Widgets Reference

API Commands

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API Commands

Once you've registered your own plugin on the bus, you can call commands on other registered plugins. Below we'll quickly register a new plugin on the bus using the global bus object.

> ## Important
>
> The global bus object is a debug tool. When implementing Widgets on your own site, do not use the global bus object to register your custom plugins. Instead, see Widgets Extensions for more information about extending Genesys Widgets.

```
var oMyPlugin = window._genesys.widgets.bus.registerPlugin('MyPlugin');

oMyPlugin.command('Console.open');
```

open

Opens the Console UI.

Example

```
oMyPlugin.command('Console.open').done(function(e){

        // Console opened successfully

}).fail(function(e){

        // Console failed to open
});
```

Resolutions

Status	When	Returns
resolved	When Console is successfully opened	n/a
rejected	When Console is already open	'Already opened'

close

Closes the Console UI.

Example

```
oMyPlugin.command('Console.close').done(function(e){

        // Console closed successfully

}).fail(function(e){

        // Console failed to close
});
```

Resolutions

Status	When	Returns
resolved	When Console successfully closed	n/a
rejected	When Console is already closed	'Already closed'

configure

Modify configuration options for Console. See configuration page for Console

Example

```
oMyPlugin.command('Console.configure', {

        open: false

}).done(function(e){

        // Console configured successfully

}).fail(function(e){

        // Console failed to configure
});
```

Options

Option	Type	Description
open	boolean	If setting is open: true, the console will automatically be open when widgets is launched and the console is ready.

Resolutions

Status	When	Returns
resolved	When Console configuration is provided	n/a
rejected	When no configuration provided	'Invalid Configuration'