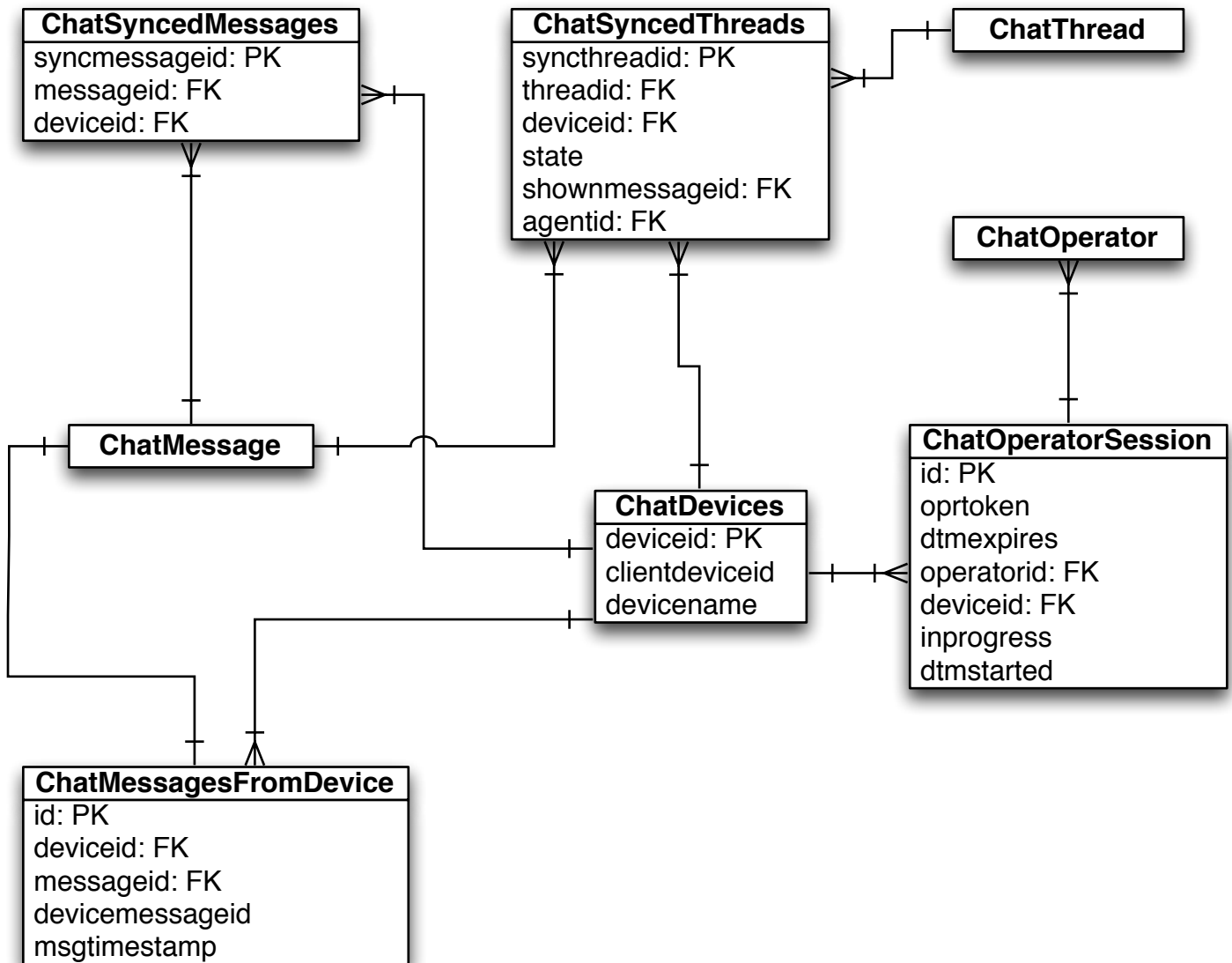


## Tables Added for Mibew Mobile



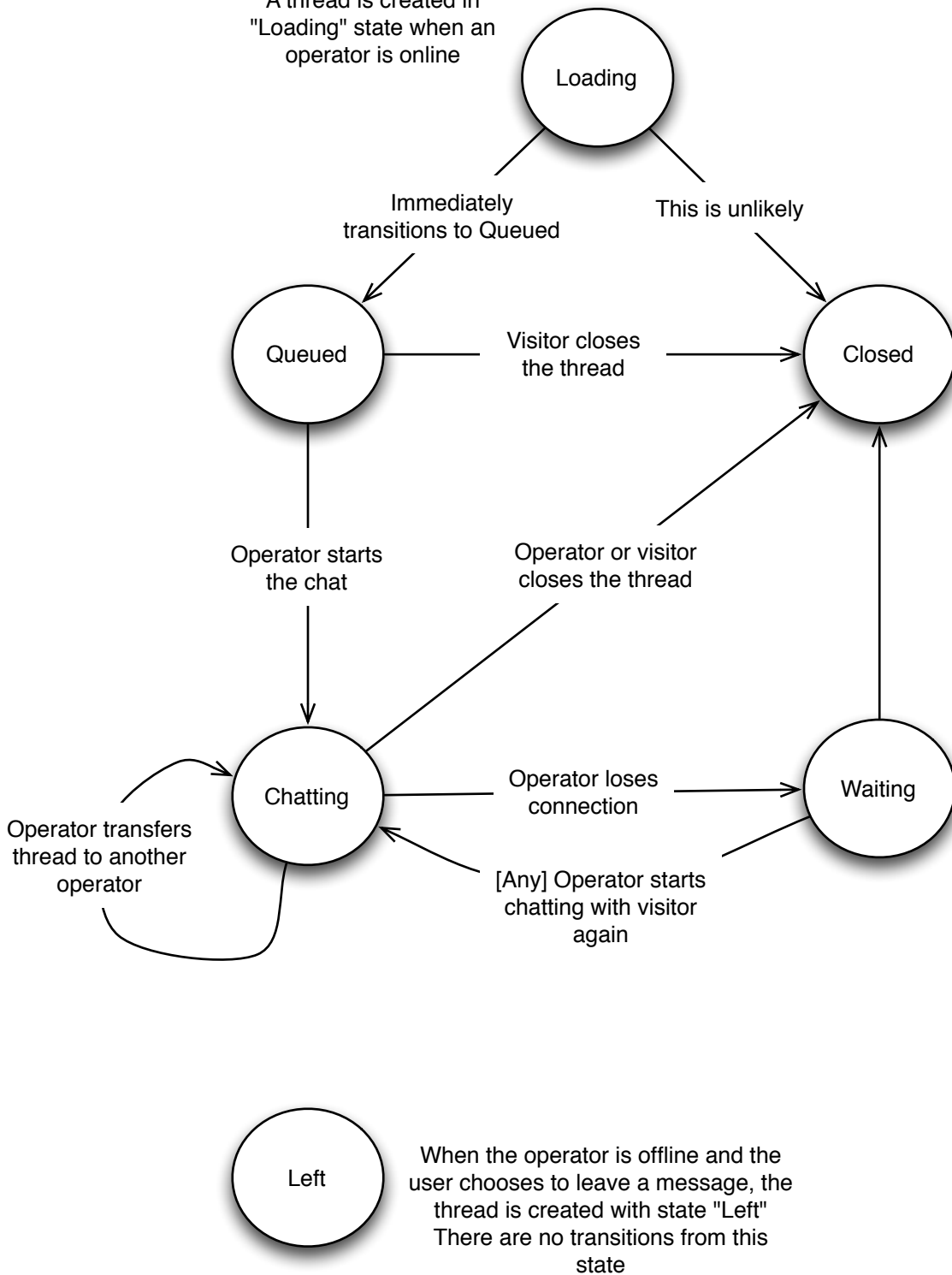
### Legend & Notes:

- PK = primary key
- FK = foreign key

- The biggest requirement was that Mibew Mobile plugs directly into the Mibew database and code without making any changes, such that Mibew can be updated irrespective of the Mibew Mobile plugin. That said, no Mibew tables were modified
  - The operator session table keeps track of the operator's per-device session. Given what I know now about session management with cookies, this can be vastly improved.
  - There is a potential sync issue when a message is posted from the operator's device. If a timeout occurs and the device sends the message again, the message will be posted in duplicate. This is an area that can benefit from integrating the mobile (client) interface with the main code.
- Looking forward to Mibew 2.x APIs

# Mibew Chat Thread State Diagram

A thread is created in "Loading" state when an operator is online





# SCALIOR PROJECTS

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## MibewMob (Mibew Mobile) Client Interface Documentation for v 1.6.x

In order to use the Mibew Mobile app against a Mibew 1.6.x installation, a new interface was created for the app to communicate with the server. This can be found in the <mibew>/mobile folder. Below is a brief description of the interface and its parameters

Command (cmd)	Req Type	Parameters	Notes
isalive	GET	<ul style="list-style-type: none"><li>• apiver</li></ul>	e.g cmd=isalive&apiver=1003
login	GET	<ul style="list-style-type: none"><li>• username</li><li>• password</li><li>• deviceuuid</li></ul>	
logout	GET	<ul style="list-style-type: none"><li>• oprtoken</li></ul>	
visitorlist	GET	<ul style="list-style-type: none"><li>• oprtoken</li><li>• activevisitors</li><li>• stealth</li></ul>	activevisitors is a JSON array of active chatthread ids that have been sync'ed to the device .  This returns a list of threads that have changed since the last sync to the device.
visitorsnotification	GET	<ul style="list-style-type: none"><li>• oprtoken</li><li>• activevisitors</li><li>• stealth</li></ul>	This returns true if there is a change of thread state since the last sync to the device. It is basically the same logic as visitorlist, only that the list is not returned.
startchat	GET	<ul style="list-style-type: none"><li>• oprtoken</li><li>• threadid</li><li>• token</li><li>• viewonly</li><li>• force</li></ul>	
newmessages	GET	<ul style="list-style-type: none"><li>• oprtoken</li><li>• threadid</li><li>• token</li><li>• typed</li></ul>	Retrieves new messages that have not yet been sync'ed to the device
syncserveroperator	GET	<ul style="list-style-type: none"><li>• oprtoken</li></ul>	Retrieves the server and operator info for sync'ing to the device
synccannedmessages	GET	<ul style="list-style-type: none"><li>• oprtoken</li><li>• cannedmsgshashes</li></ul>	cannedmsgshashes is a semi-colon delimited list of chatresponse ids and CRC hashes, e.g 1,CRC1;2,CRC2;6,CRC3
postmessage	POST	<ul style="list-style-type: none"><li>• oprtoken</li><li>• threadid</li><li>• token</li><li>• messageidl</li><li>• message</li></ul>	messageidl (l for local) is the unique messageid from the device database. It is useful for sync'ing



# SCALIOR PROJECTS

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closethread	POST	<ul style="list-style-type: none"><li>• oprtoken</li><li>• threadid</li></ul>	
ack-messages	POST	<ul style="list-style-type: none"><li>• oprtoken</li><li>• messageids</li></ul>	messageids is a comma-separated list of server messageids. This is to acknowledge that the messages were received by the device

## Other Noteworthy Points

1. All responses are JSON-encoded.
2. When a POST request is issued, the parameters are not passed as request parameters with the URL. Instead, the request parameters are passed in the body of the request as JSON objects. For example, the request for ack-messages will be:

```
{  
    "cmd": "ack-messages",  
    "oprtoken": "ABCDEF",  
    "messageids": "7,8,9,10,11"  
}
```

3. The "Content-Type" header of the POST request should be set to "application/json"