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User Template Message Settings

Administrator can use this API to create/update/delete/fetch the message settings. All the parameters of message settings are present in call handler primary template.

```
GET https://<connection server>/vmrestvmrest/usertemplates/<usertemplateobjectid>
```

From the above URI get the call handler primary template URI:

```
    GET https://<connection-
    server>/vmrestvmrest/callhandlerprimarytemplates/<CallhandlerprimarytemplatesObjectId>
```

Updating Message Settings

The following is an example of the PUT request that updates message settings:

```
  PUT https://<connection-server>/vmrest/callhandlerprimarytemplates/<CallhandlerprimarytemplatesO

<CallhandlerPrimaryTemplate>
    <EditMsg>true</EditMsg>
    <MaxMsgLen>1000</MaxMsgLen>
    <AfterMessageAction>1</AfterMessageAction>
    <SendUrgentMsg>2</SendUrgentMsg>
    <UseCallLanguage>false</UseCallLanguage>
    <SendSecureMsg>false</SendSecureMsg>
    <SendPrivateMsg>1</SendPrivateMsg>
    <PlayAfterMessage>2</PlayAfterMessage>
</CallhandlerPrimaryTemplate>
```

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
```

Updating after Message Actions

Example 1: Call Handler

```
<CallhandlerPrimaryTemplate>
    <AfterMessageAction>2</AfterMessageAction>
    <AfterMessageTargetConversation>PHGreeting</AfterMessageTargetConversation>
    <AfterMessageTargetHandlerObjectId>c1fc1029-55f4-40dc-a553-40b75664ed8a</AfterMessageTargetHar
</CallhandlerPrimaryTemplate>
```

The following is an example of the GET request that shows the call handler template object ID:

```
  GET https://<connection-server>/vmrest/handlers/callhandlers
```

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

```
Response Code: 204
```

Example 2: Interview Handler

```
<CallhandlerPrimaryTemplate>
    <AfterMessageAction>2</AfterMessageAction>
    <AfterMessageTargetHandlerObjectId>c1fc1029-55f4-40dc-a553-40b75664ed8a</AfterMessageTargetHar
</CallhandlerPrimaryTemplate>
```

The following is an example of the GET request that shows the interview handler template object ID:

```
  GET https://<connection server>/vmrest/handlers/interviewhandlers
```

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

```
Response Code: 204
```

Example 3: Directory Handler

```
<CallhandlerPrimaryTemplate>
    <AfterMessageAction>2</AfterMessageAction>
    <AfterMessageTargetHandlerObjectId>c1fc1029-55f4-40dc-a553-40b75664ed8a</AfterMessageTargetHar
</CallhandlerPrimaryTemplate>
```

The following is an example of the GET request that shows the interview handler template object ID:

```
  GET https://<connection server>/vmrest/handlers/directoryhandlers
```

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

```
Response Code: 204
```

Example 4: Conversation

```
Request Body: for broadcast message administrator
<CallhandlerPrimaryTemplate>
    <AfterMessageAction>2</AfterMessageAction>
    <AfterMessageTargetConversation>BroadcastMessageAdministrator</AfterMessageTargetConversation>
```

```
</CallhandlerPrimaryTemplate>
```

The following is the response from the *PUT* request for broadcast message administrator and the actual response will depend upon the information given by you:

```
Response Code: 204

Request Body: for caller system transfer
<CallhandlerPrimaryTemplate>
    <AfterMessageAction>2</AfterMessageAction>
    <AfterMessageTargetConversation>SystemTransfer</AfterMessageTargetConversation>
</CallhandlerPrimaryTemplate>
```

The following is the response from the *PUT* request for caller system transfer and the actual response will depend upon the information given by you:

```
Response Code: 204

Request Body: for greeting administrator
<CallhandlerPrimaryTemplate>
    <AfterMessageAction>2</AfterMessageAction>
    <AfterMessageTargetConversation>GreetingAdministrator</AfterMessageTargetConversation>
</CallhandlerPrimaryTemplate>
```

The following is the response from the *PUT* request for greeting administrator and the actual response will depend upon the information given by you:

```
Response Code: 204

Request Body: for sign in
<CallhandlerPrimaryTemplate>
    <AfterMessageAction>2</AfterMessageAction>
    <AfterMessageTargetConversation>SubSignIn</AfterMessageTargetConversation>
</CallhandlerPrimaryTemplate>
```

The following is the response from the *PUT* request for sign in and the actual response will depend upon the information given by you:

```
Response Code: 204

Request Body: for user system transfer
<CallhandlerPrimaryTemplate>
    <AfterMessageAction>2</AfterMessageAction>
    <AfterMessageTargetConversation>SubSysTransfer</AfterMessageTargetConversation>
</CallhandlerPrimaryTemplate>
```

The following is the response from the *PUT* request for user system transfer and the actual response will depend upon the information given by you:

```
Response Code: 204
```

JSON Example

For conversations, do the following:

```
Request URI:
PUT https://<connection-server>/vmrest/callhandlerprimarytemplates/<CallhandlerprimarytemplatesObj
Accept: application/json
```

```
Content-type: application/json
Connection: keep-alive
Request Body:
{
    "AfterMessageAction":"2",
    "AfterMessageTargetConversation":"SystemTransfer"
}
```

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
```

Example 5: Users with Mailbox

```
Request Body:
<CallhandlerPrimaryTemplate>
    <AfterMessageAction>2</AfterMessageAction>
    <AfterMessageTargetConversation>PHTransfer</AfterMessageTargetConversation>
    <AfterMessageTargetHandlerObjectId>71cb381b-fd16-4ba8-8a1d-e71684e57b0e</AfterMessageTargetHar
</CallhandlerPrimaryTemplate>
```

The following is the response from the *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
MaxMsgLen	Integer	Read/Write	The maximum recording length (in seconds) for messages left by unidentified callers. Default value : 300 Range: 1-3600
EditMsg	Boolean	Read/Write	Allows callers to be prompted to listen to, add to, rerecord, or delete their messages. Values can be: • False: Callers cannot edit messages • True: Callers can edit messages Default value: True
UseDefaultLanguage	Boolean	Read/Write	Values can be: • False: The language is the default language defined for the call handler template. • True: The language is derived from the location to which this call handler template belongs. Default value: False

UseCallLanguage	Boolean	Read/Write	This flag allows that language to be the language used by handlers in the system to play prompts for users. Values can be: • False: Do not use the language specified by the system call routing rule to play prompts for users • True: Use the language specified by the system call routing rule to play prompts for users Default value: False
SendUrgentMsg	Integer	Read/Write	A flag indicating whether an unidentified caller can mark a message as "urgent." Values can be: • 0: Never - messages left by unidentified calls are never marked urgent. • 1: Always - all messages left by unidentified callers are marked urgent. • 2: Ask - Cisco Unity Connection asks unidentified callers whether to mark their messages urgent.
SendPrivateMsg	Integer	Read/Write	Determines if an outside caller can mark their message as private. Values can be: • 0: Never - No messages are marked private. • 1: Always - All messages are marked private. • 2: Ask - Ask the outside caller if they wish to mark the message as private.
SendSecureMsg	Boolean	Read/Write	A flag indicating whether an unidentified caller can mark a message as "secure." Values can be: • 0: Never - messages left by unidentified calls are never marked secure. • 1: Always - all messages left by unidentified callers are marked secure.
PlayAfterMessage	Integer	Read/Write	Indicates whether the Sent Message Prompt Recording referenced by Post Greeting Values can be: • 0: Do not play recording • 1: System default recording

			• 2: Play recording
AfterMessageAction	Integer	Read/Write	AfterMessageAction can only accept integer with value 1 or 8 or 2 Values can be: • 1: Hang up • 8: Route from next call routing rule.