The given URL provides a comprehensive guide on setting up Adobe Target with the Web SDK.
- Learning Objectives: The guide aims to help users understand how to implement Adobe Target with the Web SDK, both synchronously and asynchronously.
- Prerequisites: Before starting, users should have a basic understanding of Adobe Experience Platform, Adobe Target, and the Web SDK. They should also have access to Adobe Target and a configured datastream.
- Asynchronous Implementation: This section explains how to implement Adobe Target asynchronously using the `target` command. It also provides a sample code snippet for reference.
- Synchronous Implementation: Here, users learn how to implement Adobe Target synchronously using the `target` command. A sample code snippet is also provided.
- Configure the Datastream: This section guides users on how to configure the datastream in the Adobe Experience Platform UI.
- Property Token: Users are instructed on how to find the property token in the Adobe Experience Platform UI.
- Target Environment ID: This section explains how to find the Target environment ID in the Adobe Target UI.
- Target Third-Party ID Namespace: Here, users learn how to set up a third-party ID namespace in Adobe Target.
- Render Visual Personalization Decisions: This section provides instructions on how to render visual personalization decisions using the `target` command.
- Set up a Target Activity with the Visual Experience Composer: This section guides users on how to set up a Target activity using the Visual Experience Composer in Adobe Target.
- Validate with Debugger: Finally, users are taught how to validate their setup using the Adobe Experience Platform Debugger.