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"The first step in a great mobile experience"



SCIENTIAMOBILE WURFL.JS BUSINESS EDITION GETTING STARTED GUIDE

Support

The ScientiaMobile Enterprise Support Portal is open to all WURFL users, both commercial license holders and evaluation users. It represents the combined knowledge base for the WURFL community. Commercial licensees are invited to post questions in the forum using the account to which their licenses are associated. This may mean faster handling of those posts by ScientiaMobile's personnel.

For commercial license holders, there are tiered support levels to address a variety of business support needs. After logging into your account, commercial licensees with support options can access the Enterprise Support portal to post tickets. These tickets will receive expedited attention.

To inquire about support plans, use our License Inquiry or our General Inquiry form.

Update Notifications

If you would like to be notified of our API updates, major data updates, and other technical changes, please subscribe to our ScientiaMobile Announcements list.

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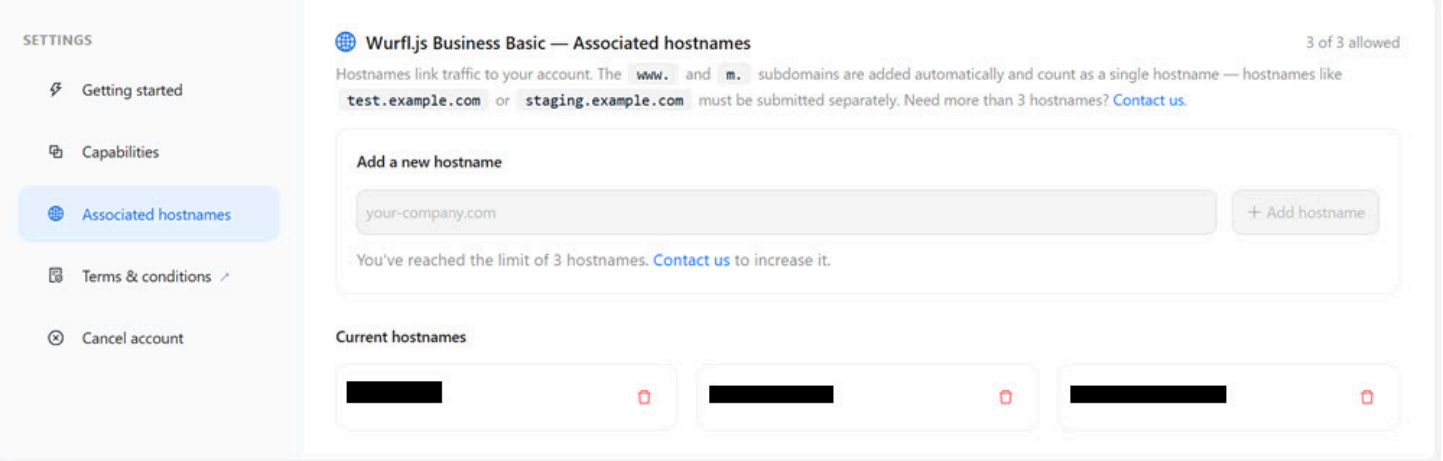
ScientiaMobile WURFL.js Business Edition Getting Started Guide

Introduction

WURFL.js provides access to ScientiaMobile's cloud-based WURFL Device Description Repository (DDR). With a single JavaScript snippet, developers can detect a device and its capabilities in order to better control, optimize, and track the success of their website.

Quick Start

To begin, you will simply need to enter the hostnames of the websites from which you intend to use WURFL.js:



If you do not want to configure a CNAME record for your account, then you can now include the following script referencing `wjs.wurflcloud.com/wurfl.js` in your markup:

```
<script src="https://wjs.wurflcloud.com/wurfl.js"></script>
```

For the best detection experience, we recommend loading WURFL.js via the async method, as detailed in the `Async loading` section below.

The `WURFL` object is now available to use:

```
/**
 * Example of pushing WURFL capabilities to google analytics
 */
ga('send', 'pageview', {
        'dimension1': WURFL.complete_device_name,
        'dimension2': WURFL.form_factor,
        'dimension3': WURFL.is_mobile,
        'dimension4': WURFL.is_robot
});
```

Async loading

WURFL.js dispatches an event called `WurflJSDetectionComplete` to the `document` node when it's finished. This allows you to include it in `async` mode and avoid DOM-blocking content. We *do not recommend* that the script tag be placed in the document's head element.

```
<script src="https://wjs.wurflcloud.com/wurfl.js" async></script>
```

In Javascript you can listen for the event:

```
document.addEventListener("WurflJSDetectionComplete", function(){
    console.log("WURFL.js is finished:")
    console.log(window.WURFL)
});
```

Please note that the event listener must be defined **before** the WURFL.js script tag is included to avoid a race condition.

For example, the Google Analytics code in the previous example could be fired only after WURFL.js is finished:

```
document.addEventListener("WurflJSDetectionComplete", function(){
        ga('send', 'pageview', {
                'dimension1': WURFL.complete_device_name,
                'dimension2': WURFL.form_factor,
                'dimension3': WURFL.is_mobile,
                'dimension4': WURFL.is_robot
        })
})
```

Execution time limit

For certain devices WURFL.js will run a number of tests to identify the device. The tests are usually fast and accurate. However, if you want WURFL.js to spend more time to make the results even more reliable, you can allow more

execution time. This is done by appending "?time_limit=" to the script reference. The below example will allow WURFL.js to execute for up to one second:

```
<script src="https://wjs.wurflcloud.com/wurfl.js?time_limit=1000"></script>
```

Content Security Policy

If your website uses a Content-Security-Policy (CSP), you will need to add exemptions for WURFL.js for the `script-src` and the `connect-src` directives like so:

```
Content-Security-Policy: script-src https://wjs.wurflcloud.com; connect-src
https://wjs.wurflcloud.com
```

If you use a WURFL.js custom domain/CNAME, you should use that domain as the source in the CSP instead. For example if your WURFL.js custom domain is `wurfljs.foo.com`, then your CSP should look like this:

```
Content-Security-Policy: script-src https://wurfljs.foo.com; connect-src
https://wurfljs.foo.com
```

Consideration for User-Agent Client Hints for WURFL.js Business Edition

As part of the **User-Agent reduction/freeze**, User-Agents from Chrome on desktop and Android platforms no longer contain information accurate enough to be solely used for device detection. As a result, we encourage you to implement and start requesting User-Agent Client Hints from your clients. We also recommend that you delegate these Client Hints to WURFLjs for the best detection experience.

Please note that User-Agent Client Hints are only available in a secure context (`https`).

In order to opt in to receive User-Agent Client Hints, you will need to set your server's response headers to advertise support for them using the `Accept-CH` header. Here's an example:

```
Accept-CH: sec-ch-ua-platform-version,sec-ch-ua-full-version,sec-ch-ua-full-version-
list,sec-ch-ua-model,sec-ch-ua-arch,sec-ch-ua-bitness,sec-ch-ua-wow64
```

Next, you will want to delegate these Client Hints to WURFLjs so that they can be used as a part of the detection process. This can be achieved by setting a permissions-policy header:

```
permissions-policy: ch-ua-platform-version=(self "https://wjs.wurflcloud.com"),ch-ua-full-version=(self "https://wjs.wurflcloud.com"),ch-ua-full-version-list=(self "https://wjs.wurflcloud.com"),ch-ua-model=(self "https://wjs.wurflcloud.com"),ch-ua-arch=(self "https://wjs.wurflcloud.com"),ch-ua-bitness=(self "https://wjs.wurflcloud.com"),ch-ua-wow64=(self "https://wjs.wurflcloud.com")
```

If you are using a platform/CMS that restricts your ability to set server response headers, it may be easier to use the `delegate-ch` meta tag instead. Using this meta tag, you can request User-Agent Client Hints on WURFL.js's behalf and delegate them in one go:

```
<meta http-equiv="delegate-ch" content="sec-ch-ua https://wjs.wurflcloud.com; sec-ch-ua-bitness https://wjs.wurflcloud.com; sec-ch-ua-arch https://wjs.wurflcloud.com; sec-ch-ua-model https://wjs.wurflcloud.com; sec-ch-ua-platform https://wjs.wurflcloud.com; sec-ch-ua-platform-version https://wjs.wurflcloud.com; sec-ch-ua-full-version https://wjs.wurflcloud.com; sec-ch-ua-full-version-list https://wjs.wurflcloud.com; sec-ch-ua-mobile https://wjs.wurflcloud.com">
```

Additional information on adding support for User-Agent Client Hints are available in our guide **here**.

Accessing a User-Agent Client Hints enriched result

As mentioned in the `Quick Start` section above, we recommend loading WURFL.js asynchronously and listening to the `WurflJSDetectionComplete` event, which is generated once the device detection process is complete. Depending on the complexity of the environment and the method in which WURFL.js receives the User-Agent Client Hint data, this process can take some time to complete. As a result, if you desire intermediate device detection information while you wait for the full device detection process to complete, you can listen to the `WurflJSInitComplete` event.

The `WurflJSInitComplete` event is generated with the information that is readily available and provides reasonable defaults until WURFL.js is able to consolidate device information from various sources and generate the `WurflJSDetectionComplete` event.

```
document.addEventListener("WurflJSInitComplete", function(){
        console.log("WURFL.js is initialized and can provide intermediate device information:")
        console.log(window.WURFL)
});
```

Just as with the `WurflJSDetectionComplete` event, the event listener for the `WurflJSInitComplete` event must be defined **before** the WURFL.js script tag is included.

Caching

WURFL.js Basic, Standard, and Pro allows clients to cache the WURFL response on the end-user's browser in order to increase overall performance.

When testing, it is possible to disable caching by adding `debug=true` to the query string.

```
<script src="https://wjs.wurflcloud.com/wurfl.js?debug=true" crossorigin></script>
```

Hostnames

Hostnames are required to associate traffic with your account. In the **Associated hostnames** section of your account, enter the domains and subdomains from which you will be accessing WURFL.js.

The `www.` and `m.` subdomains are added automatically and count as a single hostname. Other subdomains, such as `test.example.com` or `staging.example.com`, must be added separately.

By default, WURFL.js Basic, Standard, and Pro plans include 3 hostnames. If you need more, **contact us**.

DNS CNAME Support

You can name the WURFL.js Basic, Standard, or Pro service as your own by configuring your Domain Name Server (DNS) using CNAME records.

To set up a CNAME record, configure a CNAME record that points to `wjs.wurflcloud.com` with your DNS provider, which may or may not be the same as your web hosting provider. Then contact your ScientiaMobile sales manager to have the CNAME record associated with your account. If you don't know who your sales manager is, use our **contact form**.

> ***Note:*** *Your DNS changes may take up to a full day to propagate.*

You will be able to refer to the service in the HTML page as (assuming your CNAME entry is `wjs.your-domain.com`):

```
<script src="https://wjs.your-domain.com/wurfl.js" crossorigin></script>
```

HTTPS and SSL Support

HTTPS provides a level of security and trust for users of many commercial services. WURFL.js Basic, Standard, or Pro can serve your CNAME hostnames over HTTPS using your own SSL certificates. To set up SSL certificates for your account, contact your ScientiaMobile sales manager. If you don't know who your sales manager is, use our **contact form**.

Service Level Agreement (SLA)

WURFL.js Basic/Standard/Pro provides fully dedicated infrastructure for its customers and a Service Level Agreement with a 99.99% uptime target. The definition of the SLA can be found in the license agreement **here**.

License

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The complete WURFL.js Basic/Standard/Pro License can be found **here**.