

# User Agent Library

The User Agent Library provides handlers that help identify information about the browser, mobile device, or robot visiting your site. In addition you can get referrer information as well as language and supported character-set information.

## Initializing the Library

Like most other libraries in revlgniter, the User Agent Library is initialized in your controller using the **rigLoaderLoadLibrary** handler:

```
rigLoaderLoadLibrary "Useragent"
```

## User Agent Definitions

The user agent name definitions are located in a config file located at: **application/config/useragents.lc**. You may add items to the various user agent arrays if needed.

## Example

When the User Agent Library is initialized it will attempt to determine whether the user agent browsing your site is a web browser, a mobile device, or a robot. It will also gather the platform information if it is available.

```
rigLoaderLoadLibrary "Useragent"

if rigIsMobile() is TRUE then
    put rigMobile() into tAgent
else if rigIsBrowser() is TRUE then
    put rigBrowser() && rigBrowserVersion() into tAgent
else if rigIsRobot() is TRUE then
    put rigRobot() into tAgent
else
    put "Unidentified User Agent" into tAgent
end if

put tAgent & "<br />" & rigAgentPlatform() into gData
["agentInfo"] -- Platform info (Windows, Linux, Mac,
etc.)
```

## Handler Reference

### rigIsBrowser()

Returns TRUE/FALSE (boolean) if the user agent is a known web browser.

### rigIsMobile()

Returns TRUE/FALSE (boolean) if the user agent is a known mobile device.

### rigIsRobot()

Returns TRUE/FALSE (boolean) if the user agent is a known robot.

**Note:** The user agent library only contains the most common robot definitions. It is not a complete list of bots. There are hundreds of them so searching for each one would not be very efficient. If you find that some bots that commonly visit your site are missing from the list you can add them to your **application/config/useragents.lc** file.

### rigIsReferral()

Returns TRUE/FALSE (boolean) if the user agent was referred from another site.

### rigBrowser()

Returns a string containing the name of the web browser viewing your site.

### rigBrowserVersion()

Returns a string containing the version number of the web browser viewing your site.

### rigMobile()

Returns a string containing the name of the mobile device viewing your site.

### rigRobot()

Returns a string containing the name of the robot viewing your site.

### rigAgentPlatform()

Returns a string containing the platform viewing your site (Linux, Windows, OS X, etc.).

### rigReferrer()

The referrer, if the user agent was referred from another site. Typically you'll test for this as follows:

```
if rigIsReferral() is TRUE then
    put rigReferrer() into gData["referrer"]
end if
```

### rigAgentString()

Returns a string containing the full user agent string. Typically it will be something like this:

```
Mozilla/5.0 (Macintosh; U; Intel Mac OS X; en-US; rv:1.8.0.
4) Gecko/20060613 Camino/1.0.2
```

### rigAcceptLang()

Lets you determine if the user agent accepts a particular language. Example:

```
if rigAcceptLang("en") is TRUE then
    put "You accept English!" into gData["acceptedLang"]
end if
```

**Note:** This function is not typically very reliable since some browsers do not provide language info, and even among those that do, it is not always accurate.

### rigAcceptCharset()

Lets you determine if the user agent accepts a particular character set. Example:

```
if rigAcceptCharset("utf-8") is TRUE then
    put "Your browser supports UTF-8!" into gData["acceptedCh
arset"]
end if
```

**Note:** This function is not typically very reliable since some browsers do not provide character-set info, and even among those that do, it is not always accurate. **LiveCode Hosting** is currently not supporting the `$_Server` variable `HTTP_ACCEPT_CHARSET`, so this function returns FALSE on this server.