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Designer User's Guide

Click-to-Call-In Match Block

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- Administrator

Use this block to add Click-to-Call-In Match functionality to your application.

Related documentation:

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You can use this block to support the **Click-to-Call-In Match** feature. In a typical **Click-to-Call-In Match** scenario, a caller dials a contact center and provides some additional information during the Self Service phase, such as the reason why they are calling. They are then given a phone number to dial along with a special access code.

The application uses this block to compare the caller's information with the details of the original request, such as the access code they entered, the number they called from, or the number they dialed. If a match is found, the additional information that was submitted with the original request is returned to the block.

Depending on the matching criteria used, the match block then generates all combinations for the output as segmentation branches, where each segmentation has its own **Navigation** tab that specifies where to route the interaction.

Using this block

Typically, you would add a User Input block ahead of this block to prompt the caller for their access code and specify the variable that will hold it. Then use the **Click-to-Call-In Match** block to specify the matching criteria and the variable that will hold the returned data, if a match is made.

For example, if all three criteria are used, this creates eight possible outcomes (or segmentation branches), including an outcome where **Nothing Matched**. You can then use a Call Data block to attach the returned data to the current interaction.

If there are no matches, you can use the **Navigation** tab on the **Nothing Matched** block to go to a specified block, skipping the **Call Data** block.

Match Criteria tab

Use the settings on this tab to specify which criteria to compare to the original request. You must specify at least one item.

Example

Properties - Click to Call In Match



This block is used to perform the Match for Click-to-Call-In feature

Match criteria Routing Parameters Results

Specify one or more matching criteria.

- ☐ Use phone number of the calling party as matching criteria
- ☒ Use code entered by the calling party as matching criteria

Code entered by the calling party to identify themselves

varAccessCode

- ☐ Use phone number dialed by the calling party as matching criteria

Notice that Designer automatically creates child blocks for each outcome, which you can then use to specify the action to take if a match is found:

The screenshot shows the 'Application Flow' editor on the left and the 'Properties - Access Code Matched' panel on the right. In the 'Application Flow', the 'Click to Call In Match' block is selected, and its child blocks, 'Access Code Matched' and 'Nothing Matched', are highlighted with a red box. The 'Properties' panel for 'Access Code Matched' shows the 'Match Criteria' set to 'Access Code Matched' and the 'Block label' set to 'Access Code Matched'. Below this, there are tabs for 'Navigation' and 'Milestone', with 'Navigation' selected. Under 'Navigation', there are radio buttons for 'By Name', 'By Type', 'By Description', and 'By Comment', with 'By Name' selected. The 'Route Call' field is set to 'Sales group'.

Routing Parameters

For Click-to-Call-In delayed scenarios, routing parameters are returned if there is a unique match. Use the settings on this tab to specify the variables that will hold the values for each parameter.

You can select variables for the following parameters:

- Outbound VQ
- Target Skill Expression
- Current Priority

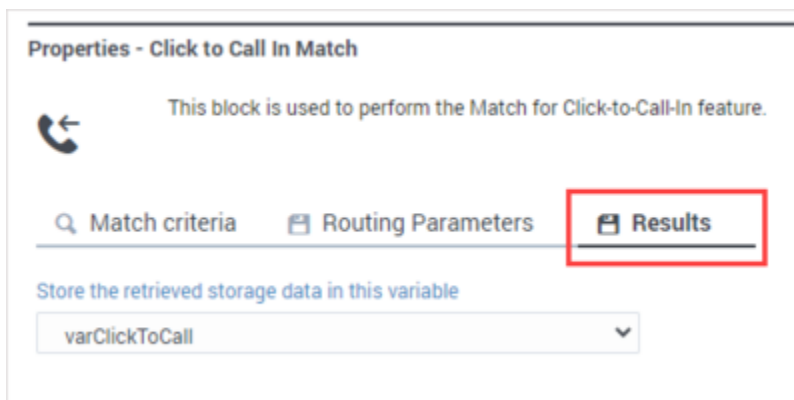
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- Priority Increment Interval
 - Priority Increment
 - Maximum Priority
 - Notification Timestamp (when the push notification was initiated)

For more information, see Click-to-Call-In (Delayed).

Results tab

Specify the variable that will hold the retrieved storage information if a match is found.

Example



Properties - Click to Call In Match

This block is used to perform the Match for Click-to-Call-In feature.

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🔍 Match criteria 📁 Routing Parameters 📁 **Results**

Store the retrieved storage data in this variable

varClickToCall ▼