

123 Web Messenger Software
User Manual
Version 2.0

<http://www.123flashchat.com/web-messenger-chat.html>

Powered by [TOPCMM](#)

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1. Introduction

123 Web Messenger Software is a real-time, powerful, high performance instance message software produced by TopCMM Software Corp.

(<http://www.topcmm.com/>) .

This user manual contains clearly labeled diagrams and instructions for how to install, use, and administrate 123 Web Messenger Software for your own use. The demonstration version of 123 Web Messenger Software is a free way to test the paid version. The demonstration includes every feature of the full version, however, the user's connection will be lost every ten minutes.

The latest information concerning 123 Web Messenger Software can be found by visiting <http://www.123flashchat.com>.

If you are interested in purchasing this software online, please go to <http://www.123flashchat.com/123webmessenger-buy.html>. Thank you!

2. Requirements

2.1 Server Requirements

2.1.1 Supported Platforms

- Windows 95/98/NT/ME/2000/XP/Vista
- Solaris/Sparc 2.6, 7,8,9
- Solaris/Intel 2.6,7,8,9
- Compaq Tru64
- IRIX
- HP-UX 10.20, 11
- AIX 4.3.x
- Linux Redhat 6.3, 7.1, 7.2, 7.3, 9
- Linux Caldera
- TurboLinux
- Mac OS Classic 8.1 - 9.X
- Mac OS X 10.0 - 10.1

- Mac OS X Server

2.1.2 Hardware requirements

123 Web Messenger Software will be compatible with most server hardware. The minimum hardware requirements are as follows:

- 586/200 MHz or faster processor
- 64 MB of RAM or more
- 100 MB free hard disk space or more

Dedicated PII/400 MHz with 256 MB RAM is eligible to handle 500 or more concurrent users.

Adding extra RAM and processors will improve the performance of 123 Web Messenger.

2.1.3 Java Virtual Machine (JVM) Requirements

A Java Virtual Machine (JVM), or a Java Developer Kit (JDK), fully compliant with the Sun J2SDK 5.0 is required to run the 123 Web Messenger Server. We recommend J2SDK 5.0 or a higher version.

For the current version of JDK, visit <http://java.sun.com/>.

Note: The Windows and Linux versions of 123 Web Messenger Server Software now include the Sun J2SDK 5.0 so it won't be necessary to install JDK again.

2.1.4 Port requirements

123Web Messenger Software needs at least ONE free port. The default port is: 1558. 123 Web Messenger Software can listen to two ports simultaneously to guarantee the accessibility:

a low one (<1024) and a high one (1024~65535).

To ensure your users don't have to configure a firewall before accessing 123 Web Messenger, the low port can be set to 80 or 443, since it is allowed by most users' firewalls.

But remember, ports below 1024 can only be accessed using flash player 7 or 8. That's why you may set a high port (1024~65535) to serve lower version flash player. 123 Web Messenger Software has a built-in web server JUST for testing purpose. The

default port value for this web server is 1560.

For more detailed instructions on ports, please refer to the: [4.1.1.1 Connection Configuration](#) of this guide.

2.2 Client Requirements

2.2.1 Hardware Requirements

- 586/166 MHz or faster processor
- 64 MB of RAM or more.

2.2.2 Flash Player Requirements

The client will need Macromedia Flash Player 6 or above to use the Web Messenger client.

If users do not have flash player 6 or higher installed, they will be notified of these requirements and automatically directed to [Macromedia Download Center](#) to download Macromedia Flash Player for free.

3. Installation

Two main versions of 123 Web Messenger Software are available, one is for Windows and the other for Linux. Both include J2SDK1.4.2.

For operating systems other than Windows or Linux, before installing 123 Web Messenger, J2SDK1.4.x must be downloaded by visiting <http://java.sun.com> and installed.

The installation will include two parts:

1. Installing the 123 web messenger server
2. Configuring a web server and embed the 123 web messenger client to your webpage.

3.1 Overview the files:

It contains the following folders:

- /client
 - background
 - css

- images
- js
- lang
- session
- /doc
- /server
 - database
 - data
 - default
 - ◆ logs
 - etc
 - groups
 - ◆ default
- lib
- logs
- wrapper_win32

3.2 Installing the Web Messenger Server

3.2.1 Windows NT/2k/XP/2003

Follow the steps below to install the latest Windows version of 123 Web messenger

1. Download the latest Windows version of 123 Web Messenger Software at:
<http://www.123flashchat.com/download.html>, get the file: **123webmessenger.exe**
2. Double click “123webmessenger.exe”. It will take a few minutes to install it just following the simple instructions in it.



3. After 123 Web Messenger has been installed, wait a few seconds while 123 Web Messenger server as a Windows NT service is automatically started(Usually you don't have to start it manually).

123 Web Messenger Server as a Windows NT service will automatically load and start after each reboot of your server computer.

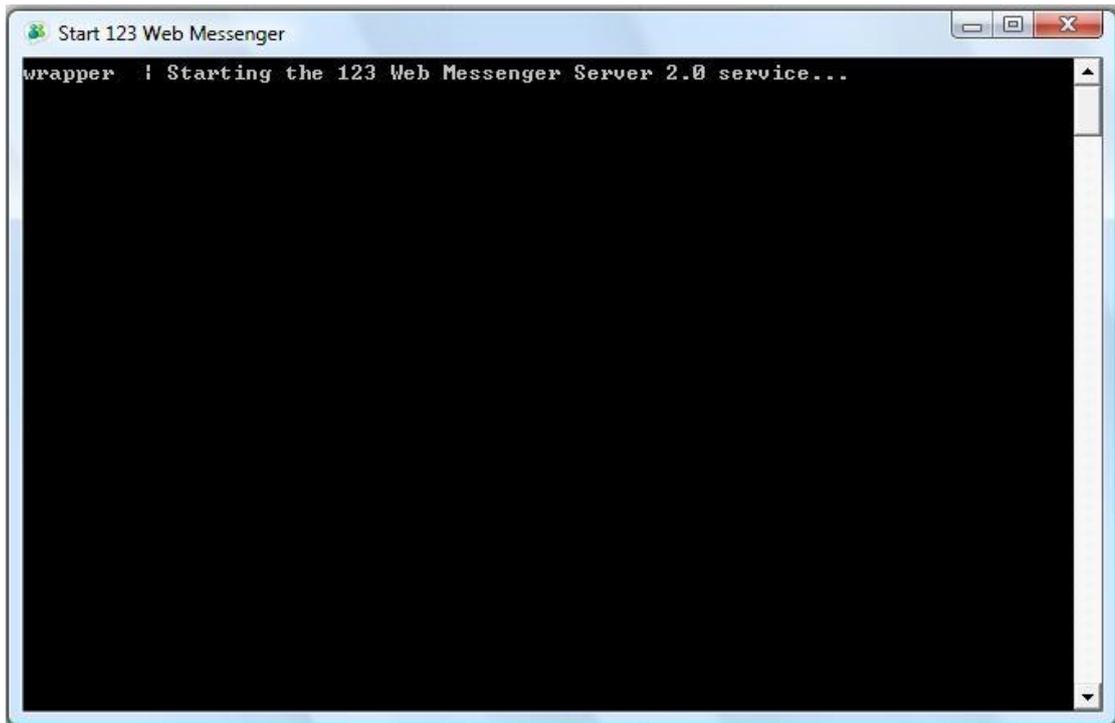


4. Start the Web Messenger chat server.

This can be done by starting the server in service mode or console mode, if it was stopped before. These modes are explained below:

a) Starting in service mode:
(In the Windows system)

start->program->123 Web Messenger 2.0-> Server->Start 123 Web Messenger.



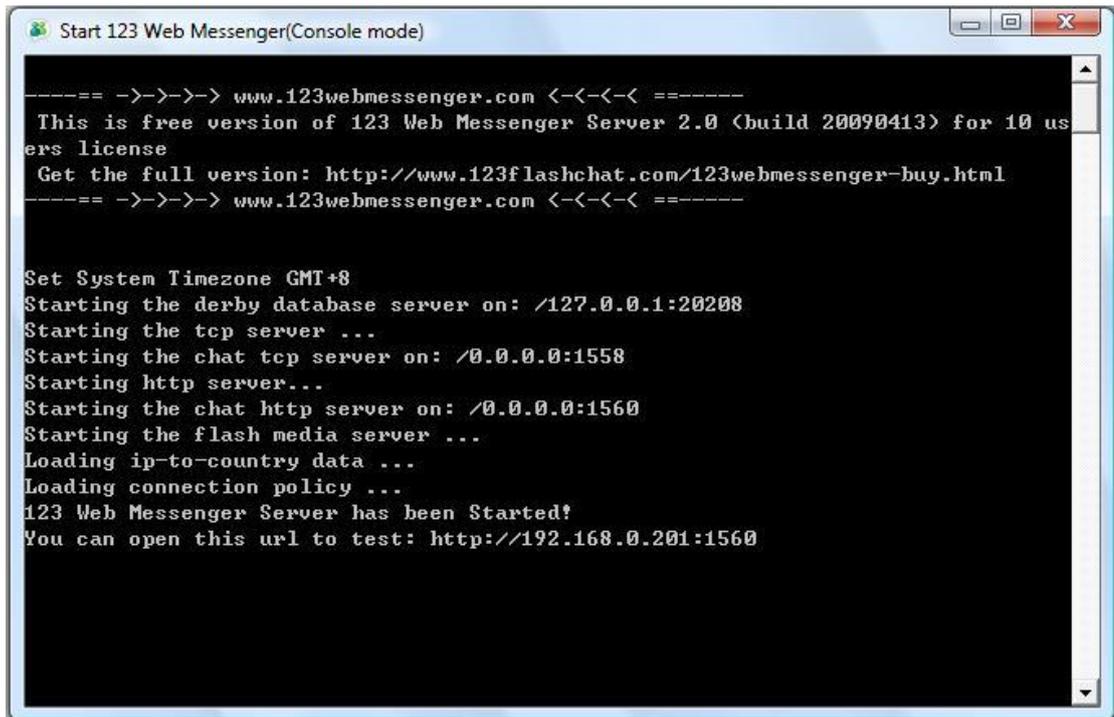
If an error occurs, probably the web messenger server is already started before or there is a problem with the server configuration. To check what type of error it is, please start in console mode.

b) Starting in console mode:

(In the Windows system)

start->program->123 Web Messenger 2.0->Start 123 Web Messenger Server (console mode).

Usually you will see something similar to the screen below:



```
----- ->->-> www.123webmessenger.com <-<-<-< =====
This is free version of 123 Web Messenger Server 2.0 (build 20090413) for 10 users license
Get the full version: http://www.123flashchat.com/123webmessenger-buy.html
----- ->->-> www.123webmessenger.com <-<-<-< =====

Set System Timezone GMT+8
Starting the derby database server on: /127.0.0.1:20208
Starting the tcp server ...
Starting the chat tcp server on: /0.0.0.0:1558
Starting http server...
Starting the chat http server on: /0.0.0.0:1560
Starting the flash media server ...
Loading ip-to-country data ...
Loading connection policy ...
123 Web Messenger Server has been Started!
You can open this url to test: http://192.168.0.201:1560
```

Console mode is helpful to check error details.

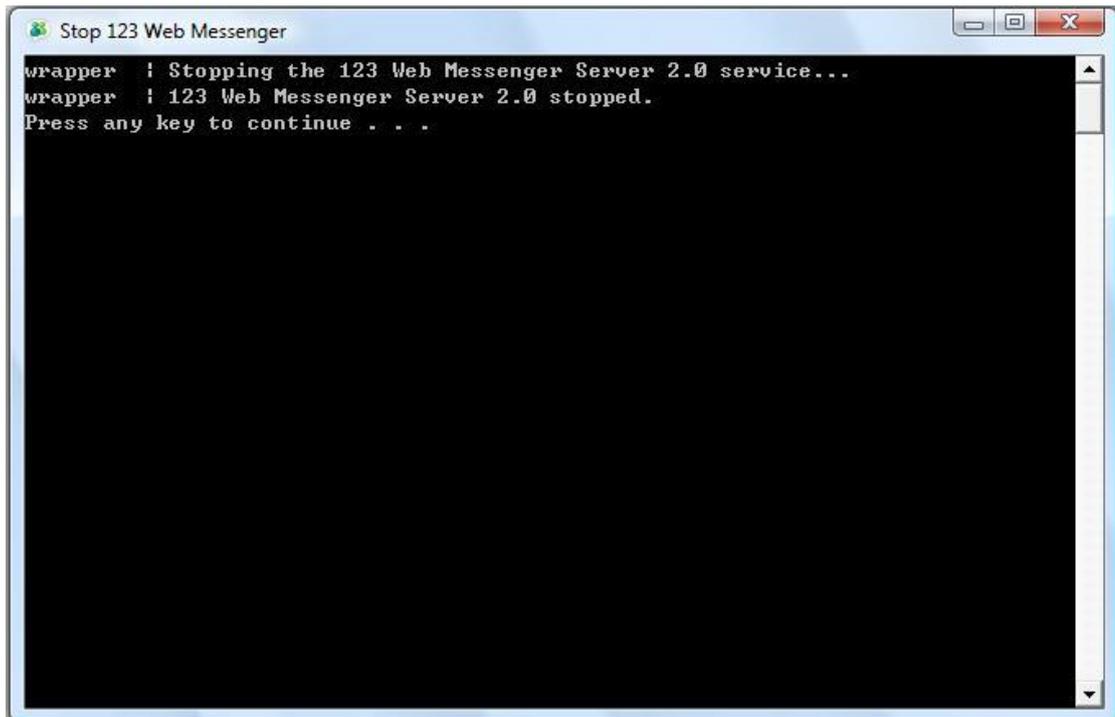
Console mode does not need to be used unless there is a problem with the process of starting the web messenger server. After fixing the problem, it is recommended to stop web messenger server and start again in service mode.

5. To stop web messenger server:

a) If you are in service mode, please stop the server in the following way:

start->program->123 Web Messenger 2.0>server->stop 123web messenger server.

b) If you are in console mode, please stop the server by simply closing the pop-up DOS window.



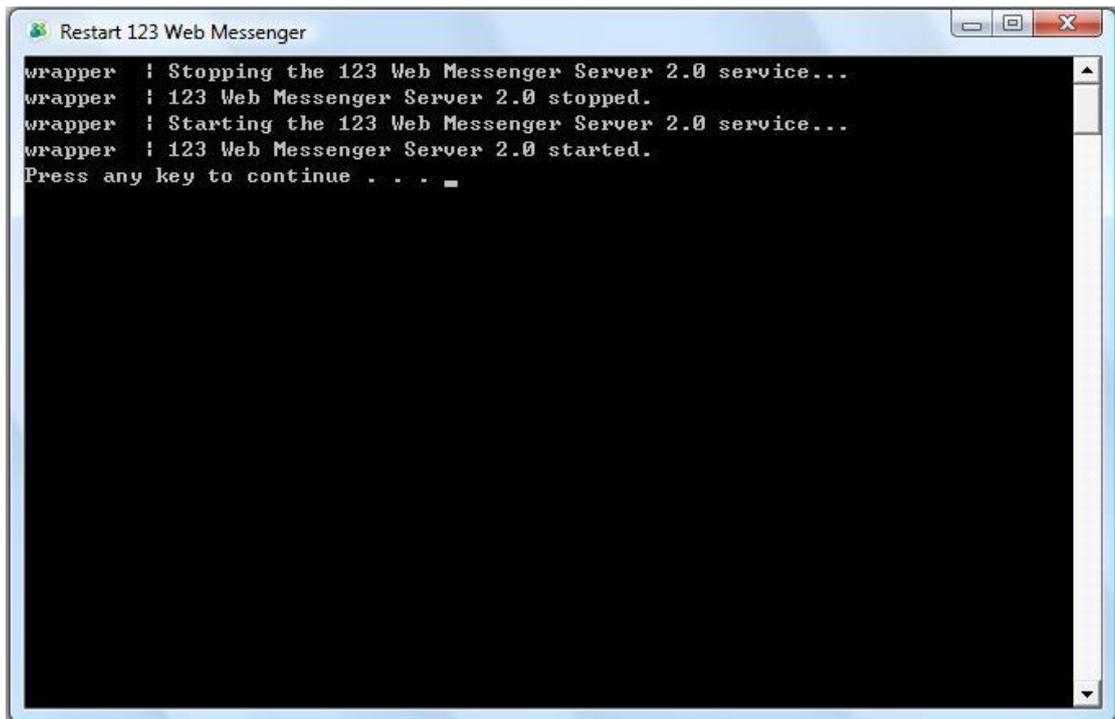
6. To restart web messenger server:

a) If you are in service mode, please restart the server in following way:

Start->program->123 web messenger server 2.0->server->restart 123 web messenger

b) If you are in console mode, please close the DOS window firstly, and restart the server in following way:

Start->program->123 web messenger server 2.0->server->restart 123 web messenger

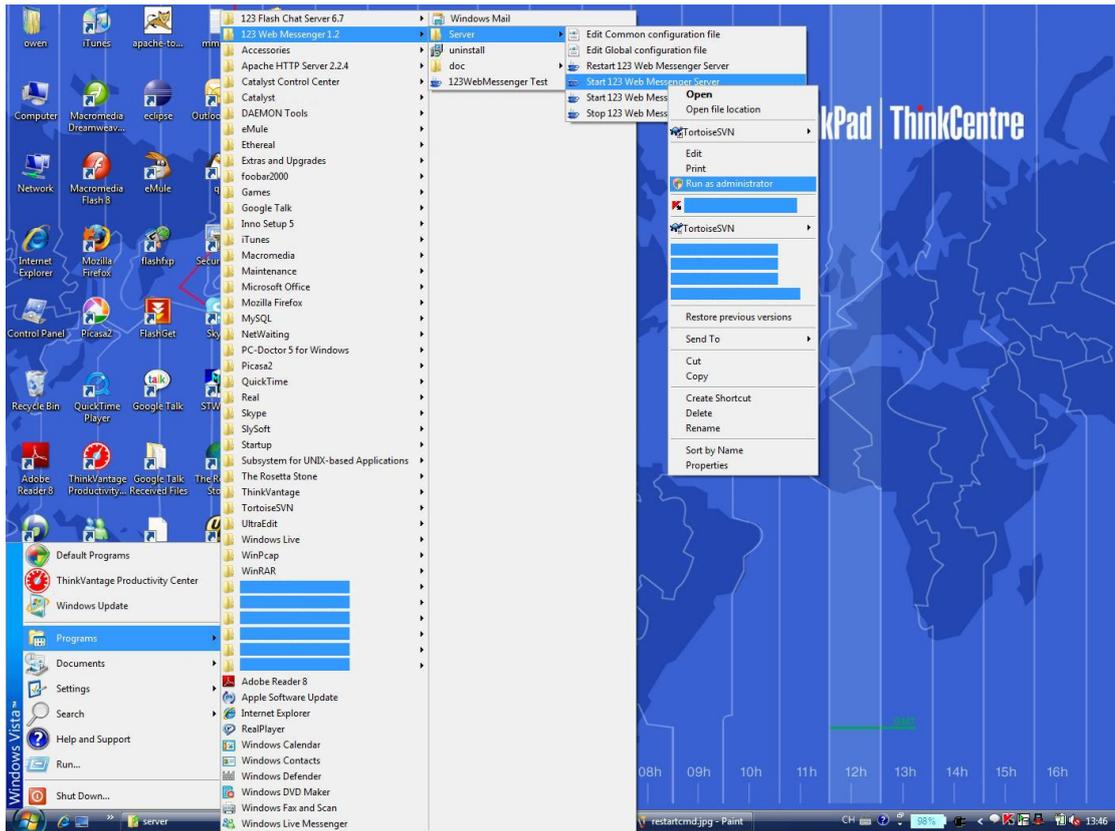


```
Restart 123 Web Messenger
wrapper | Stopping the 123 Web Messenger Server 2.0 service...
wrapper | 123 Web Messenger Server 2.0 stopped.
wrapper | Starting the 123 Web Messenger Server 2.0 service...
wrapper | 123 Web Messenger Server 2.0 started.
Press any key to continue . . . █
```

Note: After configuring the server parameter manually, you have to restart the web messenger server to make the changes effective.

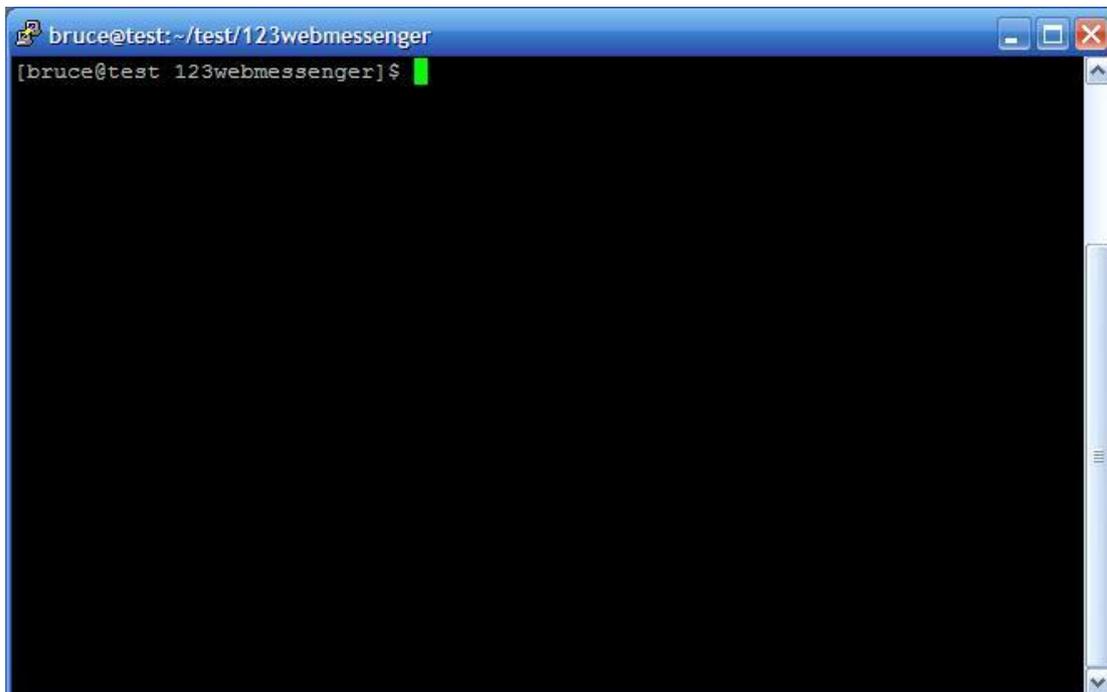
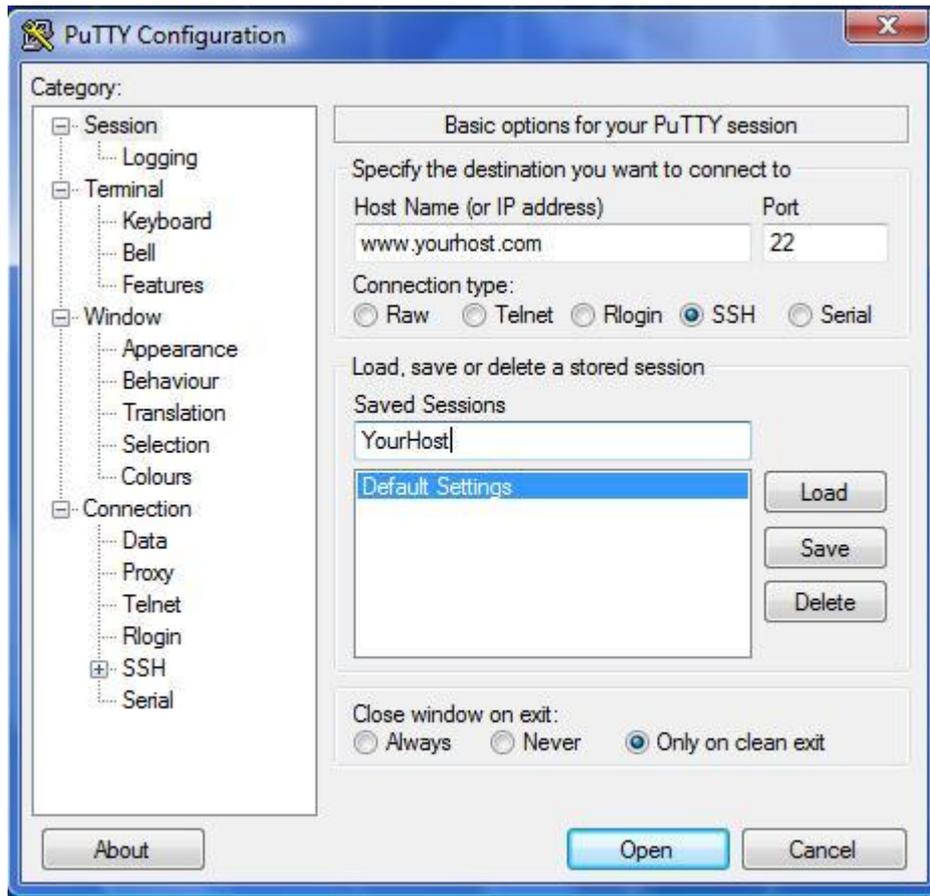
3.2.2 Windows Vista

If you got an error message “wrapper | OpenSCManager failed” when you start, stop or restart the web messenger server program, you can right-click the program you wish to run, and select the option “RunAsAdministrator” to run the program successfully.



3.2.3 Linux

1. If you are in a local Linux console window, please skip this step.
If you need to remote control Linux server, then please telnet or SSH to your Linux server firstly with SSH/telnet client software like Putty. Putty can be downloaded for free from: <http://www.chiark.greenend.org.uk/~sgtatham/putty/download.html>
Then login to your server as shown below:



1. Download the latest Linux version of 123 Web Messenger Software at:

<http://www.123flashchat.com/download.html>,

Select the file: **123webmessenger.tar.tz**

You can download it by using this command:

```
$ wget http://www.123flashchat.com/download/123webmessenger.tar.gz
```

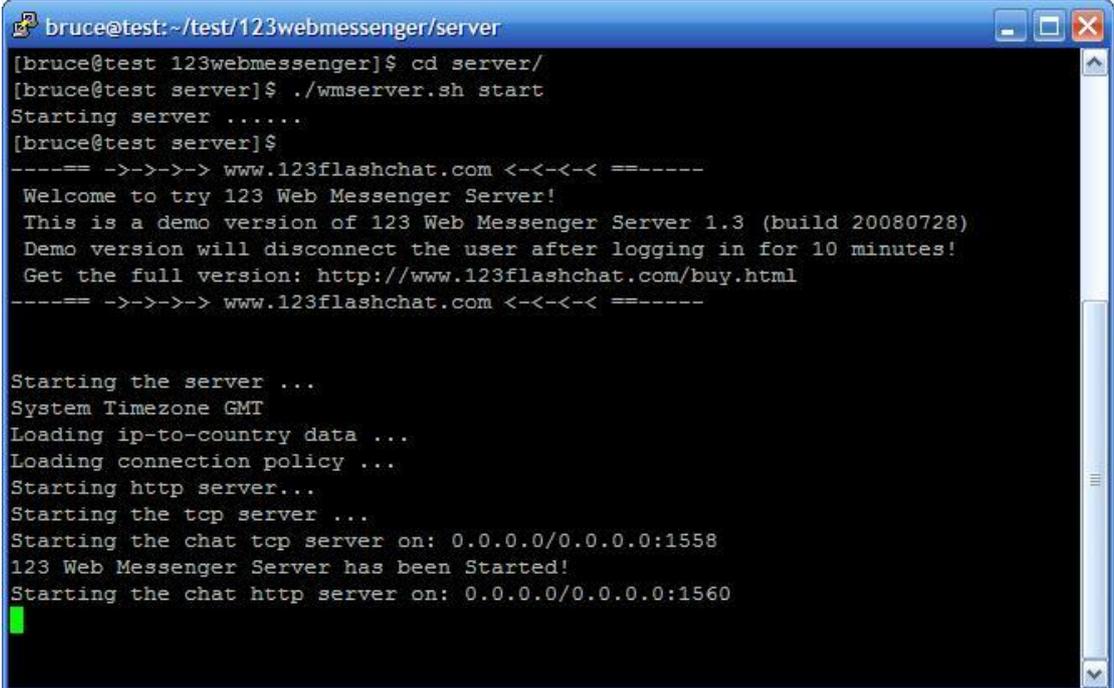
2. Uncompress the 123webmessenger.tar.gz

```
$ tar xzf 123webmessenger.tar.gz
```

3. Start the server manually:

```
$ cd 123webmessenger /server
```

```
$ ./wmserver.sh start
```

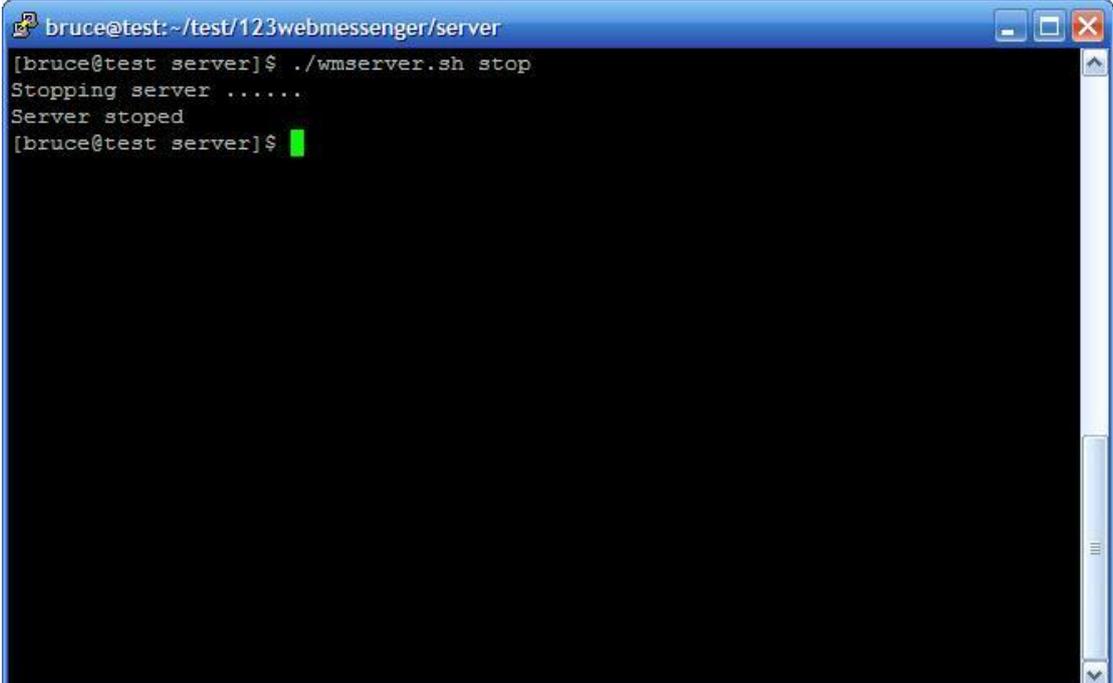


```
bruce@test:~/test/123webmessenger/server
[bruce@test 123webmessenger]$ cd server/
[bruce@test server]$ ./wmserver.sh start
Starting server .....
[bruce@test server]$
----- ->->-> www.123flashchat.com <-<-<-< =====
Welcome to try 123 Web Messenger Server!
This is a demo version of 123 Web Messenger Server 1.3 (build 20080728)
Demo version will disconnect the user after logging in for 10 minutes!
Get the full version: http://www.123flashchat.com/buy.html
----- ->->-> www.123flashchat.com <-<-<-< =====

Starting the server ...
System Timezone GMT
Loading ip-to-country data ...
Loading connection policy ...
Starting http server...
Starting the tcp server ...
Starting the chat tcp server on: 0.0.0.0/0.0.0.0:1558
123 Web Messenger Server has been Started!
Starting the chat http server on: 0.0.0.0/0.0.0.0:1560
█
```

4. Stop the server manually:

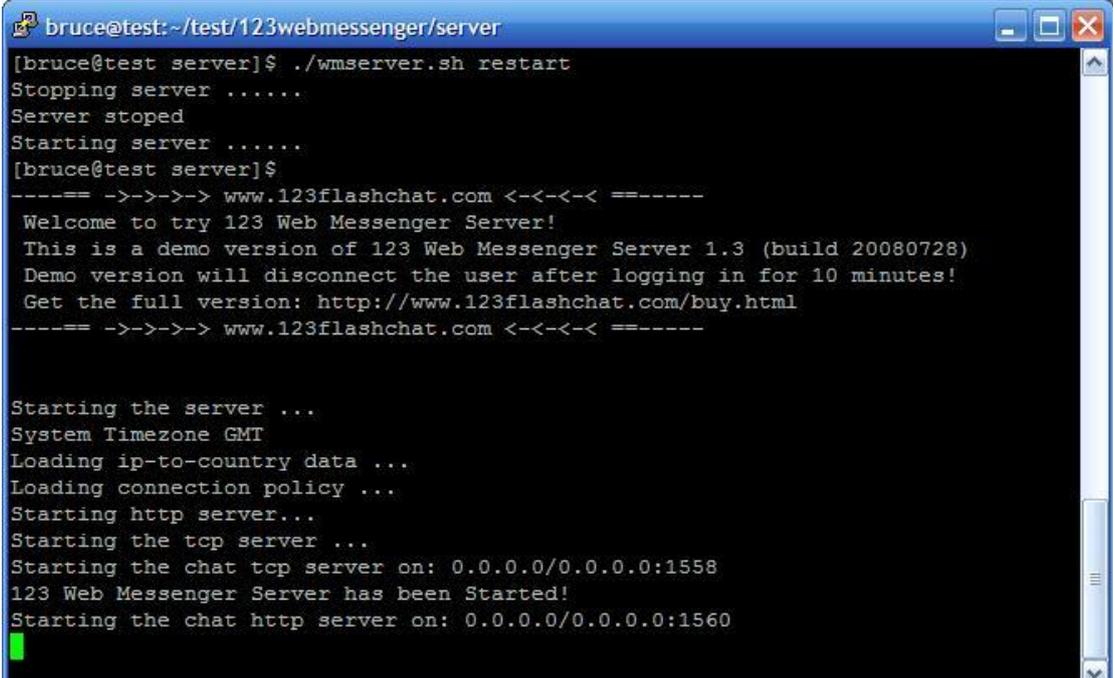
```
$ ./wmserver.sh stop
```



```
bruce@test:~/test/123webmessenger/server
[bruce@test server]$ ./wmserver.sh stop
Stopping server .....
Server stoped
[bruce@test server]$
```

5. Restart the server manually:

\$/ wmserver.sh restart



```
bruce@test:~/test/123webmessenger/server
[bruce@test server]$ ./wmserver.sh restart
Stopping server .....
Server stoped
Starting server .....
[bruce@test server]$
-----=>->->-> www.123flashchat.com <-<-<-< =====
Welcome to try 123 Web Messenger Server!
This is a demo version of 123 Web Messenger Server 1.3 (build 20080728)
Demo version will disconnect the user after logging in for 10 minutes!
Get the full version: http://www.123flashchat.com/buy.html
-----=>->->-> www.123flashchat.com <-<-<-< =====

Starting the server ...
System Timezone GMT
Loading ip-to-country data ...
Loading connection policy ...
Starting http server...
Starting the tcp server ...
Starting the chat tcp server on: 0.0.0.0/0.0.0.0:1558
123 Web Messenger Server has been Started!
Starting the chat http server on: 0.0.0.0/0.0.0.0:1560
█
```

6. How to auto start web messenger server after rebooting your server?

It can be done following the steps below:

Step 1:

Modify “wmserver.sh”, find the **WMSERVER_HOME** section, and configure the directory of “wmserver.sh”.

For example, if you uncompress the 123webmessenger.tar.gz into /usr/local/123webmessenger, make sure "wmserver.sh" is in the directory of /usr/local/123webmessenger, then remove the "#" before the two rows below in "wmserver.sh":

```
WMSERVER_HOME=/usr/local/123webmessenger/server  
export WMSERVER_HOME
```

Step 2:

Modify /etc/rc.local file, add one row:

```
/usr/local/123webmessenger/server/wmserver.sh
```

Just replace "/usr/local/123webmessenger/" with your WMSERVER_HOME value.

3.2.4 Mac Operating System

1. Download the latest version of 123 Web Messenger Software(without JVM) from:

<http://www.123flashchat.com/download.html>

Select the file: **123webmessenger_s.tar.gz**

2. Uncompress the 123webmessenger_s.tar.gz

```
$gzip -d 123webmessenger_s.tar.gz
```

```
$ tar xf 123webmessenger_s.tar
```

3. Start 123 Web Messenger Server:

```
$/wmserver_mac.sh start
```

4. Stop 123 Web Messenger Server:

```
$/wmserver_mac.sh stop
```

5. Restart 123 Web Messenger Server:

```
$/wmserver_mac.sh restart
```

3.2.5 Other Unix Operating System

1. Download the latest version of 123 Web Messenger Software (without JVM)

from: <http://www.123flashchat.com/download.html>,

Select the file: **123webmessenger_s.tar.gz**

2. Uncompress the 123webmessenger_s.tar.gz

```
$ gzip -d 123webmessenger_s.tar.gz
```

```
$ tar xf 123webmessenger_s.tar
```

3. Make sure Sun j2sdk 1.4.x or a newer version is already installed in your system.

If it is not, download it from: <http://java.sun.com/>

4. Set the Java variable and edit the system PATH variable in /etc/profile:

```
JAVA_HOME=/usr/local/j2sdk5.0;export JAVA_HOME  
CLASSPATH=$JAVA_HOME/lib/dt.jar:$JAVA_HOME/lib/tools.jar  
PATH=$PATH:/usr/java/j2sdk1.4.x/bin;export PATH
```

5. Start 123 Web Messenger Server
Remember to type all code below in a single line.

```
$ java -classpath  
CLASSPATH:lib/wmserver.jar:lib/log4j.jar:lib/jdom.jar:lib/xerces.jar :lib/jdom.jar  
:lib/uuid.jar:lib/mysql.jar:lib/DBPool.jar:lib/crimson.jar  
com.topcmm.jchat.WMServer &
```

Note: For “Sun Solaris”, we strongly recommend the patch for J2SDK to be installed before installing the 123 Web Messenger Software. This will ensure the stability of the multi-thread Java application,

The patch can be obtained from:

<http://sunsolve.sun.com/pub-cgi/show.pl?target=patches/J2SE>

Tip: If you are still experiencing problems and require help with installing the 123WM software, please contact your system administrator. Alternatively you can contact us via email at support@123flashchat.com

Please make sure to include the details of your operating system.

If you have purchased 123 Web Messenger Software, please also include your name, purchase email and user license, we'll provide a preferential support to buyer.

3.3 Web server

123 Web Messenger Software includes a temporary web server JUST for testing purpose. But when you launch the 123 Web Messenger officially, a professional web server is strongly recommended, such as Apache, IIS, etc.

4. Configuration

4.1 Server Configuration

By default, all configuration for the Web Messenger chat server is controlled by two files:

1. fcserver.xml

This is located at:

<123webmessenger installed directory>/server/etc/fcserver.xml

2. default.xml

It is located at:

<123webmessenger installed directory>/server/etc/groups/default.xml

You can also access both files from Windows start menu if you're using Windows system.

4.1.1. wmserver.xml

4.1.1.1 Connection Configuration

Open the configuration file *wmserver.xml*

In the Connection Section, you can set two servers and listen to two ports.

[primary-server](#)

[secondary-server](#)

There are four reasons as to why there is a second server port option. They are listed below:

- 1) Any version before Flash Player 7 only allows access on a high port (1024-65535) due to security reasons, while a low port is forbidden. If you are okay with high port you will not need to set secondary-server. However if you need to set port lower than 1024, you will need a secondary-server.

- 2) If the port of your primary-server is lower than 1024 like 80, then only users with Flash Player 7 or newer versions will be able to access the 123WM while users with flash player 6 can't.

In this case a secondary-server will be necessary. The port for the secondary server should be greater than 1024, which will allow users with an earlier version of Flash Player to access 123WM.

- 3) If you are going to set a high port for your primary-server, then usually you will not need a secondary-server. You will be able to leave the option as default: enable="off".

- 4) Using two servers with two ports is just a temporary solution while some users are still using Flash players earlier than version 7.

When Flash player 7 or higher version becomes main stream, we will take off the secondary-server for future versions of 123 Web Messenger.

To help understanding, please study two tables below:

Parameter	High port (1024-51127)	Low port (<1024)
>=Flash player 7	✓	✓ Primary server
	✓ secondary server	✗

Table1

Parameter	High port (1024-51127)	Low port (<1024)
>=Flash player 7	✓ Primary server	✓
	✓ (unnecessary)	✗

Table2

To modify the Parameters, please refer to the table below:

Parameter	Type	Default Value	Description
port	Number	1558	The server port must be identical with the port value in client.xml.
ip	String	*	<p>Set the Server address.</p> <p>A default "*" means the Web Messenger chat server will bind to all IP addresses of your server.</p> <p>The host value in client.xml can be a random IP address or any domain name which points to this IP address. Either way, clients will be able to connect to the server.</p> <p>If you set IP address of the server to the specific IP address of your server, then the Web Messenger chat server will only bind to this IP. This will mean that in client.xml, to connect the Web Messenger chat server, you can only use this specific IP address or the domain name which points to this IP address.</p>

[http-server:](#)

To modify the Parameters, please refer to the table below:

Parameter	Type	Default Value	Description
port	Number	1560	The server port must be identical with the port value in client.xml.
ip	String	*	<p>Set the Server address.</p> <p>A default "*" means the Web Messenger chat server will bind to all IP addresses of your server.</p> <p>The host value in client.xml can be a random IP address or any domain name which points to this IP address. Either way, clients will be able to connect to the server.</p>

			If you set IP address of the server to the specific IP address of your server, then the Web Messenger chat server will only bind to this IP. This will mean that in client.xml, to connect the Web Messenger chat server, you can only use this specific IP address or the domain name which points to this IP address.
enable	String	On	Enable or disable the http server
documentRoot	String	../client	The directory out of which you will serve your documents. By default, all requests are taken from <123webmessenger installed directory>/client directory.
maxUpload Size	Number	1024	Setting the max file can be uploaded to the server, if the value less than or equals to 0, this means the server will not accept any upload files.

max-connections-per-ip

```
<!-- max-connections-per-ip
```

Connection limit of each IP. By default it is "0".

If configure it to "0", then one IP can login unlimited connections, this can be used for performance test. -->

```
<max-connections-per-ip>0</max-connections-per-ip>
```

In current version, the cross-domain-policy is now enhanced in this way:

not only all connections originating from domain which is not in the allow-access list is forbidden, those connections originating from local computer by launching SWF file are now denied, too.

Only connections from allow-access list can access 123WM.

(Of course you can set it to permit access from any domain.)

4.1.1.2 Global Configuration

Open the configuration file *fcserver.xml*

In the Global Section:

To modify the Parameters, please refer to the tables below:

Parameter	Type	Default Value	Description
message-handle-workers	Number	10	It deals with messages. To handle high frequency messages with over 1000 users, please set it to a higher

			value. Normally you will not need to change it.
listen-workers	Number	5	If the maximum number of users is over 1000, please configure it with larger number. Normally you will not need to change this.
http-listen-workers	Number	5	The value of http-listen-workers determine on the purpose of the http server. If you use the http server to receive the upload files mainly, please set it to a bigger value (about 20~50), if you use the http server act as a proxy server, setting the value equals to the listen-workers is enough.
http-message-handle-workers	Number	10	It can deal with messages from the HTTP server. To handle high frequency messages from your HTTP chat server with over 1000 users, please set it to a higher value. Normally you will not need to change it.
max-connection	Number	10000	The user maximum will be limited by the license you've purchased.
user-timeout	numbers	300	If a still logged-in user does not send a request to the Web Messenger chat server for a predefined period of time, 123WMM chat server will stop serve him and the connection will be cut. For example: If a user clicks another URL in their current browser instead of quitting 123 Web Messenger first, their connection will be cut by this setting. But if the 123 Web Messenger user is inactive inside their current browser their connection will still be kept as the flash client will send request to the Web Messenger chat server at intervals to keep the connection alive.
user-idle-timeout	numbers	300	A user will be identified as being in "idle" status when they have not sent a message for a defined period of time. The units of measure are seconds.
user-connection-timeout	numbers	20	A user will get "failed to log in" error message when it exceeds the predefined period of time to try to connect to the Web Messenger chat server.
data-path	String	data	Sets the folder name in which following data files are stored: member folder; ban-ip list; ban-user list, etc.

admin-logs-path	string	logs	Name of the folder of admin log data files.
max-connections-per-ip	Number	10	Connection limit of each IP. By default it is "10". If configure it to "0", then one IP can login unlimited connections, this can be used for performance test.
time-zone	Number	0	Set your local time zone. between -12 to 12. For example, -5: GMT-5 , 8: GMT+8 Default is 0: GMT

4.1.2 server.xml

4.1.2.1 General Configuration

To modify the Parameters, please refer to the table below:

Parameter	Type	Default Value	Description
max-connection	Numbers	10000	User Maximum of current group simultaneously.
max-message-length	Number	512	Maximum length of each message.
Site-key	string		This is the code to validate your website. It must be the same as the siteKey value in client.xml, otherwise the client will not be able to connect to your 123WM chat server.

4.1.2.2 Integrate Database Configuration

```
<integrated-other-database>None</integrated-other-database>
<auth-url
charset="UTF-8">http://localhost/login_chat.php?username=%username%&am
p;password=%password%</auth-url>
```

The modes of IntegratedOtherDatabase in server.xml include:

1. None – does not use an integrated database to authorize users, the 123WM chat will not authorize users, all users will login success as a guest
2. URL – uses a web URL to authorize a user's login information.

You can authorize a users' log in information by using a dynamic web application.

You can activate this integration method by following the tag below:

Step 1:

Set `<integrated-other-database>None</integrated-other-database>`

with

`<integrated-other-database>URL</integrated-other-database>`

Step 2:

Set `<auth-url`

`charset="UTF-8">http://localhost/login_chat.php?username=%username%&password=%password%</auth-url>`

Once set to "URL", another 2 arguments have to be defined to avoid error.

For example:

http://www.yourhost.com/login_chat.php?username=%username%&password=%password%

Or:

http://www.yourhost.com/login_chat.asp?username=%username%&password=%password%

One argument is the %username%, the other is the %password%.

"&" is the character "&' in xml.

That is to say when the user enters their username: "myname" and their password: "mypassword" , the Web Messenger chat server will visit:

["http://www.yourhost.com/login_chat.php?username=myname&password=mypassword"](http://www.yourhost.com/login_chat.php?username=myname&password=mypassword) to get the login information which will return a number between 0 to 7, each with a different meaning. See the table below:

Value	Description
0	successfully login as ordinary user;
1	wrong password ;
2	the username can't be used ;
3	login error, e.g. error in connecting database ;
4	username does not exist;
5	successfully login as the administrator;

4.1.2.3 FilterWords Configuration

Inappropriate Words may need to be filtered from a conversation.

If you want to substitute a word, please add one row in the tag below: `<FilterWords>` in `<123 Web Messenger installed dir>\server\etc\groups\default.xml`.

Then set the substitute in the following tag:

`<FilterWords replace="your substitute">`

For example:

```
<FilterWords replace="***">
<filter>fuck</filter>
<filter>shit</filter>
</FilterWords>
```

Parameter	Type	Default Value	Description
filter	string		Bad words needed to be filtered.
replace	string	**	Set the substitute to replace the filtered words.

Partial filter is also enabled, such as: "fuckyou" will be filtered as "***you".

4.1.2.4 Logs Configuration

```
<Logs keepTimes="14">
  <group-logs type="1"></group-logs>
  <message-logs type="2" exportPath="..\client\message" url="message"
enable="On"></message-logs>
</Logs>
```

Parameter	Type	Default Value	Description
Logs->keepTimes	int	14	Defines the keeping time of the logs (days).
Log->group-logs->type	Int	1	0 - record in data base 1 - .log file
Logs->message-logs->type	Int	2	0 - record in data base 1 - .log file 2 - .html file
Logs->message-logs->exportPath	String	../client/message	Defines the sub-directory where you'd locate the message logs
Logs->message-logs->url			Defines the url address of

			the exportPath
Logs->message-logs->enable	Boolean	On	Enable or disable recording the message logs

4.2 Client Configuration

4.1.3 Install package

Put the "<123web messenger installed directory>/client" folder into a directory on your server which can be accessed from internet. For example: "<http://website/client/>".

You can change the folder name as you like.

4.1.4 config.js

There is a file named [config.js](#) in <123 web messenger client> folder. It configures the server address and port of the 123 web messenger, the path to detect 123 web messenger invitation, and other configuration files name and path.

Open it and you will see seven parameters as following:

init_host:

Please leave the **init_host** value to "*" if the 123 web messenger server and the web server (which hosts 123webmessenger.swf file) are located on the same server.

If the SWF file is on another web server, you should set the host value according to the Web Messenger chat server domain name or ip address.

For details, please refer to:

http://www.123flashchat.com/howto_configure_connection.html

init_port:

The **init_port** value must be identical with the one in fcserver.xml, the default value is "1558".

init_secondary_server_enable: (value: true or false)

It defines whether to enable or disable the secondary server, if the secondary server is enabled, the client will connect to the secondary server using

init_secondary_host and **init_secondary_port** when it failed to connect the

main server using **init_host** and **init_port**.

init_secondary_host:

Please leave the **init_secondary_host** value to "*" if the 123 web messenger server and the web server (which hosts 123webmessenger.swf file) are located on the same server.

If the SWF file is on another web server, you should set the host value according to the Web Messenger chat server domain name or ip address.

For details, please refer to:

http://www.123flashchat.com/howto_configure_connection.html

init_secondary_port:

The **init_secondary_port** value must be identical with the one in fcserver.xml, the default value is "1559".

mainChatFilename:

The name of the SWF which is contained in the chat window. Usually leave it as default "123webmessenger.swf". People who use 123webmessenger will private chat via this SWF.

daemonFileName:

The scenario of 123webmessenger system is that one daemon file should be inserted into every webpage of your website, which remains dormant usually and popup with notification once new invitation is received.

Usually leave it as default "dc.swf".

webpath:

The path to visit the client files. Such as "http://website/client/".

init_skin:

There are 6 skins for the chat panel. There are blue, red, yellow, purple, black and green

4.1.5 Login Setting

123 Web Messenger doesn't have internal login panel because it integrates the external database to authorize users.

There's no login panel for users in 123 web messenger, therefore, when chat window popup, the javascript needs to pass username and user password to the SWF using HTML code. To achieve this goal, login setting configuration is needed with follow 3 groups of codes.

Note: Code1 and Code2 are necessary in all web pages of your site, whether

those to initiate the invitation or to receive the invitation. So insert them into an overall page of your website, like header.php or footer.php, etc. Code3 is only needed in the webpage which contains the "invite" button.

CODE1:

Embed the following codes between the HTML tag <head> and </head> or between <body> and </body>.

```
<SCRIPT LANGUAGE=JavaScript>
var init_user = "";
/*
it defines the user name to login, you can get the user name
from session or cookie
for example var init_user=<? php echo $_SESSION['username'];?>;
*/
var init_password = "";
/*
    it defines the user password to login, you can get the password
    from session or cookie
    for example var init_password =<? echo php $_SESSION[password];?>;
    if leave the init_password empty, it means login to the web messenger as a
    guest
*/
</SCRIPT>
```

Code1 explication:

It defines the user name and user password for login. These two parameters are used to attach current user's name and password to the 123webmessenger client side when connecting to the server, so that your users will auto-login the 123webmessenger system without double register or double login.

You can get the information of the account via session or cookie, which depends on what kind of forum and CMS you are using. There are various situations and hard to list all. If experiencing difficulty, please contact our technical engineer for help.

CODE2:

Embed the following codes between the HTML tag <body> and </body> and the code1 section code must be embedded firstly.

```
<script type="text/javascript" src="#jspath#/js/123webmessenger.js"></script>
<script type="text/javascript" src="#jspath#/js/config.js"></script>
<script type="text/javascript" src="#jspath#/js/cookies.js"></script>
<script type="text/javascript" src="#jspath#/"js/fly.js"></script>
<script type="text/javascript" src="#jspath#/js/dc.js"></script >
```

```
<script type="text/javascript">dclnit();</script>
```

Code2 explication:

It is for importing the JavaScript code into you webpage code. Usually just leave it as default.

CODE3:

```
<a href="javascript: FC_invite_1to1_chat ('b')">invite b</a>
```

Code3 explication:

This code is used to run invite method when an user presses the "invite" link. You can create any link your like to replace this code, but the link created by yourself should call a Javascript method named "invite" to start inviting user to chat on press, you should pass the name of the user who is invited as the parameter of the invite method.

Notice: Put CODE3 only into those pages which needs the invite button.

4.1.6 Global event setting

Open the "dc.js" file in "<123webmessenger client>/js" folder, there are some document event codes in this file like this:

```
document.onmousemove = function(evt){
    FC_onMouseMove(evt);
}
document.onmousedown = function(evt){
    FC_onMouseDown(evt);
}
document.onmouseup = function(evt){
    FC_onMouseUp(evt);
}
```

If such events exist in your web system already, please remove these codes and only add the function body to your event function.

For example, if there is the "document.onmousemove" event in your web system, please remove following code of this function in dc.js:

```
document.onmousemove = function(evt){
    FC_onMouseMove(evt);
}
```

and add "FC_onMouseMove(evt);" only to the end of your "document.onmousemove" function.

5. Module

The 123 Web Messenger has one video module. It can greatly enhance the web messenger function but are not obligatory for every website. Therefore it is not included in the standard package. Users can choose these optional modules according to their needs.

The module is just plug-in based on 123 Web Messenger Software which works with the license instead of working alone.

5.1 Flash-Media-Server Setting:

When you have the AV module, you should configure the value of “targetURI”.

Sample:

```
<flash-media-server
```

```
targetURI="rtmp:/123webmessenger"></flash-media-server>
```

Parameter	Type	Default value	Description
targetURI	String	rtmp:/123flashchat	<p>The Uniform Resource Identifier (URI) of the application on the Flash Communication Server that should run when the connection is made.</p> <p>To specify targetURI, use one of the following formats (items in brackets are optional):</p> <pre>rtmp:[port]/appName[/instanceName]</pre> <p>(acceptable if the movie and the Flash Communication Server are on the same machine)</p> <pre>rtmp://host[:port]/appName[/instanceName]</pre> <p>For example, the following URIs are formatted correctly:</p> <pre>rtmp://www.yourwebsite.com/123webmessenger</pre> <pre>rtmp:/ 123webmessenger</pre>

5.2 Audio-Video Module:

With audio-video module enabled, you can add webcam and voice chat.

In video-voice chat, 8k/sec bandwidth is used by default. And this bandwidth consumption is adjustable.

Unlike the basic text chat, this webcam chat module need user have a server

enable the rtmp protocol, such as Flash Media Server, Flash Communication Server, Red5 or WowzaMediaServer.

If you haven't obtained the flash media server or flash communication server yet, you can buy directly from macromedia: <http://www.macromedia.com>: Flash Media Server. Or you can use the Red5 server (a free Open Source Server) and you can try the WowzaMediaServer, too.

We recommend Flash Media Server to get the best performance.

`<audio-video enable="Off"></audio-video>`

Parameter	Type	Default Value	Description
enable	String	Off	Enable or disable audio video mode