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

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Playback Message Settings API

The following URI can be used to view the playback message settings of the specific user:

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

Edit Parameters

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

```
<User>
  <Volume>50</Volume>
  <Speed>100</Speed>
  <SayTotalNew>true</SayTotalNew>
  <SayTotalNewVoice>true</SayTotalNewVoice>
  <SayTotalNewEmail>false</SayTotalNewEmail>
  <SayTotalNewFax>false</SayTotalNewFax>
  <SayTotalReceipts>false</SayTotalReceipts>
  <SayTotalSaved>true</SayTotalSaved>
  <SayTotalDraftMsg>false</SayTotalDraftMsg>
  <MessageTypeMenu>false</MessageTypeMenu>
  <NewMessageSortOrder>2</NewMessageSortOrder>
  <SaveMessageOnHangup>1</SaveMessageOnHangup>
  <DeletedMessageSortOrder>1</DeletedMessageSortOrder>
  <SaySender>true</SaySender>
  <SaySenderExtension>false</SaySenderExtension>
  <SayAni>true</SayAni>
  <SayMsgNumber>true</SayMsgNumber>
  <SayTimestampBefore>true</SayTimestampBefore>
  <AutoAdvanceMsgs>false</AutoAdvanceMsgs>
  <ConfirmDeleteMessage>true</ConfirmDeleteMessage>
</User>
```

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
```

Note To sort the message type:

- for new message:

```
<NewMessageSortOrder>
 2
</NewMessageSortOrder>
```

- for saved message:

```
<SaveMessageSortOrder>
 1
</SaveMessageSortOrder>
```

- for deleted message:

```
<DeletedMessageSortOrder>
 1
</DeletedMessageSortOrder>
```

All the possible values for above three parameters are given in the table.

JSON Example

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

```
Request Body:
{
  "Volume":"50"
}
```

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

Parameters	Data Type	Operation	Description
Volume	Integer	Read/Write	The audio volume expressed as a percentage that Cisco Unity Connection uses to play back message. The range can vary from 0 to 100. Possible values: • 25: Low • 50: Medium • 100: High Default value: 50
Speed	Integer	Read/Write	The audio speed system uses to play back messages to the subscriber. The range can vary from 0 to 200. • 50: Slow • 100: Normal • 150: Fast • 200: Fastest Default value: 100
SayTotalNew	Boolean	Read/Write	A flag indicating whether system announces the total number of new messages in the subscriber mailbox. Possible values: • false: Do not announce total number of new messages. • true: Announce the total number of new messages in the subscriber mailbox. Default Value: false
SayTotalNewEmail	Boolean	Read/Write	A flag indicating whether system announces the total number of new e-mail messages in the subscriber mailbox Possible values: • false: Do not announce total number of new e-mail messages. • true: Announce the total number of new e-mail messages in the subscriber mailbox. Default Value: false
SayTotalNewFax	Boolean	Read/Write	A flag indicating whether system announces the total number of new fax messages in the subscriber mailbox. • false: Do not announce total number of new fax messages. • true: Announce the total number of new fax messages in the subscriber mailbox. Default Value: false

Parameters	Data Type	Operation	Description
SayTotalNewVoice	Boolean	Read/Write	A flag indicating whether system announces the total number of new voice messages in the subscriber mailbox. • false: Do not announce total number of new voice messages. • true: Announce the total number of new voice messages in the subscriber mailbox. Default Value: true
SayTotalReceipts	Boolean	Read/Write	A flag indicating whether system announces the total number of new receipts in the subscriber mailbox. Possible values: • false: Do not announce total number of new receipts. • true: Announce the total number of new receipts in the subscriber mailbox. Default Value: false
SayTotalSaved	Boolean	Read/Write	A flag indicating whether system announces the total number of saved messages in the subscriber mailbox. Possible values: • false: Do not announce total number of saved messages. • true: Announce the total number of saved messages in the subscriber mailbox. Default Value: false
SayTotalDraftMsg	Boolean	Read/Write	A flag indicating whether Cisco Unity Connection announces the total number of draft messages in the subscriber mailbox. Possible values • false: Do not announce total number of draft messages. • true: Announce the total number of draft messages in the subscriber mailbox. Default Value: false
MessageTypeMenu	Boolean	Read/Write	A flag indicating whether system plays the message type menu when the subscriber logs on to system over the phone. Possible values: • false: Do not play message type menu • true: Play message type menu Default Value: false

Parameters	Data Type	Operation	Description
NewMessageStackOrder	String	Read/Write	The order in which system plays the following types new messages: Possible values: • Urgent voice messages • Non-urgent voice messages • Urgent fax messages • Non-urgent fax messages • Urgent e-mail messages • Non-urgent e-mail messages • Receipts and notices
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. Possible Values: • false: Message is marked new again • true: Message is marked read Default Value: false
SavedMessageStackOrder	String(36)	Read/Write	The order in which system plays the following types of saved messages: • Urgent voice messages • Non-urgent voice messages • Urgent fax messages • Non-urgent fax messages • Urgent e-mail messages • Non-urgent e-mail messages • Receipts and notices
NewMessageSortOrder	Integer	Read/Write	The order in which Cisco Unity Connection will sort new messages. Possible values: • 1: Newest First • 2: Oldest First Default Value: 1
SavedMessageSortOrder	Integer	Read/Write	The order in which Cisco Unity Connection will sort saved messages.. Possible values: • 1: Newest First • 2: Oldest First Default Value: 2

Parameters	Data Type	Operation	Description
DeleteMessageSortOrder	Integer	Read/Write	The order in which Cisco Unity Connection presents deleted messages to the subscriber. Possible values: • 1: Newest First • 2: Oldest First Default Value: 2
SaySender	Boolean	Read/Write	A flag indicating whether system announces the sender of a message during message playback for the subscriber. Possible values: • false: Do not announce the sender. • true: Announce the sender. Default Value: true
SaySenderExtension	Boolean	Read/Write	A flag indicating whether Cisco Unity Connection during message playback, plays the primary extension information of the subscriber who sent the message after playing the sender's voice name. Possible values: • false: Do not play the extension information of the subscriber who sent the message. • true: After playing the sender's voice name, play the primary extension information of the subscriber who sent the message.
SayAni	Boolean	Read/Write	A flag indicating whether Cisco Unity Connection plays the Automatic Number Identification (ANI) information during message playback for voice messages from unidentified callers. Possible Values: • true • false Default value: false
SayMsgNumber	Boolean	Read/Write	A flag indicating whether system announces the position of each message in the stack (i.e., 'Message 1', 'Message 2' ,etc.) during message playback for the subscriber. Possible values: • false: Do not play the message number. • true: Play the message number. Default value: true

Parameters	Data Type	Operation	Description
SayTimestampBefore	Boolean	Read/Write	A flag indicating whether system announces the timestamp before it plays back each for the subscriber. • false: Do not announce the timestamp before each message is played. • true: Announce the timestamp before each message is played. Default value: false
SayMessageLength	Boolean	Read/Write	A flag indicating whether Cisco Unity Connection announces the length of each message during message playback. possible values: • true • false Default value: false
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. Default Value: 5000 The range can vary from 1000 to 60000.
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. Default Value: 5000 The range can vary from 1000 to 60000.
EnableMessageBookmark	Boolean	Read/Write	A flag indicating whether Message Bookmark is enabled for the subscriber Possible values: • false: Message Bookmark feature is disabled for subscriber • true: Message Bookmark feature is enabled for subscriber Default value: false
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. • false: Message is marked new again • true: Message is marked read Default Value: false
SaySenderAfter	Boolean	Read/Write	This flag works exactly the same as the SaySender flag on a user, except the conversation plays the sender in the message footer. Possible Values: • false: Do not announce the sender. • True: Announce the sender.

Parameters	Data Type	Operation	Description
SaySenderExtensionAfter	Boolean	Read/Write	This flag works exactly the same as the SaySenderExtension flag on a user, except the conversation plays the sender's extension in the message footer. Possible Values: • false: Do not play the extension information of the subscriber who sent the message. • true- After playing the sender's voice name, play the primary extension information of the subscriber who sent the message.
SayMsgNumberAfter	Boolean	Read/Write	This flag works exactly the same as the SayMsgNumber flag on a user, except the conversation plays the message number in the message footer. Possible Values: • false: Do not play the message number. • true: Play the message number.
SayAniAfter	Boolean	Read/Write	This flag works exactly the same as the SayAni flag on a user, except the conversation plays the ani in the message footer. Possible Values: • true • false Default value: false
SayMessageLengthAfter	Boolean	Read/Write	This flag works exactly the same as the SayMessageLength flag on a user, except the conversation plays the message length in the message footer. Possible Values: • true • false Default value: false
AutoAdvanceMsgs	Boolean	Read/Write	A flag indicating whether the conversation moves to the next message in the playback stack automatically during playback after playing the After Message Menu. Possible Values: • false: Do not automatically skip to the next message after playing the After Message Menu once. • true: Automatically skip to the next message after playing the After Message Menu once. Default Value: false

Parameters	Data Type	Operation	Description
ConfirmDeleteMessage	Boolean	Read/Write	A flag indicating whether system will request confirmation from a subscriber before proceeding with a deletion of a single new or saved message. • false: system will not request confirmation from a subscriber before proceeding with a deletion of a single new or saved message. • true: system will request confirmation from a subscriber before proceeding with a deletion of a single new or saved message. Default Value: false