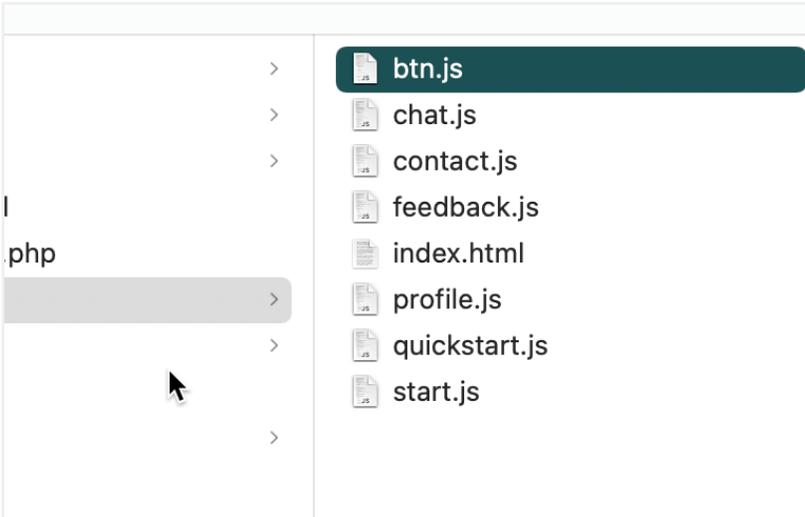


Custom Live Chat Template

The Javascript Files Explained



1

The files listed are necessary and should never be deleted or renamed. They can be modified of course. Feel free to add more javascript files when necessary.

```
// Standard vars
var debugme = false;

document.addEventListener("DOMContentLoaded", function() {
  lcjak_engageChat();
  lcjakint = setInterval(function(){lcjak_engageChat()}, 3000);
});

function lcjak_engageChat() {
  var xhr = new XMLHttpRequest();

  // Call the file to verify and start the process
  xhr.open('POST', base_url+'include/chatdata.php?id='+lcjakwidgetid+'&run=');

  // time in milliseconds
  xhr.timeout = 3000;

  // Some sort of an error, let's redo the send button
  xhr.addEventListener( "error", function( event ) {
    if (debugme) console.log(event);
  });
}
```

2

Let's have a look into the [btn.js](#) file. Pure vanilla Javascript has been used, therefore plenty of help can be found on the World Wide Web. The code is commented through as well!

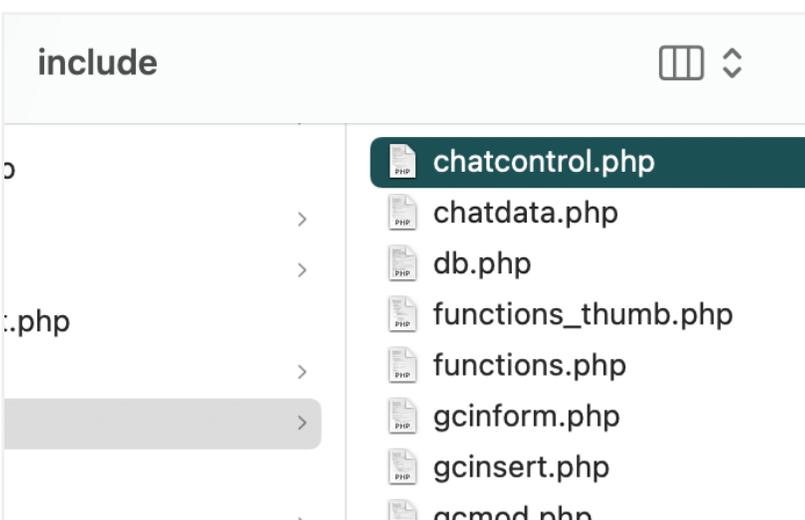
```
Data object and the form element
= document.getElementById("lcjak_ajaxform");
formData = new FormData(lcjakform);

to verify and start the process
base_url+'include/chatdata.php?id='+lcjakwidgetid+'&run=';
base_url+'include/chatcontrol.php?id='+lcjakwidgetid+'&run=';

seconds
000;
```

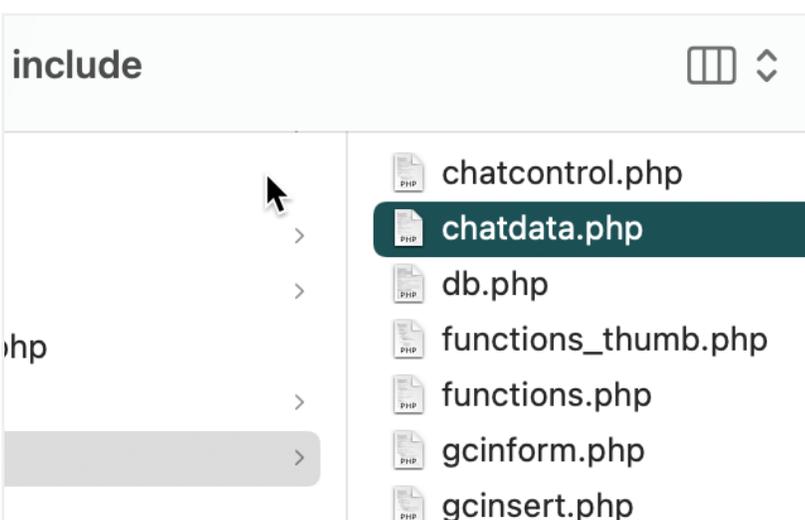
3

All back end calls from the javascript files are ready for you to use and are called:
- chatcontrol.php
- chatdata.php
They cannot be modified!



4

Following options you have with chatcontrol.php:
[backtochat](#), [stopchat](#)



5

Following options are available in chatdata.php:
[engage](#), [quickstart](#), [sendmsg](#), [getmsg](#), [start](#), [typing](#), [livetyping](#), [chatupdate](#), [changeprofile](#), [sendfeedback](#), [sendcontact](#), [loadcustomvars](#), [loadprofile](#)