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## Send Message Settings

The following URI can be used to view the user template object ID:

```
GET https://<connection-server>/vmrestvmrest/usertemplates/<user-template-object-id>
```

## Update Send Message Settings

```
<UserTemplate>
  <AddressMode>0</AddressMode>
  <NameConfirmation>>false</NameConfirmation>
  <ContinuousAddMode>>false</ContinuousAddMode>
  <SendMessageOnHangup>2</SendMessageOnHangup>
</UserTemplate>
```

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	Data Type	Values
SendBroadcastMsg	Boolean	User Can Send Broadcast Messages to Users on This Server  Values: <ul style="list-style-type: none"> <li>• 0: Cannot send broadcast messages.</li> <li>• 1: Can send broadcast messages.</li> </ul>

Cisco\_Unity\_Connection\_Provisioning\_Interface\_(CUPI)\_API\_--\_Send\_Message\_Settings

		Default value: False
UpdateBroadcastMsg	Boolean	User Can Update Broadcast Messages Stored on This Server
AddressMode	Integer	Address mode options. <ul style="list-style-type: none"> <li>• 0: Spelling the Last Name Then First Name</li> <li>• 1: Entering the extension</li> <li>• 2: Spelling the First Name Then Last Name</li> </ul>
NameConfirmation	Boolean	Confirm Recipient by Name
ContinuousAddMode	Boolean	Continue Adding Names after Each Recipient. Default value: False
UseDynamicNameSearchWeight	Boolean	Automatically Add Recipients to Addressing Priority List
EnableSaveDraft	Boolean	Allow Users to Save Draft Messages
RetainUrgentMessageFlag	Boolean	Retain Urgency Flag When Forwarding or Replying to Messages
SendMessageOnHangup	Integer	Allow addressing a message or discard Message or save Message as draft on hanging. <ul style="list-style-type: none"> <li>• 0: Discard Message</li> <li>• 1: Send Message</li> <li>• 2: Save Message as Draft</li> </ul>