

**Links to Other API pages:** [Cisco Unity Connection APIs](#)

<b>CUPI Guide Contents</b>
<a href="#">API Overview</a>
<a href="#">Index of All CUPI Documentation</a>

## Contents

- [1 Greetings APIs](#)
  - ◆ [1.1 Listing the Greetings](#)
  - ◆ [1.2 Viewing the Details of Specific Greeting](#)
  - ◆ [1.3 Updating a Greeting](#)
  - ◆ [1.4 Explanation of Data Fields](#)

## Greetings APIs

Administrator can use this API to fetch the greetings. It can be used to fetch the list of greetings and also a single instance of greetings.

### Listing the Greetings

The following is an example of the GET request that fetch the list of greetings:

```
GET https://<connection-server>/vmrest/ callhandlertemplates/<callhandlertemplate-objectid>/templategreetings
```

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

```
<TemplateGreetings total="2">
  <TemplateGreeting>
    <URI>/vmrest/callhandlertemplates/5f6e1043-5edf-4646-90ac-836910ac1a4c/templategreetings/Alternate</URI>
    <CallHandlerObjectId>5f6e1043-5edf-4646-90ac-836910ac1a4c</CallHandlerObjectId>
    <CallhandlerURI>/vmrest/handlers/callhandlers/5f6e1043-5edf-4646-90ac-836910ac1a4c</CallhandlerURI>
    <IgnoreDigits>>false</IgnoreDigits>
    <PlayWhat>0</PlayWhat>
    <RepromptDelay>2</RepromptDelay>
    <Reprompts>0</Reprompts>
    <TimeExpires>1972-01-01 00:00:00.0</TimeExpires>
    <GreetingType>Alternate</GreetingType>
    <AfterGreetingAction>4</AfterGreetingAction>
    <PlayRecordMessagePrompt>>true</PlayRecordMessagePrompt>
    <EnableTransfer>>false</EnableTransfer>
  </TemplateGreeting>
  <TemplateGreeting>
    <URI>/vmrest/callhandlertemplates/5f6e1043-5edf-4646-90ac-836910ac1a4c/templategreetings/Busy</URI>
```

## Cisco\_Unity\_Connection\_Provisioning\_Interface\_(CUPI)\_API\_--\_Greetings\_APIs

```
<CallHandlerObjectId>5f6e1043-5edf-4646-90ac-836910ac1a4c</CallHandlerObjectId>
<CallhandlerURI>/vmrest/handlers/callhandlers/5f6e1043-5edf-4646-90ac-
836910ac1a4c</CallhandlerURI>
<IgnoreDigits>>false</IgnoreDigits>
<PlayWhat>0</PlayWhat>
<RepromptDelay>2</RepromptDelay>
<Reprompts>0</Reprompts>
<TimeExpires>1972-01-01 00:00:00.0</TimeExpires>
<GreetingType>Busy</GreetingType>
<AfterGreetingAction>4</AfterGreetingAction>
<PlayRecordMessagePrompt>>true</PlayRecordMessagePrompt>
<EnableTransfer>>false</EnableTransfer>
</TemplateGreeting>
</TemplateGreetings>
```

Response Code: 200

### JSON Example

To view the list of greetings, do the following:

Request URI:

GET: https://<connection-server>/vmrest/callhandlertemplates/<callhandlertemplate-objectid>/templa

Accept: appliaction/json

Conenction: keep\_alive

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

```
{
  "@total": "2"
  "TemplateGreeting": [
    {
      "URI": "/vmrest/callhandlertemplates/a2f8fb8f-68ee-4a17-90a0-
bff0308b5b1a/templategreetings/Alternate"
      "CallHandlerObjectId": "a2f8fb8f-68ee-4a17-90a0-bff0308b5b1a"
      "CallhandlerURI": "/vmrest/handlers/callhandlers/a2f8fb8f-68ee-4a17-90a0-
bff0308b5b1a"
      "IgnoreDigits": "false"
      "PlayWhat": "0"
      "RepromptDelay": "2"
      "Reprompts": "0"
      "TimeExpires": "1972-01-01 00:00:00.0"
      "GreetingType": "Alternate"
      "AfterGreetingAction": "4"
      "PlayRecordMessagePrompt": "true"
      "EnableTransfer": "false"
    },
    {
      "URI": "/vmrest/callhandlertemplates/a2f8fb8f-68ee-4a17-90a0-
bff0308b5b1a/templategreetings/Busy"
      "CallHandlerObjectId": "a2f8fb8f-68ee-4a17-90a0-bff0308b5b1a"
      "CallhandlerURI": "/vmrest/handlers/callhandlers/a2f8fb8f-68ee-4a17-90a0-
bff0308b5b1a"
      "IgnoreDigits": "false"
      "PlayWhat": "0"
      "RepromptDelay": "2"
      "Reprompts": "0"
      "TimeExpires": "1972-01-01 00:00:00.0"
      "GreetingType": "Busy"
      "AfterGreetingAction": "4"
      "PlayRecordMessagePrompt": "true"
    }
  ]
}
```

## Cisco\_Unity\_Connection\_Provisioning\_Interface\_(CUPI)\_API\_--\_Greetings\_APIs

```
"EnableTransfer": "false"
},
]
}
```

Response Code: 200

### Viewing the Details of Specific Greeting

The following is an example of the GET request that lists the details of specific greeting:

```
GET https://<connection-server>/vmrest/callhandlertemplates/<callhandlertemplate-
objectId>/templategreetings/<Greetingname>
```

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

```
<TemplateGreeting>
  <URI>/vmrest/callhandlertemplates/5f6e1043-5edf-4646-90ac-
836910ac1a4c/templategreetings/Alternate</URI>
  <CallHandlerObjectId>5f6e1043-5edf-4646-90ac-836910ac1a4c</CallHandlerObjectId>
  <CallhandlerURI>/vmrest/handlers/callhandlers/5f6e1043-5edf-4646-90ac-
836910ac1a4c</CallhandlerURI>
  <IgnoreDigits>>false</IgnoreDigits>
  <PlayWhat>0</PlayWhat>
  <RepromptDelay>2</RepromptDelay>
  <Reprompts>0</Reprompts>
  <TimeExpires>1972-01-01 00:00:00.0</TimeExpires>
  <GreetingType>Alternate</GreetingType>
  <AfterGreetingAction>4</AfterGreetingAction>
  <PlayRecordMessagePrompt>>true</PlayRecordMessagePrompt>
  <EnableTransfer>>false</EnableTransfer>
</TemplateGreeting>
```

Response Code: 200

### JSON Example

To view a specific greeting, do the following:

Request URI:

```
GET: https://<connection-server>/vmrest/callhandlertemplates/<Callhandlertemplate-objectid>/templa
Accept: application/json
Connection: keep_alive
```

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

```
{
  "URI": "/vmrest/callhandlertemplates/a2f8fb8f-68ee-4a17-90a0-
bff0308b5b1a/templategreetings/Alternate"
  "CallHandlerObjectId": "a2f8fb8f-68ee-4a17-90a0-bff0308b5b1a"
  "CallhandlerURI": "/vmrest/handlers/callhandlers/a2f8fb8f-68ee-4a17-90a0-bff0308b5b1a"
  "IgnoreDigits": "false"
  "PlayWhat": "0"
  "RepromptDelay": "2"
  "Reprompts": "0"
```

## Cisco\_Unity\_Connection\_Provisioning\_Interface\_(CUPI)\_API\_--\_Greetings\_APIs

```
"TimeExpires": "1972-01-01 00:00:00.0"
"GreetingType": "Alternate"
"AfterGreetingAction": "4"
"PlayRecordMessagePrompt": "true"
"EnableTransfer": "false"
}
```

Response Code: 200

### Updating a Greeting

The following is an example of the GET request that updates the details of specific greeting:

```
PUT https://<connection-server>/vmrest/callhandlertemplates/<callhandler-template-objectid>/template
Response Body:
<TemplateGreeting>
  <PlayWhat>1</PlayWhat>
  <PlayRecordMessagePrompt>true</PlayRecordMessagePrompt>
</TemplateGreeting>
```

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

To update a particular greeting, do the following:

```
Request URI:
PUT: https://<connection-server>/vmrest/callhandlertemplates/<Callhandler-template-objectid>/template
Accept: application/json
Content_type: application/json
Connection: keep_alive
Request Body:
{
  "PlayWhat": "1",
  "PlayRecordMessagePrompt": "true"
}
```

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

Parameter	Operations	Data Type	Comments
URI	Read Only	String	URI of greetings
CallHandlerObjectId	Read Only	String	

Cisco\_Unity\_Connection\_Provisioning\_Interface\_(CUPI)\_API\_--\_Greetings\_APIs

			The unique identifier of the call handler object to which this greeting rule belongs.
TemplateCallHandlerURI	Read/Write	String	URI of the call handler.
IgnoreDigits	Read/Write	Boolean	<p>A flag indicating whether Cisco Unity Connection takes action in response to touchtone keys pressed by callers during the greeting.</p> <p>This column overrides all the Menu Entry settings when this greeting is active. This has the same effect as setting all the menu entry keys for this handler to "locked". It is a shorthand way of locking callers into the greeting so they cannot get out until it completes. Possible values:</p> <ul style="list-style-type: none"> <li>• false: Caller input enabled during greeting</li> <li>• true: Caller input ignored during greeting</li> </ul> <p>Default Value: false</p>
PlayWhat	Read/Write	Integer	<p>The source for the greeting when this greeting is active.</p> <p>Refer to the section Enumeration Type.&lt;&lt;Link will be mentioned later&gt;&gt; Default Value: 0</p>
RepromptDelay	Read/Write	Integer	<p>The amount of time (in seconds) that Cisco Unity Connection waits without receiving any input from a caller before Cisco Unity Connection prompts the caller again. The range of this field can vary from 0 to 100.</p> <p>Possible values:</p> <ul style="list-style-type: none"> <li>• 0: Do wait without receiving caller input and do not replay greeting.</li> <li>• 1 or greater: Wait this number of seconds without receiving any input from the caller before playing the greeting again.</li> </ul> <p>Default Value: 2</p>
Reprompts	Read/Write	Integer	

Cisco\_Unity\_Connection\_Provisioning\_Interface\_(CUPI)\_API\_--\_Greetings\_APIs

			<p>The number of times to reprompt a caller. After the number of times indicated here, Cisco Unity Connection performs the after-greeting action.</p> <p>This column is typically used when an audio text application is expecting input from a caller. The range of this field can vary from 0 to 100. Possible values:</p> <ul style="list-style-type: none"> <li>• 0: Do not re-prompt - Cisco Unity Connection will play the greeting once and then the after-greeting action is taken.</li> <li>• 1 or greater: Number of times to re-prompt.</li> </ul> <p>The "RepromptDelay" value determines how many seconds to wait in between replays. Default Value: 0</p>
GreetingType	Read Only	String	<p>Specifies the greeting type. Refer to the section Enumeration Type.&lt;&lt;Link will be mentioned later&gt;&gt;</p> <p>Default value: Standard</p>
AfterGreetingAction	Read/Write	Integer	<p>The type of call action to take, e.g., hang-up, goto another object, etc.</p> <p>Refer to the section Enumeration Type.&lt;&lt;Link will be mentioned later&gt;&gt;</p> <p>Default value: 4</p>
AfterGreetingTargetConversation	Read/Write	String	<p>Specifies the conversation to go to after the greeting is played.</p> <p>Refer to the section Enumeration Type.&lt;&lt;Link will be mentioned later&gt;</p>
AfterGreetingTargetHandlerObjectId	Read/Write	String	<p>The unique identifier of the call action object that Cisco Unity Connection performs after the greeting is played.</p>
TimeExpires	Read/Write	datetime	<p>The date and time when the greeting rule expires. The greeting rule is considered not expired (enabled), if the value is NULL or a future date. The greeting rule is considered expired (disabled), the value is in the past.</p> <p>The "Enhanced Alternate Greeting" feature uses this column to specify how long the subscriber wants their alternate</p>

Cisco\_Unity\_Connection\_Provisioning\_Interface\_(CUPI)\_API\_--\_Greetings\_APIs

			greeting enabled. The standard greeting rule should never be disabled. The field is not displayed when the Greeting field is enabled with no end date and end time.
PlayRecordMessagePrompt	Read/Write	Boolean	<p>A flag indicating whether the ?Record your message at the tone?? prompt prior to recording a message.</p> <p>Values:</p> <ul style="list-style-type: none"> <li>• true ? Play Record Message prompt is enabled.</li> <li>• false ? Play Record prompt is disabled.</li> </ul> <p>Default Value: true</p>
EnableTransfer	Read/Write	Boolean	<p>A flag indicating when an extension is dialed at the greeting and the extension is not available whether to transfer to another extension.</p> <p>Values:</p> <ul style="list-style-type: none"> <li>• true: Allows transfer</li> <li>• false: Does not allow</li> </ul> <p>Default Value: false</p>