



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

Genesys Events and Models Reference

Registration

Registration

This set of models illustrates successful and unsuccessful registration. Successful registration proceeds as follows:

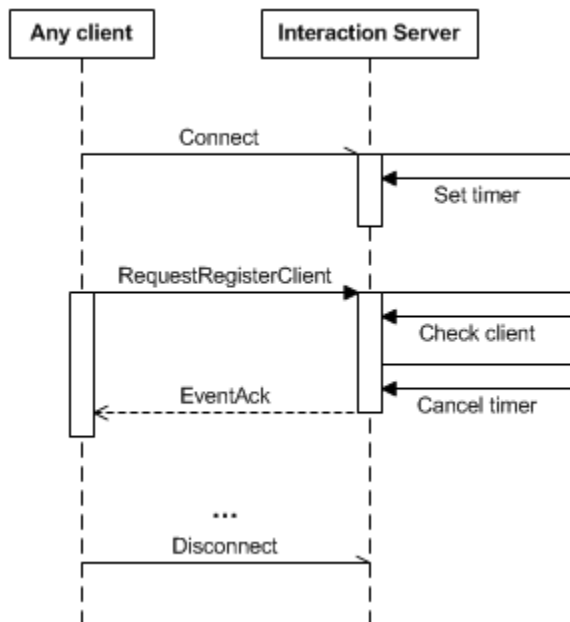
1. A client connects to Interaction Server.
2. The client asks to register.
3. Interaction Server checks to see if the client is valid. If the client is valid, Interaction Server sends EventAck.

Unsuccessful registration proceeds as follows:

1. A client connects to Interaction Server.
2. One of the following happens:
 - The client asks to register, but Interaction Server finds that it is not a valid client.
 - The client sends any other message to Interaction Server.
3. In either case, Interaction Server returns EventError.
4. When a timeout expires, Interaction Server disconnects.

Successful Registration

In this phase, shown in the following figure, a client connects, then asks to register.



Registration

Successful Registration

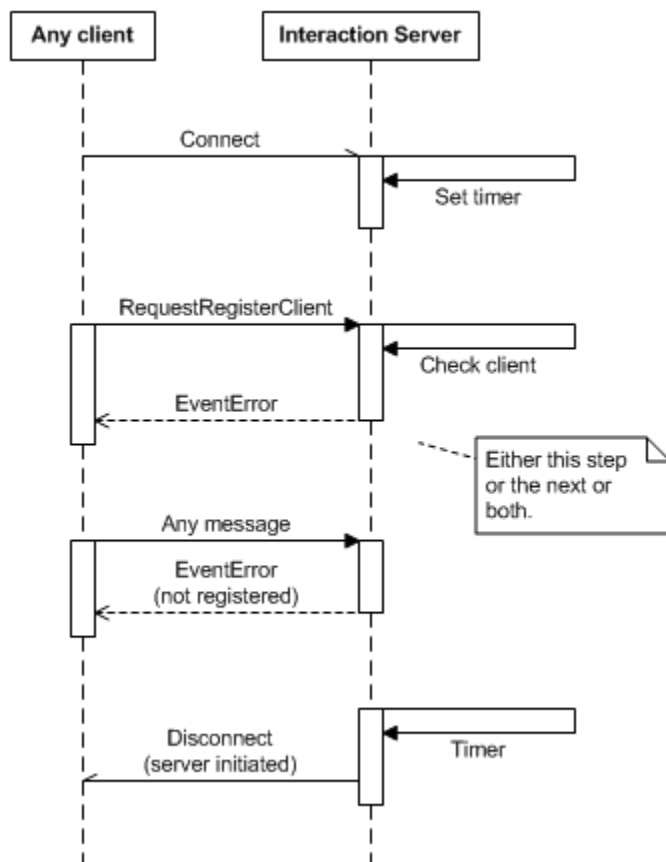
This phase uses the messages listed in the following table:

Messages in Successful Registration

Message	Protocol
EventAck	Interaction Management

Unsuccessful Registration

In this phase, shown in the following figure, Interaction Server finds that the client is not valid. It may do this in response to `RequestRegisterClient` or to any other message from the client. In any case, Interaction Server responds with `EventError`, then disconnects from the client.



Unsuccessful Registration

The figure above actually contains three possible versions:

1. Client sends `RequestRegisterClient`, Interaction Server finds that the client is not valid, Interaction server returns `EventError`.
2. Client sends any message Interaction Server finds that the client is not registered, Interaction server

returns `EventError`.

3. First a, then b.

This phase uses the messages listed in the following table:

Messages in Unsuccessful Registration

Message	Protocol
EventError	Interaction Management