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## Enumeration Types

### Call Action

Name	Value	Description
Ignore	0	No action taken
Hangup	1	The call is immediately terminated.
Goto	2	Go to an object such as a call handler, directory handler or interview handler.
Error	3	Play the error greeting.
TakeMsg	4	Take a message.
SkipGreeting	5	Skip greeting.
RestartGreeting	6	Restart greeting on current handler.
TransferAltContact	7	Transfer to alternate contact number.
RouteFromNextRule	8	Route from Next call routing rule.

### Play Post Greeting Recording

Name	Value	Description
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No	0	Don't play the recording
Always	1	Always play the configured recording
External	2	Play the recording for external calls only

### Play After Message Recording

Name	Value	Description
No	0	Don't play the recording
Always	1	Play system default
External	2	Play recording

### SendPrivateMsg

Name	Value	Description
Never	0	No messages are marked private.
Always	1	All messages are marked private.
Ask	2	Ask the outside caller if they wish to mark the message as private.

### SendurgentMsg

Name	Value	Description
Never	0	Messages left by unidentified calls are never marked urgent.
Always	1	All messages left by unidentified callers are marked urgent.
Ask	2	Cisco Unity Connection asks unidentified callers whether to mark their messages urgent.

### PlayWhat

Name	Value	Description
SystemGreeting	0	Cisco Unity Connection plays a prerecorded greeting along with the recorded name of the subscriber (for example, "Sorry, <subscriber name> is not available"). If the subscriber does not have a recorded name, Cisco Unity Connection plays the subscriber extension instead. When a greeting is enabled but not recorded, Cisco Unity Connection plays a prerecorded system greeting.
RecordedGreeting	1	Use a personal recording for the call handler (or subscriber). This can be recorded over the phone or from the Cisco Unity Connection Administration and CPCA administrative interfaces on the call handler/subscriber.
NoGreeting	2	No greeting is played.

**TransferRuleAction**

Name	Value	Description
PlayGreeting	0	Cisco Unity Connection transfers the call to the call handler greeting.
Transfer	1	Cisco Unity Connection transfers the call to the number in the "Extension" column in tbl_TransferOption.

**Call Handler RNA Action**

Name	Value	Description
PlayGreeting	1	After the number of rings (as defined by "TransferRings" column), pull back the call and transfer the call to the appropriate greeting.
Release	0	Release the call to the phone system.

**Call Handler Hold Mode**

Name	Value	Description
No	0	Cisco Unity Connection prompts the caller to leave a message and allows the caller to dial another extension.
Yes	1	Cisco Unity Connection plays a prompt indicating that the extension is busy. The caller is put on hold. Note that this hold is not performed by the phone system.
Ask	2	Cisco Unity Connection gives the caller the options of holding, leaving a message, or dialing another extension.

**Transfer Type**

Name	Value	Description
Supervised	1	Listen for busy, ring no answer.
Unsupervised	0	Just let the switch to do the transfer, and do not stay on the line and take action on RNA or busy.

**AfterMessageTargetConversation/ AfterGreetingTargetConversation/ TargetConversation**

The AfterMessageTargetConversation/AfterGreetingTargetConversation/TargetConversation fields are read/write, and can take the following values. Although it is not an enumeration type, only certain string values are valid conversation names. For some conversations, it is required to specify their respective TargetHandlerObjectIds as well AfterMessageHandlerObjectid, AfterGreetingHandlerObjectId, and TargethandlerObjectId.

Value	Description	Target Handler
AD	Directory conversation	Directory Handler
PHTransfer	Transfer to a user or call handler	User or Call

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		Handler
PHGreeting	Play greeting of a user or call handler	User or Call Handler
PHInterview	Interview Conversation	Interview Handler
Attempt Forward	Forwards the call to the user's greeting if the forwarding number matches a user	NA
Attempt SignIn	Sends the call to a user's sign-in if the calling number matches a user	NA
BroadcastMessageAdministrator	Sends the call to a conversation for sending broadcast messages	NA
SystemTransfer	Sends the call to a conversation allowing the caller to transfer to a number they specify (assuming the restriction table allows it).	NA
CheckedOutGuest	Sends the call to a conversation for checked-out hotel guests.	NA
GreetingsAdministrator	Sends the call to a conversation allowing changing greetings by phone.	NA
ReverseTrapConv	Connects to Visual Voicemail.	NA
SubSignIn	Sends the call to the sign-in conversation, which prompts the user to enter their ID.	NA
ConvUtilsLiveRecord	Sends the call to the live-record pilot number configured on Call Manager.	NA
SubSysTransfer	Sends the call to a conversation allowing the caller to transfer to a number they specify (assuming the restriction table allows it). However, requires user sign-in first, so unknown callers cannot use it.	NA

### Greeting Type

Greeting	Description
Alternate	Alternate - can be used for a variety of special situations, such as vacations, leave of absence, or a holiday. An alternate greeting overrides all other greetings.
Busy	Busy - plays when the extension is busy. A busy greeting overrides the standard, off hours, and internal greetings.
Error	Error - plays when a caller attempts to dial an extension that does not exist on the system during a greeting.
Internal	Internal - plays to internal callers only. An internal greeting overrides the standard and off hours greetings.
Off Hours	

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	Off hours - plays during the closed (non business) hours defined for the active schedule. An off hours greeting overrides the standard greeting, and thus limits the standard greeting to the open hours defined for the active schedule.
Standard	Standard - plays at all times unless overridden by another greeting. You cannot disable the standard greeting.
Holiday	Holiday - plays when holiday schedule is encountered unless overridden by an alternate greeting.