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## Introduction

The Cisco Unity Connection Notification Interface (CUNI) API is a web service interface for managing subscriptions to events from Cisco Unity Connection systems. It provides a way to get asynchronous notifications when voice mail messages are received, deleted, or changed. CUNI can be used to integrate Connection into an existing enterprise-wide portal.

CUNI is designed to provide a simple, stable method of accessing the notification functionality on Connection systems through a standards based interface using XML and HTTPS.

Through CUNI, you can do the following:

- Subscribe for message events
- Subscribe for one or many users on a single channel

Note: All the above functions associated with CUNI API support both the IPv4 and IPv6 addresses. However, the IPv6 address works only when Connection platform is configured in Dual (IPv4/IPv6) mode.

For more information see the chapter 'Adding or Changing the IPv6 Addresses of Cisco Unity Connection 8.5 and Later Servers' at the following link  
[http://www.cisco.com/en/US/docs/voice\\_ip\\_comm/connection/9x/upgrade/guide/9xcucrug051.html](http://www.cisco.com/en/US/docs/voice_ip_comm/connection/9x/upgrade/guide/9xcucrug051.html).

Note that CUNI is intended for use in server-to-server applications where receiving notifications for many users over a single connection is required. As such, it is designed to handle a small number of clients that are each subscribing for notifications on a large set of subscribers. It also requires Administrative credentials, making it inappropriate for browser applications to use directly.

CUNI is composed of two parts: a SOAP interface for subscribing, and an asynchronous piece (the Notifier) that delivers events as XML over HTTP.

## Technical Details

- CUNI is standards-based: it implements a standard SOAP-based interface for managing subscriptions. Message events are sent as standard XML over HTTP.
- CUNI is easy to use: as a web-based interface, CUNI is independent of operating systems and programming languages, and does not require any client libraries to use.

## Getting Started with CUNI

In order to begin developing with CUNI, you need to obtain the following:

### Hardware

- Cisco Media Convergence Server (MCS) for Cisco Unity Connection version 8.0 or later
- For detailed hardware-specification information, see the [Cisco Unity Connection 8.x Supported Platforms List](#)

### Software

- Cisco Unity Connection Software Ordering
- Not for Resale Kits (Must for eligible to purchase)
- Select Unified Communications System Release Kit

Discounts for some of the above hardware and software may be available for participants in the Cisco Technology Developer Program.

We recommend that all developers have an up-to-date Cisco Developer Services support agreement. This provides the developer with access to professional support and assistance for application development.

## Other CUNI Resources

Additional information about CUNI is also available on the Cisco Developer Network [ <https://developer.cisco.com/site/collaboration/voicemail/unity-connection/overview/> ].

To participate in the Unity Connection forum, see the [ <https://communities.cisco.com/community/developer/collaboration/voicemail> ].

## Troubleshooting

See the following for information on troubleshooting all Connection APIs:

[Troubleshooting \(applies to all Connection APIs\)](#)