297 CHAT

| 298 | Overview |
|-----|--|
| 299 | Lifecycle |
| 300 | Active Chats List |
| 301 | Modeless Chat Window |
| 303 | Adding People to a Chat |
| 305 | Connecting Chats to Tickets or Profiles |
| 308 | Chat History |
| 309 | Starting a Chat from a Ticket Detail View Avatar |

CHAT /

298

Active Chats List

one or more others.

Share Menu

Accessible from the main

Active Chats List shows all

navigation bar at all times, the

chats in which the current user

is currently participating with

There are a few ways to start a new chat. From a ticket or

profile view, the user is able

to click the Share menu and

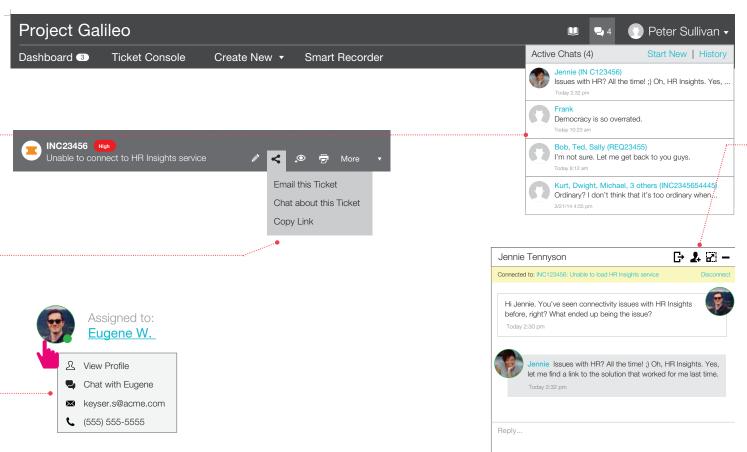
then "Chat about this Ticket"

current ticket or profile entity.

to start a new chat with the context already loaded to the

Galileo supports real-time chat using the ITSM Chat Server. Chats can be initiated at any time from within the context of a ticket or profile, or even outside of those pages. It resides in a global space within the main navigation of the application.

Overview



Chat Window

When a chat is triggered via the Active Chats List or when it is first started, a modeless chat window like this one appears. It is centered in the bottom right corner of the screen.

Person Menu

When a person's avatar image and name appear on a page, the user is also able to click on it to see a list of actions, including starting a new chat.

200

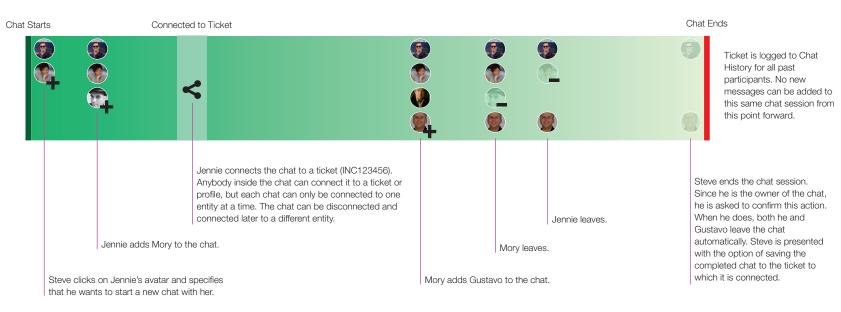
Chats follow a common lifecycle, as depicted in this example. Active Chats last for the duration of the green bar shown here.

A chat must always involve two or more logged in and online users and cannot be started with an offline user.

Chats do not always need to be connected to tickets or other entities.

If the owner of the chat session (the person who originally started it) leaves the chat, it ends and the owner is presented with the choice of saving it to the connected entity (if there is one) or just saving it to Chat History.



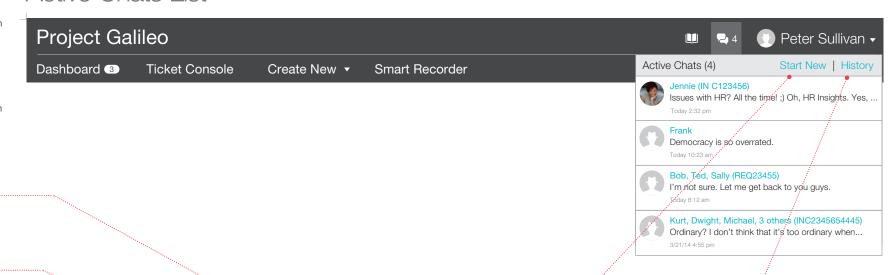


The Active Chats List resides in a global space within the main navigation of the application.

Active Chats are defined as chat sessions in which two or more online users are involved. If the owner of the chat session leaves, the chat is no longer active and has ended.

CHAT /

Active Chats List



Entity ID

The ID for the ticket or profile appears here if the chat is connected.

Participants

Up to three participants have their first names shown. Additional participants are represented by the count.

Avatar

Image for the person who most recently put a message in this chat.

Last Updated Time

The date and time of the last message is shown here.



Kurt, Dwight, Michael, 3 others (INC2345654445) Ordinary? I don't think that it's too ordinary when...

3/21/14 4:55 pm

Start New

If the user clicks this action, a new modeless chat window will appear on screen as close to the bottom right corner of the screen as possible without overlapping any other open chat windows.

The chat should not have any ticket/ profile connection, nor should it yet be with any other users. The first chat participant is selected in order to start the chat session.

Chat History

Clicking this brings up Chat History. See "Chat / Chat History" on page 215 for more details.

Post

CHAT /

Modeless Chat Window

When Active Chats are shown on-screen, they appear inside these modeless chat windows. This is the space where users contribute to chats in Galileo.

Leave Chat

A confirmation message comes up to confirm the user wants to leave the chat. If the user is not the person who started the chat, the chat continues after they leave. If the user is the chat owner, the chat ends.

Click and Drag

viewport of the browser.

Reply...

The user is able to click and drag on the title bar of each chat window in order to move it across the screen. The chat window should never leave the

Chat Avatars

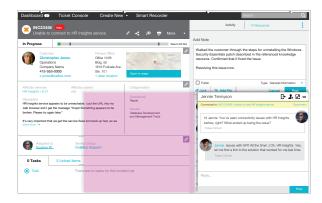
The avatar image for users who are not the current user are aligned to the left, while the current user's avatar is aligned to the right and the display of the current user's messages are shaded differently.

Reply Space

This area should expand upward and have an internal scroll bar if lots of content is entered. It functions as a standard textbox otherwise.



Clicking this removes the modeless chat window from the screen, but the chat session has not yet ended and can still be shown again by clicking on the chat in the Active Chat List.



Window Placement

When a new chat window is displayed, it tries to fit into the bottom right corner of the screen. No modeless chat window should ever overlap another.

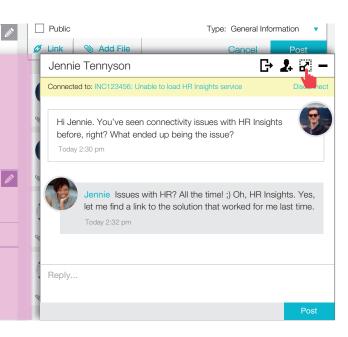
The user can interact with the screen behind the chat window even while it is present on the screen.

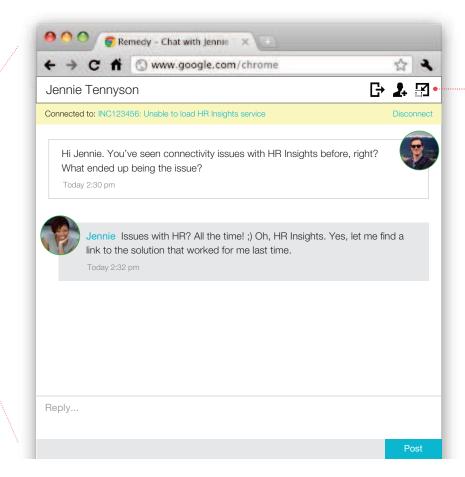


302

Popping Out Windows (UC Only)

From within the Galileo
Universal Client, chat windows
can be popped out into their
own dedicated browser
windows. This allows the agent
to have multiple chats going
on simultaneously in different
windows while they use the
Galileo client in a different
browser window.





Pop In

Clicking this button closes the popout window and shows it again as a modeless window on the main Galileo browser window where the application is already being presented.

Autocomplete List

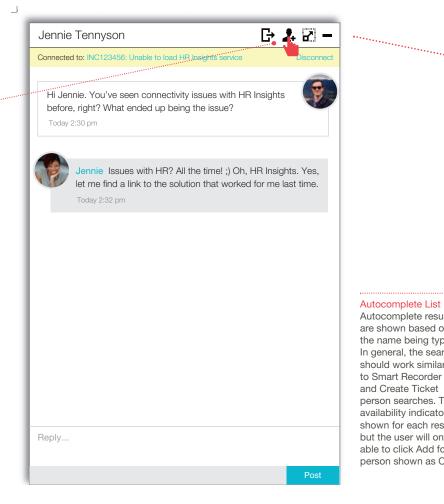
and Create Ticket

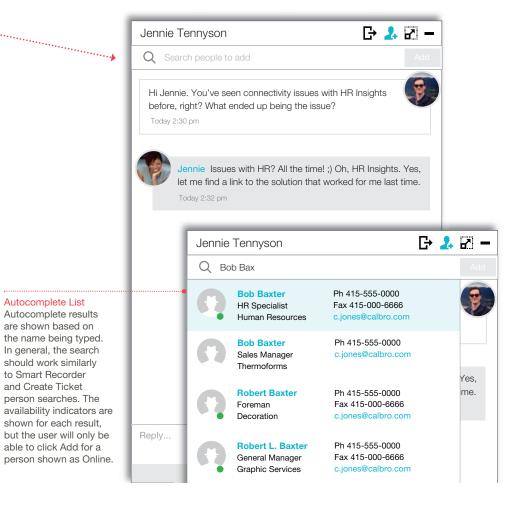
Any participant of an active chat may add invite another participant to the chat. This happens through a person search and autocomplete.

Add User

Clicking this will bring up a window to select a user to invite to the chat. If the user does not join, she still gets a notification that they had been invited, but no text from the conversation will be displayed for them.

CHAT / Adding People to a Chat

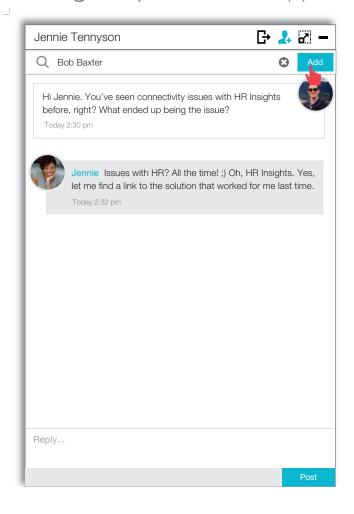




304

Once people are added to a chat, they cannot be removed. However, they can leave the chat at any time.

Adding People to a Chat (2)



□ 2. 2 -Jennie Tennyson, Bob Baxter **Participants** Connected to: INC123456: Unable to load HR Insights service Disconnect The name of the newly added participant now appears in the title bar Hi Jennie. You've seen connectivity issues with HR Insights of the chat window, as before, right? What ended up being the issue? well as in the Active Chats List. Today 2:30 pm Jennie Issues with HR? All the time! ;) Oh, HR Insights. Yes, let me find a link to the solution that worked for me last time. Steve added Bob Baxter to this conversation Status Text A line of text appears in the chat with the name of the person who was added. It should follow the format "[Name of person who added the new participant] added [Name of new participant] to this chat". Reply...

CHAT /

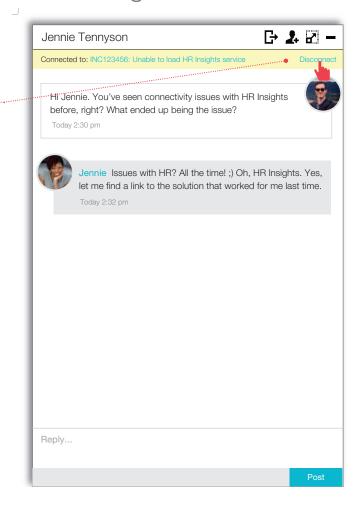
Connecting Chats to Tickets or Profiles

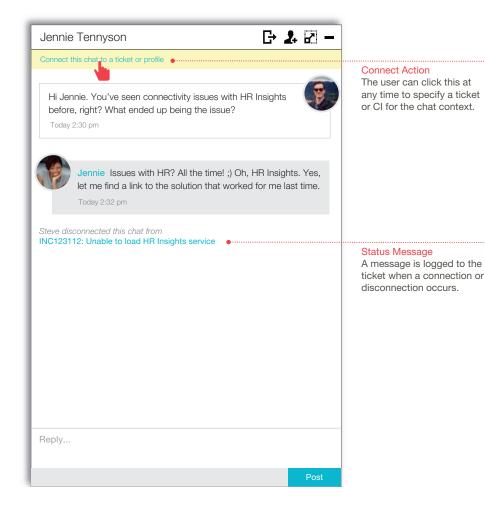
Each active chat may be connected to one (and only one at a time) ticket or CI profile. This serves as the point where a completed chat can be saved.

Current Connection

If the chat is connected to a ticket or CI profile, a link to the entity appears here. Clicking on the link should visit the detail view for the connected entity.

The user can click Disconnect at any time while the chat is active in order to disconnect and later reconnect the chat.





306

Suggested Connections

When the user clicks to

connect, a list of current

assigned tickets is shown

as suggestions for the chat

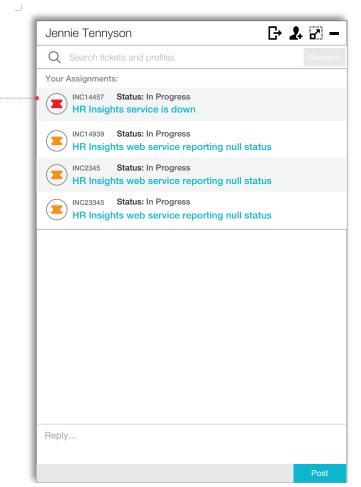
context. Clicking one of these

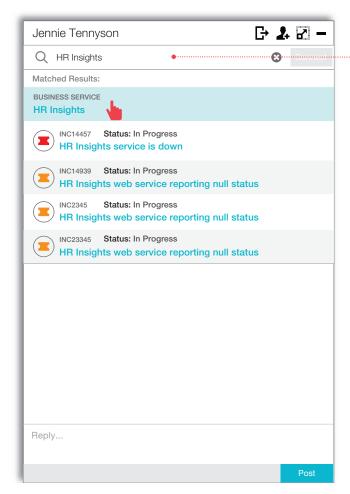
will load it into the search box. If the user wants to search for

a ticket or CI profile, clicking

down into the box will allow a search to be conducted.

Connecting Chats to Tickets or Profiles (2)

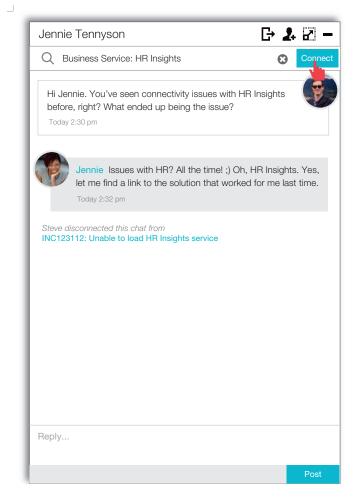


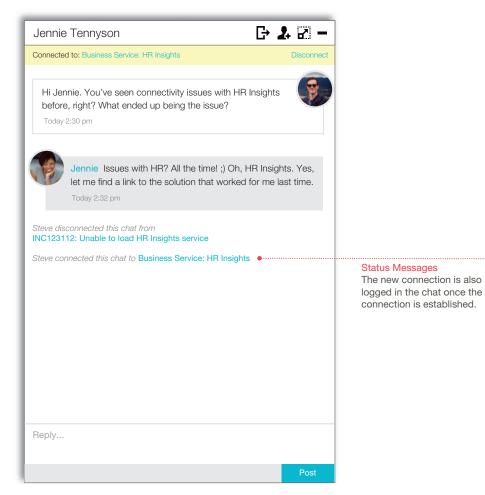


Search

Here the user has searched for "HR Insights" and found results matching the query string, both for tickets and a Business Service CI. The user clicks on the service to select it.

Connecting Chats to Tickets or Profiles (3)





CHAT /

Chat History

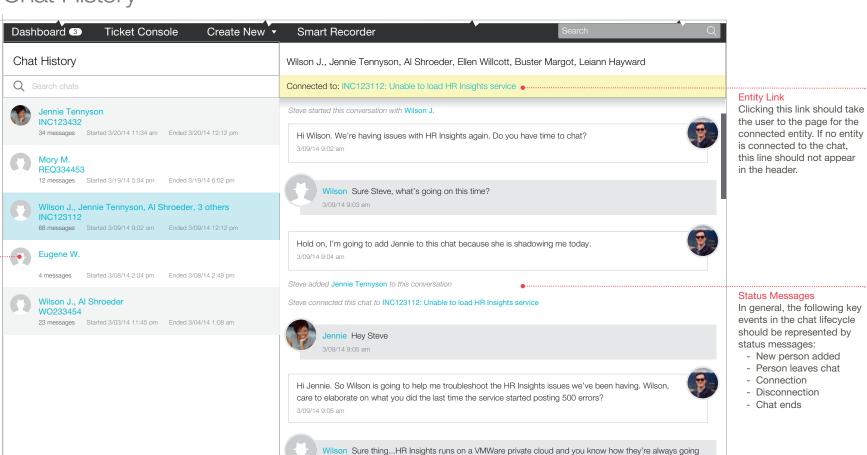
Chat History is a storage place for all chats that have previously occurred and have since ended. It can be accessed at any time through the Active Chats List.



Searchable List

This list is sorted chronologically, with the most recently ended chat session on top. The user can scroll through this list of completed chats and click on one to show its contents on the right side of the screen.

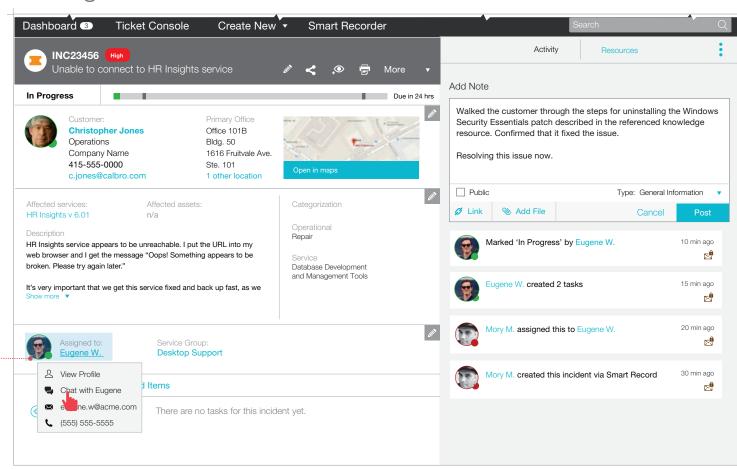
The contextual search should allow the user to search by a specific participant's name, the entity ID, or the primary field of the entity (such as the incident title). The list should scroll and load more entries as the user scrolls down.



down and issuing errors;) If only we had used BMC to provision...anyway, here are the steps you need to

CHAT /

Starting a Chat from a Ticket Detail View Avatar

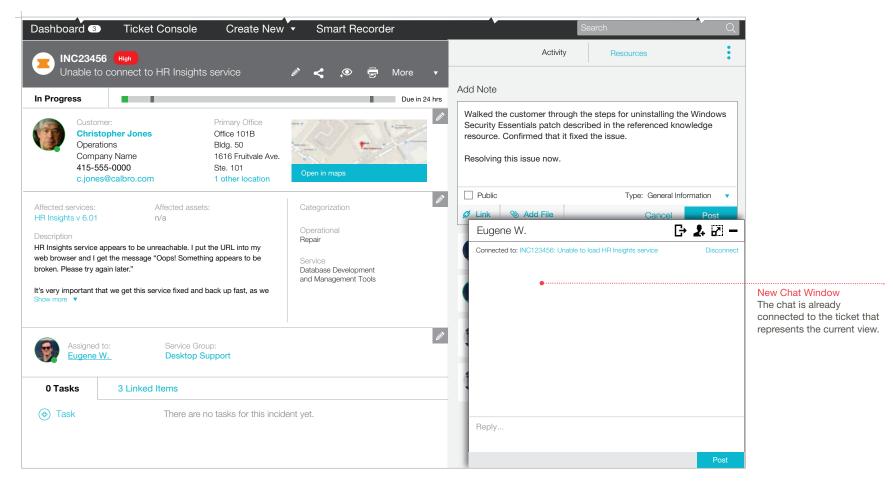


Avatar Menu

A person's avatar or name can be clicked to trigger a dropdown menu that shows several options for contacting them. Chat is one of the options presented here, if the current user is marked as online.

310

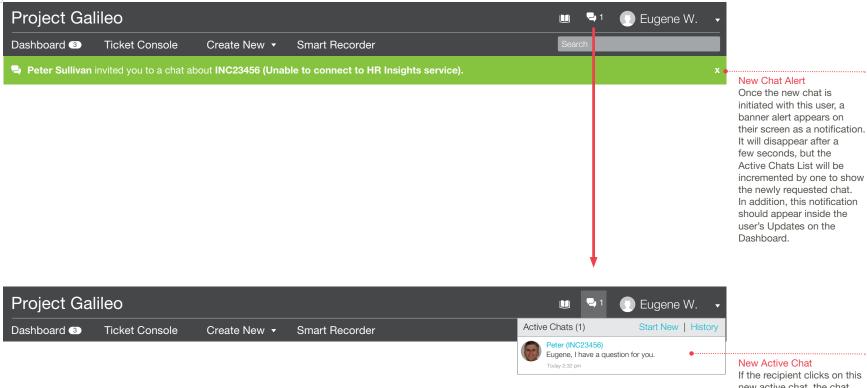
New Chat Window within Ticket Context



311

This is what the screen shows for the recipient of the new chat request. A banner message is used to alert the user to the new chat, the Active Chats List has the new chat added, and the user also gets the notification on the Updates of their Dashboard.

The View from the Other Side



If the recipient clicks on this new active chat, the chat window will show up on his or her screen as shown on previous pages.

