



Cisco Unity Connection Provisioning Interface (CUPI) API -- User Message Settings API

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Message Settings API

Administrator can use this API to create and update the message settings. All the parameters for message settings are present in call handler.

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

From the above URI get the call handler URI:

```
GET https://<connection-server>/vmrest/handlers/callhandlers/<CallhandlerObjectId>
```

Please Find below the combination of values to select language for a call handler: URI for timezone:

```
https://<connection-server>/vmrest/timezones.
```

URI for installed Languages:

```
https://<connection-server>/vmrest/installedlanguages.
```

URI to get all language codes supported:

```
https://<connection-server>/vmrest/languagemap.
```

	UseCallLanguage	UseDefaultLanguage	Language
Use System Default Language	false	true	NULL/LanguageCode
Inherit Language from Caller	true	true/false	NULL/LanguageCode
Particular Language	false	false	Language Code

Listing Message Settings

```
GET https://<connection-server>/vmrest/handlers/callhandlers/<CallhandlerObjectId>
```

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

```

<Callhandler>
  <URI>/vmrest/handlers/callhandlers/287cdcc0-9f77-48e0-a7b1-0f9b1a5ac842</URI>
  <CreationTime>2013-03-05T11:24:33Z</CreationTime>
  <Language>1033</Language>
  <Undeletable>>false</Undeletable>
  <LocationObjectId>42a9ab40-490d-4819-9bfb-8ddce4f430ff</LocationObjectId>
<LocationURI>/vmrest/locations/connectionlocations/42a9ab40-490d-4819-9bfb-8ddce4f430ff</LocationURI>

  <EditMsg>>true</EditMsg>
  <IsPrimary>>true</IsPrimary>
  <OneKeyDelay>1500</OneKeyDelay>
  <ScheduleSetObjectId>b8a03d12-d425-4cdb-ba36-88e64bf16432</ScheduleSetObjectId>
  <ScheduleSetURI>/vmrest/schedulesets/b8a03d12-d425-4cdb-ba36-88e64bf16432</ScheduleSetURI>

  <SendUrgentMsg>1</SendUrgentMsg>
  <MaxMsgLen>300</MaxMsgLen>
  <IsTemplate>>false</IsTemplate>
  <ObjectId>287cdcc0-9f77-48e0-a7b1-0f9b1a5ac842</ObjectId>
<RecipientSubscriberObjectId>9375d893-c8eb-437b-90bf-7de4b1d0c3e8</RecipientSubscriberObjectId>

  <RecipientUserURI>/vmrest/users/9375d893-c8eb-437b-90bf-7de4b1d0c3e8</RecipientUserURI>
  <DisplayName>chhaviiii</DisplayName>
  <AfterMessageAction>2</AfterMessageAction>
  <AfterMessageTargetConversation>SubSysTransfer</AfterMessageTargetConversation>
  <TimeZone>190</TimeZone>
  <UseDefaultLanguage>>false</UseDefaultLanguage>
  <UseDefaultTimeZone>>true</UseDefaultTimeZone>
  <MediaSwitchObjectId>ec1e2636-fc14-44fc-8cda-d6c1a3d61150</MediaSwitchObjectId>
  <PhoneSystemURI>/vmrest/phonesystems/ec1e2636-fc14-44fc-8cda-d6c1a3d61150</PhoneSystemURI>

  <UseCallLanguage>>false</UseCallLanguage>
  <SendSecureMsg>>true</SendSecureMsg>
  <EnablePrependDigits>>false</EnablePrependDigits>
  <DispatchDelivery>>false</DispatchDelivery>
  <CallSearchSpaceObjectId>4398317e-3f78-425c-aad8-22d9f818b3dd</CallSearchSpaceObjectId>
<CallSearchSpaceURI>/vmrest/searchspaces/4398317e-3f78-425c-aad8-22d9f818b3dd</CallSearchSpaceURI>

  <InheritSearchSpaceFromCall>>true</InheritSearchSpaceFromCall>
  <PartitionObjectId>da2114bf-cde7-43d8-9709-cd3895a9d41b</PartitionObjectId>
  <PartitionURI>/vmrest/partitions/da2114bf-cde7-43d8-9709-cd3895a9d41b</PartitionURI>
  <PlayPostGreetingRecording>0</PlayPostGreetingRecording>
<PostGreetingRecordingObjectId>cc9de0b0-ddfd-479f-9cc1-b3ee14c1a6d0</PostGreetingRecordingObjectId>

  <SendPrivateMsg>1</SendPrivateMsg>
  <PlayAfterMessage>1</PlayAfterMessage>
<GreetingsURI>/vmrest/handlers/callhandlers/287cdcc0-9f77-48e0-a7b1-0f9b1a5ac842/greetings</GreetingsURI>

<TransferOptionsURI>/vmrest/handlers/callhandlers/287cdcc0-9f77-48e0-a7b1-0f9b1a5ac842/transferoptions</TransferOptionsURI>

<MenuEntriesURI>/vmrest/handlers/callhandlers/287cdcc0-9f77-48e0-a7b1-0f9b1a5ac842/menuentries</MenuEntriesURI>

<CallHandlerOwnerURI>/vmrest/handlers/callhandlers/287cdcc0-9f77-48e0-a7b1-0f9b1a5ac842/callhandlerowners
  </CallHandlerOwnerURI>
</Callhandler>

```

```
Response Code: 200
```

JSON Example

```
GET https://<connection-server>/vmrest/handlers/callhandlers/<CallHandlerObjectId>
Accept: application/json
Connection: keep-alive
Response Code: 200
```

Updating Message Settings

The following is an example of the PUT request that updates message settings:

```
PUT https://<connection-server>/vmrest/handlers/callhandlers/<CallHandlerObjectId>
```

```
<Callhandler>
  <EditMsg>true</EditMsg>
  <MaxMsgLen>1000</MaxMsgLen>
  <AfterMessageAction>1</AfterMessageAction>
  <SendUrgentMsg>2</SendUrgentMsg>
  <UseCallLanguage>false</UseCallLanguage>
  <SendSecureMsg>false</SendSecureMsg>
  <SendPrivateMsg>1</SendPrivateMsg>
  <PlayAfterMessage>2</PlayAfterMessage>
</Callhandler>
```

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/handlers/callhandlers/<CallHandlerObjectId>
Accept: application/json
Content-type: application/json
Connection: keep-alive
```

```
{
  "AfterMessageAction": "2",
  "AfterMessageTargetConversation": "SystemTransfer"
}
```

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
```

Updating after Message Actions

Example 1: Call Handler

```
PUT
https://<connection-server>/vmrest/handlers/callhandlers/<CallHandlerObjectId>
```

```
<Callhandler>
  <AfterMessageAction>2</AfterMessageAction>
  <AfterMessageTargetConversation>PHGreeting</AfterMessageTargetConversation>

<AfterMessageTargetHandlerObjectId>c1fc1029-55f4-40dc-a553-40b75664ed8a</AfterMessageTargetHandlerObjectId>

</Callhandler>
```

The following is an example of the GET request that shows the call handler object ID:

```
GET https://<connection-server>/vmrest/handlers/callhandlers
```

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

```
Response Code: 204
```

Example 2: Interview Handler

```
<Callhandler>
  <AfterMessageAction>2</AfterMessageAction>

<AfterMessageTargetHandlerObjectId>c1fc1029-55f4-40dc-a553-40b75664ed8a</AfterMessageTargetHandlerObjectId>

<AfterMessageTargetHandlerObjectId>c1fc1029-55f4-40dc-a553-40b75664ed8a</AfterMessageTargetHandlerObjectId>

</Callhandler>
```

The following is an example of the GET request that shows the interview handler template object ID:

```
GET https://<connection-server>/vmrest/handlers/interviewhandlers
```

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

```
Response Code: 204
```

Example 3: Directory Handler

```
<Callhandler>
  <AfterMessageAction>2</AfterMessageAction>
  <AfterMessageTargetConversation>AD</AfterMessageTargetConversation>

<AfterMessageTargetHandlerObjectId>c1fc1029-55f4-40dc-a553-40b75664ed8a</AfterMessageTargetHandlerObjectId>

</Callhandler>
```

The following is an example of the GET request that shows the interview handler template object ID:

```
GET https://<connection-server>/vmrest/handlers/directoryhandlers
```

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

```
Response Code: 204
```

Example 4: Conversation

Request Body: for broadcast message administrator

```
<Callhandler>
  <AfterMessageAction>2</AfterMessageAction>

<AfterMessageTargetConversation>BroadcastMessageAdministrator</AfterMessageTargetConversation>
</Callhandler>
```

The following is the response from the *PUT* request for broadcast message administrator and the actual response will depend upon the information given by you:

```
Response Code: 204
```

Request Body: for caller system transfer

```
<Callhandler>
  <AfterMessageAction>2</AfterMessageAction>
  <AfterMessageTargetConversation>SystemTransfer</AfterMessageTargetConversation>
</Callhandler>
```

The following is the response from the *PUT* request for caller system transfer and the actual response will depend upon the information given by you:

```
Response Code: 204
```

Request Body: for greeting administrator

```
<Callhandler>
  <AfterMessageAction>2</AfterMessageAction>
  <AfterMessageTargetConversation>GreetingAdministrator</AfterMessageTargetConversation>
</Callhandler>
```

The following is the response from the *PUT* request for greeting administrator and the actual response will depend upon the information given by you:

```
Response Code: 204
```

For sign in

```
<Callhandler>
  <AfterMessageAction>2</AfterMessageAction>
  <AfterMessageTargetConversation>SubSignIn</AfterMessageTargetConversation>
</Callhandler>
```

The following is the response from the *PUT* request for sign in and the actual response will depend upon the information given by you:

```
Response Code: 204
```

For system transfer:

```
Request Body:
<CallhandlerPrimaryTemplate>
  <AfterMessageAction>2</AfterMessageAction>
  <AfterMessageTargetConversation>SubSysTransfer</AfterMessageTargetConversation>
</CallhandlerPrimaryTemplate>
```

The following is the response from the *PUT* request for user system transfer and the actual response will depend upon the information given by you:

Response Code: 204

JSON Example

```
PUT https://<connection-server>/vmrest/handlers/callhandlers/<CallhandlerObjectId>
Accept: application/json
Content-type: application/json
Connection: keep-alive
Request Body:
{
  "AfterMessageAction": "2",
  "AfterMessageTargetConversation": "SystemTransfer"
}
```

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

Explanation of Data Fields

Parameter	Data Type	Operations	Comments
MaxMsgLen	Integer	Read/Write	The maximum recording length (in seconds) for messages left by unidentified callers. Default value : 300 Range: 1-3600
EditMsg	Boolean	Read/Write	Allows callers to be prompted to listen to, add to, rerecord, or delete their messages. Values can be: • false: Callers cannot edit messages • true: Callers can edit messages Default value: true
UseDefaultLanguage	Boolean	Read/Write	Values can be: • false: The language is the default language defined for the call handler template. • true: The language is derived from the location to which this call handler template belongs. Default value: true
UseCallLanguage	Boolean	Read/Write	This flag allows that language to be the language used by handlers in the system to play prompts for users. Values can be: • false: Do not use the language specified by the system call routing rule to play prompts for users • true: Use the language specified by the system call routing rule to play prompts for users Default value: false

Parameter	Data Type	Operations	Comments
SendUrgentMsg	Integer	Read/Write	<p>A flag indicating whether an unidentified caller can mark a message as "urgent." Values can be:</p> <ul style="list-style-type: none"> • 0: Never - messages left by unidentified calls are never marked urgent. • 1: Always - all messages left by unidentified callers are marked urgent. • 2: Ask - Cisco Unity Connection asks unidentified callers whether to mark their messages urgent. <p>Default Value: 0</p>
SendPrivateMsg	Integer	Read/Write	<p>Determines if an outside caller can mark their message as private.</p> <p>Values can be:</p> <ul style="list-style-type: none"> • 0: Never - No messages are marked private. • 1: Always - All messages are marked private. • 2: Ask - Ask the outside caller if they wish to mark the message as private. <p>Default Value: 0</p>
SendSecureMsg	Boolean	Read/Write	<p>A flag indicating whether an unidentified caller can mark a message as "secure."</p> <p>Values can be:</p> <ul style="list-style-type: none"> • false: Never - messages left by unidentified calls are never marked secure. • true: Always - all messages left by unidentified callers are marked secure. <p>Default Value: false</p>
PlayAfterMessage	Integer	Read/Write	<p>Indicates whether the Sent Message Prompt Recording referenced by Post Greeting</p> <p>Values can be:</p> <ul style="list-style-type: none"> • 0: Do not play recording • 1: System default recording • 2: Play recording <p>Default value: 0</p>

Parameter	Data Type	Operations	Comments
AfterMessageAction	Integer	Read/Write	AfterMessageAction can only accept integer with the following values: <ul style="list-style-type: none"> • 0: Ignore • 1: Hang up • 2: Goto • 3: Error • 4: TakeMsg • 5: SkipGreeting • 6: RestartGreeting • 7: TransferAltContact • 8: Route from next call routing rule.
AfterMessageTargetHandleObjectID	String(36)	Read/Write	The unique identifier of the specific object to send along to the target conversation.
AfterMessageTargetConversation	String(64)	Read/Write	The name of the conversation to which the caller is routed.
Language	Integer	Read/Write	The Windows Locale ID (LCID) that identifies the language that Cisco Unity Connection plays for system prompts

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