



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.

# Service Client API Reference

Messenger namespace

---

## Contents

- [1 Methods](#)
  - [1.1 broadcastMessage](#)

- Developer

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

## Methods

The Messenger namespace includes the following methods:

- broadcastMessage

### broadcastMessage

<b>Signature</b>	broadcastMessage( <i>channel</i> , <i>message</i> , <i>succeeded</i> , <i>failed</i> )		
<b>Description</b>	Send a message to other web applications that use the Service Client API and have subscribed to the specified channel.		
<b>Parameters</b>	<b>Name</b>	<b>Type</b>	<b>Description</b>
	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
}
```