



## Instant Team Sessions – Message Broadcasting API Documentation

### Overview

Instant TeamSessions has a rich set of API which allows external applications to post text content to any of the TeamSessions place.

### System Requirements

Make sure you are using the latest build of Instant TeamSessions Server (Build: V3B20 Applet 1,1,2,20 and higher) that ships with the Alerting module – which enables the broadcasting feature.

### Usage steps

You will need to take following steps to broadcast a message from your custom application:

#### Step 1: Fetch list of rooms that exist on server

Use the following URL to get list of rooms:

<http://<<domino-server FQDN>>/itsessions.nsf/ ChatPlaceID?ReadViewEntries&Count=2000>

URL will return XML data in the following format:

```
<?xml version="1.0" encoding="UTF-8"?>
<viewentries toplevelentries="1">
  <viewentry position="1" unid="137597F21B0411698525753F000861C5"
noteid="14144E" siblings="17">
    <entrydata columnnumber="0" name="UniqueChatPlaceID">
      <text>137597F21B0411698525753F000861C5</text>
    </entrydata>
    <entrydata columnnumber="1" name="txtChatPlaceDisplayName">
      <text>My Chat Room</text>
    </entrydata>
    <entrydata columnnumber="2" name="Form">
      <text>ChatPlace</text>
    </entrydata>
    <entrydata columnnumber="3" name="$4">
      <textlist>
        <text>[ITSServer]</text>
        <text>[ADMINISTRATORS]</text>
        <text>SuperAdmin</text>
        <text>keith carbonneau/US/Instant</text>
      </textlist>
    </entrydata>
  </viewentry>
</viewentries>
```

```

    <entrydata columnnumber="4" name="$6">
      <text>No Moderator</text>
    </entrydata>
    <entrydata columnnumber="5" name="placeKey">
      <text></text>
    </entrydata>
  </viewentry>
</viewentries>

```

In the above XML room id (137597F21B0411698525753F000861C5) and room name (My Chat Room) have been highlighted.

You will need to parse the XML to retrieve list of room names and there corresponding ID. Place ID is required to uniquely identify a room.

## Step 2: Build XML request

Next you need to build a XML snippet which will contain the message to be broadcasted and Place ID(s) which will receive the notification.

XML snippet will have the following format:

```

<Notification>
  <Mode>3</Mode>
  <STUsers>
    <STUser>NA</STUser>
  </STUsers>
  <Groups>
    <Group>NA</Group>
  </Groups>
  <PlacesId>
    <PlaceId>Unique ID</PlaceId>
    <PlaceId>Unique ID</PlaceId>
    <PlaceId>Unique ID</PlaceId>
  </PlacesId>
  <Message>Notification Message</Message>
  <LoggingMode>TRUE</LoggingMode>
  <AlertAliveTime></AlertAliveTime>
  <SourcePlaceName>NA</SourcePlaceName>
  <keywords>NA</keywords>
  <BroadCastMessage>NA</BroadCastMessage>
</Notification>

```

In the XML you need to specify Place ID which will receive the message and the message.

Apart from sending a notification to a place, XML can also be configured to send notification to specific Sametime users and public groups.

To send messages to a specific user(s) specify their display name in the tag: `<STUser>Display Name</STUser>`.

Similarly to send messages to members of a specific public group(s) specify group display name in the tag: `<Group>Display Name</Group>`.

### **Step 3: Post XML request**

After your application has successfully generated XML request you will need to post it to the Instant TeamSessions Alert Servlet.

URL of the servlet is as follows:

<http://<<domino server FQDN >> /servlet/ITAlert>

Servlet supports receiving of XML request both over "Get" as well as "Post" request.

To post the XML request invoke the Servlet with the parameters: requestType and XMLData as specified below:

<http://<<domino server FQDN>> /servlet/ITAlert?requestType=XML&XMLData=xml generated in step2>

XML request is then processed by Servlet to send notifications.