

Adobe Client Data Layer Extension Cheat Sheet v1

```
{
  "0": {
    "event": "event-trigger-1",
    "eventInfo": "information-not-persisted-in-ACDL",
    "object": {
      "details": "value-1",
      "name": "value-2"
    },
    "first-path": "value-3"
  },
  "1": {
    "event": "event-trigger-2",
    "eventInfo": "information-not-persisted-in-ACDL-2",
    "object": {
      "details": "value-4",
      "name": "value-5"
    },
    "second-path": "value-6"
  }
}
```

%event.message.<path>%

References the currently active event firing to the data layer, does not look at rest of data layer

%event.fullState.<path>%

References the fully combined state of the data layer after current event has been pushed

Note: fullState doesn't apply to "event" or "eventInfo" as these values do not persist post-event into the actual data layer shape

Built-In Data Elements

The values encased in "%" are variables that can be inserted directly into the UI inside Adobe Launch to set values dynamically without a single line of code if you have the Adobe Client Data Layer Extension installed.

From above shape and below example outputs, you can see that you can call into multiple layers deep by using dot notation, so it is highly recommended that you avoid using "." values in your data layer if possible to avoid adding an extra layer of difficulty.

This will allow you to build rules that set these values easily without needing to resort to any custom code or creating additional data elements if triggering off a data layer event! However, if your needs are more complex and do end up requiring custom code, you can also call these values in custom code by removing the "%" and calling the variables directly, such as "event.message.event" which will return the value "event-trigger-1" or "event-trigger-2" based on which event is currently firing.

Example Outputs

Data Element Values During "0"

```
%event.message.event% = "event-trigger-1"
%event.message.eventInfo% = "information-not-persisted-in-ACDL"
%event.message.object.details% = "value-1"
%event.message.object.name% = "value-2"
%event.message.first-path% = "value-3"
%event.message.second-path% = "undefined"
%event.fullState.object.details% = "value-1"
%event.fullState.object.name% = "value-2"
%event.fullState.first-path% = "value-3"
%event.fullState.second-path% = "undefined"
```

Data Element Values During "1"

```
%event.message.event% = "event-trigger-2"
%event.message.eventInfo% = "information-not-persisted-in-ACDL-2"
%event.message.object.details% = "value-4"
%event.message.object.name% = "value-5"
%event.message.first-path% = "undefined"
%event.message.second-path% = "value-6"
%event.fullState.object.details% = "value-4"
%event.fullState.object.name% = "value-5"
%event.fullState.first-path% = "value-3"
%event.fullState.second-path% = "value-6"
```