



Cisco Unity Connection Provisioning Interface (CUTI) API -- Voice Name Upload for Directory Handlers

Links to Other API pages: [Cisco_Unity_Connection_APIS](#)

- [Voice Name Upload for Directory Handlers, on page 1](#)

Voice Name Upload for Directory Handlers

This API is used to upload voice name to the Directory Handler. There are three ways of uploading the voice name:

- 1. Upload a .wav file from the desktop.
- 2. Record using CUTI(Cisco Unity Telephony Interface) and then upload the recording.
- 3. Pass the .wav file as the input stream to upload the voice name.

Add/Update the Voice Name for Directory Handler by Uploading a File from the Desktop

It is a 3 step process:

Step 1

A placeholder for the WAV file must be created with a POST request. This is a temporary file placeholder that can be used for up to 30 minutes. If it is not used within 30 minutes (assigned to a resource), the file is assumed to be abandoned and is automatically cleaned.

The request is as follows:

```
POST https://<connection-server>/vmrest/voicefiles
```

```
Response Code: 201
```

The content will be the name of the newly created temporary .wav file.

JSON Example

```
POST https://<connection-sever>/vmrest/voicefiles
Accept: application/json
Content-Type; application/json
Connection: keep-alive
```

```
Response Code: 201
0ad46c53-44eb-4da6-988c-4f07fab6bdd.wav
```

Step 2 Use the temporary file name to put the new audio data. The HTTP content type is "audio/wav" and the payload content is the audio data.

Note The length of the greeting can be set under the System Settings > General Configuration settings. Here you can enter the maximum length for system call handler greetings. The range is 1 to 1,200 seconds and default setting is 90 seconds.

The request is as follows:

```
PUT https://<connection-server>/vmrest/voicefiles/<temporary file name>
```

```
Response Code: 204
```

The content has been accepted and copied into the temporary file.

JSON Example

```
POST https://<connection-sever>/vmrest/voicefiles/<temporary file name>
Accept: application/json
Content-Type; application/json
Connection: keep-alive
```

```
Response Code: 204
```

Step 3 Add the file to the voice name. The request is as follows:

```
PUT https://<connection-server>/vmrest/handlers/directoryhandlers/<directoryhandlerobjectid>
Request Body:
<DirectoryHandler>
  <VoiceName>0ad46c53-44eb-4da6-988c-4f07fab6bdd.wav</VoiceName>
</DirectoryHandler>
```

```
Response Code: 201
```

JSON Example

```
POST https://<connection-sever>/vmrest/handlers/directoryhandlers/<directoryhandlerobjectid>
Accept: application/json
Content-Type; application/json
Connection: keep-alive
Request Body:
{
  "VoiceName": "0ad46c53-44eb-4da6-988c-4f07fab6bdd.wav"
}
```

```
Response Code: 201
```

Use the below URL in the browser to listen to the voice name.

<https://<connection-server>/vmrest/handlers/directoryhandlers/<directoryhandlerobjectid>/voicename>

Add/Update Voice Name Recording the Greeting using Telephony Interface

It's a three step process to record a new file then modify the current stream with this new stream

Step 1 Call Connection

In the first step, the integration between Unity Connection and Call Manager must be setup so that a call can be setup. Refer to the document at the below link to check how to make the call.

[http://docwiki.cisco.com/wiki/Cisco_Unity_Connection_Telephony_Interface_\(CUTI\)_API_-_Using_CUTI_for_Basic_Call_Operations](http://docwiki.cisco.com/wiki/Cisco_Unity_Connection_Telephony_Interface_(CUTI)_API_-_Using_CUTI_for_Basic_Call_Operations)

Step 2 Recording

Once the phone is answered, the second step is to record the greeting. The length of the greeting can be set under the System Settings > General Configuration settings. Here you can enter the maximum length for system call handler greetings. The range is 1 to 1,200 seconds and default setting is 90 seconds. The minimum and maximum length of the recording using telephony integration can be seen in Connection Administration under the Advanced >> Telephony settings.

- Maximum Recording Time in Milliseconds – default value 1200000
- Minimum Recording Duration in Milliseconds -default value 1000

The same can be fetched using APIs using the following URL:

<https://<connection-server>/vmrest/configurationvalues>

Check for the values

The request is as follows:

```
<ConfigurationValue>
  <Type>3</Type>
  <LastModifiedTime>2013-01-21 07:21:53.49</LastModifiedTime>
  <LastModifiedByComponent>CUADMIN</LastModifiedByComponent>
  <FullName>System.Telephony.RecordingMinimumLengthMs</FullName>
  <Value>1000</Value>
  <UserSetting>true</UserSetting>
  <MinVal>0</MinVal>
  <MaxVal>5000</MaxVal>
  <RequiresRestart>false</RequiresRestart>
</ConfigurationValue>
```

Response Code: 200

Configuration values can be modified using Connection Administration..

JSON Example

```
GET https://<connection-server>/vmrest/configurationvalues
Accept : application/json
Connection : keep-alive
{
  "@total": "2",
  "ConfigurationValue":
  [
    {
      "Type": "1",
      "FullName": "System",
      "UserSetting": "false",
      "MinVal": "0",
      "MaxVal": "0",
      "RequiresRestart": "false"
    },
    {
      "Type": "1",
      "FullName": "System.Notifier",
      "UserSetting": "false",
      "MinVal": "0",
      "MaxVal": "0",
      "RequiresRestart": "false"
    }
  ]
}
```

Response Code: 200

Use the following request to record the voice name:

```
POST https://<connection-server>/vmrest/calls/<CallId>
Request Body:
<CallControl>
  <op>RECORD</op>
</CallControl>
```

Response Code: 201

Make a note of the output obtained, that will be the input for uploading a wave file.

JSON Example

```
POST https://<connection-server>/vmrest/calls/<CallId>
Accept application/json
Content-Type: application/json
Connection: keep-alive
Request Body:
{
  "op": "RECORD"
}
```

Response Code: 201

Step 3 Upload the .WAV File

The third step is to upload the wave file to the call handler voice name.

```
PUT https://<connectionserver>/
vmrest/handlers/directoryhandlers/<directoryhandlerobjectid>/voicename
Request Body:
<CallControl>
  <op>RECORD</op>
  <resourceType>STREAM</resourceType>
  <resourceId>67ed783c-203f-454b-a0e6-57b77820c831.wav</resourceId>
  <lastResult>0</lastResult>
  <speed>100</speed>
  <volume>100</volume>
  <startPosition>0</startPosition>
</CallControl>
```

Response Code: 204

JSON Example

```
POST https://<connectionserver>/
vmrest/handlers/directoryhandlers/<directoryhandlerobjectid>/voicename
Accept : application/json
Content-Type : application/json
Connection : keep-alive
Request Body:
{
  "op": "RECORD",
  "resourceType": "STREAM",
  "resourceId": "67ed783c-203f-454b-a0e6-57b77820c831.wav",
  "lastResult": "0", "speed": "100",
  "volume": "100",
  "startPosition": "0"
}
```

Response Code: 204

Use the following URL to listen to the voice name associated with the directory handler: Paste the URL in the browser and listen to the voice name.

<https://<connection-server>/vmrest/handlers/directoryhandlers/<directoryhandlerobjectid>/voicename>

Adding Voice Name by Passing Input Stream in the Request

The voice name can also be updated using the input stream. An input stream can be created from the .wav file and passed as the request body. The URL for this should be:

<https://<connection-server>/vmrest/handlers/directoryhandlers/<directoryhandlerobjectid>/voicename> The request body should be like this:

```
put.setRequestBody(new FileInputStream(file3));
```

where the PUT request is created to upload the file3 .wav file. Make sure the content type for the request should be passed as "audio/wav". Use the following URL from the browser to listen to the voice name associated with the directory handler:

<https://<connection-server>/vmrest/handlers/directoryhandlers/<directoryhandlerobjectid>/voicename>

