

Adobe Target Integration

Integration Scope

- Many optimization professionals find it challenging to know what exactly to test on their website.
- Utilizing Clicktale’s Session Playback, Heatmaps, Conversion Funnels and Form Analytics you can now uncover the areas of the webpage that are most influential to your customers’ decision making process, and understand what really requires optimization.
- The Clicktale integration with Adobe Target will also enable you, during and after testing, to compare and understand The WHY behind which version performed better.

Adobe Test & Target (Classic version)

Please contact Target Customer Care team by emailing ttclientcare@adobe.com or tt-support@adobe.com and request to have the ttMETA plugin enabled on your Target account.

Once this is enabled then the Target ttMETA object will be available for us to use.

Let us know once that has been completed so we can add the relevant code on our side and test it.

Adobe Target Standard (Premium version)

You will need to be using version 1.1 or above of the at.js file rather than the older mbox.js file for this. If you will not be using the latest file for some time then please see the Classic version above and follow that route until you decide to move to the at.js file.

To use this file follow this documentation:

https://marketing.adobe.com/resources/help/en_US/target/beta/ov2/c_target-configure-atjs.html

https://marketing.adobe.com/resources/help/en_US/target/beta/target/c_response-tokens.html

In Adobe Target please access the Response Tokens section under Setup:

The screenshot shows the Adobe Target interface. The top navigation bar includes 'Setup', 'Activities', 'Audiences', and 'Offers'. The left sidebar has 'Response Tokens' selected. The main content area displays a table of 19 response tokens. The table has columns for 'Name', 'Attribute Type', and 'Status'. The 'Attribute Type' column is sorted, and all 'Activity' types are enabled (indicated by blue toggle switches).

Name	Attribute Type	Status
activity.id	Activity	<input checked="" type="checkbox"/>
activity.name	Activity	<input checked="" type="checkbox"/>
experience.id	Activity	<input checked="" type="checkbox"/>
experience.name	Activity	<input checked="" type="checkbox"/>
option.id	Activity	<input checked="" type="checkbox"/>
option.name	Activity	<input checked="" type="checkbox"/>
profile.activeActivities	Built-in	<input type="checkbox"/>

Sort by Attribute Type so that all the “Activity” types appear and then enable them all.



Assuming you are using Adobe DTM (tag manager) to inject your Adobe Target code, please follow these steps:
If you are not using DTM or the Built In Target container then simply add the relevant code in the same place you have the at.js code but make sure it is set directly after it like you see below.

Installed Tools Add a Tool Add a Tag

Tool Name	Production	Staging	Activation	Status
Adobe Analytics Adobe Analytics	<input type="checkbox"/>	<input type="checkbox"/>	Active	✓
Adobe Target Adobe Target	<input type="checkbox"/>	<input type="checkbox"/>	Active	✓
Marketing Cloud ID Service Marketing Cloud ID サービス	<input type="checkbox"/>	<input type="checkbox"/>	Active	✓

If you already have the at.js file inside this built in container in DTM then please open the editor:

Library Management

Load Adobe Target Library synchronously

Code Configuration

Managed by Adobe

Custom

Code Hosted

In DTM

In the editor please add the code below after the at.js code in the same code container and publish it:

```
document.addEventListener(adobe.target.event.REQUEST_SUCCEEDED, function (e) {
  window.ttMETA= typeof(window.ttMETA)!="undefined" ? window.ttMETA : [];
  var tokens=e.detail.responseTokens;
  if(!isEmpty(tokens)){
    tokens.forEach(function(token) {
      window.ttMETA.push({'CampaignName': token["activity.name"],'CampaignId' : token["activity.id"],'RecipeName':
token["experience.name"],'RecipeId': token["experience.id"],'OfferId': token["option.id"],'OfferName':
token["option.name"],'MboxName': e.detail.mbox});
    });
  }
});

function isEmpty(val){
  return (val === undefined || val == null || val.length <= 0) ? true : false;
}
```

Let us know once that has been completed so we can add the relevant code on our side and test it.

