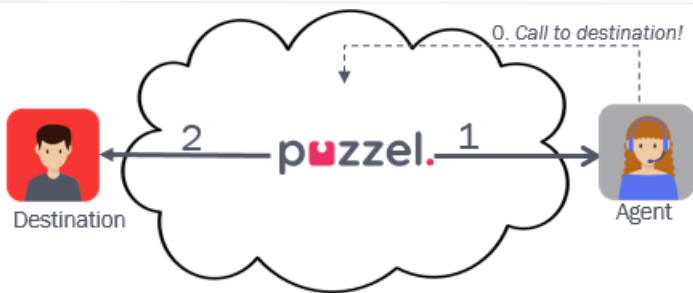


## Outgoing calls

### Outgoing calls from Puzzel (aka “Callout”)

If a Puzzel agent wants to make an outgoing call through Puzzel, the agent can enter a phone number or select a catalog entry in the Puzzel agent application and click “Call” (or agent can click-to-call from another system that uses Puzzel web-services). This usually results in one answered call from the Puzzel platform to the agent (a conversation event with ciq=a and destination = agent’s phone number) and then one call to the destination number (a conversation event with ciq=c and destination = the called number), answered or not.



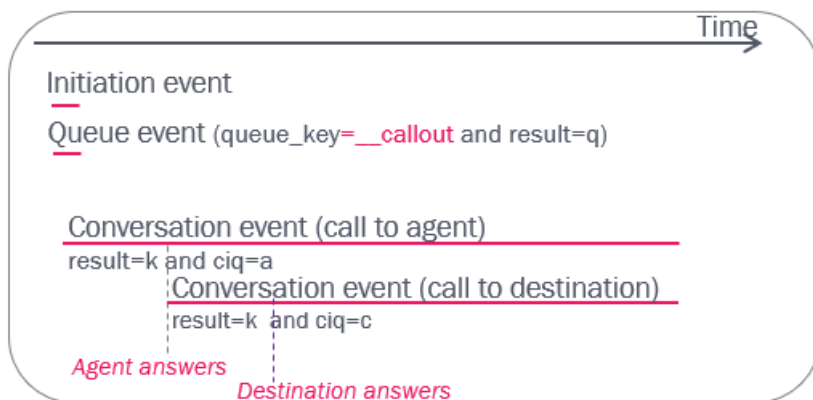
From v1.9 you will find what **Display number** that is used for each call to the contacts in the conversation event's column 'originating' (in table call\_events).

In addition to the 2 conversation events, an outbound call results in

- an Initiation event, with the called number as source
- a Queue event (in the outgoing calls queue, which usually has queue\_key prefix ‘\_\_Callout\_’) with result=q.

This is similar to the events for Callback in queue ordered on web. The conversation events (with another internal\_iq\_session\_id but the same call\_id) may appear in the database a bit later than the Initiation event and the Queue event.

An answered outbound call:



The call\_events for an answered outgoing call (some columns are hidden here):

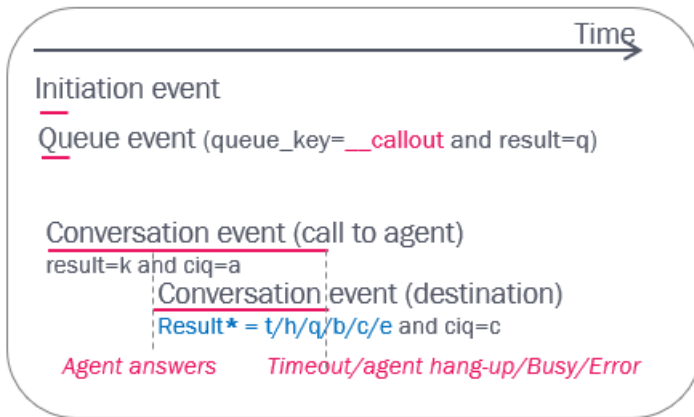
call_seq	dte_start	duration_tot_sec	duration_speak_sec	dte_speak_start	source	destination	queue_key	agent_id	event_type	result_code	answered	ciq	wrap_up_sec	alert_ms	setup_ms
1	28.09.2016 11:39:01	1			21490xxx	81511569			i		1				
2	28.09.2016 11:39:01	0					__CALLOUT__		q	q		q			
3	28.09.2016 11:39:02	24	19	28.09.2016 11:39:07		98214xxx	__CALLOUT__	150674	c	k		a	60	1774	2838
4	28.09.2016 11:39:06	19	12	28.09.2016 11:39:13		21490xxx			c	k		c		6525	558

If the call to the destination number is not answered, the conversation event to the destination will usually have result h (=agent clicks Hang up while it’s ringing) or t (ringing timeout for call to destination), and the speaktime in the Conversation event for the agent will usually be 15-30 seconds.

**Note**

If the Puzzel agent clicks “Cancel” instead of Softphone hang up after having clicked Call, this results in an extra Queue event with result=d (deleted) in addition to the first queue event with result q (and conversation event(s)).

**An unanswered outbound call:**



- \* Different results in conversation event for call to destination
- t if alerting timeout when calling contact
- h if agent hangs up while the call to contact is in alerting phase
- q if agent hangs up while call to contact is in set-up phase
- b if the contact's number is busy (or contact clicks Reject)
- c if call to contact times out during set-up phase
- e if error in network or unallocated number

If the call to the destination number gives result=b (busy) or result=e (error), the Conversation event to the agent will have a very short speaktime.

If the callout is answered, the agent can transfer the contact to another agent, to a phone number or to a queue. If the agent transfers to another agent, this new agent's conversation event will also get ciq='a' since this is in the same 'ciq' session. If the agent transfers to a number, this number's conversation event will have ciq='null'.

**About Display number**

The initiation event's source is the Puzzel “access number” used for callout. If the agent selected a display number or if it is configured a display number unlike the access number, the used display number is not shown in Raw data.

**Callout while in Pause**

If the agent Calls out while in status Pause, the pause will be aborted (*aReturn from pause event* is created) and the call is set up. If the agent does not want to receive an incoming call after the outgoing call is finished, the agent should click *Pause* when in status wrap-up. If *Pause* is clicked while connected, the agent will be in status [*Connected and Pause*] at the same time.

If the agent does not want to receive incoming calls but only do outgoing calls, the agent can log on to queue with a profile not containing incoming queues.

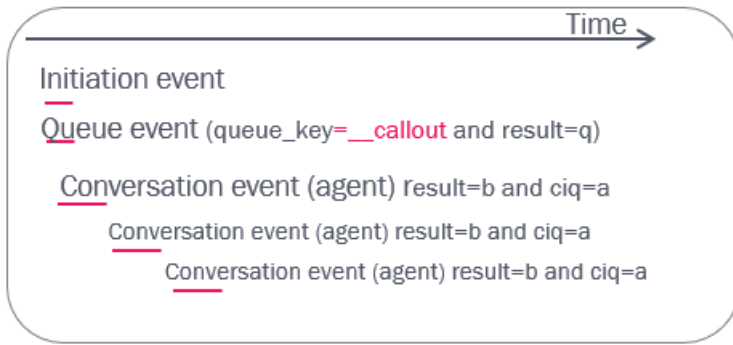
**Error when calling agent that ordered callout**

**Note**

The call to the agent (that ordered callout) may result in busy, or in error/timeout if the agent logged on with wrong number or in cases with network congestion/error. If this happens, you might find a call\_id with several conversation events to the agent (ciq=a) all with result b, c and/or e. If a call to the agent finally got answered (result=k), there will also be a conversation event to the called number (ciq=c).

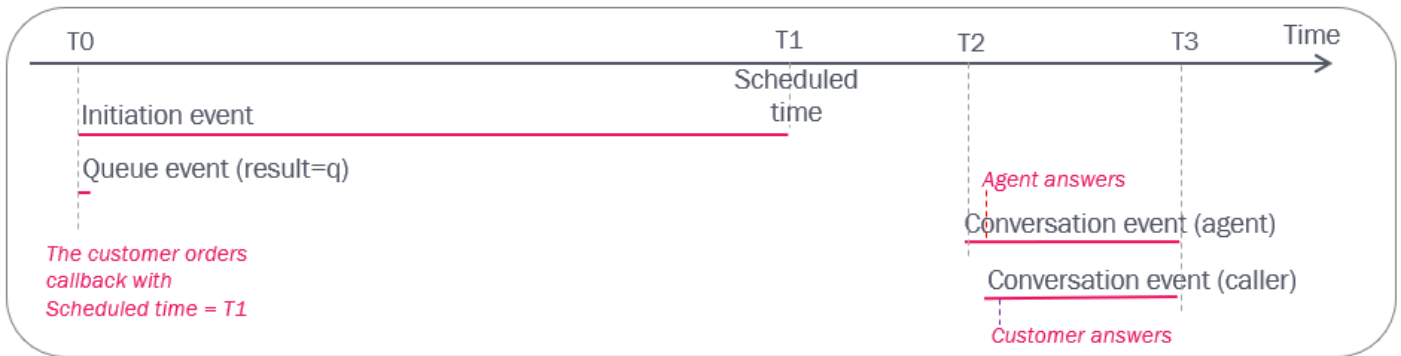
When the agent clicks Call to make an outgoing call to a destination, Puzzel first calls the agent, and then the destination. If the call to the agent results in busy or error, there might be several conversation events for this agent (and possibly no

conversation event for the destination) for this call\_id.



### Scheduled calls

The agent can (if given access in the Puzzel agent application) order a scheduled call (a future outbound call). The agent enters the destination phone number and the date+time the call should happen, selects “to me” or “to any agent” and a queue. At the scheduled time, the relevant queue calls the agent (when ready) and then the destination number. If “to any agent” was chosen, the first ready agent on the relevant queue is selected. A scheduled call generates these raw data.



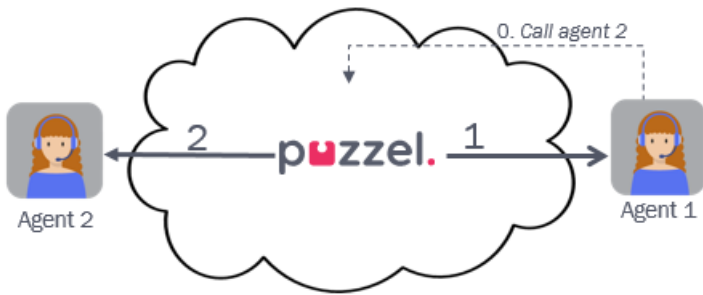
- At T0, the agent orders a Scheduled call with a scheduled time (T1) in queue X. An initiation event (duration from T0 to T1) and a queue event (duration = 0) is created and these records appear in the Raw data db shortly after T0.
  - The request is put in the queue’s «waiting room» until the scheduled time, and then it’s moved into the queue with high priority
  - If the agent is logged on at T1, the request is sent to the agent when he becomes Ready. If the agent is logged off at T1 or logs off before getting the call, the request is sent to another agent
  - The queue will (at T2) call the reserved agent when he’s ready (or another agent if the reserved agent is not logged on or if the scheduled call was «to any agent»).
- After the calls to the agent and the customer has ended (T3, might be hours or days later than T0) these conversation events arrive in the Raw data db.

rec_id	call_id	call_sequ	media_	dte_start	duration_	duration_	dte_speak_start	source	destination	queue_key	agent_id	event_	result_	answered	ciq
		ence	type_id		_tot_sec	_speak_sec						_type	_code		
10394227	11343805	1	1	22.11.2017 09:43	4595			98214836	81511569			i		1	
10394228	11343805	2	1	22.11.2017 09:43	0					q_sales		q	q		q
10394229	11343805	3	1	22.11.2017 11:27	52	48	22.11.2017 11:27		19500244731	q_sales	244731	c	k		a
10394230	11343805	4	1	22.11.2017 11:27	48	38	22.11.2017 11:27			98214836		c	k		c
10394231	11343805	5	1	22.11.2017 11:27	38							r	k		

If an agent or an administrator deletes an ordered scheduled call before the scheduled time, a new queue event with result=d (deleted) with the same call\_id is created.

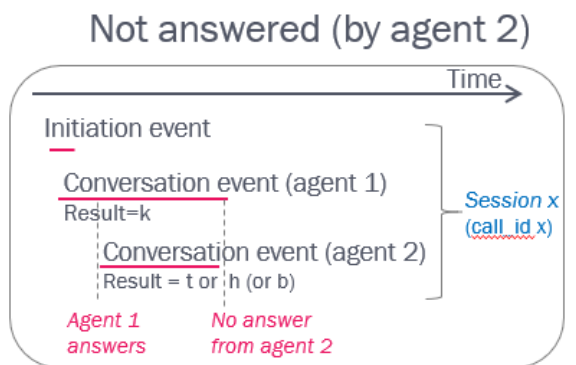
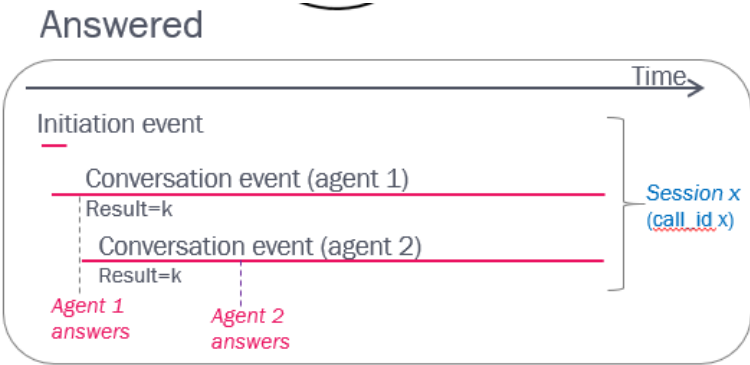
### Agent-to-agent calls

If agent 1 calls to agent 2, this will result in one initiation event, and one conversation event for each of the agents.



**Note**

There will not be a queue event for an agent-to-agent call (only for ordinary outgoing calls), the conversation events will not contain any queue key, nor any value for ciq, and the initiation event's source will be "xxxxxxx".



call_sequence	duration_tot_sec	duration_speak_sec	dte_speak_start	source	destination	service_num	queue_key	agent_id	event_type	result_code	answered	ciq
1	31			xxxxxxx	81511569	81511569			i		1	
2	31	30	12.07.2017 15:26:49		19500244736	81511569		244736	c	k		
3	30	25	12.07.2017 15:26:54		19500244731	81511569		244731	c	k		

For each agent-to-agent call, there will (from db version 1.6) be one record in the call\_event\_extras table with agent2agent=1 and a "link" to the agent-to-agent call's initiation event, so that you easily can identify these calls.