



# Cisco Unity Connection Provisioning Interface (CUPI) API -- Alternate Extension

Links to Other API pages: [Cisco\\_Unity\\_Connection\\_APIs](#)

- [Alternate Extensions API, on page 1](#)

## Alternate Extensions API

### Listing the Basic Settings of Alternate Extension

```
GET https://<connection-server>/vmrest/users/<user-objectid>/alternateextensions
```

The following is the response from the above \*GET\* request and the actual response will depend upon the information given by you:

```
<AlternateExtensions total="1">
  <AlternateExtension>

    <URI>/vmrest/users/9375d893-c8eb-437b-90bf-7de4b1d0c3e8/alternateextensions/f0cfbf52-a6b2-466c-b7e6-eb05d6cce705</URI>

    <IdIndex>0</IdIndex>
    <DtmfAccessId>99934</DtmfAccessId>
    <LocationObjectId>42a9ab40-490d-4819-9bfb-8ddce4f430ff</LocationObjectId>

    <LocationURI>/vmrest/locations/connectionlocations/42a9ab40-490d-4819-9bfb-8ddce4f430ff</LocationURI>

    <ObjectId>f0cfbf52-a6b2-466c-b7e6-eb05d6cce705</ObjectId>
    <PartitionObjectId>da2114bf-cde7-43d8-9709-cd3895a9d41b</PartitionObjectId>
    <PartitionURI>/vmrest/partitions/da2114bf-cde7-43d8-9709-cd3895a9d41b</PartitionURI>

    <AlternateExtensionAdvancedURI>/vmrest/alternateextensionadvanceds/42266e69-5e5e-42fe-924e-e942c9e06b3</AlternateExtensionAdvancedURI>

  </AlternateExtension>
</AlternateExtensions>
```

Response Code: 200

#### JSON Example

```
GET
https://<connection-server>/vmrest/users/<user-objectid>/alternateextensions/<alternateextension_objectid>
Accept: application/json
Connection: keep-alive
```

The following is the response from the above \*GET\* request and the actual response will depend upon the information given by you:

```
{
  "URI":
"/vmrest/users/9375d893-c8eb-437b-90bf-7de4b1d0c3e8/alternateextensions/f0cfbf52-a6b2-466c-b7e6-eb05d6cce705",

  "IdIndex": "0",
  "DtmfAccessId": "99934",
  "LocationObjectId": "42a9ab40-490d-4819-9bfb-8ddce4f430ff",
  "LocationURI": "/vmrest/locations/connectionlocations/42a9ab40-490d-4819-9bfb-8ddce4f430ff",

  "ObjectId": "f0cfbf52-a6b2-466c-b7e6-eb05d6cce705",
  "PartitionObjectId": "da2114bf-cde7-43d8-9709-cd3895a9d41b",
  "PartitionURI": "/vmrest/partitions/da2114bf-cde7-43d8-9709-cd3895a9d41b",
  "AlternateExtensionAdvancedURI":
"/vmrest/alternateextensionadvanceds/42266e69-5e5e-42fe-924e-e94b2c9e06b3"
}
```

## Listing the Advanced Settings of Alternate Extension

- Fetch the Alternate Extension URI from following URI:

```
https://<connection-server>/vmrest/users/<user-objectid>
```

- Now fetch the Alternate Extension Advanced URI from a URI:

```
https://<connection-server>/vmrest/users/<user-objectid>/alternateextensions/<alternateextionsion_objectid>
```

- Set following as a Request URI:

```
https://<connection-server>/vmrest/alternateextensionadvanceds/<alternateextensionadvanced_objectid>
```

The following is the response from the above \*GET\* request and the actual response will depend upon the information given by you:

```
<AlternateExtensionAdvanced>
  <URI>/vmrest/alternateextensionadvanceds/42266e69-5e5e-42fe-924e-e94b2c9e06b3</URI>

  <DeviceDtmfAccessIdObjectId>7c26381e-ee0f-4abf-9083-94a5017abc76</DeviceDtmfAccessIdObjectId>

  <MessageSpeed>100</MessageSpeed>
  <MessageVolume>50</MessageVolume>
  <ObjectId>42266e69-5e5e-42fe-924e-e94b2c9e06b3</ObjectId>
  <PromptSpeed>100</PromptSpeed>
  <PromptVolume>50</PromptVolume>
  <SaveMessageOnHangup>true</SaveMessageOnHangup>
  <SendMessageOnHangup>1</SendMessageOnHangup>
  <SkipPasswordForKnownDevice>true</SkipPasswordForKnownDevice>
  <SubscriberObjectId>bf0e9ca3-db47-472d-aa0c-609a3265ada1</SubscriberObjectId>
  <UserURI>/vmrest/users/bf0e9ca3-db47-472d-aa0c-609a3265ada1</UserURI>
</AlternateExtensionAdvanced>

Response Code: 200
```

### JSON Example

- Step 1: Fetch the Alternate Extension URI from following URI:

```
GET https://<connection-server>/vmrest/users/<user-objectid>
```

- Step 2: Now fetch the Alternate Extension Advanced URI from a URI:

```
GET https://<connection-server>/vmrest/users/
<user-objectid>/alternateextensions/<alternateextension_objectid>
```

- Step 3: Set following as a Request URI:

```
GET https://<connection-server>/vmrest/alternateextensionadvanced/<objectid>
Accept: application/json
Connection: keep-alive
```

The following is the response from the above \*GET\* request and the actual response will depend upon the information given by you:

```
{
  "URI": "/vmrest/alternateextensionadvanced/42266e69-5e5e-42fe-924e-e94b2c9e06b3",
  "DeviceDtmfAccessIdObjectId": "7c26381e-ee0f-4abf-9083-94a5017abc76",
  "MessageSpeed": "100",
  "MessageVolume": "50",
  "ObjectId": "42266e69-5e5e-42fe-924e-e94b2c9e06b3",
  "PromptSpeed": "100",
  "PromptVolume": "50",
  "SaveMessageOnHangup": "true",
  "SendMessageOnHangup": "1",
  "SkipPasswordForKnownDevice": "true",
  "SubscriberObjectId": "bf0e9ca3-db47-472d-aa0c-609a3265ada1",
  "UserURI": "/vmrest/users/bf0e9ca3-db47-472d-aa0c-609a3265ada1"
}

Response Code: 200
```

## Create a new Alternate Extension

The mandatory fields for creation of alternate extension are IdIndex, DtmfAccessId, and PartitionObjectId. The URI for getting partition object ID use:

```
GET https://<connection-server>/vmrest/partitions
```

The following URI is fetched from the response body of URI:

```
GET https://<connection-server>/vmrest/users/<user-objectid>
```

### To create a new alternate extension for a user

```
POST https://<connection-server>/vmrest/users/<user-objectid>/alternateextensions
<AlternateExtension> <IdIndex>2</IdIndex>
<DtmfAccessId>999341</DtmfAccessId>
<PartitionObjectId>da2114bf-cde7-43d8-9709-cd3895a9d41b</PartitionObjectId>
</AlternateExtension>
```

The following is the response from the above \*POST\* request and the actual response will depend upon the information given by you:

```
Response Code: 201
/vmrest/users/fa2114bf-cde7-43d8-9709-cd3895a9d41b/alternateextensions/ea2114bf-cde7-43d8-9709-cd3895a9d41b
```

### JSON Example

```
POST https://<connection-server>/vmrest/users/<user-objectid>/alternateextensions
Accept: application/json
Content-type: application/json
Connection: keep-alive

{
  "IdIndex": "2",
```

```

    "DtmfAccessId": "999341",
    "PartitionObjectId": "da2114bf-cde7-43d8-9709-cd3895a9d41b"
  }

```

The following is the response from the above \*POST\* request and the actual response will depend upon the information given by you:

```

Response code: 201
/vmrest/users/fa2114bf-cde7-43d8-9709-cd3895a9d41b/alternateextensions/ea2114bf-cde7-43d8-9709-cd3895a9d41b

```

## Update Basic Settings of Alternate Extension

```

PUT https://<connection-server>/vmrest/users/<user-objectid>/alternateextensions/<objectid>

```

```

<AlternateExtension>
  <DtmfAccessId>999345c1</DtmfAccessId>
  <PartitionObjectId>elc25917-7dbe-4691-8226-246f84edc73b</PartitionObjectId>
</AlternateExtension>

```

The following is the response from the above \*PUT\* request and the actual response will depend upon the information given by you:

```

Response Code: 204

```

### JSON Example

```

PUT
https://<connection-server>/vmrest/users/<user-objectid>/alternateextensions/<alternateextension_objectid>
Accept: application/json
Content-type: application/json
Connection: keep-alive

{
  "DtmfAccessId": "123345"
}

```

The following is the response from the above \*PUT\* request and the actual response will depend upon the information given by you:

```

Response Code: 204

```

## Delete Alternate Extension

```

DELETE
https://<connection-server>/vmrest/users/<user-objectid>/alternateextensions/<alternateextension_objectid>

```

The following is the response from the above \*DELETE\* request and the actual response will depend upon the information given by you:

```

Response Code: 204

```

### JSON Example

```

DELETE
https://<connection-server>/vmrest/users/<user-objectid>/alternateextensions/<alternateextension_objectid>
Accept: application/json
Connection: keep-alive

```

The following is the response from the above \*DELETE\* request and the actual response will depend upon the information given by you:

```

Response code: 204

```

## Explanation of Data Fields

| Field Name                    | Data Type   | Operation  | Description  |
|-------------------------------|-------------|------------|--|
| URI                           | String      | Read Only  | URI of Alternate Extension   |
| IdIndex                       | Read/Write  | Integer    | An index into the alternate extensions for a subscriber. Possible value can be 0-20. Admin-defined alternate extensions utilize the range of 1-10. User-defined alternate extensions utilize the range of 11-20. |
| DtmfAccessId                  | String(319) | Read/Write | The dialable number.   |
| PartitionURI                  | String      | Read Only  | URI of partition to which the DtmfAccessId is assigned.  |
| PartitionObjectId             | String(36)  | Read/Write | The unique identifier of the Partition to which the DtmfAccessId is assigned.  |
| LocationObjectId              | String(36)  | Read/Write | The unique identifier of the Location object to which this location (denormalized) belongs.  |
| ObjectId                      | String(36)  | Read Only  | The unique identifier of the Extension   |
| DisplayName                   | String(64)  | Read/Write | The text name of this DtmfAccessId to be used when displaying entries.   |
| AlternateExtensionAdvancedURI | String      | Read Only  | URI for getting and setting the advanced settings of Alternate Extension   |

## Explanation of Data Fields: Advance Settings

| Field Name                      | Data Type | Operation  | Description   |
|---------------------------------|-----------|------------|---|
| URI                             | String    | Read Only  | URI of Advance setting of Alternate Extension   |
| AddressMode                     | Integer   | Read/Write | The default method the subscriber will use to address messages to other subscribers. This can be addressing by ID, addressing by first name then last name, or by last name and then first name. Possible Values can be 0-2.                          |
| CommandDigitTimeout             | Integer   | Read/Write | The amount of time (in milliseconds) between digits on a multiple digit menu command entry (i.e. different than the inter digit timeout that is used for strings of digits such as extensions and transfer strings). Possible Values can be 250-5000. |
| ConfirmationConfidenceThreshold | Integer   | Read/Write | Voice Recognition Confirmation Confidence Threshold Possible Values can be 0-100.   |

| Field Name                  | Data Type  | Operation  | Description   |
|-----------------------------|------------|------------|---|
| ConfirmDeleteMessage        | Boolean    | Read/Write | <p>A flag indicating whether Cisco Unity Connection will request confirmation from a subscriber before proceeding with a deletion of a single new or saved message.</p> <p>Possible Values can be:</p> <ul style="list-style-type: none"> <li>• false: Cisco Unity Connection will not request confirmation from a subscriber before proceeding with a deletion of a single new or saved message.</li> <li>• true: Cisco Unity Connection will request confirmation from a subscriber before proceeding with a deletion of a single new or saved message</li> </ul>   |
| ContinuousAddMode           | Boolean    | Read/Write | <p>A flag indicating whether when addressing, after entering one recipient name, whether the subscriber is asked to enter another name or assume the subscriber is finished adding names and is ready to move on to recording the message or applying message options.</p> <p>Possible values:</p> <ul style="list-style-type: none"> <li>• 0: Unity Connection prompts subscribers to press 1 to add more recipients.</li> <li>• 1: Unity Connection does not prompt subscribers to press 1 to add more recipients. Instead, subscribers continue entering recipient names or extensions (as applicable) until they indicate that they have completed addressing.</li> </ul> <p>- Changing this setting affects the Send and Forward flows for all subscribers associated with the Unity Connection server, regardless of subscriber conversation style and whether Unity Connection is set up to prompt subscribers to record before or after addressing. - By enabling streamlined addressing, forwarding messages to single recipients requires that subscribers press an extra keystroke as when streamlined addressing is disabled.</p> |
| Device_DtmfAccessIdObjectId | String(36) | Read Only  | The device to which this DeviceCustomConvSetting object belongs. The unique identifier of the DtmfAccessId object to which these setting apply.   |
| FirstDigitTimeout           | Integer    | Read/Write | The amount of time to wait (in milliseconds) for first digit when collecting touchtone. Possible Values can be 500-10000.   |

| Field Name            | Data Type | Operation  | Description  |
|-----------------------|-----------|------------|--|
| InterDigitDelay       | Integer   | Read/Write | The amount of time to wait (in milliseconds) for input between touch tones when collecting digits in touchtone conversation. Possible Values can be 1000-10000.  |
| JumpToMessagesOnLogin | Boolean   | Read/Write | <p>A flag indicating whether the subscriber conversation jumps directly to the first message in the message stack after subscriber sign-in.</p> <p>Subscribers will not hear message counts, their own name, top level menus, etc when this setting is active.</p> <p>Possible Values:</p> <ul style="list-style-type: none"> <li>• false: Subscriber conversation does not jump directly to first message in the message stack after subscriber sign-in.</li> <li>• true: Subscriber conversation jumps directly to the first message in the message stack after subscriber sign-in.</li> </ul> |
| MessageSpeed          | Integer   | Read/Write | <p>The audio speed Cisco Unity Connection uses to play back messages to the subscriber.</p> <p>Possible Values: A value between 0 and 200 is allowed.</p> <ul style="list-style-type: none"> <li>• Normal speed, the speed at which messages are recorded is a value of 100.</li> <li>• Twice as fast as normal speed is a value of 200.</li> <li>• Half as fast as normal speed is a value of 50.</li> </ul>  |
| MessageVolume         | Integer   | Read/Write | <p>The audio volume expressed as a percentage that Cisco Unity Connection uses to play back message.</p> <p>Possible Values: A value between 0 and 100 is allowed.</p> <ul style="list-style-type: none"> <li>• Normal volume, the volume used to record a message is a value of 50.</li> <li>• Twice as loud is a value of 100.</li> <li>• Half as loud as normal volume is a value of 25.</li> </ul> <p>Note that the value is only used for message play back, not for other parts of the conversation.</p>   |

| Field Name          | Data Type  | Operation  | Description   |
|---------------------|------------|------------|---|
| NameConfirmation    | Boolean    | Read/Write | Indicates whether the voice name of the subscriber or distribution list added to an address list when a subscriber addresses a message to other subscribers is played.<br><br>Possible Values: <ul style="list-style-type: none"> <li>• true</li> <li>• false</li> </ul>  |
| ObjectId            | String(36) | Read Only  | A globally unique, system-generated identifier for an object.   |
| PromptSpeed         | Integer    | Read/Write | The audio speed Cisco Unity Connection uses to play back prompts to the subscriber.<br><br>Possible Values: A value between 0 and 200 is allowed. <ul style="list-style-type: none"> <li>• Normal speed, the speed at which messages are recorded is a value of 100.</li> <li>• Twice as fast as normal speed is a value of 200.</li> <li>• Half as fast as normal speed is a value of 50.</li> </ul>   |
| PromptVolume        | Integer    | Read/Write | The volume level for playback of system prompts.<br><br>Possible Values: A value between 0 and 100 is allowed. <ul style="list-style-type: none"> <li>• Normal volume, the volume used to record a message is a value of 50.</li> <li>• Twice as loud is a value of 100.</li> <li>• Half as loud as normal volume is a value of 25.</li> </ul> <p>Note that the value is only used for playback of system prompts, not for other parts of the conversation.</p> |
| RepeatMenu          | Integer    | Read/Write | The number of times to repeat a menu in touchtone.<br><br>Possible Values: 0-250  |
| SaveMessageOnHangup | Boolean    | Read/Write | A flag indicating when hanging up while listening to a new message, whether the message is marked new again or is marked read.<br><br>Possible values: <ul style="list-style-type: none"> <li>• true</li> <li>• false</li> </ul>  |



| Field Name                 | Data Type | Operation  | Description  |
|----------------------------|-----------|------------|--|
| SendMessageOnHangup        | Integer   | Read/Write | Indicates when hanging up while addressing a message that has a recording and at least one recipient, whether the message is discarded, saved or the message is sent.<br><br>Possible Values: <ul style="list-style-type: none"> <li>• 0: Message is not sent on hangup unless subscriber explicitly issues the command to send the message via DTMF or voice command.</li> <li>• 1: Message is sent on hangup if it has a recording and at least one valid recipient</li> <li>• 2: Message is saved as a draft message</li> </ul> |
| SkipForwardTime            | Integer   | Read/Write | Indicates the amount of time (in milliseconds) to jump forward when skipping ahead in a voice or TTS message using either DTMF or voice commands while reviewing messages. Possible Values: 1000-60000   |
| SkipPasswordForKnownDevice | Boolean   | Read/Write | A flag indicating whether the subscriber will be asked for his/her PIN.<br><br>Possible Values: <ul style="list-style-type: none"> <li>• false: Subscriber will not be asked for their PIN when calling in from a known device.</li> <li>• true: Subscriber will be asked for their PIN when calling in from a known device.</li> </ul>  |
| SkipReverseTime            | Integer   | Read/Write | Indicates the amount of time (in milliseconds) to jump backward when skipping in reverse in a voice or TTS message using either DTMF or voice commands while reviewing messages.<br><br>Possible Values: 1000-60000  |
| SpeechIncompleteTimeout    | Integer   | Read/Write | Specifies the required length of silence (in milliseconds) from when the speech prior to the silence matches an active grammar, but where it is possible to speak further and still match the grammar. By contrast, the SpeechCompleteTimeout property is used when the speech prior to the silence matches an active grammar and no further words can be spoken.<br><br>Possible Values: 300-0000   |
| UserURI                    | String    | Read Only  | URI of the subscriber to which alternate extension belongs   |

| Field Name         | Data Type  | Operation  | Description  |
|--------------------|------------|------------|--|
| SpeechSensitivity  | Integer    | Read/Write | A variable level of sound sensitivity that enables the speech engine to filter out background noise and not mistake it for speech. A higher value means higher sensitivity.<br><br>Possible Values: 0-100  |
| SubscriberObjectId | String(36) | Read Only  | Object id of Subscriber to which the Alternate Extension Belongs.  |
| UseVui             | Boolean    | Read/Write | A flag indicating whether the speech recognition conversation is the default conversation for the subscriber.<br><br>Possible Values: <ul style="list-style-type: none"> <li>• false: Speech recognition conversation is not default conversation for the subscriber.</li> <li>• true: Speech recognition conversation is the default conversation for the subscriber.</li> </ul> This is different from the voice-recognition class of service which indicates that the subscriber is allowed to use the voice-recognition conversation |