

# flock.js

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## What is flock.js?

Widgets can use *flock.js* to communicate with their host Flock client. *flock.js* can only be used from within widgets inside Flock. It is not supported independently inside a browser

It is available at: <https://apps-static.flock.co/js-sdk/1.8.6/flock.js>

Some of the things that you can do with flock.js are:

- Use the currently opened widget to open another widget. For eg launch a modal widget from a sidebar widget
- Launch the browser
- Close the current widget (only applicable for modal widgets)

## How do I use it?

Include flock.js in your widget via a `script` tag in the HTML.

```
<html>
  <head>
    <script src="/path/to/flock.js"></script>
  </head>
  <body>
    ...
  </body>
</html>
```

flock.js provides a global object, `flock`, whose methods can be invoked by your widget app to be able to talk to the Flock host client.

## Methods

The following methods are available on the `flock` object.

### **flock.openWidget(url, desktopType[, mobileType])**

This method opens a widget.

- `url`. The URL that should be opened.
- `desktopType`. Can be either `'modal'` or `'sidebar'`.
- `mobileType`. Can only be `'modal'`, which is also the default.

**Note:** When opening a widget using this method, the associated `event` that is passed to the URL is `client.widgetAction`.

### **flock.openBrowser(url[, sendContext])**

This method launches a browser.

- `url`. The URL that should be opened.
- `sendContext`. If `false`, then Flock just opens the link in the browser without passing any context to it.

**Note:** When launching the browser with context using this method, the associated [event](#) that is passed to the URL is `client.widgetAction`.

## **flock.close()**

Closes the widget within which this method was called.