**XMPP**

**Overview**
XMPP chat client

**To Access**
From the Community Admin page, click the XMPP tab.

**Introduction**
XMPP is a chat protocol that enables users to have instant message applications and other technologies. By using the ConverseJS XMPP client, Tiki users can integrate chat feature to their websites.

**How to use XMPP in Tiki**

1. **1.1.1. install and Configure an XMPP server**
   Despite Tiki has ConverseJS bundled in it's package, it is still necessary to have an XMPP server where clients can connect. Tiki can be very well integrated to Openfire XMPP server, but other servers also works. More info at: http://wikisuite.org/How-to-install-Openfire-Meetings-on-ClearOS#Configure_Tiki_ConverseJS_and_OpenFire

2. **1.1.2. Enable the feature and plugin**
   Enable the feature at "Admin home > RTC > XMPP" tab. Enable the plugin at "Admin home > Editting and plugins > Plugins > XMPP plugin"

3. **1.1.3. Configure Tiki to talk to the XMPP server**
   Go to the community page on the admin panels (RTC page on Tiki 19+), select the XMPP tab, and:
   1. Check the XMPP client (ConverseJS).
   2. On XMPP server domain field, example type yourserver.wikisuite.org.
   4. chose an Authentication method.
   5. Click on Apply.

4. **1.1.4. Use ConverseJS modes**
   ConverseJS can be used in 3 modes:
   1. Overlayed mode
   2. Embedded mode
   3. Fullscreen mode

**Overlayed mode**
Overlayed Mode is configured as a Tiki Module. A small box will appears on bottom of the page containing a
contact list. Users can click on contact list to start a chat session.

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**Embedded mode**

The Embedded mode can be configured as a [wiki_plugin](#). A chatbox will appear in the middle of the page. This chatbox is a group chat, where many users can send messages.

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**Fullscreen mode**

Fullscreen mode takes all webpage space to provide the contact list and chat boxes. Users can switch between private chats and group chats while using this mode.

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**Authentication mode**

The ConverseJS embedded in Tiki can authenticate in XMPP server using 3 different strategies.

1. Username / password
2. Prebind
3. OAuthBearer Token

When using the username/password mechanism to authenticate, ConverseJS will ask user these information whenever is necessary. It is very easy to setup, but in other hand, it may demotivate the user to join the chat if he needs to type his password several times.

The Prebind mode is mechanism that makes XMPP server to confirm that a specific user is trying to authenticate. The user does not need to type username or password using this mode. Whenever user log into Tiki, he will automatically log into Openfire when needed. The Tiki prebind URL needs to be informed in Openfire panel.

On OAuthBearer Token, ConverseJS extract a special Token from Tiki and gives as a password to Openfire. Extra setup is needed in Openfire side in order to use this mode. Also, this mode is still beta and is available on Tiki 20.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>XMPP client (ConverseJS)</td>
<td>Integration with Converse.js XMPP client.</td>
<td>Disabled</td>
</tr>
<tr>
<td>XMPP server host</td>
<td>XMPP server host</td>
<td>None</td>
</tr>
<tr>
<td></td>
<td><em>xmpp.example.com</em></td>
<td></td>
</tr>
<tr>
<td>XMPP http-bind URL</td>
<td>Full URL to the http-bind.</td>
<td>None</td>
</tr>
<tr>
<td></td>
<td><em><a href="http://xmpp.example.com/http-bind/">http://xmpp.example.com/http-bind/</a></em></td>
<td></td>
</tr>
<tr>
<td>XMPP Openfire Token</td>
<td>Handle user authentication using tokens</td>
<td>None</td>
</tr>
</tbody>
</table>

The reference implementation is with Openfire, but in theory, this should work with any XMPP server (perhaps with fewer features)

http://wikisuite.org/How-to-install-Openfire-Meetings-on-ClearOS#Configure_Tiki_ConverseJS_and_OpenFire

alias

- Converse.js
- ConverseJS
- Converse JS