



Cisco Unity Connection Provisioning Interface (CUPI) API for SMTP Configuration

Cisco Unity Connection 14SU2 and later, supports secure SMTP client communication over port 25 and 587 using authentication support. Administrator can use this API to update or fetch the SMTP configuration. Unity Connection can act as both server or client depending upon the requirement.

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Cisco Unity Connection Provisioning Interface (CUPI) API -- SMTP Server Configuration

Administrator can configure port 25 or port 587 for inbound SMTP communications over STARTTLS.

Listing SMTP Server Configuration

The request can be used to fetch the SMTP server side configuration present currently on the system.

```
GET https://<connection-server>/vmrest/smtpserver/serverconfigs
```

The following is the response from the above *GET* request and the actual response will depend upon the current SMTP server configuration.

```
<SmtpServerConfiguration>
  <Port>587</Port>
  <domainName>ucbu-aricent-vm234.cisco.com</domainName>
  <maxNumberConnections>20</maxNumberConnections>
  <smtpClientThreads>2</smtpClientThreads>
  <maxMessageSizeKb>10000</maxMessageSizeKb>
  <maxNumberMessagesSession>10</maxNumberMessagesSession>
  <maxNumberRecipients>15000</maxNumberRecipients>
  <retryDeliveryTimeoutMin>240</retryDeliveryTimeoutMin>
  <allowConnectionsFromUntrustedIpAddresses>true</allowConnectionsFromUntrustedIpAddresses>

  <requireAuthenticationFromUntrustedIpAddresses>true</requireAuthenticationFromUntrustedIpAddresses>

  <requireTlsFromUntrustedIpAddresses>1</requireTlsFromUntrustedIpAddresses>
</SmtpServerConfiguration>
```

Response Code: 200

JSON Example

```
GET https://<connection-server>/vmrest/smtpserver/serverconfigs
Accept: application/json
Connection: keep_alive
```

The following is the response from the above *GET* request and the actual response will depend upon the current SMTP server configuration:

```
{
  "Port": "587",
  "domainName": "ucbu-aricent-vm234.cisco.com",
  "maxNumberConnections": "20",
  "smtpClientThreads": "2",
  "maxMessageSizeKb": "10000",
  "maxNumberMessagesSession": "10",
  "maxNumberRecipients": "15000",
  "retryDeliveryTimeoutMin": "240",
  "allowConnectionsFromUntrustedIpAddresses": "true",
  "requireAuthenticationFromUntrustedIpAddresses": "true",
  "requireTlsFromUntrustedIpAddresses": "1"
}
```

Response Code: 200

Updating SMTP Server Configuration

The following is an example of the PUT request that update the configuration of SMTP Server.

```
PUT https://<connection-server>/vmrest/smtpserver/serverconfigs
```

```
<SmtpServerConfiguration>
  <Port>25</Port>
  <domainName>ucbu-aricent-vm234.cisco.com</domainName>
  <maxNumberConnections>20</maxNumberConnections>
  <smtpClientThreads>2</smtpClientThreads>
  <maxMessageSizeKb>10000</maxMessageSizeKb>
  <maxNumberMessagesSession>10</maxNumberMessagesSession>
  <maxNumberRecipients>15000</maxNumberRecipients>
```

```

    <retryDeliveryTimeoutMin>240</retryDeliveryTimeoutMin>
    <allowConnectionsFromUntrustedIpAddresses>true</allowConnectionsFromUntrustedIpAddresses>

    <requireAuthenticationFromUntrustedIpAddresses>true</requireAuthenticationFromUntrustedIpAddresses>

    <requireTlsFromUntrustedIpAddresses>1</requireTlsFromUntrustedIpAddresses>
  </SmtplibServerConfiguration>

```

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

Response Code: 200

JSON Example

```

PUT https://<connection-server>/vmrest/smtplibserver/serverconfigs
Accept: application/json
Connection: keep_alive
Request Body: {
  "Port": "25",
  "domainName": "ucbu-aricent-vm234.cisco.com",
  "maxNumberConnections": "20",
  "smtpClientThreads": "2",
  "maxMessageSizeKb": "10000",
  "maxNumberMessagesSession": "10",
  "maxNumberRecipients": "15000",
  "retryDeliveryTimeoutMin": "240",
  "allowConnectionsFromUntrustedIpAddresses": "true",
  "requireAuthenticationFromUntrustedIpAddresses": "true",
  "requireTlsFromUntrustedIpAddresses": "1"
}

```

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

Response Code: 200

Explanation of Data Fields

The following table explain the data fields:

Parameter	Data Type	Operations	Comments
Port	Integer	Read/Write	Specifies the port that Unity Connection uses to support secure/non-secure SMTP client communication. Possible values: <ul style="list-style-type: none"> • 25 • 587 Default Value : 25
DomainName	String	Read/Write	Specifies the domain name that Unity Connection uses to route messages between digitally networked Unity Connection servers and to construct the SMTP address of the sender on outgoing SMTP messages.

Parameter	Data Type	Operations	Comments
MaxNumberConnections	Integer	Read/Write	Specifies the maximum number of SMTP clients that can be connected to the Unity Connection SMTP server at one time for sending messages. Possible values can be between 0 - 50. Default setting: 20 Unity Connections.
SmtplibClientThreads	Integer	Read/Write	Specifies the maximum number of outgoing connections that the Unity Connection SMTP server can have open with other SMTP servers at one time. Possible values can be between 0 - 10. Default setting: 2 connections.
MaxMessageSizeKb	Integer	Read/Write	Specifies the maximum size of message that clients can send to Unity Connection using SMTP. Possible values can be between 0 - 50000 Kilobytes. Default setting: 10,000 kilobytes (approximately 10 megabytes).
MaxNumberMessagesSession	Integer	Read/Write	Specifies the maximum number of messages that a client can send to Unity Connection in a single SMTP session. Possible values can be between 0 - 100. Default setting: 10 messages.
MaxNumberRecipients	Integer	Read/Write	Specifies the maximum number of recipients allowed for a single message that is sent by a client to Unity Connection using SMTP. Possible values can be between 0 - 50000 Default setting: 15,000 recipients.
RetryDeliveryTimeoutMin	Integer	Read/Write	Specifies the time interval in minutes to have Unity Connection periodically retries the delivery of SMTP messages that have failed because of issues that may be temporary (for example, the remote SMTP server is not responding). If the timeout has passed without success, Unity Connection sends a non-delivery receipt to the sender. Default setting: 0 minutes (Unity Connection immediately sends a non-delivery receipt to the sender and does not retry delivery of failed SMTP messages).

Parameter	Data Type	Operations	Comments
AllowConnectionsFromUntrustedIPAddresses	Boolean	Read/Write	<p>A flag indicating whether the Unity Connection enable or disable the SMTP connections from clients or servers whose IP addresses do not match any address pattern that is configured on the IP Address Access List.</p> <p>Possible values:</p> <ul style="list-style-type: none"> • false • true <p>Default setting: false</p>
RequireAuthFromUntrustedIPAddresses	Boolean	Read/Write	<p>A flag indicating whether the Unity Connection requires authentication for SMTP connections from clients or servers whose IP addresses do not match any address pattern that is configured on the IP Address Access List.</p> <p>Possible values:</p> <ul style="list-style-type: none"> • false : Unity Connection allows clients to connect without authenticating. • true : Unity Connection require authentication from clients for connections. <p>This option is unavailable when the Allow Connections from Untrusted IP Addresses field is disabled.</p>
RequireTlsFromUntrustedIPAddresses	Integer	Read/Write	<p>Specifies how Unity Connection handles Transport Layer Security (TLS) with a client or server that attempts to connect from an IP address that does not match any address pattern configured on the IP Address Access List.</p> <p>Possible values:</p> <ul style="list-style-type: none"> • 0 : Unity Connection does not offer TLS as an option for SMTP sessions initiated by clients or servers with untrusted IP addresses. • 1 : Clients or servers connecting from untrusted IP addresses must use TLS to initiate SMTP sessions with the Unity Connection server. • 2 : Clients or servers connecting from untrusted IP addresses can use TLS to initiate SMTP sessions with the Unity Connection server, but are not required to do so. <p>This option is unavailable when the Allow Connections from Untrusted IP Addresses field is disabled.</p>

Cisco Unity Connection Provisioning Interface (CUPI) API -- SMTP Client Configuration

Administrator can configure port 25 or port 587 for outbound SMTP communications over STARTTLS.

Listing SMTP Client Configuration

The request can be used to fetch the SMTP client side configuration present currently on the system.

```
GET https://<connection-server>/vmrest/smtpclient/clientconfigs
```

The following is the response from the above *GET* request and the actual response will depend upon the the current SMTP client configuration:

```
<SmtpClientConfiguration>
  <smtpSmartHost>outbound.cisco.com</smtpSmartHost>
  <isClientSecure>true</isClientSecure>
  <smtpPort>25</smtpPort>
  <isAuthEnabled>true</isAuthEnabled>
  <smtpUsername>Admin</smtpUsername>
  <smtpPassword></smtpPassword>
</SmtpClientConfiguration>
```

Response Code: 200

JSON Example

```
GET https://<connection-server>/vmrest/smtpclient/clientconfigs
Accept: application/json
Connection: keep_alive
```

The following is the response from the above *GET* request and the actual response will depend upon the current SMTP client configuration.

```
{
  "smtpSmartHost": "outbound.cisco.com",
  "isClientSecure": "true",
  "smtpPort": "25",
  "isAuthEnabled": "true",
  "smtpUsername": "Admin",
  "smtpPassword": "",
}
```

Response Code: 200

Updating SMTP Client Configuration

The following is an example of the PUT request that update the configuration of SMTP Client.

```
PUT https://<connection-server>/vmrest/smtpclient/clientconfigs
```

```
<SmtpClientConfiguration>
  <smtpSmartHost>outbound.cisco.com</smtpSmartHost>
  <isClientSecure>true</isClientSecure>
  <smtpPort>25</smtpPort>
  <isAuthEnabled>true</isAuthEnabled>
  <smtpUsername>Admin</smtpUsername>
  <smtpPassword>smtp</smtpPassword>
</SmtpClientConfiguration>
```

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/smtpclient/clientconfigs
Accept: application/json
Connection: keep_alive
Request Body: {
  "smtpSmartHost": "outbound.cisco.com",
  "isClientSecure": "true",
  "smtpPort": "587",
  "isAuthEnabled": "false",
  "smtpUsername": "Admin"
  "smtpPassword": "smtp"
}
```

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

The following table explain the data fields:

Parameter	Data Type	Operations	Comments
SMTPSmartHost	String	Read/Write	Specifies the IP address or fully qualified domain name of the SMTP smart host through which Cisco Unity Connection relays SMTP messages.

Parameter	Data Type	Operations	Comments
IsClientSecure	Boolean	Read/Write	<p>A flag indicating whether the SMTP communication on Unity Connection is secure or non secure.</p> <p>Possible values:</p> <ul style="list-style-type: none"> • false • true <p>Default setting: false</p> <p>Note If IsClientSecure checkbox is not checked, Unity Connection will initiate request towards Smart Host over port 25 without using STARTTLS. It is non secure mode of communication. If it is checked, then Unity Connection will initiate request towards Smart Host over port 587 using STARTTLS. It is secure mode of communication.</p>
SMTPPort	Integer	Read/Write	<p>Unity Connection will communicate to external SMTP servers on below ports.</p> <ul style="list-style-type: none"> • 25 • 587
isAuthEnabled	Boolean	Read/Write	<p>A flag indicating whether the SMTP communication is password protected or not.</p> <p>Possible values:</p> <ul style="list-style-type: none"> • false • true <p>Default setting: false</p>
smtpUsername	String	Read/Write	Username of Smart Host.
smtpPassword	String	Only Write	Password of Smart Host.