN, the agent presses the ACW button (workmode=ACW). Upon release of the interaction, Stat Server starts an AfterCallWork action on the Position DN. When Stat Server then receives the EventAgentReady TEvent, Stat Server terminates the AfterCallWork action. (EventAgentLogout and EventAgentNotReady with a workmode other than ACW would also terminate the action.)

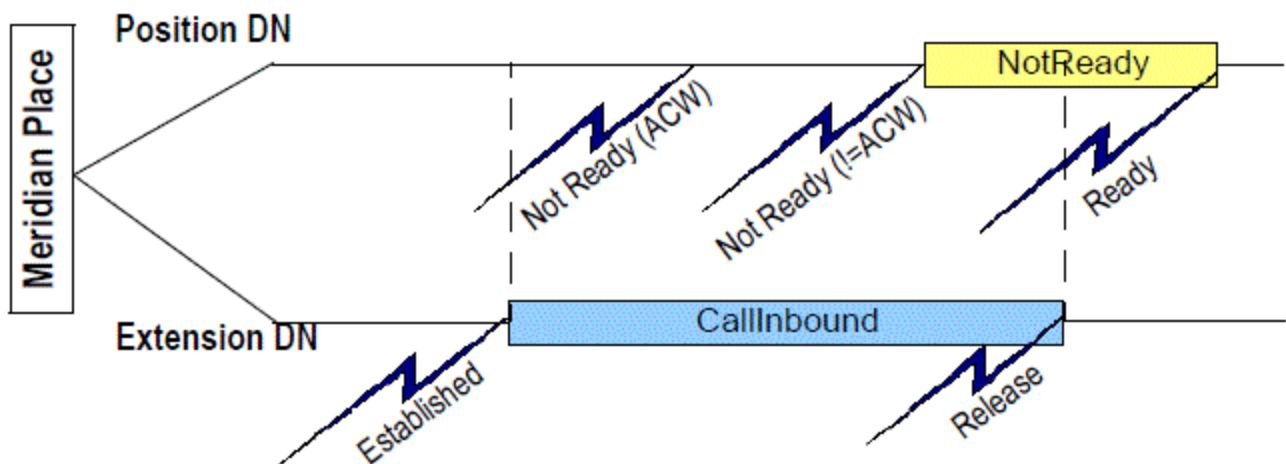
In the diagram *ACW Request on an Extension DN During a Telephony Interaction*, the agent presses the ACW button (workmode=ACW) while conducting an interaction on the Extension DN. Stat Server starts an AfterCallWork action *on the Position DN* upon release of the interaction, and terminates it under the same circumstances as those stated above. This termination occurs regardless of the DN from which the AfterCallWork action is generated.



ACW Request on an Extension DN During a Telephony Interaction

Clearing ACW During an Interaction

As a special provision, if, after having previously received an EventAgentNotReady TEvent (with workmode=ACW) while one or more calls are in progress on either the Position or Extension DN, Stat Server receives an EventAgentReady or EventAgentNotReady TEvent (with workmode!=ACW) while one or more calls are still in progress, Stat Server does not generate an AfterCallWork action upon release of the subsequent interaction(s).



Clearing an ACW Request During an Interaction

The diagram *Clearing an ACW Request During an Interaction* illustrates this scenario. It shows an interaction occurring on the Extension DN. During the interaction, the agent presses the ACW button. T-Server sends an EventAgentNotReady TEvent (workmode=ACW), and Stat Server registers it on the Position DN. Later, during the same interaction, the agent presses the NotReady button. T-Server sends an EventAgentNotReady TEvent (with workmode!=ACW), and Stat Server acknowledges it on the Position DN. As this TEvent and workmode combination terminate after-call work, Stat Server does not start an AfterCallWork action when the interaction terminates, but rather immediately starts a NotReady action on the Position DN when the NotReady button is pressed.

Important

This ACW model applies when Stat Server 7.0⁺ is used in conjunction with Meridian T-Server 7.0. Contact Genesys Customer Care to understand Stat Server 7.0 behavior if the version of your Meridian T-Server is less than 7.0.

[Back to top](#)

AgentActive

For Stat Server 8.1.0 and lower releases (8.1.0⁻), this durable action starts on a mediation DN when the status of an agent, who is already logged into that mediation DN through a regular DN that belongs to a place, changes from NotReadyForNextCall. This action ends when agent status changes to NotReadyForNextCall on that mediation DN, when that agent logs out from the mediation DN, or when the NotMonitored action starts. For 8.1.2 and higher releases (8.1.2⁺), Stat Server generates this action only on DNs on which there is a known agent (the assignment of those DNs to a place is not required).

Important

In order to use this action in statistics that are accessing action attributes (for example: filters, formulas, GroupBy , DistinguishBy) set the **[statserver]/queue-use-pseudo-actions** option to false.

[Back to top](#)

AgentLogin (Regular DNs)

This momentary action occurs when Stat Server detects agent login to a DN through either of the following:

- Stat Server receives EventAgentLogin on the DN.
- Stat Server receives EventRegistered or EventAddressInfo for the DN indicating agent login.

Stat Server generates this media-independent action when Stat Server detects login to the device, not to a particular media channel on the device.

For a description of this action on mediation DNs, see [AgentLogin \(Mediation DNs\)](#).

[Back to top](#)

AgentLogin (Mediation DNs)

For Stat Server 8.1.0 and lower (releases 8.1.0⁻), this durable action starts when agent logs on to a mediation DN through a regular DN that belongs to a place and for which the agent is known. This action ends when the agent logs out from the mediation DN or when the NotMonitored action starts. For 8.1.2 (8.1.2⁺) and higher release, Stat Server generates this action only on DNs for which there is a known agent (the assignment of those DNs to a place is not required).

Important

In order to use this action in statistics that are accessing action attributes (for example: filters, formulas, GroupBy , DistinguishBy) set the **[statserver]/queue-use-pseudo-actions** option to false.

For a description of this action on regular DNs, see [AgentLogin \(Regular DNs\)](#).

[Back to top](#)

AgentLogout

EventAgentLogout triggers this retrospective, instantaneous action. Furthermore, this action inherits

its attributes (such as Reasons) from this TEvent, which can be useful, for example, for tallying the number of agent logout actions that occurred during a particular time frame because of a particular Reason (using Reason-based filtering introduced in the 7.6 release).

The duration of this action coincides with the duration of the agent's login on the DN. Stat Server generates this media-independent action when Stat Server detects:

- EventAgentLogout on a device—not when the agent logs off of a particular media channel.
- EventLinkDisconnected on a regular logged-in DN.

For 8.1.2 and higher releases (8.1.2⁺), Stat Server generates this action only on DNs for which there is a known agent.

[Back to top](#)

AgentReady

For Stat Server 8.1.0 and lower releases (8.1.0⁻), this durable action starts on a mediation DN when the status of agent, who is already logged into that mediation DN through a regular DN belonging to a place, changes to WaitForNextCall. This action ends when agent status changes from WaitForNextCall on that mediation DN, when that agent logs out from the mediation DN, or when the NotMonitored action starts. (See [Place and Agent Status](#) for a definition of agent status). For 8.1.2 and higher releases (8.1.2⁺), Stat Server generates this action only on DNs for which there is a known agent (the assignment of those DNs to a place is not required).

Important

In order to use this action in statistics that are accessing action attributes (for example: filters, formulas, GroupBy, DistinguishBy) set the **[statserver]/queue-use-pseudo-actions** option to false.

[Back to top](#)

ASM_Engaged

This durable action is specific to DNs of the Extension or Position type that are involved with the outbound predictive dialing, which runs in Predictive with seizing mode and is based on the Active Switching Matrix (ASM) call model.

This action starts upon Stat Server's receipt of:

- EventEstablished on the communication port DN (CPDN).
- EventEstablished on the agent DN where its UserData attribute contains the <"GSW_CALL_TYPE", "ENGAGING"> key-value pair.

Prior to Stat Server 7.6, this action started upon receipt of EventRinging. Now, upon receiving EventRinging with ANI/OtherDN pointing to the CPDN, Stat Server generates the CallRinging

action.

N-Dialer makes a predictive dialing call to a customer number and delivers an engaging call (of the Inbound or Internal type) to an agent via a CPDN. The action indicates that the agent on a particular DN is waiting for the customer to be connected.

This action ends for communication port DNs when any of the following occur:

- The ASM_Outbound action starts on the CPDN.
- The customer is connected to the agent.
- Either the predictive dialing or the engaging call is released (through receipt of EventReleased or EventAbandoned) before the agent and the customer are connected to each other.
- The NotMonitored action starts.

This action ends for agent DNs when any of the following occurs:

- The ASM_Outbound action starts on the agent DN.
- Either the predictive dialing or the engaging call is released (through receipt of EventReleased or EventAbandoned) before the agent and the customer are connected to each other.
- The NotMonitored action starts.

Tip

Refer to the *Outbound Contact Deployment Guide* for information on the ASM call model.

[Back to top](#)

ASM_Outbound

This durable action is specific to DNs of the Extension or Position type that are involved with the outbound predictive dialing, which runs in Predictive with seizing mode and is based on the Active Switching Matrix (ASM) call model.

This action starts upon Stat Server's receipt of:

- EventAttachedDataChanged on the agent DN with UserData containing the (' 'GSW_RECORD_HANDLE' ' , <any value>) key-value pair.
- EventPartyChanged on the agent DN with PreviousConnID pointing to a call that Stat Server recognizes as ASM-engaged and UserData containing the <' 'GSW_CALL_TYPE' ' , ' 'REGULAR' ' > key-value pair.

This action ends on the CPDN when either the agent or the customer releases the call or if the NotMonitored action starts. On the agent DN, this action ends when the call ends on the agent's DN or when the NotMonitored action starts.

Tip

Refer to the *Outbound Contact Deployment Guide* for information on the ASM call model.

[Back to top](#)

Available

This durable action indicates that an agent (or place) is ready to receive interactions on a particular media channel. This action is similar to `WaitForNextCall` in the telephony model.

[Back to top](#)

BeingCoached

Stat Server generates this momentary action when coaching begins on a chat interaction, whether by invitation or not.

[Back to top](#)

BeingMonitored

Stat Server generates this momentary action when monitoring begins on a chat interaction.

[Back to top](#)

Blocked

This durable action indicates that an agent (or place) has put himself or herself into the `NotReady` state for a particular media, and/or that he or she has selected `DoNotDisturb`. This action is similar to the `NotReadyForNextCall` action.

[Back to top](#)

CallAbandoned

This retrospective action derives from the `CallWait` durable action if `CallWait` terminates because of `EventAbandoned` with an `AttributeReliability` attribute equal to `TReliabilityOk`.

`CallAbandoned` is always simultaneous with one of the following call-type actions:

- `CallAbandonedUnknown`
- `CallAbandonedInternal`
- `CallAbandonedInbound`

- CallAbandonedOutbound
- CallAbandonedConsult

The interaction type that Stat Server receives from T-Server with EventQueued or EventRouteRequest determines which of the above five actions occurs simultaneously with CallAbandoned.

[Back to top](#)

CallAbandonedFromDialing

This retrospective action derives from the **CallDialing** durable action if CallDialing terminates because of EventReleased and if the interaction is not a consult call with an interaction state of Transferred or Conferenced.

CallAbandonedFromDialing is always simultaneous with one of the following call-type actions:

- CallAbandonedFromDialingUnknown
- CallAbandonedFromDialingInternal
- CallAbandonedFromDialingInbound
- CallAbandonedFromDialingOutbound
- CallAbandonedFromDialingConsult

The interaction type that Stat Server receives from T-Server with EventReleased determines which of the above five actions occurs simultaneously with CallAbandonedFromDialing.

[Back to top](#)

CallAbandonedFromHold

This retrospective action derives from the **CallOnHold** durable action if CallOnHold terminates because of EventReleased with an interaction state other than Transferred.

CallAbandonedFromHold is always simultaneous with one of the following call-type actions:

- CallAbandonedFromHoldUnknown
- CallAbandonedFromHoldInternal
- CallAbandonedFromHoldInbound
- CallAbandonedFromHoldOutbound
- CallAbandonedFromHoldConsult

The interaction type that Stat Server receives from T-Server with EventReleased determines which of the above five actions occurs simultaneously with CallAbandonedFromHold.

[Back to top](#)

CallAbandonedFromRinging (Regular DNs)

This retrospective action derives from the **CallRinging** durable action if CallRinging terminates because of EventReleased or EventAbandoned (specifically, without interaction state 22-Redirected or 23-Forwarded). The AttributeReliability attribute, a new attribute provided with 7.1 T-Servers, must accompany EventAbandoned and this attribute's value must equal TReliabilityOk.

CallAbandonedFromRinging is always simultaneous with one of the following call-type actions:

- CallAbandonedFromRingingUnknown
- CallAbandonedFromRingingInternal
- CallAbandonedFromRingingInbound
- CallAbandonedFromRingingOutbound
- CallAbandonedFromRingingConsult

The interaction type that Stat Server receives from T-Server with EventReleased or EventAbandoned determines which of the above five actions occurs simultaneously with CallAbandonedFromRinging.

This action may occur simultaneously with the retrospective **CallAbandonedFromRinging (Mediation DNs)** action.

[Back to top](#)

CallAbandonedFromRinging (Mediation DNs)

For regular interactions, this retrospective action occurs at a mediation DN when EventReleased (with an interaction state other than CallForwarded or CallRedirected) is received after EventRinging from a DN to which an interaction was going to be distributed from the mediation DN. It receives as its duration the interval from the moment when the interaction entered the mediation DN (EventQueued or EventRouteRequest) to the moment when the interaction was abandoned (EventReleased).

For hunt-call interactions, this retrospective action occurs at a mediation DN when EventAbandoned is received on that DN, given that EventRinging had been previously received on at least one agent DN, belonging to a hunt group. The resultant action receives as its duration from the moment that the call entered the mediation DN (EventQueued or EventRouteRequest) to the moment when the interaction was abandoned (EventAbandoned).

[Back to top](#)

CallAbandonedFromRinging (Virtual Queues)

For virtual queue objects that are controlled by a Multimedia-monitored switch this retrospective action occurs when Stat Server receives from Interaction Server the EventRevoked event with the Abandoned reason.

The duration that Stat Server prescribes to this action is the interval from EventQueued to EventRevoked.

This action is similar to **CallAbandonedFromRinging (Mediation DNs)** in the telephony model.

[Back to top](#)

CallAnswered (Regular DNs)

This retrospective action derives from the **CallRinging** durable action if CallRinging terminates because of EventEstablished.

CallAnswered is always simultaneous with one of the following call-type actions:

- CallAnsweredUnknown
- CallAnsweredInternal
- CallAnsweredInbound
- CallAnsweredOutbound
- CallAnsweredConsult

The interaction type that Stat Server receives from T-Server with EventEstablished determines which of the above five actions occurs simultaneously with CallAnswered (Regular DNs).

This action may occur simultaneously with the retrospective mediation DN action **CallAnswered (Mediation DNs)**.

[Back to top](#)

CallAnswered (Mediation DNs)

This retrospective action occurs at a mediation DN when EventEstablished is received after EventRinging from a DN to which an interaction was distributed from the mediation DN. CallAnswered receives as its duration the interval from the moment when the interaction enters the mediation DN (the latest of the EventQueued, EventRouteRequest or EventPartyChanged TEvents if it occurs while the call is waiting in queue or at the routing point) to the moment when the agent takes the interaction (EventEstablished or EventDiverted, whichever is latest).

Important

If an interaction was accepted at an agent DN at moment T1 and the interaction is subsequently requeued to a mediation DN (at moment T2), Stat Server will not generate the CallAnswered action on all mediation DNs for which the EventDiverted or EventRouteUsed TEvents were delayed (that is, when these events follow T2).

CallAnswered is always simultaneous with one of the following call-type actions:

- CallAnsweredUnknown
- CallAnsweredInternal
- CallAnsweredInbound
- CallAnsweredOutbound

- CallAnsweredConsult

The interaction type that Stat Server receives from T-Server with EventQueued or EventRouteRequest determines which of the above five actions occurs simultaneously with CallAnswered (Mediation DNs).

This action may occur simultaneously with the [CallAnswered \(Regular DNs\)](#) retrospective action.

[Back to top](#)

CallAnswered (Virtual Queues)

For virtual queue objects that are controlled by a Multimedia-monitored switch this retrospective action occurs when Stat Server receives EventPartyAdded as a result of an agent accepting the interaction. The duration that Stat Server prescribes to this action is the interval from EventQueued to EventPartyAdded.

This action is similar to [CallAnswered \(Mediation DNs\)](#) in the telephony model.

[Back to top](#)

CallCleared

Stat Server generates this retrospective action only on a virtual queue. The action derives from the [CallWait](#) durable action if CallWait terminates because of EventDiverted with an interaction state of Redirected. With this event, the Universal Routing Server, by means of T-Server, indicates that an interaction has left this queue and is being delivered to an agent from another virtual queue.

CallCleared is always simultaneous with one of the following call-type actions:

- CallAbandonedUnknown
- CallAbandonedInternal
- CallAbandonedInbound
- CallAbandonedOutbound
- CallAbandonedConsult

The interaction type that Stat Server receives from T-Server with EventQueued or EventRouteRequest determines which of the above five actions occurs simultaneously with CallCleared.

[Back to top](#)

CallConferenceJoined

This momentary action occurs in a conference call at a DN that was added to the conference. CallConferenceJoined derives from:

- EventPartyChanged for a two step conference

- EventEstablished for a single step conference

with an interaction state of Conferenced.

[Back to top](#)

CallConferenceMade

Once the transfer completes, this momentary action occurs at the DN that initiated the conference. CallConferenceMade derives from EventPartyAdded with an interaction state of Conferenced, a ThirdPartyDNRole of AddedBy, and a ThirdPartyDN equal to ThisDN.

[Back to top](#)

CallConferenceOriginated

This durable action measures the amount of time that an agent spent in a three-party conference. In regular PBX scenarios, this action starts when the originating agent invites another agent to a call (EventPartyChanged) and stops when the originating agent leaves the conference (EventReleased). The CallConferenceOriginated action is not supported in blind conferences when a conference completes while the call is at a routing point or ACD queue.

For CallConferenceOriginated actions that are triggered by the EventPartyChanged TEvent with the CallState attribute set to Conferenced, all attributes (ThisQueue, DNIS, and others) are now taken from this TEvent.

In network-attended transfer and conference scenarios, this action starts when Stat Server receives NetworkCallStateConferenced as the value of the AttributeNetworkCallState attribute for the originating agent and stops when this attribute's value becomes NetworkCallStateReconnected, NetworkCallStateDisconnected, NetworkCallStateTransferred or NetworkCallStateConferenced for the originating agent or when the NotMonitored action starts.

Important

When specified in the MainMask of a stat type, Stat Server ignores DistByConnID Formula assignments, since, by definition, this action may occur only once for a given connection ID.

Statistics based on this action include the originating agent's continued involvement in conferenced calls, regardless of whether this involvement is active or inactive.

Important

Using this action to measure the originating agent's time in a three-party conference presumes that the originating agent leaves the conference first. If the customer or the conferenced-in agent leaves the conference, Stat Server continues to tally this metric until the originating agent leaves the transaction.

[Back to top](#)

CallConferencePartyAdded

This momentary action occurs at all DNs participating in a conference call when a new DN joins the conference. CallConferencePartyAdded derives from EventPartyAdded with a ThirdPartyDNRole of AddedBy and a ThirdPartyDN different from ThisDN.

[Back to top](#)

CallConferencePartyDeleted

This momentary action occurs in a conference call at all DNs left in the conference when a DN ends its participation in the conference. It derives from EventPartyDeleted.

[Back to top](#)

CallConsult

This durable action starts when Stat Server receives EventEstablished from a DN with a value of Consult for the interaction-type parameter. Call origination, whether from within the contact center or outside, is not indicated. This action's corresponding initial momentary action is CallConsultStarted.

CallConsult ends with EventReleased or EventPartyChanged for the same call or when the NotMonitored action starts. When CallConsult ends with EventReleased, it causes the CallConsultCompleted retrospective action to occur. When CallConsult ends with EventPartyChanged, it causes the CallPartyChanged retrospective action to occur.

Tip

See also [DN Actions at Newly Registered DNs](#).

[Back to top](#)

CallConsultCompleted

This retrospective action derives from the CallConsult durable action. CallConsultCompleted is generated when a consultation call completes.

Use CallConsultCompleted instead of CallConsult for filtering attached data at the end of actions.

[Back to top](#)

CallConsultOriginated

This durable action starts when Stat Server receives EventEstablished from a DN with a value of Consult for the interaction-type parameter. This action is similar to a CallConsult action providing additional information about call origination—namely, from an agent's DN. Its corresponding initial momentary action is CallConsultStarted.

CallConsultOriginated ends with EventReleased or EventPartyChanged for the same call or when the NotMonitored action starts. When CallConsultOriginated ends with EventPartyChanged, this action causes Stat Server to generate the **CallPartyChanged** retrospective action.

Tip

See also **DN Actions at Newly Registered DNs**.

[Back to top](#)

CallConsultReceived

This durable action starts when Stat Server receives EventEstablished from a DN with a value of Consult for the interaction-type parameter. This action is similar to a CallConsult action providing additional information about call origination—namely, from a DN outside the contact center. Its corresponding initial momentary action is CallConsultStarted.

CallConsultReceived ends with EventReleased or EventPartyChanged for the same call or when the NotMonitored action starts. When it ends with EventPartyChanged, it causes the retrospective action **CallPartyChanged**.

Tip

See also **DN Actions at Newly Registered DNs**.

[Back to top](#)

CallConsultStarted

This momentary action occurs whenever the CallConsult, CallConsultOriginated, or CallConsultReceived durable action starts.

Tip

See also **DN Actions at Newly Registered DNs**.

[Back to top](#)

CallDialConferenced

This retrospective action derives from the [CallDialing](#) durable action if CallDialing terminates because of EventReleased for a consult call with an interaction state of Conferenced. CallDialConferenced is interaction-type specific, so it can also be considered to derive from CallDialingConsult.

[Back to top](#)

CallDialTransferred

This retrospective action derives from the CallDialing durable action if CallDialing terminates because of EventReleased for a consult call with an interaction state of Transferred. CallDialTransferred is interaction-type specific, so it can also be considered to derive from CallDialingConsult.

[Back to top](#)

CallDialed

This retrospective action derives from the CallDialing durable action if CallDialing terminates because of EventEstablished.

CallDialed is always simultaneous with one of the following call-type actions:

- CallDialedUnknown
- CallDialedInternal
- CallDialedInbound
- CallDialedOutbound
- CallDialedConsult

The interaction type that Stat Server receives from T-Server with EventDialing determines which of the above five actions occurs simultaneously with CallDialed.

[Back to top](#)

CallDialing

This durable action starts when Stat Server receives EventDialing from T-Server for a DN. Its corresponding initial momentary action is CallDialingStarted.

This action lasts until Stat Server receives either EventEstablished or EventReleased for the same call, or until the NotMonitored action starts. If EventEstablished or EventReleased is received, and, in the latter case, if the interaction is a consult call with a call state of Transferred or Conferenced, the termination of CallDialing produces the retrospective action CallDialed, CallAbandonedFromDialing, CallDialTransferred, or CallDialConferenced.

CallDialing is always simultaneous with one of the following call-type actions:

- CallDialingUnknown
- CallDialingInternal
- CallDialingInbound
- CallDialingOutbound
- CallDialingConsult

The interaction type that Stat Server receives from T-Server with EventDialing determines which of the preceding five actions occurs simultaneously with CallDialing.

[Back to top](#)

CallDialingStarted

This momentary action occurs whenever the CallDialing durable action starts.

CallDialingStarted is always simultaneous with one of the following call-type actions:

- CallDialingStartedUnknown
- CallDialingStartedInternal
- CallDialingStartedInbound
- CallDialingStartedOutbound
- CallDialingStartedConsult

The interaction type that Stat Server receives from T-Server with EventDialing determines which of the above five actions occurs simultaneously with CallDialingStarted.

[Back to top](#)

CallDistributed

This retrospective action derives from the CallWait durable action if CallWait terminates because Stat Server receives EventRouteUsed or EventDiverted from T-Server.

In addition, for virtual queue objects, EventDiverted must contain an interaction state other than Redirected.

For T-Server-originating events, CallDistributed is always simultaneous with one of the following call-type actions:

- CallDistributedUnknown
- CallDistributedInternal
- CallDistributedInbound
- CallDistributedOutbound

- `CallDistributedConsult`

The interaction type that Stat Server receives from T-Server with `EventQueued` or `EventRouteRequest` determines which of the above five actions occurs simultaneously with `CallDistributed`.

[Back to top](#)

CallDistributedToQueue

Stat Server generates this retrospective action on a mediation DN (DN1) if an interaction is distributed from this DN to a second mediation DN (DN2). The duration of this action is equal to the time from receipt of an `EventQueued` or `EventRouteRequest` TEvent on DN1 until the receipt of an `EventQueued` or `EventRouteRequest` on DN2. Stat Server does not generate this action if an interaction enters DN2 but has not been distributed from DN1. Stat Server also does not generate this action if an interaction is distributed from DN1 to a nonmediation DN, such as to an agent's DN. After Stat Server generates `CallDistributedToQueue` on DN1, DN1 is cleared from the list of DNs from which the interaction can be distributed.

`CallDistributedToQueue` is always simultaneous with one of the following call-type actions:

- `CallDistributedToQueueInternal`
- `CallDistributedToQueueInbound`
- `CallDistributedToQueueOutbound`
- `CallDistributedToQueueConsult`
- `CallDistributedToQueueUnknown`

The interaction type that Stat Server receives from T-Server with `EventQueued` or `EventRouteRequest` determines which of the above five actions occurs simultaneously with `CallDistributedToQueue`.

[Back to top](#)

CallEntered

This momentary action occurs, depending on the type of the DN, when Stat Server receives `EventQueued` or `EventRouteRequest` from T-Server.

For T-Server-originating events, `CallEntered` is always simultaneous with one of the following call-type actions:

- `CallEnteredUnknown`
- `CallEnteredInternal`
- `CallEnteredInbound`
- `CallEnteredOutbound`
- `CallEnteredConsult`

The interaction type that Stat Server receives from T-Server with `EventQueued` or `EventRouteRequest` determines which of the above five actions occurs simultaneously with `CallEntered`.

Important

`CallEntered` will be generated only once for the queue and the same still active call.

[Back to top](#)

CallForwarded (Regular DNs)

This retrospective action derives from the `CallRinging` durable action if `CallRinging` terminates because of `EventReleased` with an interaction state of `Forwarded` or `Redirected` (when the forwarding functionality is enabled on a DN).

`CallForwarded` is always simultaneous with one of the following call-type actions:

- `CallForwardedUnknown`
- `CallForwardedInternal`
- `CallForwardedInbound`
- `CallForwardedOutbound`
- `CallForwardedConsult`

This action may occur simultaneously with the [CallForwarded \(Mediation DNs\)](#) retrospective action.

[Back to top](#)

CallForwarded (Mediation DNs)

For regular interactions, this retrospective action occurs at a mediation DN when Stat Server receives `EventReleased` (with an interaction state of `CallForwarded` or `CallRedirected`) following `EventRinging` from a DN to which an interaction was going to be distributed from the mediation DN. Action duration is the interval from the moment when the interaction enters the mediation DN (`EventQueued` or `EventRouteRequest`) to the moment when the interaction is abandoned (`EventReleased`).

For hunt-call interactions, Stat Server never generates this action.

[Back to top](#)

CallHeld

This momentary action occurs whenever the `CallOnHold` durable action starts.

CallHeld is always simultaneous with one of the following call-type actions:

- CallHeldUnknown
- CallHeldInternal
- CallHeldInbound
- CallHeldOutbound
- CallHeldConsult

The interaction type that Stat Server receives from T-Server with EventHeld determines which of the above five actions occurs simultaneously with CallHeld.

[Back to top](#)

CallInbound

This durable action starts when Stat Server receives:

- EventEstablished.
- EventPartyChanged from a DN with a value of Inbound for the interactiontype parameter.

Its corresponding initial momentary action, upon receipt of EventEstablished, is CallInboundStarted. Stat Server generates this action upon receipt of EventPartyChanged when T-Server configuration causes T-Server to transmit an Inbound interaction type with the TEvent rather than Consult. This can happen, for example, when the use-data-from T-Server configuration option is set to consult-user-data.

CallInbound ends with EventReleased for the same interaction, causing the CallInboundCompleted retrospective action to occur, when EventPartyChanged is received for a different party, or when the NotMonitored action starts.

Tip

See also [DN Actions at Newly Registered DNs](#).

[Back to top](#)

CallInboundCompleted

This retrospective action derives from the CallInbound durable action. CallInboundCompleted is generated when an inbound interaction completes.

Use CallInboundCompleted instead of CallInbound for filtering attached data at the end of actions.

[Back to top](#)

CallInboundStarted

This momentary action occurs whenever the `CallInbound` durable action starts.

Tip

See also [DN Actions at Newly Registered DNs](#).

[Back to top](#)

CallInternal

This durable action starts when Stat Server receives `EventEstablished` from a DN with a value of `Internal` for the interaction-type parameter. Its corresponding initial momentary action is `CallInternalStarted`.

`CallInternal` ends with `EventReleased` for the same interaction, causing the `CallInternalCompleted` retrospective action to occur, or when the `NotMonitored` action starts.

Tip

See also [DN Actions at Newly Registered DNs](#).

[Back to top](#)

CallInternalCompleted

This retrospective action derives from the `CallInternal` durable action. `CallInternalCompleted` is generated when an internal interaction completes.

Use `CallInternalCompleted` instead of `CallInternal` for filtering attached data at the end of actions.

[Back to top](#)

CallInternalOriginated

This durable action starts when Stat Server receives `EventEstablished` from a DN with a value of `Internal` for the interaction-type parameter. This action is similar to a `CallInternal` action, providing additional information about interaction origination—namely, from an agent's DN. Its corresponding initial momentary action is `CallInternalStarted`.

`CallInternalOriginated` ends with `EventReleased` for the same interaction or when the `NotMonitored` action starts.

Tip

See also [DN Actions at Newly Registered DNs](#).

[Back to top](#)

CallInternalReceived

This durable action starts when Stat Server receives EventEstablished from a DN with a value of Internal for the interaction-type parameter. This action is similar to a CallInternal action, providing additional information about origination of the interaction—namely, from a DN not belonging to the agent. Its corresponding initial momentary action is CallInternalStarted.

CallInternalReceived ends with EventReleased for the same interaction or when the NotMonitored action starts.

Tip

See also [DN Actions at Newly Registered DNs](#).

[Back to top](#)

CallInternalStarted

This momentary action occurs whenever the CallInternal durable action starts.

Tip

See also [DN Actions at Newly Registered DNs](#).

[Back to top](#)

CallMissed

This retrospective action occurs on a mediation DN when EventReleased comes after EventEstablished. It applies to calls distributed from a source other than the mediation DN, on which the agent is logged in. Action duration is the interval beginning with EventEstablished and ending with EventReleased.

Action CallMissed is not generated on a mediation DN at the time when a call is released on an agent's DN, if at that moment the agent's DN is no longer associated with the mediation DN, either through an agent group or place group.

[Back to top](#)

CallObserved...

The CallObserved... actions include the following:

- CallObservedUnknown
- CallObservedInternal
- CallObservedInbound
- CallObservedOutbound
- CallObservedConsult

One of these durable actions starts in one the following cases:

- Stat Server receives EventPartyAdded with ThisDNRole equal to Destination and OtherDNRole equal to Observer.
- For ConnID Stat Server receives the EventPartyChanged event with PreviousConnID not equal to ConnID and action CallObserved... existed for the PreviousConnID.

The action terminates in one the following cases:

- Stat Server receives EventPartyDeleted for the agent's DN with OtherDNRole equal to Observer.
- Stat Server receives EventReleased for the interaction.
- For PreviousConnID Stat Server receives the EventPartyChanged event with PreviousConnID not equal to ConnID.
- The NotMonitored action starts.

Supervisor participation in an interaction does not affect the Service Observed statistics.

Tip

For information on the T-Server call model, refer to the **Service Observing an Agent** section in the T-Library SDK C Developer's Guide. See also [DN Actions at Newly Registered DNs](#).

[Back to top](#)

CallObserving...

The CallObserving... actions include the following:

- CallObservingUnknown
- CallObservingInternal

- CallObservingInbound
- CallObservingOutbound
- CallObservingConsult

One of these durable actions starts in one the following cases:

- Stat Server receives the EventEstablished event with ThisDNRole equal to RoleObserver and CallState equal to CallStateBridged.
- For ConnID Stat Server receives the EventPartyChanged event with PreviousConnID not equal to ConnID and action CallObserving... existed for the PreviousConnID.

The action terminates in one the following cases:

- Stat Server receives the EventReleased event.
- For PreviousConnID Stat Server receives the EventPartyChanged event with PreviousConnID not equal to ConnID.
- The NotMonitored action starts.

Tip

Observer actions can be used in statistics with DistByConnID in formulas.

This action was introduced in release 8.5.1.

[Back to top](#)

CallOnHold

This durable action starts when Stat Server receives EventHeld from T-Server for a DN. Its initial momentary action is CallHeld.

This action lasts until Stat Server receives either EventRetrieved or Event Released for the same interaction, or until the NotMonitored action starts. If Stat Server receives EventRetrieved or EventReleased and, in the latter case, if the interaction state is Transferred, termination of CallOnHold produces one of the following retrospective actions:

- CallRetrievedFromHold
- TransferredFromHold
- CallAbandonedFromHold

CallOnHold is always simultaneous with one of the following call-type actions:

- CallOnHoldUnknown
- CallOnHoldInternal
- CallOnHoldInbound

- `CallOnHoldOutbound`
- `CallOnHoldConsult`

The interaction type that Stat Server receives from T-Server with `EventHeld` determines which of the above five actions occurs simultaneously with `CallOnHold`.

When determining status, Stat Server temporarily hides from consideration the corresponding DN action (`CallInternal`, `CallInbound`, `CallOutbound`, or `CallUnknown`) of an established telephony interaction on the same DN for the duration that the interaction is on hold.

[Back to top](#)

CallOutbound

This durable action starts when Stat Server receives `EventEstablished` from a DN with a value of `Outbound` for the interaction-type parameter. Its corresponding initial momentary action is `CallOutboundStarted`.

`CallOutbound` ends with `EventReleased` for the same interaction, causing the `CallOutboundCompleted` retrospective action to occur, or when the `NotMonitored` action starts.

Tip

See also [DN Actions at Newly Registered DNs](#).

[Back to top](#)

CallOutboundCompleted

This retrospective action derives from the `CallOutbound` durable action. `CallOutboundCompleted` is generated when an outbound interaction completes.

Use `CallOutboundCompleted` instead of `CallOutbound` for filtering attached data at the end of actions.

[Back to top](#)

CallOutboundOriginated

This durable call-related action is started when the `EventEstablished` event is received for a given `ConnID` and there exists the `CallDialing` action for that `ConnID`. This action ends with the `EventReleased` event.

Tip

The `CallOutboundOriginated` action can be used in statistics with `DistByConnID` in formulas.

This action was introduced in release 8.5.1.

[Back to top](#)

CallOutboundReceived

This durable call-related action is started when the `EventEstablished` event is received for a given `ConnID` and there exists the `CallRinging` action for that `ConnID`. This action ends with the `EventReleased` event.

Tip

The `CallOutboundReceived` action can be used in statistics with `DistByConnID` in formulas.

This action was introduced in release 8.5.1.

[Back to top](#)

CallOutboundStarted

This momentary action occurs whenever the `CallOutbound` durable action starts.

Tip

See also [DN Actions at Newly Registered DNs](#).

[Back to top](#)

CallPartyChanged

This retrospective action derives from the following:

- The `CallConsult`, the `CallConsultOriginated`, or the `CallConsultReceived` durable actions if any of these actions terminate because of `EventPartyChanged`.
- The `CallInbound` action, in circumstances where T-Server configuration causes T-Server to transmit an Inbound interaction type with the `TEvent` rather than `Consult`, such as may be the case when the `use-data-from-T-Server` configuration option is set to `consult-user-data`.

[Back to top](#)

CallReleased (Mediation DNs)

This retrospective action occurs at a mediation DN when EventReleased comes after EventEstablished from a regular DN, for an interaction distributed from the mediation DN. Action duration is the interval from EventEstablished to EventReleased.

[Back to top](#)

CallReleased (Virtual Queues)

For virtual queue objects that are controlled by a Multimedia-monitored switch this retrospective action occurs when Stat Server receives EventPartyRemoved as a result of an agent finishing an interaction. Stat Server calculates the duration from the moment of acceptance of an interaction (EventPartyAdded) until the moment that the last involved party of the interaction leaves it (EventPartyRemoved).

Stat Server does not generate this action if an interaction is offered to a contact-center handling resource but the resource does not explicitly accept or answer it. Such may be the case where the configured time interval for acceptance times out and Stat Server receives the EventRevoked event from Interaction Server.

This action is similar to [CallReleased \(Mediation DNs\)](#) in the telephony model.

[Back to top](#)

CallRetrievedFromHold

This retrospective action derives from the CallOnHold durable action if CallOnHold terminates because of EventRetrieved.

CallRetrievedFromHold is always simultaneous with one of the following call-type actions:

- RetrievedFromHoldUnknown
- RetrievedFromHoldInternal
- RetrievedFromHoldInbound
- RetrievedFromHoldOutbound
- RetrievedFromHoldConsult

The interaction type that Stat Server receives from T-Server with EventEstablished determines which of the above five actions occurs simultaneously with CallRetrievedFromHold.

[Back to top](#)

CallRinging

This durable action starts when Stat Server receives either:

- EventRinging from T-Server for a DN or, for an interaction derived from a consult call, when Stat Server receives EventPartyChanged.
- EventPartyChanged in circumstances where T-Server configuration causes T-Server to transmit an Inbound interaction type with the TEvent rather than Consult, such as may be the case when the use-data-from T-Server configuration option is set to consult-user-data.

Its initial momentary action is **CallRingingStarted**. CallRinging lasts until Stat Server receives:

- EventEstablished
- EventReleased
- EventPartyChanged for a consult call and for the same interaction

Or, until the **NotMonitored (Regular DNs)** action starts.

If EventEstablished, EventReleased, or, for a consult call, EventPartyChanged is received, the termination of CallRinging produces the retrospective action **CallAnswered (Regular DNs)**, **CallAbandonedFromRinging (Regular DNs)**, or **CallRingingPartyChanged (Regular DNs)**.

CallRinging is always simultaneous with one of the following call-type actions:

- CallRingingUnknown
- CallRingingInternal
- CallRingingInbound
- CallRingingOutbound
- CallRingingConsult

The interaction type that Stat Server receives from T-Server with EventRinging determines which of the above five actions occurs simultaneously with CallRinging.

[Back to top](#)

CallRingingPartyChanged (Regular DNs)

This retrospective action derives from the following:

- The CallRinging durable action, if CallRinging terminates because of EventPartyChanged for a consult call.
- The CallRingingConsult action, as CallRingingPartyChanged (Regular DNs) is interaction-type-specific.
- The CallInbound action, in circumstances where T-Server configuration causes T-Server to transmit an Inbound interaction type with the TEvent instead of Consult, such as may be the case when the use-data-from T-Server configuration option is set to consult-user-data.

[Back to top](#)

CallRingingPartyChanged (Mediation DNs)

CallRingingPartyChanged (Mediation DNs) is a retrospective, interaction-related action reflecting Regular DN actions that Stat Server generates on Mediation DNs. Similar retrospective action is CallRingingPartyChanged (Regular DNs).

[Back to top](#)

CallRingingStarted

This momentary action occurs whenever the CallRinging durable action starts.

CallRingingStarted is always simultaneous with one of the following call-type actions:

- CallRingingStartedUnknown
- CallRingingStartedInternal
- CallRingingStartedInbound
- CallRingingStartedOutbound
- CallRingingStartedConsult

The interaction type that Stat Server receives from T-Server with EventRinging determines which of the above five actions occurs simultaneously with CallRingingStarted.

[Back to top](#)

CallTransferMade

This momentary action occurs at the DN from which a transfer was initiated (by TInitiateTransfer, TSingleStepTransfer, or TMuteTransfer, or by TMergeCalls) once the transfer is completed (EventReleased is received with an interaction state of Transferred).

CallTransferMade is always simultaneous with one of the following call-type actions:

- CallTransferMadeUnknown
- CallTransferMadeInternal
- CallTransferMadeInbound
- CallTransferMadeOutbound
- CallTransferMadeConsult

[Back to top](#)

CallTransferPartyChanged

Once the transfer completes, this momentary action occurs at the DN of the first party for a call transferred from a second party to a third. CallTransferPartyChanged derives from EventPartyChanged with an interaction state of Transferred and a ConnID equal to

PreviousConnID.

[Back to top](#)

CallTransferTaken

This momentary action occurs at the DN when a transfer is made, once the transfer completes (EventEstablished). This action requires one of the following conditions:

- Stat Server receives EventPartyChanged with an interaction state of Transferred and a ConnID different from PreviousConnID.
- Stat Server receives EventPartyChanged for this interaction on some mediation DN prior to distribution to a regular DN.
- Stat Server receives EventRinging with an interaction state of Transferred. (Refer to the description of the generate-transfer-taken-on-ringing configuration option in the Framework Stat Server Deployment Guide to learn how to control this aspect of CallTransferTaken action generation.)
- Stat Server receives EventRouteRequest with a CallState attribute of OK on a routing point if such event was preceded by EventQueued on the same routing point with a CallState attribute of Transferred.
- Note, that EventQueued will only be handled on a routing point, if the rp-handle-queueing-events configuration option in the [statserver] section has been set to true. (Refer to the option description in the Framework Stat Server Deployment Guide to learn how to control this aspect of CallTransferTaken action generation.)

Important

Stat Server counts transfers that are initiated from an agent's DN and completed on a queue or route point as TransferTaken for the agent receiving this call. In 7.x and lower releases, transfers initiated by an IVR were also counted as TransferTaken.

[Back to top](#)

CallTreatmentCompleted

This retrospective action is not derived from a durable action. CallTreatmentCompleted occurs when Stat Server receives EventTreatmentCompleted from T-Server, and the duration of this action is the total duration of the treatment.

Important

Stat Server handles treatment-related events only for Routing Points. In order to generate an appropriate action, a call with ConnID specified in the associated event should currently be waiting on a Routing Point.

[Back to top](#)

CallTreatmentNotStarted

This momentary action occurs when Stat Server receives EventTreatmentNotApplied from T-Server.

Important

Stat Server handles treatment-related events only for Routing Points. In order to generate an appropriate action, a call with ConnID specified in the associated event should currently be waiting on a Routing Point.

[Back to top](#)

CallTreatmentStarted

This momentary action occurs when Stat Server receives EventTreatmentApplied from T-Server.

Important

Stat Server handles treatment-related events only for Routing Points. In order to generate an appropriate action, a call with ConnID specified in the associated event should currently be waiting on a Routing Point.

[Back to top](#)

CallUnknown

This durable action starts when Stat Server receives EventEstablished from a DN with a value of Unknown for the interaction-type parameter. Its corresponding initial momentary action is [CallUnknownStarted](#).

CallUnknown ends with EventReleased for the same interaction, causing the [CallUnknownCompleted](#) retrospective action to occur, or when the [NotMonitored](#) action starts.

Tip

See also [DN Actions at Newly Registered DNs](#).

[Back to top](#)

CallUnknownCompleted

This retrospective action derives from the **CallUnknown** durable action. CallUnknownCompleted is generated when an unknown interaction completes.

Use CallUnknownCompleted instead of CallUnknown for filtering attached data at the end of actions.

[Back to top](#)

CallUnknownStarted

This momentary action occurs whenever the **CallUnknown** durable action starts.

Tip

See also [DN Actions at Newly Registered DNs](#).

[Back to top](#)

CallWait

Stat Server generates this durable action depending on the object's type:

- Upon receipt of EventQueued (for ACD and virtual queue objects).
- Upon receipt of EventRouteRequest (for routing points objects).

Its corresponding initial momentary action is **CallEntered**.

CallWait action ends:

- Upon receipt of the following TEvents (for routing points and ACD and virtual queue objects):
 - EventRouteUsed
 - EventDiverted
 - EventAbandoned
 - EventPartyChanged
 - EventReleased
- Upon receipt of EventAddressInfo (for queue and routing point objects)
- When the NotMonitored action starts (such as when T-Server disconnects)

For T-Server-originating events, CallWait is always simultaneous with one of the following call-type actions:

- CallWaitUnknown

- `CallWaitInternal`
- `CallWaitInbound`
- `CallWaitOutbound`
- `CallWaitConsult`

The interaction type that Stat Server receives from T-Server with `EventQueued` or `EventRouteRequest` determines which of the above five actions occurs simultaneously with `CallWait`.

[Back to top](#)

CoachingByIntrusionInitiated

This momentary action indicates that a resource has begun coaching a chat interaction without the invitation of the agent who is conducting the chat session.

[Back to top](#)

CoachingByRequestInitiated

This retrospective action indicates that an agent has begun coaching an interaction and not the initiator of this activity. Stat Server calculates the duration from the moment when coaching is started to the moment when coaching is finished.

This retrospective action is not derived from a durable action.

[Back to top](#)

CoachingRequested

This momentary action indicates that an agent requested coaching regardless of whether a coaching session was actually granted.

[Back to top](#)

ConferenceJoined

This momentary action, also called `InteractionConferenceJoined`, indicates that an agent has accepted and joined a conference. This action is similar to `CallConferenceJoined` in the telephony model.

[Back to top](#)

ConferenceJoinedByIntrusion

Stat Server generates this momentary action when a resource joins a conference without the invitation from the agent who is conducting the conference.

[Back to top](#)

ConferenceMade

This momentary action, also called `InteractionConferenceMade`, indicates that an agent has initiated a conference. This action is similar to `CallConferenceMade` in the telephony model.

[Back to top](#)

DND

This durable action starts on `RegDN` when Stat Server receives:

- The `EventRegistered` or `EventAddressInfo` `TEvent` with the `("dnd",1)` pair in the `Extensions` attribute
- The `EventDNDOn` `TEvent`

Previously started DND action ends when Stat Server receives one of the following `TEvents`:

- `EventDNDOff`
- `EventServerDisconnected`
- `EventLinkDisconnected`
- `EventOutOfService`
- `EventAddressInfo` with the `("dnd",0)` pair in the `Extensions` attribute

Tip

- The DND action is ignored in status calculations.
- The DND action is media-independent (on a multi-media DN there can be only one instance of DND).
- The DND action is unique on a given DN.

This action was introduced in release 8.5.107.

[Back to top](#)

Delivering

Stat Server generates this durable action, also called `InteractionDelivering`, for all interactions in the `Delivering` phase for a particular media on agent and/or place objects. `Delivering` follows `EventInvite`, and precedes receipt of `EventPartyChanged`, `EventRevoked`, and `EventRejected` for a particular interaction, agent, and media. This action is similar to `CallRingin`g in the telephony model.

[Back to top](#)

DeliveringStarted

This momentary action, also called `InteractionDeliveringStarted`, marks the onset of interaction delivery (`Delivering`) for any interaction type, and it occurs when an agent is invited to an interaction. This action is similar to `RingStarted` in the telephony model.

[Back to top](#)

DNActive

This durable action starts on a mediation DN when the status of regular DN, that is already logged in to that mediation DN changes from `NotReadyForNextCall`. This action ends when the regular DN's status changes to `NotReadyForNextCall`, when that regular DN logs out from the mediation DN, or when the `NotMonitored` action starts.

[Back to top](#)

DNLogin

This durable action starts on a mediation DN when a regular DN logs into the mediation DN. This action ends when that regular DN logs out from mediation DN or when the `NotMonitored` action starts.

[Back to top](#)

DNReady

This durable action starts on a mediation DN when the status of regular DN, already logged into that mediation DN, becomes `WaitForNextCall`.

This action ends on mediation DN when the status of regular DN stops being `WaitForNextCall`, when that regular DN logs out from the corresponding mediation DN, or when the `NotMonitored` action starts.

The counter that this action designates equals the number of DNs that are currently logged in to the queue when these DNs are in the `WaitForNextCall` status. That number does not include DN positions for Meridian and Meridian-like switches, for which associated extension DNs are not in `WaitForNextCall` status. (See `Regular DN Status` for a definition of DN status.)

[Back to top](#)

DoNotDisturb

Durable `DoNotDisturb` action for Agent/Place starts and ends upon relevant events simultaneously for every media-channel of a particular agent and associated by login the corresponding place. At any moment of time only one `DoNotDisturb` action can exist on a specific media-channel for the particular agent or place.

The DoNotDisturb action starts when Stat Server receives one of the following Interaction Server events:

- EventDonotDisturbOn
- EventAgentLogin (if the DND flag set to 1)
- EventPlaceAgentState (if the DND flag set to 1)
- EventMediaAdded (if an agent is currently in the DoNotDisturb state)

Previously started DoNotDisturb action ends when Stat Server receives one of the following Interaction Server events:

- EventDonotDisturbOff
- EventAgentLogout

Tip

- An agent can be logged in without logging into any media channel.
- The DoNotDisturb action can be started/ended many times on a particular media-channel during the agent login session.
- The DoNotDisturb action does not participate in the media-channel status calculation. However, if the media-channel status is Active or Available, Stat Server changes it to Blocked upon receiving the EventDoNotDisturbOn event from Interaction Server.

This action was introduced in release 8.5.110 .18.

[Back to top](#)

ExternalServiceRequested (Tenants)

This momentary action is generated on a Tenant upon receiving the EventExternalServiceRequested event.

Mandatory event attribute attr_actor_tenant_id specifies the Tenant's dbid.

The ExternalServiceRequested (Tenants) action supports the RequestEnvelope system attribute, associated with the attr_esp_request_envelope event attribute.

Important

The only supported Subject for the ExternalServiceRequested (Tenants) action is DNAction.

This action was introduced in release 8.5.104.

[Back to top](#)

ExternalServiceResponded (Tenants)

This momentary action is generated on a Tenant upon receiving the EventExternalServiceResponded event.

Mandatory event attribute attr_actor_tenant_id specifies the Tenant's dbid.

The ExternalServiceResponded (Tenants) action supports the RequestEnvelope system attribute, associated with the attr_esp_request_envelope event attribute.

Important

The only supported Subject for the ExternalServiceResponded (Tenants) action is DNAction.

This action was introduced in release 8.5.104.

[Back to top](#)

Handling

Stat Server generates this durable action, also called InteractionHandling, when an agent (or place) accepts an inbound, outbound, or internal interaction on a particular media. This action follows EventPartyAdded with attr_party_type = 2 and has no equivalent in the telephony model. This action terminates when the agent leaves the interaction or when the NotMonitored action starts.

Handling is always simultaneous with one of the following interaction-type actions:

- HandlingInbound
- HandlingInternal
- HandlingOutbound

The interaction type that Stat Server receives from Interaction Server with EventPartyAdded and attr_party_type = 2 determines which one of the above three actions occurs simultaneously with Handling.

Tip

Starting with Release 8.5.104, new **ApplyFilterAtActionEndOnly** stat type option is introduced, which can be used as additional filtering for the Handling action. See

example below.

For example.

The stat type:

```
Category=TotalTime
MainMask=InteractionHandling
Objects=Agent, GroupAgents
Subject=DNAAction
ApplyFilterAtActionEndOnly=yes
```

applied with filter = PairExists("CustomerSegment", "Gold")

The table below illustrates how the stat type above behaves with and without the **ApplyFilterAtActionEndOnly** specifier in a specific scenario:

Event	ApplyFilterAtActionEndOnly=no	ApplyFilterAtActionEndOnly=yes
T1: Interaction handling starts, CustomerSegment=Gold		
T2: Interaction data changed, CustomerSegment=Silver	The value is incremented by (T2-T1)	
T3: Interaction data changed, CustomerSegment=Gold		
T4: Interaction handling ends, CustomerSegment=Gold	The value is incremented by (T4-T3)	The value is incremented by (T4-T1)

[Back to top](#)

HandlingInbound

Stat Server generates this durable action, also called `InteractionHandlingInbound`, when an agent (or place) accepts an inbound interaction on a particular media. This action terminates when the agent leaves the interaction or when the `NotMonitored` action starts. `HandlingInbound` is similar to `CallInbound` in the telephony model.

[Back to top](#)

HandlingInboundStarted

Stat Server generates this momentary action, also called `InteractionHandlingInboundStarted`, when an agent accepts an inbound interaction. `HandlingInboundStarted` is similar to `CallInboundStarted` in the telephony model.

[Back to top](#)

HandlingInternal

Stat Server generates this durable action, also called `InteractionHandlingInternal`, when an agent (or place) accepts an internal interaction on a particular media. This action terminates when the agent leaves the interaction or when the `NotMonitored` action starts. `HandlingInternal` and is similar to `CallInternal` in the telephony model.

[Back to top](#)

HandlingInternalStarted

Stat Server generates this momentary action, also called `InteractionHandlingInternalStarted`, when an agent accepts an internal interaction. `HandlingInternalStarted` is similar to `CallInternalStarted` in the telephony model.

[Back to top](#)

HandlingOutbound

Stat Server generates this durable action, also called `InteractionHandlingOutbound`, when an agent (or place) accepts an outbound interaction on a particular media. This action terminates when the agent leaves the interaction or when the `NotMonitored` action starts. `HandlingOutbound` and is similar to `CallOutbound` in the telephony model.

[Back to top](#)

HandlingOutboundStarted

Also called `InteractionHandlingOutboundStarted`, Stat Server generates this momentary action when an agent accepts an outbound interaction. `HandlingOutboundStarted` is similar to `CallOutboundStarted` in the telephony model.

[Back to top](#)

HandlingStarted

This momentary action, also called `InteractionHandlingStarted`, marks the onset of interaction handling (`Handling`) for any interaction type, and it occurs when an agent accepts an inbound, outbound, or internal interaction. This action has no equivalent in the telephony model.

`HandlingStarted` is always simultaneous with one of the following interaction-type actions:

- `HandlingInboundStarted`
- `HandlingInternalStarted`
- `HandlingOutboundStarted`

The interaction type that Stat Server receives from Interaction Server with `EventPartyAdded` where `attr_party_type = 2` determines which one of the above three actions occurs simultaneously with `HandlingStarted`.

[Back to top](#)

InteractionAbandoned (Tenants)

This retrospective action is unconditionally generated on a Tenant upon receiving the EventAbandoned.

Mandatory event attribute `attr_actor_tenant_id` specifies the Tenant dbid.

Action duration is calculated from the moment when the interaction enters the system (specified by the `attr_itx_received_at` attribute) to the moment specified by the `attr_itx_abandoned_at` attribute. This attribute is initialized when the interaction is abandoned and appears in subsequent events.

As soon as Interaction Server recognizes an interaction as abandoned, it sends EventAbandoned to Stat Server, though the abandoned interaction might eventually be handled by an agent.

Interaction Server release 8.5.110.10 (or later) and Chat Media Server release 8.5.201.07 (or later) are required. This action was introduced in release 8.5.108.

[Back to top](#)

InteractionAbandonedDuringOffering (MediaChannels)

This retrospective action is unconditionally generated on agent (or place) upon receiving from Interaction Server the EventRejected event if the interaction is not accepted by an agent for any reason while offering or the EventRevoked event if the interaction is revoked.

Action duration is an interval between the EventAgentInvited and EventRejected/EventRevoked events. This action was introduced in release 8.5.102.

[Back to top](#)

InteractionAbandonedDuringOffering (StagingAreas)

This retrospective action is unconditionally generated on a StagingArea (Interaction Queue) upon receiving the EventRevoked event if the interaction is revoked or upon receiving the EventRejected event if the interaction is not accepted by an agent for any reason.

Mandatory event attribute `attr_itx_queue` specifies the Interaction Queue.

Action duration is calculated from the time specified in the `attr_itx_placed_in_queue_at` attribute of the EventRevoked or EventRejected event to the time when these events occur. This action was introduced in release 8.5.101

Important

Starting with release 8.5.102, introduction of the InteractionAbandonedDuringOffering media-action on Agent/Pplace, StagingArea,

VirtualQueue and Tenant adds more flexibility on counting all interactions that have been dropped (rejected or revoked) before they were accepted. Filters by reason can be applied to accommodate different conditions.

[Back to top](#)

InteractionAbandonedDuringOffering (Tenants)

This retrospective action is unconditionally generated on a Tenant upon receiving the EventRevoked event if the interaction is revoked or upon receiving the EventRejected event if the interaction is not accepted by an agent for any reason.

Mandatory event attribute `attr_itx_tenant_id` specifies the Tenant dbid.

Action duration is calculated from the moment when the interaction enters the system (specified by the `attr_itx_received_at` attribute) to the moment when the interaction is revoked or rejected. This action was introduced in release 8.5.102.

[Back to top](#)

InteractionAbandonedDuringOffering (Virtual Queues)

For Virtual Queue objects, that are controlled by a Multimedia-monitored switch, the retrospective action `InteractionAbandonedDuringOffering` is unconditionally generated on an associated virtual queue upon receiving the EventRevoked event if the interaction is revoked or upon receiving the EventRejected event if the interaction is not accepted by an agent for any reason.

A virtual queue, associated with the interaction, is specified by the tracking details initially stored upon receiving the EventCustom event with packed EventQueued TEvent.

Action duration is calculated from the moment when the interaction has entered a virtual queue to the moment when the interaction is revoked or rejected. This action was introduced in release 8.5.102

Tip

To satisfy the RONA (Revoke On No Answer) requirement a filter by the Expired reason has to be used.

[Back to top](#)

InteractionAbandonedDuringOffering (Agent Workbin)

This retrospective action is generated on an Agent Workbin upon receiving the EventRevoked or EventRejected event from Interaction Server.

Interaction attributes `attr_itx_workbin_type_id` and `attr_itx_agent_id` specify the Agent Workbin object.

Action duration is calculated from the time specified in the `attr_itx_placed_in_queue_at` attribute of the EventRevoked or EventRejected event to the time when these events occur. This action was introduced in release 8.5.112.10.

[Back to top](#)

InteractionAccepted1

This retrospective action is generated on an Agent and a Place independently upon receiving the EventPartyAdded event when the interaction is accepted for the very first time. Therefore, this action is generated only when the mandatory attribute `attr_itx_delivered_at` is equal to NULL.

Action duration is calculated from the moment when the interaction enters the system (specified by the `attr_itx_received_at` attribute) to the moment when the interaction is accepted for handling.

To apply this action to the Tenant, a propagation mechanism is used. A request from the client has to include a name of the Tenant object, but the object type needs to be GroupAgents or GroupPlaces.

Tip

The InteractionAccepted1 action is different from the Accepted ([InteractionAccepted](#)) action, which is also generated on agent/place objects.

This action was introduced in release 8.5.102.

[Back to top](#)

InteractionAccepted (StagingAreas)

This retrospective action is generated on a StagingArea (Interaction Queue) upon receiving the EventPartyAdded event when an interaction is accepted by an agent for the first time. It is generated only once for any interaction.

Mandatory event attribute `attr_itx_queue` specifies the Interaction Queue.

Interaction related attribute `attr_itx_delivered_at` provides the time stamp when an interaction is accepted for the first time.

The InteractionAccepted action is generated only if the `attr_itx_delivered_at` attribute is equal to NULL. **Note:** The `attr_itx_delivered_at` attribute provides the time stamp when an interaction was accepted for the first time.

Action duration is calculated from the moment when the interaction enters the system (specified by the `attr_itx_received_at` attribute) to the moment when the interaction is accepted by an agent for handling. This action was introduced in release 8.5.101.

[Back to top](#)

InteractionAccepted (Tenants)

This retrospective action is generated on a Tenant upon receiving the `EventPartyAdded` event when an interaction is accepted by an agent for the first time. It is generated only once for any interaction.

Mandatory event attribute `attr_itx_tenant_id` specifies the Tenant's dbid.

Interaction related attribute `attr_itx_delivered_at` provides the time stamp when an interaction is accepted for the first time.

The `InteractionAccepted` action is generated only if the `attr_itx_delivered_at` attribute is equal to NULL. **Note:** The `attr_itx_delivered_at` attribute provides the time stamp when an interaction was accepted for the first time.

Action duration is calculated from the moment when the interaction enters the system (specified by the `attr_itx_received_at` attribute) to the moment when the interaction is accepted by an agent for handling. This action was introduced in release 8.5.103.

[Back to top](#)

InteractionAccepted (Agent Workbin)

This retrospective action is generated on an Agent Workbin upon receiving the `EventPartyAdded` event when an interaction is accepted by an agent for the first time. It is generated only once for any interaction based on the attribute `attr_itx_delivered_at` equal to NULL.

Interaction attributes `attr_itx_workbin_type_id` and `attr_itx_agent_id` specify the Agent Workbin object.

Action duration is calculated from the moment when the interaction enters the system (specified by the `attr_itx_received_at` attribute) to the moment when the interaction is accepted by an agent for handling. This action was introduced in release 8.5.112.10.

[Back to top](#)

InteractionAgentPartyInProgress (Tenants)

This durable action is started on a Tenant when an interaction is initially associated with an agent(s). This action ends when there are no agents associated with the interaction.

The `InteractionAgentPartyInProgress` action can be started and stopped several times for the same interaction, but at any particular time there can be only one `InteractionAgentPartyInProgress` action with the specific `InteractionID`.

The `InteractionAgentPartyInProgress` action starts when Stat Server receives one of the following Interaction Server events:

- EventAgentInvited
- EventPartyAdded

Previously started InteractionAgentPartyInProgress action ends when Stat Server receives one of the following Interaction Server events:

- EventRejected
- EventRevoked
- EventPartyRemoved
- EventProcessingStopped

The following options are available in Stat Server to control memory usage, associated with the InteractionAgentPartyInProgress action:

- **[statserver]/interaction-agent-party-in-progress-on-tenant-max-number**
- **[statserver]/interaction-agent-party-in-progress-on-tenant-media-list**

This action was introduced in release 8.5.110.18.

[Back to top](#)

InteractionAnswered (StagingAreas)

This retrospective action is generated on a StagingArea (Interaction Queue) upon receiving the EventPartyAdded event when an interaction is accepted by an agent.

Mandatory event attribute attr_itx_queue specifies the Interaction Queue.

Action duration is calculated from the moment when the interaction is placed in the Interaction Queue (specified by the attr_itx_placed_in_queue_at attribute) to the moment when the interaction is accepted by an agent for handling. This action was introduced in release 8.5.101.

[Back to top](#)

InteractionAnswered (Tenants)

This retrospective action is generated on a Tenant upon receiving the EventPartyAdded event when an interaction is accepted by an agent.

Mandatory event attribute attr_itx_tenant_id specifies the Tenant's dbid.

Action duration is calculated from the moment when the interaction is placed in the Interaction Queue (specified by the attr_itx_placed_in_queue_at attribute) to the moment when the interaction is accepted by an agent for handling. This action was introduced in release 8.5.103.

[Back to top](#)

InteractionAnswered (Agent Workbin)

This retrospective action is generated on an Agent Workbin upon receiving the EventPartyAdded event when an interaction is accepted by an agent.

Interaction attributes attr_itx_workbin_type_id and attr_itx_agent_id specify the Agent Workbin object.

Action duration is calculated from the moment when the interaction is placed in the Agent Workbin to the moment when the interaction is accepted by an agent for handling. This action was introduced in release 8.5.112.10.

[Back to top](#)

InteractionCleared

This retrospective action is generated on a StagingArea (Interaction Queue) upon receiving the EventTakenFromQueue event, when the interaction is diverted from the specific Interaction Queue to be processed not by an agent based on Actor information (attr_party_type != 2) provided in the event. **Note:** At this point an association between the Interaction Queue and the interaction still exists.

Mandatory event attribute attr_itx_queue specifies the Interaction Queue.

Action duration is calculated from the moment when the interaction is placed in the Interaction Queue (specified by the attr_itx_placed_in_queue_at attribute) to the moment when the interaction leaves the Interaction Queue. This action was introduced in release 8.5.1.

[Back to top](#)

InteractionCleared (Agent Workbin)

This retrospective action is generated on an Agent Workbin upon receiving the EventTakenFromWorkbin event, when the interaction is diverted not by an agent as specified by event attribute attr_party_type != 2.

Interaction attributes attr_itx_workbin_type_id and attr_itx_agent_id specify the Agent Workbin object.

Action duration is calculated from the moment when the interaction is placed into the Agent Workbin to the moment when the interaction leaves it. This action was introduced in release 8.5.112.10.

[Back to top](#)

InteractionCreated (StagingAreas)

This momentary action is generated on a StagingArea (Interaction Queue) upon receiving the EventInteractionSubmitted event, when a new interaction is submitted to the Interaction Queue.

Mandatory event attribute attr_itx_queue specifies the Interaction Queue.

Important

Stat Server option `subscribe-for-all-ixn-server-events` must be set to `true` for this event to be sent by Interaction Server.

This action was introduced in release 8.5.100.

[Back to top](#)

InteractionCreated (Tenants)

This momentary action is generated on a Tenant upon receiving the `EventInteractionSubmitted` event, when a new interaction is received by the system.

Mandatory event attribute `attr_itx_tenant_id` specifies the Tenant's dbid.

Important

Stat Server option `subscribe-for-all-ixn-server-events` must be set to `true` for this event to be sent by Interaction Server.

This action was introduced in release 8.5.102.

[Back to top](#)

InteractionDeleted (StagingAreas)

This retrospective action is generated on a `StagingArea` (Interaction Queue) upon receiving the `EventProcessingStopped` event, when the interaction is finished and no longer exists in the system.

Mandatory event attribute `attr_itx_queue` specifies the Interaction Queue.

Action duration is calculated from the moment of accepting the interaction by the system (specified by the `attr_itx_received_at` event attribute) to the moment when the interaction handling is finished by the system. This action was introduced in release 8.5.100.

[Back to top](#)

InteractionDeleted (Tenants)

This retrospective action is generated on a Tenant upon receiving the `EventProcessingStopped` event, when the interaction is finished and no longer exists in the system.

Mandatory event attribute `attr_itx_tenant_id` specifies the Tenant's dbid.

Action duration is calculated from the moment when the interaction is accepted by the system

(specified by the `attr_itx_received_at` event attribute) to the moment when the handling of this interaction is finished by the system. This action was introduced in release 8.5.102.

[Back to top](#)

InteractionDistributed

This retrospective action is generated on a StagingArea (Interaction Queue) upon receiving the `EventTakenFromQueue` event, when the interaction is diverted from the specific Interaction Queue to be processed by an agent based on Actor information (`attr_party_type = 2`) provided in the event. **Note:** At this point an association between the Interaction Queue and the interaction still exists.

Mandatory event attribute `attr_itx_queue` specifies the Interaction Queue.

Action duration is calculated from the moment when the interaction is placed in the Interaction Queue (specified by the `attr_itx_placed_in_queue_at` event attribute) to the moment when the interaction leaves the Interaction Queue. This action was introduced in release 8.5.1.

[Back to top](#)

InteractionDistributed (Agent Workbin)

This retrospective action is generated on an Agent Workbin upon receiving the `EventTakenFromWorkbin` event, when the interaction is diverted by an agent as specified by the event attribute `attr_party_type = 2`.

Interaction attributes `attr_itx_workbin_type_id` and `attr_itx_agent_id` specify the Agent Workbin object.

Action duration is calculated from the moment when the interaction is placed into the Agent Workbin to the moment when the interaction leaves it. This action was introduced in release 8.5.112.10.

[Back to top](#)

InteractionDistributedToQueue

This retrospective action is generated on a StagingArea (Interaction Queue1 specified with the `attr_old_queue` attribute) upon receiving the `EventPlacedInQueue` event on an Interaction Queue2 (specified with the `attr_itx_queue` attribute) when the interaction is entered into the Interaction Queue2 from the Interaction Queue1.

The mandatory `attr_old_queue` event attribute specifies the Interaction Queue from where the interaction has been moved and must be different from the mandatory `attr_itx_queue` event attribute.

Action duration is calculated from the moment when the interaction was placed in an Interaction Queue1 (specified by the attribute `attr_itx_placed_in_queue_at` of the `EventPlacedInQueue` event on an Interaction Queue2) to the moment when the interaction was placed in the Interaction Queue2.

Important

Interaction Server v. 8.5.105.00 or later is required for calculation of the InteractionDistributedToQueue action duration.

This action was introduced in release 8.5.1.

[Back to top](#)

InteractionEntered

This momentary action is generated on a StagingArea (Interaction Queue) upon receiving the EventPlacedInQueue event or the EventSubmitted event with attr_itx_state = 0, when the interaction is entered into the specific Interaction Queue.

Mandatory event attribute attr_itx_queue specifies the Interaction Queue. This action was introduced in release 8.5.1.

[Back to top](#)

InteractionEntered (Agent Workbin)

This momentary action is generated on an Agent Workbin upon receiving the EventPlacedInWorkbin event from Interaction Server.

Interaction attributes attr_itx_workbin_type_id and attr_itx_agent_id specify the Agent Workbin object. This action was introduced in release 8.5.112.10.

[Back to top](#)

InteractionPastAcceptServiceLevel (StagingAreas)

This retrospective action is generated on a StagingArea (Interaction Queue) upon receiving the EventProcessingStopped event with UserData containing the ServiceObjective key. A value of the ServiceObjective key provides expected duration for an interaction to be accepted for handling.

Mandatory event attribute attr_itx_queue specifies the Interaction Queue.

The InteractionPastAcceptServiceLevel action is generated in the following cases:

- For answered interactions - when the time interval t1 between the moment of when the interaction is entering the system (specified by the attr_itx_received_at attribute) to the moment of the interaction acceptance by an agent (specified by the attr_itx_delivered_at attribute) is greater than the value of the ServiceObjective key.
- For the interactions without acceptance, such as revoked by customer (the attr_itx_delivered_at attribute is not available) - when the time interval t2 between the moment of when the interaction is entering the system (specified by the attr_itx_received_at attribute) to the moment when the interaction is stopped is greater than the value of the ServiceObjective key.

For StagingArea objects, Stat Server generates this action only for the last StagingArea (Interaction Queue) that is associated with the interaction.

The actual duration of the InteractionPastAcceptServiceLevel action is calculated as a difference between t1 or t2 and the expected duration, specified by the ServiceObjective key. This action was introduced in release 8.5.102.

[Back to top](#)

InteractionPastAcceptServiceLevel (Tenants)

This retrospective action is generated on a Tenant upon receiving the EventProcessingStopped event with UserData containing the ServiceObjective key. A value of the ServiceObjective key provides expected duration for an interaction to be accepted for handling.

Mandatory event attribute attr_itx_tenant_id specifies the Tenant's dbid.

The InteractionPastAcceptServiceLevel action is generated in the following cases:

- For answered interactions - when the time interval t1 between the moment of when the interaction is entering the system (specified by the attr_itx_received_at attribute) to the moment of the interaction acceptance by an agent (specified by the attr_itx_delivered_at attribute) is greater than the value of the ServiceObjective key.
- For the interactions without acceptance, such as revoked by customer (the attr_itx_delivered_at attribute is not available) - when the time interval t2 between the moment of when the interaction is entering the system (specified by the attr_itx_received_at attribute) to the moment when the interaction is stopped is greater than the value of the ServiceObjective key.

The actual duration of the InteractionPastAcceptServiceLevel action is calculated as a difference between t1 or t2 and the expected duration, specified by the ServiceObjective key. This action was introduced in release 8.5.102.

[Back to top](#)

InteractionPastCompletionServiceLevel (StagingAreas)

This retrospective action is generated on a StagingArea (Interaction Queue) upon receiving the EventProcessingStopped event with UserData containing the CompleteServiceObjective key. A value of the CompleteServiceObjective key provides expected duration to complete interaction handling.

Mandatory event attribute attr_itx_queue specifies the Interaction Queue.

The t1 time interval is the interval from the moment when the interaction is accepted by the system (specified by the attr_itx_received_at attribute) to the moment when the interaction handling is finished by the system.

The InteractionPastCompletionServiceLevel action is generated only if t1 is greater than the value of the CompleteServiceObjective key.

For StagingArea objects, Stat Server generates this action only for the last StagingArea (Interaction Queue) that is associated with the interaction.

The action duration is calculated as a difference between the t1 time interval and the expected duration, specified by the CompleteServiceObjective key. This action was introduced in release 8.5.102.

[Back to top](#)

InteractionPastCompletionServiceLevel (Tenants)

This retrospective action is generated on a Tenant upon receiving the EventProcessingStopped event with UserData containing the CompleteServiceObjective key. A value of the CompleteServiceObjective key provides expected duration to complete interaction handling.

Mandatory event attribute attr_itx_tenant_id specifies the Tenant's dbid.

The t1 time interval is the interval from the moment when the interaction is accepted by the system (specified by the attr_itx_received_at attribute) to the moment when the interaction handling is finished by the system.

The InteractionPastCompletionServiceLevel action is generated only if t1 is greater than the value of the CompleteServiceObjective key.

The action duration is calculated as a difference between the t1 time interval and the expected duration, specified by the CompleteServiceObjective key. This action was introduced in release 8.5.102.

[Back to top](#)

InteractionReleased (StagingAreas)

This retrospective action is generated on a StagingArea (Interaction Queue) upon receiving the EventPartyRemoved event.

Mandatory event attribute attr_old_queue specifies the Interaction Queue.

Action duration is calculated from the moment when the interaction is accepted by an agent (specified by the attr_itx_assigned_at attribute) to the moment when this agent no longer handles the interaction (**Note:** The interaction can still be alive).

Important

Interaction Server v. 8.5.105.00 or later is required for calculation of the InteractionReleased action duration.

This action was introduced in release 8.5.101.

[Back to top](#)

InteractionReleased (Tenants)

This retrospective action is generated on a Tenant upon receiving the EventPartyRemoved event.

Mandatory event attribute `attr_itx_tenant_id` specifies the Tenant's dbid.

Action duration is calculated from the moment when the interaction is accepted by an agent (specified by the `attr_itx_assigned_at` attribute) to the moment when this agent no longer handles the interaction (**Note:** The interaction can still be alive).

Important

Interaction Server v. 8.5.105.00 or later is required for calculation of the InteractionReleased action duration.

This action was introduced in release 8.5.103.

[Back to top](#)

InteractionReleased (Agent Workbin)

This retrospective action is generated on an Agent Workbin upon receiving the EventPartyRemoved event from Interaction Server.

Interaction attributes `attr_itx_workbin_type_id` and `attr_itx_agent_id` specify the Agent Workbin object.

Action duration is calculated from the moment when the interaction is accepted by an agent (specified by the `attr_itx_assigned_at` attribute) to the moment when this agent no longer handles the interaction (the interaction can still exist). This action was introduced in release 8.5.112.10.

[Back to top](#)

InteractionResponded (Regular DNs)

This instant action is generated on a regular DN upon receiving the EventReleased TEvent with the following event attributes:

- `CallType != Outbound`
- `ThisDNRole = Destination` or `ThisDNRole = ConferenceMember`
- `CallState = 0k` or `CallState = Transferred`.

This action was introduced in release 8.5.105.

[Back to top](#)

InteractionResponded (MediaChannels)

This instant action is generated on an agent (or place) upon receiving the EventPartyRemoved event for:

- Any interaction of the Inbound or Internal type
- Any interaction of the Outbound type with the attr_itx_subtype = OutboundReply

Tip

This action is applicable to any agent involved in an interaction of the Internal type.

This action was introduced in release 8.5.105.

[Back to top](#)

InteractionWait (StagingAreas)

The InteractionWait (StagingAreas) durable action starts on a StagingArea when Stat Server receives the following events:

- EventPlacedInQueue
- EventSubmitted with attr_itx_state=0

The InteractionWait (StagingAreas) action ends upon the following events:

- EventTakenFromQueue
- EventProcessingStopped

Mandatory event attribute attr_itx_queue specifies the Interaction Queue.

The interaction-wait-on-sa-max-number configuration option controls the number of InteractionWait (StagingAreas) actions. When the threshold is reached, Stat Server does not create any more instances of the InteractionWait (StagingAreas) action, until the number of InteractionWait (StagingAreas) actions is below the threshold.

Upon a disconnect from Interaction Server all active InteractionWait (StagingAreas) actions across all StagingArea(s) end, which is reflected in the Stat Server log by a single message. This action was introduced in release 8.5.103.

[Back to top](#)

InteractionWait (Tenants)

The InteractionWait (Tenants) action is tracking an interaction until it is handled by an agent. This action can start and end multiple times for the same interaction.

This durable action starts when Stat Server receives one of the following Interaction Server events:

- EventInteractionSubmitted
- EventPlaceAgentState for a delivering interaction only with the 'Inviting' [int] = 1 attribute
- EventAgentInvited
- EventPartyRemoved with the attr_operation not equal to STOP (value 10), attr_actor_type=AGENT (value 2), and an agent is the last participant who is leaving the interaction

Tip

The value of the attr_operation attribute, different from STOP, means that an interaction is not finished and intended to be processed further by the system.

Previously started InteractionWait (Tenants) action ends when Stat Server receives one of the following Interaction Server events:

- EventProcessingStopped
- EventPartyAdded with the attr_actor_type=AGENT (value 2)

Mandatory event attribute attr_actor_tenant_id specifies the Tenant.

Upon disconnect from Interaction Server all active InteractionWait actions across all monitored Tenants are ended and a single message is printed in the Stat Server log. This action was introduced in release 8.5.107.

[Back to top](#)

InteractionWait (Agent Workbin)

The InteractionWait (Agent Workbin) durable action starts on an Agent Workbin when Stat Server receives the EventPlacedInWorkbin event from Interaction Server.

The InteractionWait (Agent Workbin) action ends upon the following events:

- EventTakenFromWorkbin
- EventProcessingStopped

Interaction attributes attr_itx_workbin_type_id and attr_itx_agent_id specify the Agent Workbin object.

Upon a disconnect from Interaction Server all active InteractionWait (Agent Workbin) actions across all Agent Workbins end, which is reflected in the Stat Server log by a single message. This action was introduced in release 8.5.112.10.

[Back to top](#)

LoggedIn

This durable action starts when Stat Server detects agent login on a DN:

- The EventAgentLogin TEvent is received on a DN.
- Either the EventRegistered or EventQueryAddress TEvent is received on a DN for which the Extensions attribute contains the pair, ("AgentStatus", value), where value is greater than zero (0 signifies LoggedOut).

This action ends with EventAgentLogout or when the **NotMonitored** action starts.

[Back to top](#)

LoggedOut

This durable action starts with EventAgentLogout and ends either with EventAgentLogin or when the **NotMonitored** action starts. For multimedia DNs, this action is classified as media-independent.

Tip

See also [DN Actions at Newly Registered DNs](#).

[Back to top](#)

Monitored (Regular DNs)

This durable action starts whenever NotMonitored terminates—that is, when Stat Server is connected to T-Server or SIP Server and the link between T-Server (or SIP Server) and the switch is up. This action ends when the NotMonitored action starts.

[Back to top](#)

Monitored (Mediation DNs)

Monitored (Mediation DNs) is a durable, non-interaction-related actions that Stat Server generates to mediation DNs.

This action starts whenever NotMonitored (Mediation DNs) terminates—that is, when Stat Server is connected to T-Server (or SIP Server) and the link between the T-Server (or SIP Server) and the switch is up. This action ends when the NotMonitored (Mediation DNs) action starts.

For Stat Server 8.5.0 and higher releases (8.5.0⁺), Monitored (Mediation DNs) durable action is generated to a Virtual Queue on the multimedia switch of the tenant if and only if there is at least one connected Interaction Server for that tenant. Otherwise, durable action **NotMonitored (Mediation DNs)** is generated.

[Back to top](#)

MonitoringInitiated

Stat Server generates this momentary action when an agent monitors an interaction.

[Back to top](#)

NotMonitored (Regular DNs)

This durable action begins whenever Stat Server is not connected to the T-Server or SIP Server controlling the switch where the DN is located (Stat Server receives the EventServerDisconnected TEvent in this case), or when the link between the T-Server (or SIP Server) and the switch is down (T-Server sends the EventLinkDisconnected TEvent). NotMonitored ends when both connections are up and running. Its complementary action is **Monitored (Regular DNs)** —one and only one of these actions can occur for any DN at any given moment. The NotMonitored action terminates every other DN action; no other DN action can start while NotMonitored is occurring.

Of special note, if Stat Server receives EventOutOfService for a particular DN (such as might be the case if the DN's switch is being reconfigured), the NotMonitored action occurs, and it persists until Stat Server detects EventBackInService for that DN. At that point, the NotMonitored action ceases.

[Back to top](#)

NotMonitored (Mediation DNs)

For Stat Server 8.1.2 and lower releases (8.1.2⁻), this durable action begins whenever Stat Server is not connected to the T-Server controlling the switch where the DN is located (Stat Server receives the EventServerDisconnected TEvent in this case) or whenever the link between the T-Server and the switch is down (EventLinkDisconnected is received from T-Server). NotMonitored (Mediation DNs) ends when both connections are up.

Stat Server 8.5.0 and higher releases (8.5.0⁺) generates this durable action on a Virtual Queue on the multimedia switch of the tenant if no Interaction Servers that are serving that tenant are connected to the Stat Server.

Its complementary action is **Monitored (Mediation DNs)**. One and only one of these actions occurs for any DN at any moment. NotMonitored (Mediation DNs) terminates every other DN action; no other action can start while NotMonitored (Mediation DNs) is occurring.

[Back to top](#)

NotReadyForNextCall

This durable action is complementary to WaitForNextCall while the **Monitored** action occurs at the DN in question. Thus, NotReadyForNextCall occurs when Monitored occurs and one of the following conditions is met:

- Stat Server receives EventRegistered or EventAddressInfo with reports of agent status equal to either of the following:
 - 1 (LOGGED_IN)

- 3 (NOT_READY)
- Stat Server receives EventAgentLogin.
- Stat Server receives EventAgentNotReady with Workmode!=ACW while the agent is logged in.
- Stat Server receives EventDNDOn.

The NotReadyForNextCall action ends when any of the following occur:

- Stat Server receives EventAgentReady (the **WaitForNextCall** action begins).
- Stat Server receives EventAgentNotReady with WorkMode=ACW (after-call work begins).
- Stat Server receives EventDNDoff while the agent is logged out, ready, or not ready with Workmode=ACW.
- The **NotMonitored** action starts.

The UserData, Reasons, and Extensions attributes from the EventDNDOn or EventDNDOff TEvents are not inherited by this action.

For multimedia DN, this action is classified as media-dependent, media-unique.

Important

Agents cannot selectively make some media channels of a DN ready or not ready. These states apply to all of a DN's media channels. For multimedia DN, when conditions are met, Stat Server globally generates or ends the **NotReadyForNextCall** action for all enabled media channels supported by that DN.

[Back to top](#)

NotRoutable

This durable action is generated on an agent or place for a particular MediaType if the agent/place has DN/media channels for this MediaType and the agent/place capacity does not allow routing to this agent/place for this MediaType. As soon as one of these conditions is not true, the NotRoutable action stops.

The NotRoutable action is generated on agent/place itself (not inherited from underlying DN/media-channels) and then is propagated from an agent to the agent group or from a place to the place group.

The NotRoutable action is always associated with a MediaType and one NotRoutable action for a particular MediaType may exist on an agent/place. For a particular MediaType, the NotRoutable action is mutually exclusive with the Routable action.

Only NotRoutable and Routable actions support current_number, max_number, media_state and routable **system attributes**.

Important

- The NotRoutable action can only be used with Subject=DNAction.
- The NotRoutable action does not affect the status of an agent or place.
- To specify a MediaType Genesys recommends to use a filter with the corresponding system attribute, for example, PairExists(System, "MediaType", "chat").

This action was introduced in release 8.5.104.

[Back to top](#)

OffHook

This durable action starts when Stat Server receives EventOffHook from T-Server or SIP Server, and ends when Stat Server receives EventOnHook or the NotMonitored action starts. For DNs that generate these events, OnHook and OffHook are complementary while Monitored occurs. For multimedia DNs, this action is classified as media-independent.

Important

Stat Server ignores EventOffHook TEvent notifications if the ignore-off-hook-on-position Stat Server configuration option is set to true and the DN's type is Position.

[Back to top](#)

OnHook

This durable action starts when Stat Server receives EventOnHook from T-Server or SIP Server, and ends when Stat Server receives EventOffHook or the NotMonitored action starts. This action is specific to a limited number of switches, and only DNs corresponding to physical telephones should be set to generate the corresponding TEvents. For such DNs, OnHook and OffHook are complementary while Monitored occurs. For multimedia DNs, this action is classified as media-independent.

Important

Stat Server ignores EventOnHook TEvent notifications if the ignore-off-hook-on-position Stat Server configuration option is set to true and the DN's type is Position.

[Back to top](#)

OrigDNCallAbandoned

This agent group and place group action occurs at the same time as a [CallAbandoned](#) action, which occurs at a mediation DN configured as an origination DN for the group. OrigDNCallAbandoned relates to the same interaction as the corresponding CallAbandoned action.

OrigDNCallAbandoned is a retrospective group action reflecting origination DNs that Stat Server generates to agent and place groups.

OrigDNCallAbandoned is always simultaneous with one of the following calltype actions:

- OrigDNCallAbandonedUnknown
- OrigDNCallAbandonedInternal
- OrigDNCallAbandonedInbound
- OrigDNCallAbandonedOutbound
- OrigDNCallAbandonedConsult

The interaction type that Stat Server receives from T-Server with EventAbandoned determines which of the above five actions occurs simultaneously with OrigDN CallAbandoned.

[Back to top](#)

OrigDNCallDistributed

This agent group and place group action occurs at the same time as a [CallDistributed](#) action, which occurs at a mediation DN configured as an origination DN for the group. OrigDNCallDistributed relates to the same interaction as the corresponding CallDistributed action.

OrigDNCallDistributed is a retrospective group action reflecting origination DNs that Stat Server generates to agent and place groups.

OrigDNCallDistributed is always simultaneous with one of the following call-type actions:

- OrigDNCallDistributedUnknown
- OrigDNCallDistributedInternal
- OrigDNCallDistributedInbound
- OrigDNCallDistributedOutbound
- OrigDNCallDistributedConsult

The interaction type that Stat Server receives from T-Server with Event Diverted or EventRouteUsed determines which of the above five actions occurs simultaneously with OrigDNCallDistributed.

[Back to top](#)

OrigDNCallEntered

This agent group and place group action occurs at the same time as a **CallEntered** action, which occurs at a mediation DN configured as an origination DN for the group. OrigDNCallEntered relates to the same interaction as the corresponding CallEntered action.

OrigDNCallEntered is a momentary group action reflecting origination DNs that Stat Server generates to agent and place groups.

OrigDNCallEntered is always simultaneous with one of the following call-type actions:

- OrigDNCallEnteredUnknown
- OrigDNCallEnteredInternal
- OrigDNCallEnteredInbound
- OrigDNCallEnteredOutbound
- OrigDNCallEnteredConsult

The interaction type that Stat Server receives from T-Server with EventQueued or EventRouteRequest determines which of the above five actions occurs simultaneously with OrigDNCallEntered.

[Back to top](#)

OrigDNCallWait

This agent group and place group action starts and ends at the same time as a **CallWait** action, which starts and ends at a mediation DN, configured as an origination DN for the group. OrigDNCallWait relates to the same interaction as the corresponding CallWait action.

You can list origination DNs on the Advanced tab of the Properties dialog box of an Agent Group or Place Group object. If you list queues and routing points from which calls are delivered to a given Group object as origination DNs for that group, you can use events occurring at such DNs in agent group and place group statistics. For this purpose, Stat Server reflects some mediation DN actions as a special set of agent and place group actions.

OrigDNCallWait is a durable group action reflecting origination DNs that Stat Server generates to agent and place groups.

OrigDNCallWait is always simultaneous with one of the following call-type actions:

- OrigDNCallWaitUnknown
- OrigDNCallWaitInternal
- OrigDNCallWaitInbound
- OrigDNCallWaitOutbound
- OrigDNCallWaitConsult

The interaction type that Stat Server receives from T-Server with EventQueued or EventRouteRequest determines which of the above five actions occurs simultaneously with

OrigDNCallWait.

[Back to top](#)

Pulled

Stat Server generates this momentary action, also called `InteractionPulled`, every time it detects that an interaction has been pulled from the interaction queue and directed to be delivered to a resource.

[Back to top](#)

Rejected

This retrospective action, also called `InteractionRejected`, is generated on an agent (or place) upon receiving the `EventRejected` event from Interaction Server and indicates that an agent has rejected the delivered interaction. This action terminates **Delivering** actions, and it is similar to the **CallAbandonedFromRinging** action in the telephony model.

Action duration is an interval between `EventAgentInvited` and `EventRejected`.

Tip

The `CallAbandonedFromRinging` action is a legacy alias for the `Rejected` action.

[Back to top](#)

Revoked

This retrospective action, also called `InteractionRevoked`, indicates that the system has revoked the interaction at the agent's desktop. This action has no equivalent in the telephony model.

[Back to top](#)

Routable

This durable action is generated on an agent or place for a particular `MediaType` if the agent/place has DNs/media channels for this `MediaType` and the agent/place capacity allows routing to this agent/place for this `MediaType`. As soon as one of these conditions is not true, the `Routable` action stops.

The `Routable` action is generated on agent/place itself (not inherited from underlying DNs/media-channels) and then is propagated from an agent to the agent group or from a place to the place group.

The `Routable` action is always associated with a `MediaType` and one `Routable` action for a particular `MediaType` may exist on an agent/place. For a particular `MediaType`, the `Routable` action is mutually exclusive with the `NotRoutable` action.

Only Routable and NotRoutable actions support `current_number`, `max_number`, `media_state` and routable **system attributes**.

Important

- The Routable action can only be used with `Subject=DNAAction`.
- The Routable action does not affect the status of an agent or place.
- To specify a `MediaType` Genesys recommends to use a filter with the corresponding system attribute, for example, `PairExists(System, "MediaType", "chat")`.

This action was introduced in release 8.5.104.

[Back to top](#)

StartedInternal

This momentary action, also called `InteractionStartedInternal`, indicates that an agent has initiated an internal interaction. This action has no equivalent in the telephony model.

[Back to top](#)

StartedOutbound

This momentary action, also called `InteractionStartedOutbound`, indicates that an agent has initiated an outbound interaction. This action has no equivalent in the telephony model.

Important

There is no such `StartedInbound` action that Stat Server generates.

[Back to top](#)

StoppedInbound

This retrospective action, also called `InteractionStoppedInbound`, indicates that an agent has terminated an inbound interaction. This action has no equivalent in the telephony model.

[Back to top](#)

StoppedInternal

This retrospective action, also called `InteractionStoppedInternal`, indicates that an agent has

terminated an internal interaction. This action has no equivalent in the telephony model.

[Back to top](#)

StoppedOutbound

This retrospective action, also called `InteractionStoppedOutbound`, indicates that an agent has terminated an outbound interaction. This action has no equivalent in the telephony model.

Important

Actions `InteractionStoppedInbound`, `InteractionStoppedInternal`, and `InteractionStoppedOutbound` are not generated upon receiving the `EventProcessingStopped` event if before stopping the interaction an agent was logged out of the media (indicated by `EventMediaRemoved` event).

[Back to top](#)

StuckCallCleaned

This retrospective action occurs at a mediation DN and derives from the `CallWait` durable action if Stat Server terminates the `CallWait` action because Stat Server receives the `EventAbandoned` TEvent from T-Server with an `AttributeReliability` attribute not equal to `TReliabilityOk`.

`StuckCallCleaned` is always simultaneous with one of the following call-type actions:

- `StuckCallCleanedUnknown`
- `StuckCallCleanedInternal`
- `StuckCallCleanedInbound`
- `StuckCallCleanedOutbound`
- `StuckCallCleanedConsult`

The interaction type that Stat Server receives from T-Server with `EventQueued` or `EventRouteRequest` determines which of the above five actions occurs simultaneously with `StuckCallCleaned`.

[Back to top](#)

StuckCallCleanedWhileRingling (Regular DNs)

This retrospective action derives from the `CallRingling` durable action if Stat Server receives `EventAbandoned` with an `AttributeReliability` attribute not equal to `TReliabilityOk` for the DN. This action's corresponding initial momentary action is `CallRinglingStarted`.

`StuckCallCleanedWhileRingling` is always simultaneous with one of the following call-type actions:

- StuckCallCleanedWhileRingingUnknown
- StuckCallCleanedWhileRingingInternal
- StuckCallCleanedWhileRingingInbound
- StuckCallCleanedWhileRingingOutbound
- StuckCallCleanedWhileRingingConsult

The interaction type that Stat Server receives from T-Server with EventAbandoned (with AttributeReliability!=TReliabilityOk) determines which of the above five actions occurs simultaneously with StuckCallCleanedWhileRinging.

[Back to top](#)

StuckCallCleanedWhileRinging (Mediation DNs)

This retrospective action derives from the [CallRinging](#) durable action and occurs at a mediation DN when Stat Server receives EventAbandoned with an AttributeReliability attribute other than TReliabilityOk from a DN to which an interaction was distributed from the mediation DN. StuckCallCleanedWhileRinging receives as its duration the interval from the moment when the interaction enters the mediation DN (EventQueued or EventRouteRequest) to the moment when Stat Server receives the EventAbandoned TEvent (with AttributeReliability!=TReliabilityOk). This action's corresponding initial momentary action is [CallRingingStarted](#).

StuckCallCleanedWhileRinging is always simultaneous with one of the following call-type actions:

- StuckCallCleanedWhileRingingUnknown
- StuckCallCleanedWhileRingingInternal
- StuckCallCleanedWhileRingingInbound
- StuckCallCleanedWhileRingingOutbound
- StuckCallCleanedWhileRingingConsult

The interaction type that Stat Server receives from T-Server with EventReleased (with AttributeReliability!=TReliabilityOk) determines which of the above five actions occurs simultaneously with CallRetrievedFromHold.

[Back to top](#)

TransferMade

This momentary action, also called InteractionTransferMade, indicates that an agent has transferred the interaction to another agent directly; that is, the transfer does not occur through a mediation DN. This action is similar to CallTransferMade in the telephony model.

TransferMade is always simultaneous with one of the following interaction-type actions:

- TransferMadeInbound
- TransferMadeInternal

- TransferMadeOutbound

The interaction type that Stat Server receives from Interaction Server with EventEstablished determines which of the above three actions occurs simultaneously with TransferMade.

[Back to top](#)

TransferTaken

This momentary action, also called InteractionTransferTaken, indicates that an agent has received the transferred interaction. This action is similar to CallTransferTaken in the telephony model.

[Back to top](#)

TransferredFromHold

This retrospective action derives from the CallOnHold durable action if CallOnHold terminates because of EventReleased with an interaction state of Transferred.

TransferredFromHold is always simultaneous with one of the following call-type actions:

- TransferredFromHoldUnknown
- TransferredFromHoldInternal
- TransferredFromHoldInbound
- TransferredFromHoldOutbound
- TransferredFromHoldConsult

The interaction type that Stat Server receives from T-Server with EventReleased determines which of the above five actions occurs simultaneously with TransferredFromHold.

[Back to top](#)

UserEvent (Regular DNs)

The EventUserEvent TEvent triggers this momentary, instantaneous action.

Starting with Stat Server release 8.5.103, the UserEvent (Regular DNs) action inherits GlobalUserData, Reasons and Extensions key-value lists from the EventUserEvent TEvent.

[Back to top](#)

UserEvent (Mediation DNs)

The EventUserEvent TEvent triggers the UserEvent momentary, instantaneous action, which is not related to an interaction, but which, like interaction-related actions, carries data that accompanies the TEvent. This means you can use this action in defining filtered statistics and custom-formula statistics.

Starting with Stat Server release 8.5.103, the `UserEvent (Mediation DNs)` action inherits `GlobalUserData`, `Reasons` and `Extensions` key-value lists from the `EventUserEvent TEvent`. This action was introduced in release 8.5.0.

[Back to top](#)

UserEventReceived (Regular DNs)

The `EventUserEvent TEvent` triggers the `UserEventReceived (Regular DNs)` durable action.

Upon receiving the `EventUserEvent TEvent` on an object, specified by the `ThisDN` attribute, the following occurs:

- If there is an `UserEventReceived (Regular DNs)` action in progress, that action is ended.
- New action `UserEventReceived (Regular DNs)` is started, inheriting `GlobalUserData`, `Reasons` and `Extensions` key-value lists from the event.

Important

- The `EventUserEvent (Regular DNs)` durable action is not used in status calculations on a `DN/Queue`.
- The only supported `Subject` for the `UserEventReceived (Regular DNs)` action is `DNAction`.
- `UserData` key-value list cannot be used in filters/formulas, that are applied to the `UserEventReceived (Regular DNs)` action.

This action was introduced in release 8.5.103.

[Back to top](#)

UserEventReceived (Mediation DNs)

The `EventUserEvent TEvent` triggers the `UserEventReceived (Mediation DNs)` durable action.

Upon receiving the `EventUserEvent TEvent` on an object, specified by the `ThisDN` attribute, the following occurs:

- If there is an `UserEventReceived (Mediation DNs)` action in progress, that action is ended.
- New action `UserEventReceived (Mediation DNs)` is started, inheriting `GlobalUserData`, `Reasons` and `Extensions` key-value lists from the event.

Important

- The `EventUserEvent` (Mediation DNs) durable action is not used in status calculations on a DN/Queue.
- The only supported Subject for the `UserEventReceived` (Mediation DNs) action is `DNAction`.
- `UserData` key-value list cannot be used in filters/formulas, that are applied to the `UserEventReceived` (Mediation DNs) action.

This action was introduced in release 8.5.103.

[Back to top](#)

WaitForNextCall

This durable action occurs for a particular DN, regardless of media channel, if all of the following conditions are met:

- Monitored occurs.
- The last `TEvent` to arrive after any of the following `TEvents` is `EventAgentReady`:
 - `EventAgentLogin`
 - `EventAgentNotReady`
 - `EventRegistered`
 - `EventAddressInfo` reports agent status 2 (Ready)
- Either `EventDNDOn` is never received, or the last event from the pair `EventDNDOn` and `EventDNDOff` is `EventDNDOff`.

The only exceptions to this rule are the DNs of type `Extension` or `Voice Treatment Port`, for which the `WaitForNextCall` action starts as soon as the DN is registered.

Tip

See also [DN Actions at Newly Registered DNs](#).

`WaitForNextCall` ends on a DN when any of the following occurs:

- Stat Server receives `EventRegistered` or `EventAddressInfo` with reports of agent status equal to any of the following:
 - 0 (LoggedOut)
 - 3 (NOT_READY)
 - 4 (ACW)

- 5 (Walk_Away)
- Stat Server receives EventDNDOn.
- Stat Server receives EventDNOutOfService.
- Stat Server receives EventAgentNotReady with any work mode.
- Stat Server receives EventAgentLogout.
- The NotMonitored action starts.

While Monitored occurs, the actions WaitForNextCall, NotReadyForNextCall, and AfterCallWork are complementary.

The UserData, Reasons, and Extensions attributes from the EventDNDOn or EventDNDOff TEvents are not inherited by this action.

For multimedia DNs, this action is classified as media-dependent, media-unique.

Important

Agents cannot selectively make some media channels of a DN ready or not ready. These states apply to all of a DN's media channels.

[Back to top](#)