



Church Online Platform

WEBHOOKS

**Combine physical &
online church data.**



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Overview

Church Online Platform (ChOP) is used by churches of all sizes to bring ministry online where it can reach across the world. Aside from streaming videos of services, ChOP offers a range of interactive tools and features that help create personal connections and build a sense of community in the digital realm. We created the ChOP Webhooks plugin to make it possible for Church Online to interact with Rock. This lets you use your Rock system to track things like attendance, prayer requests or other interactions that people can perform in Church Online services.

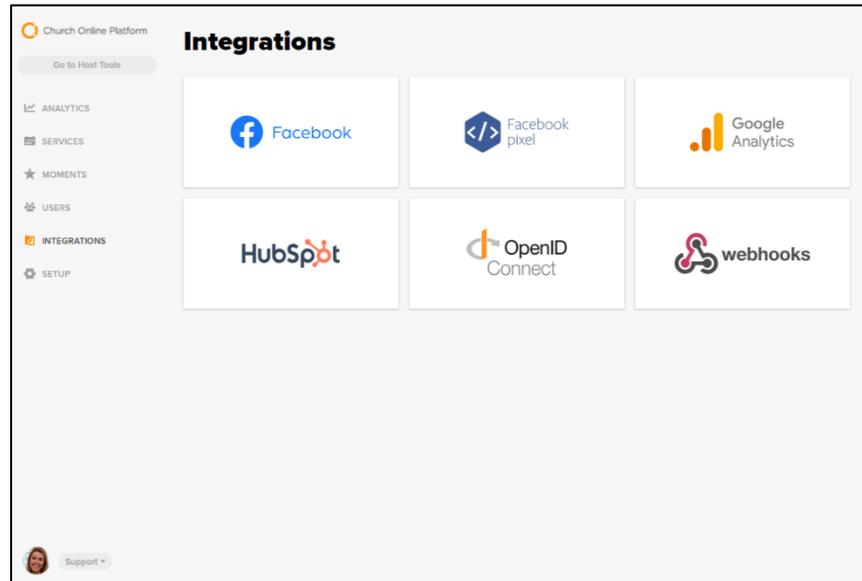
Getting Started

Don't worry, you won't need a degree in computer science to get ChOP talking to Rock. Following the instructions below you'll be up and running in no time.

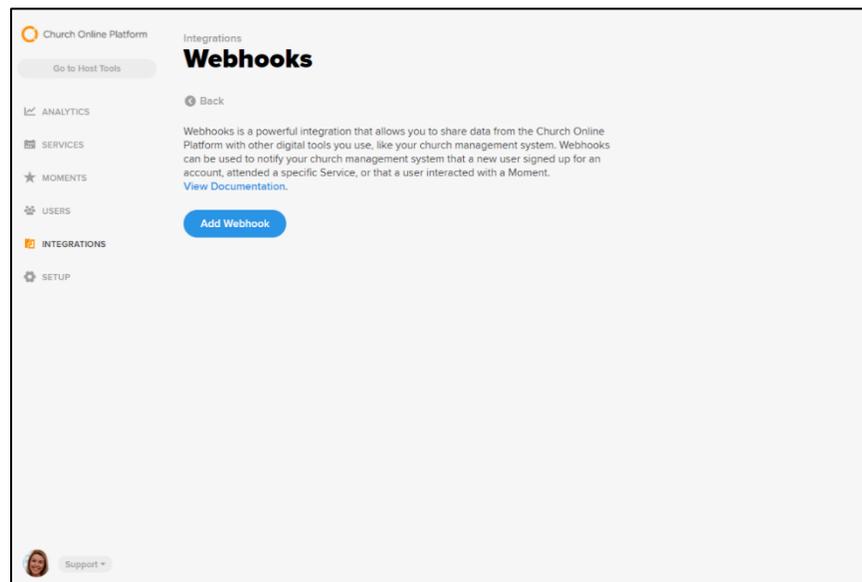
We recommend logging into both systems, and having them both up on your computer, so you can easily go back and forth. This will help ensure ChOP and Rock each have what they need from the other system.

ChOP Configuration

When you log in to ChOP as an administrator, you'll see a **Go to Admin** button near the top of the left-hand menu. Click that button and then click **INTEGRATIONS** along the left. From there, click the **Webhooks** card to get started.



Click the **Add Webhook** button, as pictured below, to proceed.



The page pictured below is where all your configuration will happen. Keep in mind that the **Webhook URL** will need to come from Rock, which we'll show you how to do in the Rock Configuration a little later.

The screenshot shows the 'Add Webhook' configuration page in the Church Online Platform. The page is titled 'Integrations / Webhooks' and 'Add Webhook'. It features a sidebar with navigation options: ANALYTICS, SERVICES, MOMENTS, USERS, INTEGRATIONS (selected), and SETUP. The main content area includes a 'Webhook URL' field with the value 'http://www.rocksolidchurchdemo.com/api/churchonline/webhook/c3a4c...', a 'Secret Key' field with the value '102e9...', and a section titled 'Which data would you like to send?' with sub-sections for Service, Moment, User, and Prayer. Each sub-section has several checkboxes for selecting data to send. A 'Save' button is located at the bottom of the form.

Webhook URL: Rock will provide this for you. You'll need to copy it out of Rock and paste it here. We'll show you where to get this in the *Configuring Rock* section below. Rock won't provide the Webhook URL without the Secret Key from ChOP (see next item below), which is why we recommend having both ChOP and Rock open as you go through this process.

Secret Key: This key will need to be copied from ChOP and added into Rock. Again, we'll go over the Rock side of things in the next section below. You can copy the Secret Key to your computer's clipboard by clicking the icon at the end of the field.

Which Data to Send: This is where you get to select what data you want ChOP to send to Rock. The options available to you include:

Send just the attended event

This is the most basic setting, but it might be all you need. Selecting this will send Rock a record for each guest that attended the ChOP Service. Rock will store this as Attendance data for the person.

Send all events

As you'll see below, there are many different types of events that can occur during a service. From basic attendance to more complex interactions, ChOP will send Rock information for every type of event if you select this option.

Send specific events

This is the option we've selected in the example screenshot pictured above. This setting lets you choose which events you want sent to Rock. For instance, you might want to know about only service attendance and prayer requests. Detailed descriptions for the different options are provided below.

Event Descriptions

There are different types of events in ChOP, broken up into categories of Service, User, Moment and Prayer. Each event within those categories is associated with a person. When the event occurs for a person, the person's information and the information associated with the event is sent to Rock.

Unless otherwise noted, Rock will create a person record if the person being sent from ChOP cannot be matched to a person who's already in your system.

Service

As noted on ChOP's website, these events are only sent to Rock once at the end of the service. Most churches will want at least one of these events to be sent to Rock, to track attendance.

1. **Attended:** Sends an attendance record for each person that attended a ChOP service. This is the event that's referenced above if you selected the "Send just the attended event" option.
2. **Served:** This is like the Attended option, but would only apply to people with host access in ChOP. These are most likely to be your staff and volunteers.
3. **Chatted:** There is an Interaction Channel in Rock for each ChOP instance you've configured. The "Church Online Chat Channel" Defined Type in Rock will be used as the Related Entity on the interaction to indicate which chat channel in ChOP is represented by the interaction.

User

These events don't necessarily relate to the service itself. This information will be sent to Rock only when there are changes to a person's ChOP account.

1. **Created:** This will cause a person's information to be sent to Rock when they create a new user account in ChOP. A person record will be created in Rock according to the information from ChOP.
2. **Updated:** Just like in Rock, a person can update their account information in ChOP. When this happens, Rock will create a person record if one doesn't exist. If a record already exists in Rock for the person, then that record will be updated with the new information from ChOP.
3. **Deleted:** In this case, the person's account has been deleted from ChOP. Rock will track this as part of the person's History, but the person's record will NOT be deleted from Rock. A history item will be added to the person record indicating that the person was deleted in ChOP. If no matching person is found in Rock, then no action will be taken.

4. **Muted:** A History item will be added to the person record in Rock to indicate that the person was muted in ChOP. A note with the new ChOP Note Type will also be added, indicating that the person was muted. If the person being sent from ChOP can't be matched with a person in Rock, then no action will be taken.

Moment

All Moment events will result in an Interaction in Rock. There is an Interaction Channel for each ChOP instance. The "Church Online Moment" Defined Type will be used as the Related Entity on the interaction, to indicate which moment type is represented by the interaction.

1. **Interacted:** If the person does not exist in Rock, then a new person record will be created. Then an Interaction will be created in Rock for that person. This event is sent from ChOP when the person interacts with the primary call to action associated with the Moment.
2. **Liked:** ChOP allows attendees to "like" a Moment. If this action is used by the person in ChOP then an Interaction in Rock will be created for that person accordingly.
3. **Shared:** This is similar to the Liked event but occurs when a person uses the Moment share action. As with other Moment events, an Interaction is created for the person.

Prayer

The Prayer events are fairly straightforward. An Interaction will be recorded in Rock for people who request prayers and for people who respond to prayer requests.

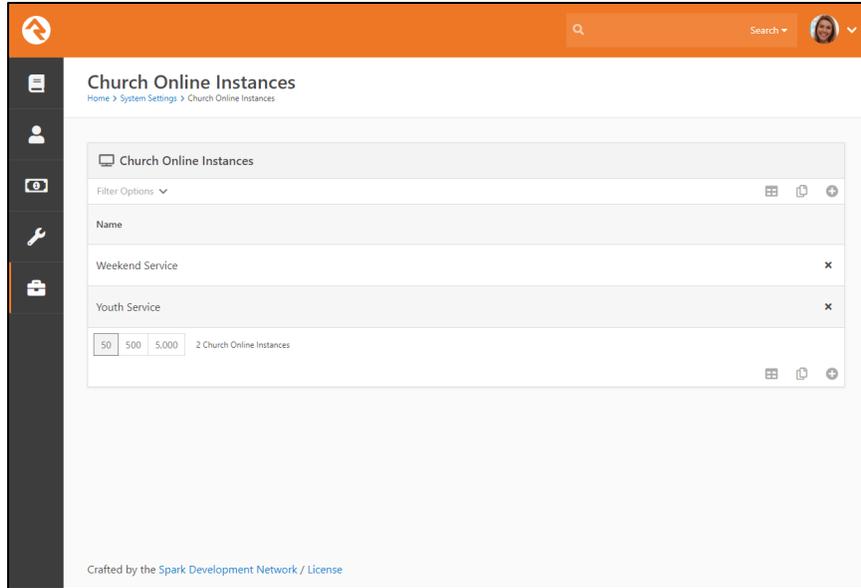
1. **Requested:** The person who requested the prayer will be sent to Rock and an Interaction will be created for them. As with most other events, this will create a record in Rock for the person if a matching person can't be found.
2. **Responded:** Like the Requested event, anyone who responds to a prayer request will have an Interaction created. A new record will be created if the person can't be found in Rock.

After you've set up your options as described above, click **Save** and you're all set. You might have also noticed an **Active** option, which needs to remain checked for the webhook to work. You can inactivate a webhook after saving it if needed.

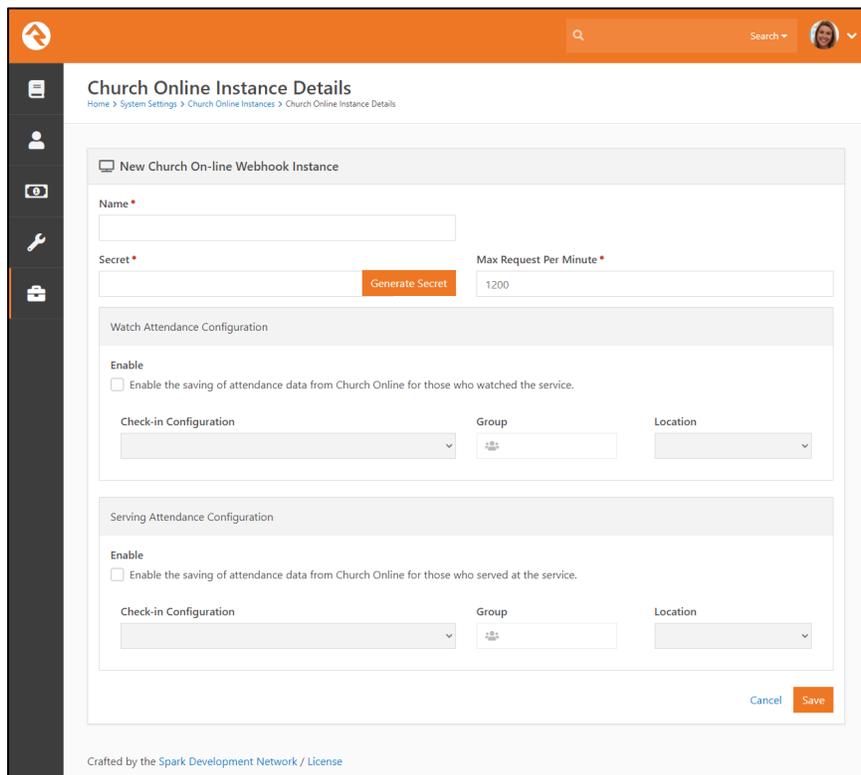
Rock Configuration

Let's take a look at the Rock side of things. As noted above, you'll probably want to have both ChOP and Rock open so you can copy and paste between the two more easily. You'll need to have the plugin installed before you can access the configuration described below.

To start, we'll need to get your ChOP instance added into Rock. Navigate to **Admin Tools > Installed Plugins > Church Online Instances** to see the list of instances.



Your list will be empty until the first instance is added. Start by clicking the plus button at the top or bottom of the grid, and you'll see the page pictured below.



Let's look more closely at the fields and options on this page.

Name: In our example we have an instance for each type of service, so there's one named "Weekend Service" and another called "Youth Service". Try to use a name that will clearly reflect the instance you're creating.

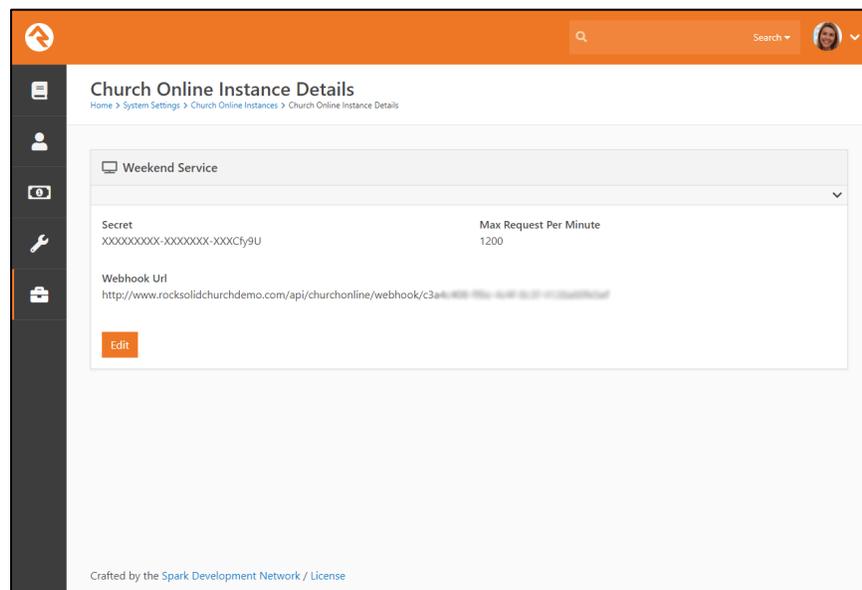
Secret: This is where you'll paste the Secret Key that you copied from the ChOP configuration page described in the prior section.

Max Request Per Minute: The default setting of 1200 should work for most churches. However, you can adjust the number up or down according to your needs and system performance.

Watch Attendance Configuration: If you want to track attendance in ChOP services, you must enable this option. Clicking the checkbox for Enable will open up the other fields for editing. When attendance gets recorded for someone who's watching the service, Rock needs to know which Check-in Configuration, Group and Location to use.

Serving Attendance Configuration: This is very similar to the Watch Attendance Configuration, except that it's specifically for your staff, volunteers or others who are set up as hosts in ChOP. When this is enabled, you'll need to specify the Check-in Configuration, Group and Location where the attendance should be recorded in Rock.

Click the Save button to proceed to the next page, which has the Webhook URL you'll need to complete your ChOP configuration.



Copy the Webhook URL from the page above into the ChOP configuration (see prior section above) to complete your setup.

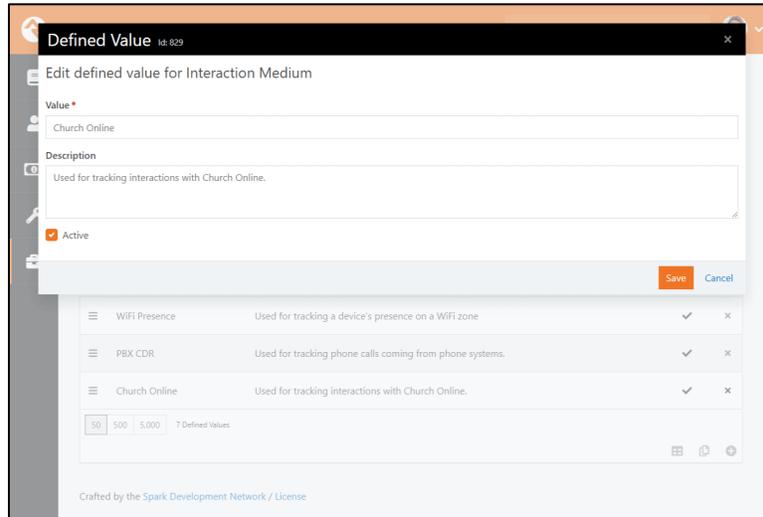
Now that you have a Church Online Instance created in Rock, you can access the page pictured above by clicking on the instance from the Church Online Instances list. The configuration can then be adjusted by clicking the Edit button.

Additional Configuration in Rock

Our plugin adds a few new configuration entries to Rock that are used to help record Interactions. There's nothing you need to do with these items, but we want to make sure you know about them.

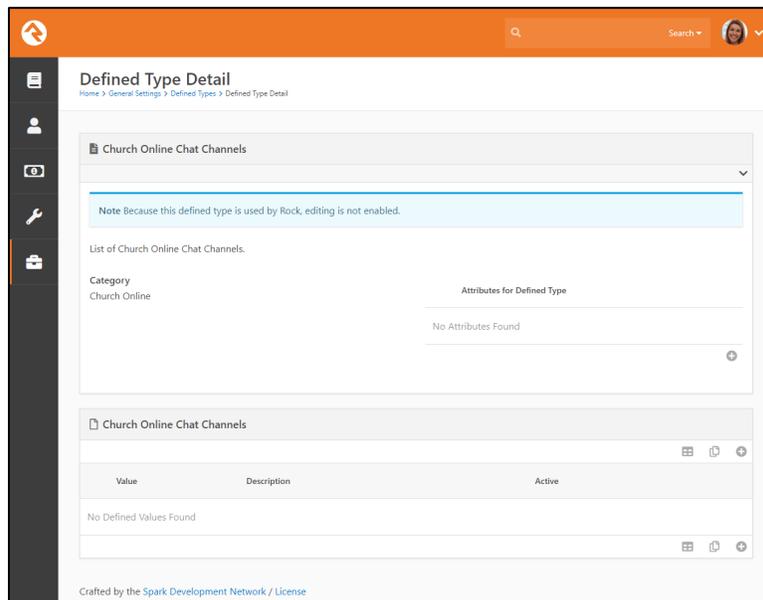
Interaction Medium Defined Type

The new defined value 'Church Online' is used as the Interaction Medium Type that each Church Online instance's Interaction Channel will have.



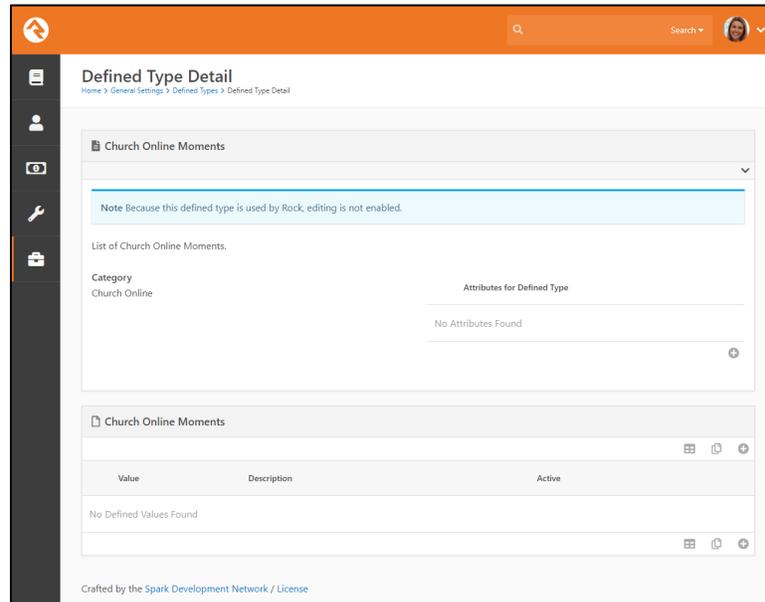
Church Online Chat Channel

This new Defined Type is for Church Online Chat Channels. As pictured below, no defined values will be added initially. They will be created automatically as people chat in different ChOP channels.



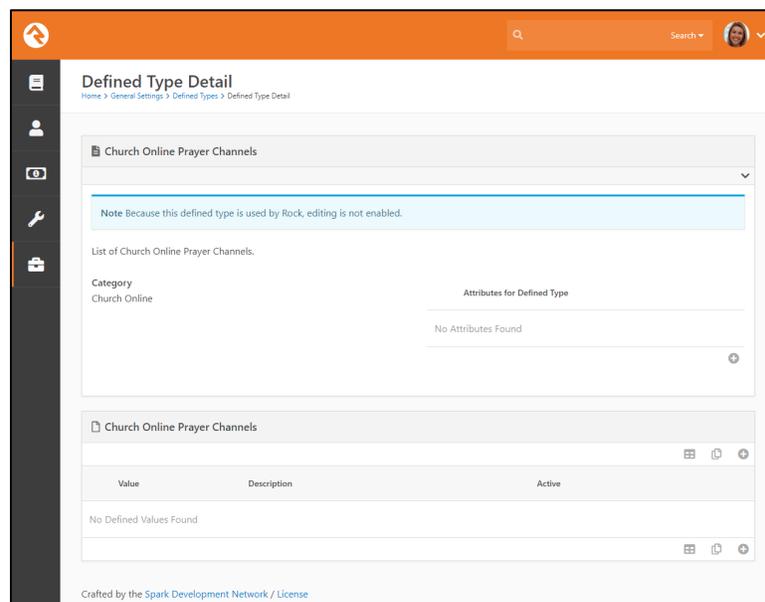
Church Online Moment Type

This plugin will create a new Defined Type for Church Online Moments. No defined values will be present at first, but they will be created automatically in Rock by certain events. For instance, if a person 'Interacted' with a Moment then a new value will be added to the list to track the interaction.



Church Online Prayer Type

Like the Chat and Moment Defined Types described above, you won't see any values here at first. New values will be added when Prayer events like 'Requested' or 'Responded' are sent to Rock.



Church Online Note Type

We've also added a new Note Type for ChOP notes. This will be used for certain actions that result in notes being added to a person in Rock, such as when the person is 'Muted' in Church Online.

Note Type Detail
Home > System Settings > Note Types > Note Type Detail

Edit Note Type

Name *
ChOP Notes

Entity Type
Person

Icon CSS Class
fa fa-church

Background Color

Font Color

Border Color

User Selectable [?](#)
 Yes

Requires Approvals
 Yes

Send Approval Notifications
 Yes

Allows Watching [?](#)
 Yes

Auto Watch Authors [?](#)
 Yes

Allow Replies
 Yes

Allows Attachments [?](#)
 Yes

Approval URL Template [?](#)

Save Cancel

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Church Online Message Log Rock Job

We've also added a new job to Rock to clear out Church Online Webhook Message Log records for messages received by Rock more than 30 days ago. This helps keep your Rock database clean and tidy.

Scheduled Job Detail
Home > System Settings > Job Administration > Scheduled Job Detail

Edit Service Job

Name *
Clear old Church Online Webhook Message Logs

Active
 Yes

Description
Job that clears the Church Online Webhook Message Log of messages older then 30 days.

Notification Status
All

Notification Emails [?](#)

Job Type *
Cleanup Church Online Webhook Message Log Records (Plugin) X

Cron Expression [?](#)
0 0 2 * * ?

Cron Description
At 02:00 AM

Job History Count [?](#)
0

Last Status Message

Save Cancel

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Appendix – Further Reading

We have some online resources to help you learn more about webhooks and how they work with Church Online.

- Learn about Webhooks here:

<https://support.online.church/article/lqbu72wa6g-web-hooks>

- To get a little more technical, check out our developer documentation here:

<https://developers.online.church/docs/about-webhooks>