

GENESYS

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Service Client API Reference

Messenger namespace

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• Developer

Learn about the Messenger namespace methods in the Service Client API.

Methods

The Messenger namespace includes the following methods:

• broadcastMessage

broadcast Message

| Signature | broadcastMessage(channel, message, succeeded, failed) | | |
|-------------|------------------------------------------------------------------------------------------------------------------------------|----------|------------------------------------------------------------------------|
| Description | Send a message to other web applications that use the Service Client API and have subscribed to the specified channel. | | |
| Parameters | Name | Туре | Description |
| | channel | string | The channel to send the message on. |
| | message | object | The message (any JSON object) to broadcast on the channel. |
| | succeeded | function | A function called when the operation succeeds. |
| | failed | function | A function called when the operation fails. |

Samples

```
// Add a new message broadcaster:
genesys.wwe.service.messenger.broadcastMessage("my-channel", { foo: "A foo text.", bar: 1234
}, succeeded, failed)
// The operation "broadcastMessage" from the service "messenger" takes a channel name and any
JSON-compliant object.
```

// In order to receive this message, you must "subscribe" to "my-channel":

```
genesys.wwe.service.subscribe([ "messenger:my-channel" ], function(message) {
  console.log("message: " + message.data); }, this);
// It is possible to subscribe to several channels:
  genesys.wwe.service.subscribe([ "messenger:my-channel", "messenger:my-channel2" ],
  function(message) {
    console.log("message: " + message.data + ", channel: " + message.event);
}, this);
```

When a message is broadcast to your channel, you receive an event called messenger: with the message in the data attribute. For example, here's the event for the broadcast in the sample above:

```
{
  "event": "messenger:my-channel",
  "data": {
     "foo": "A foo text.",
     "bar": 1234
  },
  "userAgent": "WWE Server",
     "protocolVersion": 2
}
```