

MSG

data structure

Controllers
MessagesController
SendingsController
ReceiptsController
BounceController

Each message includes a tracking beacon that will call the ReceiptsController to mark the message as opened.

Bounces are stored for reference

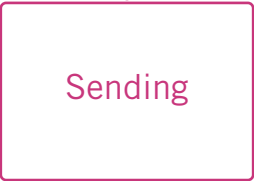


receipt_id
status
error
raw_message



subject
slug
body
description
required
saved

Important messages are 'saved' for reuse. Standard transactional messages are 'required' and cannot be deleted.



message_id
sent_at
sender_id
approved?
approved_by_id

Sendings are created by admin with existing or new message. New messages might be saved for reuse



sending_id
receiver_type
receiver_id
receiver_email
sent_at
message_token
message_subject
message_body
opened_at

Individual email is sent upon receipt creation.



must respond to :name and :email

Receiver classes will vary by application



