

This topic lists variables and commands that you can use in chat transformations. Each section of this topic is dedicated to a single type of object, i.e., [messages](#), [rooms](#), [users](#), [notifications](#), [support chat objects](#) and [errors](#).

To learn how to use these values in transformations, refer to [Writing transformations for chat](#). You can also take inspiration in the default transformations within the **Chat - Transformations** page type.

Messages list

The following table lists data variables that are available when displaying messages. You can either display the variables' values or evaluate them in conditional statements.

Variable name	Data type	Description
AuthorID	int	Contains the database ID of the chat user who sent the message. If the message is a system message, the value is null.
IsOneOnOne	bool	Returns true if the message is part of a one-on-one chat session.
IsRejected	bool	Returns true if the message has been rejected.
IsSupport	bool	Indicates if the message is part of a support chat session.
LastModified	date /time	Contains the time when the message was modified.
MessageID	int	Returns the database ID of the message.
MessageText	string	Contains the text of the message.
Modified	bool	Indicates if the message has been modified.
Nickname	string	Contains the nickname of the sender. If the message is a system message, the value is null.
PostedTime	date /time	Contains the time when the message was sent.
Recipient	string	Returns the nickname of the message's recipient. If the message is addressed to all users in a particular room, i.e., the recipient is not specified, the value is null.
RecipientID	int	Contains the database ID of the recipient, if specified.
SystemMessageType	int	Contains the type of the message represented by an integer number as follows: <ul style="list-style-type: none"> • 0 - classic message • 1 - whisper • 2 - leave room • 3 - enter room • 4 - change nickname • 5 - kick • 6 - user invited • 7 - support greeting • 8 - permanently leave room • 9 - permanent kick • 10 - announcement • 11 - declined chat request

The following table lists commands that you can use, for example, in onclick events.

Command name	Description
SelectRecipient	Selects the sender of the message in the Recipient drop-down list as the recipient of the next message.
SelectPrevRecipient	If the message is a whisper message, this command selects the recipient of the message as the recipient of the next message.
RejectMessage	Rejects the message.

Rooms list

The following table lists data variables that are available when displaying the list of rooms. You can either display the variables' values or evaluate them in conditional statements.

Variable name	Data type	Description
AllowAnonymous	bool	Indicates whether the room allows anonymous users.
CanManage	bool	Indicates whether the current chat user can manage the room.
ChatRoomID	int	Contains the database ID of the room.
Description	string	Contains the room's description.
DisplayName	string	Contains the name of the room.
HasPassword	bool	Indicates whether users are required to enter a password to join the room.
IsCurrentRoom	bool	Indicates whether the current chat user is present in the room. The value takes into account the group that the web part displaying the list is in.
IsPrivate	bool	Indicates whether the room is private.

The following table lists commands that you can use, for example, in *onclick* events.

Command name	Description
Abandon	Removes the current user from the room. Revokes access if the room is private.
Delete	Disables the room and schedules it for deletion.
Delete	Opens the room editing dialog box.



When rendering rooms, you should always wrap them in an anchor tag with "**JoinRoom**" as the class attribute value. This will allow users to join the room upon clicking.

```
<a class="JoinRoom">${DisplayName}</a>
```

Room name

When you want to display the name of the current room in the Chat room name web part, you need to create a separate transformation. You can display the room name in the transformation using the **RoomName** variable.

Users list

The following table lists data variables that are available when displaying the **list of users in a chat room**. You can either display the variables' values or evaluate them in conditional statements.

Variable name	Data type	Description
ChatUserID	int	Contains the database ID of the chat user.
IsAdmin	bool	Indicates whether the user can manage the room.
IsAnonymous	bool	Indicates whether the user is anonymous.
IsChatAdmin	bool	Indicates whether the user has the Manage rooms permission.
IsCreator	bool	Indicates whether the user is the room's creator.
IsCurrentUser	bool	Indicates whether the user is the currently logged in user.
IsOnline	bool	Indicates whether the user is currently on-line.
Nickname	string	Contains the user's nickname.

The following table lists commands that you can use, for example, in *onclick* events.

Command name	Description
AddAdmin	Gives the user administrator rights for the room.
DeleteAdmin	Takes administrator rights away from the user.
KickUser	Kicks the user from the room.
KickUserPerm	Permanently kicks the user from the room. Removes the Join permission from the user.
OneOnOneChat	Initiates a one-on-one chat session with the user.

The following table lists data variables that are available when displaying the **list of users that are on-line in chat**. You can either display the variables' values or evaluate them in conditional statements.

Variable name	Data type	Description
ChatUserID	int	Contains the database ID of the chat user.
IsAnonymous	bool	Indicates whether the user is anonymous.
Nickname	string	Contains the user's nickname.



When listing users who are on-line in chat, you need to include the `{OnClick}` command in an *OnClick* event. The command ensures that other users will be able to initiate one-on-one chat with the user.

The transformation where you use this command will also be used when inviting users to a room. In this case, the command will make sure that the user gets selected.

Notifications

The following table lists data variables that are available when displaying notifications. You can either display the variables' values or evaluate them in conditional statements.

Variable name	Data type	Description
IsOneOnOne	bool	Indicates whether the notification is a one-on-one chat invitation.
KickTime	int	Contains the information about how long a user will be kicked from a room. This variable is only available when the NotificationType variable has a value of 4.
Notification DateTime	date /time	Contains the time when the notification was created.
NotificationID	int	Contains the database ID of the notification.
Notification Type	int	Contains the integer representation of the notification type. The possible values are the following: <ul style="list-style-type: none"> • 0 - invitation • 1 - invitation declined • 2 - invitation accepted • 3 - nickname automatically changed • 4 - kick • 5 - permanent kick • 6 - administrator added • 7 - administrator deleted
ReadDateTime	date /time	Contains the time when the notification was read. If the message has not been read, the value is <i>null</i> .
RoomID	int	Contains the database ID of the room of concern. If the notification isn't related to room activity, the value is <i>null</i> .
RoomName	string	Contains the name of the room of concern. If the notification isn't related to room activity, the value is <i>null</i> .
SenderNickname	string	Contains the nickname of the user who performed the action that caused the notification to appear, e.g., the user who invited another user to a room.

The following table lists commands that you can use, for example, in onclick events.

Command name	Description
AcceptEvent	Accepts an invitation. Applicable only when the NotificationType variable has a value of 0.

DeclineEvent	Declines an invitation. Applicable only when the NotificationType variable has a value of 0.
CloseEvent	Closes (deletes) a notification. Applicable for all notification types except for invitations (NotificationType is not 0).

Support request

When writing a transformation for the **Chat support request** web part, you can use the *LiveSupport* variable, which indicates whether a support person is on-line.

Initiated chat

Transformations for initiated chat must have the following format:

```
{{if MessagesTemplate}}  
    <code used for messages>  
{{else}}  
    <code used for the whole web part>  
{{/if}}
```

In the code used for messages, you can use the **Text** variable to insert the text of the message.

In the code for the web part, you can use the following variables and commands:

- Accept - command that accepts the initiated chat and opens the support chat window.
- Reject - command that rejects the initiated chat.
- Initiator name - string variable containing the name of the initiator.
- Messages - string that contains all messages.

Errors

When writing a transformation for errors, you can use the **Message** string variable, which contains the error message. It is recommended to insert it in the following form so as to resolve potential HTML code.

```
{{html Message}}
```

When writing a transformation for the **Delete all** button in the list of errors, you can use the **DeleteAll** command, which deletes the errors.