

FlockML

- Introduction
- Elements
 - flockml
 - a
 - em
 - i
 - strong
 - b
 - u
 - br
 - user
 - action

Introduction

FlockML is an XML based markup language used to show rich text [messages](#) and [attachments](#) in Flock.

FlockML Example

```
<flockml>Hello <strong>foobar</strong>, Welcome to <a href="https://flock.co/">Flock!</a></flockml>
```

Its salient features are:

- Renders natively on both desktop and mobile
- Inspired by HTML, so you will be familiar with many FlockML's elements already
- Elements for actions specific to Flock, like linking to a user or triggering actions like opening a widget

Elements

flockml

The root element for FlockML. Any FlockML document that doesn't have **<flockml>** as its root is considered invalid.

Example

```
<flockml>Hello World</flockml>
```

a

The anchor element **<a>** defines a hyperlink. Clicking on this opens a URL in the browser.

Example

```
<a href="">Hello World</a>
```

Rendered

Hello World

Attributes

Name	Required	Description
href	Yes	The URL to link to

em

The emphasis element `` is used to emphasise text and is typically italicized.

Example	Rendered
<code>Hello World</code>	<i>Hello World</i>

i

The italics element `<i>` is used to italicize text.

Example	Rendered
<code><i>Hello World</i></code>	<i>Hello World</i>

strong

The strong element `` gives text strong importance, and is typically displayed in bold.

Example	Rendered
<code>Hello World</code>	Hello World

b

The bold element `` is used to display text in bold.

Example	Rendered
<code>Hello World</code>	Hello World

u

The underline element `<u>` renders text with an underline.

Example	Rendered
<code><u>Hello World</u></code>	<u>Hello World</u>

br

The line break element `
` produces a line break in text (carriage-return).

Example	Rendered
<code>Hello
World</code>	Hello World

user

This element can be used to link to a Flock user.

Example	Rendered
---------	----------

<code><user userId="u:guid">FirstName LastName</user></code>	FirstName LastName
--	------------------------------------

Attributes

Name	Required	Description
userId	Yes	Should be a user identifier .

- If the Flock client knows the user's name, it will ignore any text content inside. Otherwise, it will display the text content if present.
- If the Flock client doesn't know the user's name, and no text content is provided, it will display "Unknown User".

action

The `action` element allows an app to trigger a [client action](#). The associated event is [client.flockmlAction](#).

Example

```
click <action id="act1" type="openWidget" url="<url>" desktopType="sidebar" mobileType="modal">here</action> to launch a widget.
```

Attributes

Name	Required	Description
type	Yes	The type of action to trigger. Should be one of: <ul style="list-style-type: none"> • <code>openWidget</code> • <code>openBrowser</code> • <code>sendEvent</code>
id	No	An identifier for the action. It is included in the payload for client.flockmlAction as the <code>actionId</code> attribute.

If `type` is `openWidget`, the following attributes should also be provided:

Name	Required	Description
url	Yes	The widget URL
desktopType	Yes	The type of widget in desktop. Should be either <code>modal</code> or <code>sidebar</code> . Defaults to <code>modal</code> .
mobileType	Yes	The type of widget in mobile. If provided, it should be set to <code>modal</code> .

If `type` is `openBrowser`, the following attributes should be provided:

Name	Required	Description
url	Yes	The URL to open
sendContext	No	Whether to send context to the URL or not. Should be either <code>true</code> or <code>false</code> . Default value is <code>false</code> .

If `type` is `sendEvent`, no other attribute needs to be provided.