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## Playback Message Settings API

The following URI can be used to view the playback message settings of the specific user:

```
GET https://<connection-server>/vmrest/users/<user-objectid>
```

### Edit Parameters

```
PUT https://<connection-server>/vmrest/users/<user-objectid>
```

```
<User>
  <Volume>50</Volume>
  <Speed>100</Speed>
  <SayTotalNew>>true</SayTotalNew>
  <SayTotalNewVoice>>true</SayTotalNewVoice>
  <SayTotalNewEmail>>false</SayTotalNewEmail>
  <SayTotalNewFax>>false</SayTotalNewFax>
  <SayTotalReceipts>>false</SayTotalReceipts>
  <SayTotalSaved>>true</SayTotalSaved>
  <SayTotalDraftMsg>>false</SayTotalDraftMsg>
  <MessageTypeMenu>>false</MessageTypeMenu>
  <NewMessageSortOrder>2</NewMessageSortOrder>
  <SaveMessageOnHangup>1</SaveMessageOnHangup>
  <DeletedMessageSortOrder>1</DeletedMessageSortOrder>
  <SaySender>>true</SaySender>
  <SaySenderExtension>>false</SaySenderExtension>
  <SayAni>>true</SayAni>
  <SayMsgNumber>>true</SayMsgNumber>
  <SayTimestampBefore>>true</SayTimestampBefore>
  <AutoAdvanceMsgs>>false</AutoAdvanceMsgs>
  <ConfirmDeleteMessage>>true</ConfirmDeleteMessage>
</User>
```

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

NOTE: To sort the message type:

## Cisco\_Unity\_Connection\_Provisioning\_Interface\_(CUPI)\_API\_--\_User\_Playback\_Message\_Settings

- for new message:

```
<NewMessageSortOrder>
2
</NewMessageSortOrder>
```

- for saved message:

```
<SaveMessageSortOrder>
1
</SaveMessageSortOrder>
```

- for deleted message:

```
<DeletedMessageSortOrder>
1
</DeletedMessageSortOrder>
```

All the possible values for above three parameters are given in the table.

### JSON Example

```
PUT https://<connection-server>/vmrest/users/<user-objectid>
Accept: application/json
Content-type: application/json
Connection: keep-alive
```

Request Body:

```
{
  "Volume": "50"
}
```

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

| Parameters | Data Type | Operation  | Description  |
|------------|-----------|------------|--|
| Volume     | Integer   | Read/Write | The audio volume expressed as a percentage that Cisco Unity Connection uses to play back message. The range can vary from 0 to 100.<br><br>Possible values: <ul style="list-style-type: none"><li>• 25: Low</li><li>• 50: Medium</li><li>• 100: High</li></ul> Default value: 50 |
| Speed      | Integer   | Read/Write | The audio speed system uses to play back messages to the subscriber. The range can vary from 0 to 200.   |

|                  |         |            |  |
|------------------|---------|------------|--|
|                  |         |            | <ul style="list-style-type: none"> <li>• 50: Slow</li> <li>• 100: Normal</li> <li>• 150: Fast</li> <li>• 200: Fastest</li> </ul> <p>Default value: 100</p>   |
| SayTotalNew      | Boolean | Read/Write | <p>A flag indicating whether system announces the total number of new messages in the subscriber mailbox.</p> <p>Possible values:</p> <ul style="list-style-type: none"> <li>• false: Do not announce total number of new messages.</li> <li>• true: Announce the total number of new messages in the subscriber mailbox.</li> </ul> <p>Default Value: false</p>                     |
| SayTotalNewEmail | Boolean | Read/Write | <p>A flag indicating whether system announces the total number of new e-mail messages in the subscriber mailbox</p> <p>Possible values:</p> <ul style="list-style-type: none"> <li>• false: Do not announce total number of new e-mail messages.</li> <li>• true: Announce the total number of new e-mail messages in the subscriber mailbox.</li> </ul> <p>Default Value: false</p> |
| SayTotalNewFax   | Boolean | Read/Write | <p>A flag indicating whether system announces the total number of new fax messages in the subscriber mailbox.</p> <ul style="list-style-type: none"> <li>• false: Do not announce total number of new fax messages.</li> <li>• true: Announce the total number of new fax messages in the subscriber mailbox.</li> </ul> <p>Default Value: false</p>                                 |
| SayTotalNewVoice | Boolean | Read/Write | <p>A flag indicating whether system announces the total number of new voice messages in the subscriber mailbox.</p> <ul style="list-style-type: none"> <li>• false: Do not announce total number of new voice messages.</li> <li>• true: Announce the total number of new voice messages in the subscriber mailbox.</li> </ul>   |

|                      |         |            |   |
|----------------------|---------|------------|---|
|                      |         |            | Default Value: true   |
| SayTotalReceipts     | Boolean | Read/Write | <p>A flag indicating whether system announces the total number of new receipts in the subscriber mailbox.</p> <p>Possible values:</p> <ul style="list-style-type: none"> <li>• false: Do not announce total number of new receipts.</li> <li>• true: Announce the total number of new receipts in the subscriber mailbox.</li> </ul> <p>Default Value: false</p>                      |
| SayTotalSaved        | Boolean | Read/Write | <p>A flag indicating whether system announces the total number of saved messages in the subscriber mailbox.</p> <p>Possible values:</p> <ul style="list-style-type: none"> <li>• false: Do not announce total number of saved messages.</li> <li>• true: Announce the total number of saved messages in the subscriber mailbox.</li> </ul> <p>Default Value: false</p>                |
| SayTotalDraftMsg     | Boolean | Read/Write | <p>A flag indicating whether Cisco Unity Connection announces the total number of draft messages in the subscriber mailbox.</p> <p>Possible values</p> <ul style="list-style-type: none"> <li>• false: Do not announce total number of draft messages.</li> <li>• true: Announce the total number of draft messages in the subscriber mailbox.</li> </ul> <p>Default Value: false</p> |
| MessageTypeMenu      | Boolean | Read/Write | <p>A flag indicating whether system plays the message type menu when the subscriber logs on to system over the phone.</p> <p>Possible values:</p> <ul style="list-style-type: none"> <li>• false: Do not play message type menu</li> <li>• true: Play message type menu</li> </ul> <p>Default Value: false</p>  |
| NewMessageStackOrder | String  | Read/Write | The order in which system plays the following types new messages:   |

|                         |            |            |  |
|-------------------------|------------|------------|--|
|                         |            |            | <p>Possible values:</p> <ul style="list-style-type: none"> <li>• Urgent voice messages</li> <li>• Non-urgent voice messages</li> <li>• Urgent fax messages</li> <li>• Non-urgent fax messages</li> <li>• Urgent e-mail messages</li> <li>• Non-urgent e-mail messages</li> <li>• Receipts and notices</li> </ul>   |
| SaveMessageOnHangup     | Boolean    | Read/Write | <p>A flag indicating when hanging up while listening to a new message, whether the message is marked new again or is marked read.</p> <p>Possible Values:</p> <ul style="list-style-type: none"> <li>• false: Message is marked new again</li> <li>• true: Message is marked read</li> </ul> <p>Default Value: false</p>   |
| SavedMessageStackOrder  | String(36) | Read/Write | <p>The order in which system plays the following types of saved messages:</p> <ul style="list-style-type: none"> <li>• Urgent voice messages</li> <li>• Non-urgent voice messages</li> <li>• Urgent fax messages</li> <li>• Non-urgent fax messages</li> <li>• Urgent e-mail messages</li> <li>• Non-urgent e-mail messages</li> <li>• Receipts and notices</li> </ul> |
| NewMessageSortOrder     | Integer    | Read/Write | <p>The order in which Cisco Unity Connection will sort new messages.</p> <p>Possible values:</p> <ul style="list-style-type: none"> <li>• 1: Newest First</li> <li>• 2: Oldest First</li> </ul> <p>Default Value: 1</p>  |
| SavedMessageSortOrder   | Integer    | Read/Write | <p>The order in which Cisco Unity Connection will sort saved messages..</p> <p>Possible values:</p> <ul style="list-style-type: none"> <li>• 1: Newest First</li> <li>• 2: Oldest First</li> </ul> <p>Default Value: 2</p>   |
| DeletedMessageSortOrder | Integer    | Read/Write | <p>The order in which Cisco Unity Connection presents deleted messages to the subscriber.</p>  |

|                    |         |            |  |
|--------------------|---------|------------|--|
|                    |         |            | <p>Possible values:</p> <ul style="list-style-type: none"> <li>• 1: Newest First</li> <li>• 2: Oldest First</li> </ul> <p>Default Value: 2</p>   |
| SaySender          | Boolean | Read/Write | <p>A flag indicating whether system announces the sender of a message during message playback for the subscriber.</p> <p>Possible values:</p> <ul style="list-style-type: none"> <li>• false: Do not announce the sender.</li> <li>• true: Announce the sender.</li> </ul> <p>Default Value: true</p>  |
| SaySenderExtension | Boolean | Read/Write | <p>A flag indicating whether Cisco Unity Connection during message playback, plays the primary extension information of the subscriber who sent the message after playing the sender's voice name.</p> <p>Possible values:</p> <ul style="list-style-type: none"> <li>• false: Do not play the extension information of the subscriber who sent the message.</li> <li>• true: After playing the sender's voice name, play the primary extension information of the subscriber who sent the message.</li> </ul> |
| SayAni             | Boolean | Read/Write | <p>A flag indicating whether Cisco Unity Connection plays the Automatic Number Identification (ANI) information during message playback for voice messages from unidentified callers.</p> <p>Possible Values:</p> <ul style="list-style-type: none"> <li>• true</li> <li>• false</li> </ul> <p>Default value: false</p>  |
| SayMsgNumber       | Boolean | Read/Write | <p>A flag indicating whether system announces the position of each message in the stack (i.e., 'Message 1', 'Message 2', etc.) during message playback for the subscriber.</p> <p>Possible values:</p> <ul style="list-style-type: none"> <li>• false: Do not play the message number.</li> <li>• true: Play the message number.</li> </ul>  |

|                       |         |            |  |
|-----------------------|---------|------------|--|
|                       |         |            | Default value: true  |
| SayTimestampBefore    | Boolean | Read/Write | <p>A flag indicating whether system announces the timestamp before it plays back each for the subscriber.</p> <ul style="list-style-type: none"> <li>• false: Do not announce the timestamp before each message is played.</li> <li>• true: Announce the timestamp before each message is played.</li> </ul> <p>Default value: false</p> |
| SayMessageLength      | Boolean | Read/Write | <p>A flag indicating whether Cisco Unity Connection announces the length of each message during message playback.</p> <p>possible values:</p> <ul style="list-style-type: none"> <li>• true</li> <li>• false</li> </ul> <p>Default value: false</p>  |
| SkipForwardTime       | Integer | Read/Write | <p>Indicates the amount of time (in milliseconds) to jump forward when skipping ahead in a voice or TTS message using either DTMF or voice commands while reviewing messages.</p> <p>Default Value: 5000 The range can vary from 1000 to 60000.</p>  |
| SkipReverseTime       | Integer | Read/Write | <p>Indicates the amount of time (in milliseconds) to jump backward when skipping in reverse in a voice or TTS message using either DTMF or voice commands while reviewing messages.</p> <p>Default Value: 5000 The range can vary from 1000 to 60000.</p>  |
| EnableMessageBookmark | Boolean | Read/Write | <p>A flag indicating whether Message Bookmark is enabled for the subscriber</p> <p>Possible values:</p> <ul style="list-style-type: none"> <li>• false: Message Bookmark feature is disabled for subscriber</li> <li>• true: Message Bookmark feature is enabled for subscriber</li> </ul> <p>Default value: false</p>                   |
| SaveMessageOnHangup   | Boolean | Read/Write | <p>A flag indicating when hanging up while listening to a new message, whether the message is marked</p>   |

|                         |         |            |   |
|-------------------------|---------|------------|---|
|                         |         |            | <p>new again or is marked read.</p> <ul style="list-style-type: none"> <li>• false: Message is marked new again</li> <li>• true: Message is marked read</li> </ul> <p>Default Value: false</p>  |
| SaySenderAfter          | Boolean | Read/Write | <p>This flag works exactly the same as the SaySender flag on a user, except the conversation plays the sender in the message footer.</p> <p>Possible Values:</p> <ul style="list-style-type: none"> <li>• false: Do not announce the sender.</li> <li>• True: Announce the sender.</li> </ul>   |
| SaySenderExtensionAfter | Boolean | Read/Write | <p>This flag works exactly the same as the SaySenderExtension flag on a user, except the conversation plays the sender's extension in the message footer.</p> <p>Possible Values:</p> <ul style="list-style-type: none"> <li>• false: Do not play the extension information of the subscriber who sent the message.</li> <li>• true- After playing the sender's voice name, play the primary extension information of the subscriber who sent the message.</li> </ul> |
| SayMsgNumberAfter       | Boolean | Read/Write | <p>This flag works exactly the same as the SayMsgNumber flag on a user, except the conversation plays the message number in the message footer.</p> <p>Possible Values:</p> <ul style="list-style-type: none"> <li>• false: Do not play the message number.</li> <li>• true: Play the message number.</li> </ul>  |
| SayAniAfter             | Boolean | Read/Write | <p>This flag works exactly the same as the SayAni flag on a user, except the conversation plays the ani in the message footer.</p> <p>Possible Values:</p> <ul style="list-style-type: none"> <li>• true</li> <li>• false</li> </ul> <p>Default value: false</p>  |
| SayMessageLengthAfter   | Boolean | Read/Write | <p>This flag works exactly the same as the SayMessageLength flag on a user, except the</p>  |



|                      |         |            |   |
|----------------------|---------|------------|---|
|                      |         |            | <p>conversation plays the message length in the message footer.</p> <p>Possible Values:</p> <ul style="list-style-type: none"> <li>• true</li> <li>• false</li> </ul> <p>Default value: false</p>   |
| AutoAdvanceMsgs      | Boolean | Read/Write | <p>A flag indicating that the conversation will, during playback, advance to the next message in the playback stack automatically after it is done playing the after message menu.</p> <p>Possible Values:</p> <ul style="list-style-type: none"> <li>• false: Do not automatically skip to the next message after playing the after message menu once.</li> <li>• true: Do advanced automatically to the next message after playing the after message menu once.</li> </ul> <p>Default Value: false</p>          |
| ConfirmDeleteMessage | Boolean | Read/Write | <p>A flag indicating whether system will request confirmation from a subscriber before proceeding with a deletion of a single new or saved message.</p> <ul style="list-style-type: none"> <li>• false: system will not request confirmation from a subscriber before proceeding with a deletion of a single new or saved message.</li> <li>• true: system will request confirmation from a subscriber before proceeding with a deletion of a single new or saved message.</li> </ul> <p>Default Value: false</p> |

**NOTE:** Volume and Speed parameters must be of the same range given in the table.