

Use Contentsquare Live Signals in a Web Experience

This content is only for clients with a Monetate tag implementation that also have Contentsquare's Live Signals feature.

The integration between Contentsquare's Live Signals feature and Monetate allows you to leverage real-time site visitor behavior—such as rage clicks, repeated scrolling, and time spent on a page—in Web experiences.

Before you can use a behavior signal in an experience, you must set up Live Signals in your Contentsquare account. See the [Live Signals](#) documentation in the [Contentsquare Knowledge Base](#) for the steps.

Confirming the Integration

After you set up and trigger Live Signals in Contentsquare, verify that they're sending real-time data to Monetate. Launch [Monetate Inspector](#) to confirm that the page category and custom variable are being passed to Monetate.

Using a Signal in a Web Experience

To use a Live Signal visitor behavior signal in a Monetate Web experience, you must create a specific type of action condition. This [action condition](#) you can add when configuring a WHAT action for a Web experience, or you can include it when [building an action](#) in Action Builder.

1. Click **ADD ACTION**, expand **Page category**, and then select either **Page category contains** or **Page category =**.
2. Input first `_cs_livesignal-` and then the signal's event name (for example, `_cs_livesignal-returns_intention_signal` for the Item Returns Intention signal). Press Enter.

Available Behavior Signals

This table contains the signals that you can use in a Web experience.

Signal	Event Name	Description
Rage Clicks	<code>rage_click_signal</code>	Clicking rapidly X times in Y ms; default is 4 times in 750 ms
Consecutive Clicks	<code>consecutive_click_signal</code>	Clicking the same element X times consecutively in Y s; default is 5 times in 5,000 ms
Repetitive Hovering	<code>repetitive_hovering_signal</code>	Holding the pointer over the same element X times in Y s; default is 5 times in 10,000 ms

Signal	Event Name	Description
Repeated Scrolling	repeated_scrolling_signal	Scrolling to X% of the page and then back up to Y% of the page Z times; default is 2 times with a maximum scrolling threshold of 85% and a minimum scrolling threshold of 10%
JavaScript Errors Caused by Clicks	js_error_signal	Whenever a click causes a JavaScript error within X s; default is 2,000 s
Mouse Shakes	mouse_shakes_signal	Accelerating the mouse left and right or up and down within X ms; default is 350 ms with a 0.01 acceleration threshold
Exit Intent	exit_intent_signal	Leaving the top document window after X ms of being on the page; default is 10,000 ms
Excessive Load Time	excessive_loading_time_signal	First Contentful Paint (FCP) of more than X s and repeats Y times; default is 7,000 s and 5 times
Time Spent on Page	time_spent_on_page_signal	After X s have been reached in a single natural or artificial page view; default is 90 s
Excessive Pasting	excessive_pastes_fraud_signal	Pasting in same defined field and session X times; default is 10 times
Excessive Reloading	excessive_reloads_fraud_signal	Reloading one or more defined pages in same session X times; default is 20 times
Excessive Clicks	excessive_clicks_fraud_signal	Clicking the same defined element X times in a page view; default is 10 times
Item Returns Intention	returns_intention_signal	Adding different SKUs for the same product to the cart X times; default is 2 times
Ad Blocker Detected	adblocker_signal	Whenever an ad-blocking extension or application is detected within X ms; default is 2,000 ms