

**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 User Template Message Settings](#)
  - ◆ [1.1 Updating Message Settings](#)
  - ◆ [1.2 Updating after Message Actions](#)
  - ◆ [1.3 Explanation of Data Fields](#)

## 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/<CallhandlerprimarytemplatesObjectid>
```

```
<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</AfterMessageTargetHan  
</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</AfterMessageTargetHan  
</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</AfterMessageTargetHan  
</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>
```

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

```
</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

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

```
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</AfterMessageTargetHan
</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: <ul style="list-style-type: none"><li>• False: Callers cannot edit messages</li><li>• True: Callers can edit messages</li></ul> Default value: True
UseDefaultLanguage	Boolean	Read/Write	Values can be: <ul style="list-style-type: none"><li>• False: The language is the default language defined for the call handler template.</li><li>• True: The language is derived from the location to which this call handler template belongs.</li></ul> Default value: False

UseCallLanguage	Boolean	Read/Write	<p>This flag allows that language to be the language used by handlers in the system to play prompts for users.</p> <p>Values can be:</p> <ul style="list-style-type: none"> <li>• False: Do not use the language specified by the system call routing rule to play prompts for users</li> <li>• True: Use the language specified by the system call routing rule to play prompts for users</li> </ul> <p>Default value: False</p>
SendUrgentMsg	Integer	Read/Write	<p>A flag indicating whether an unidentified caller can mark a message as "urgent."</p> <p>Values can be:</p> <ul style="list-style-type: none"> <li>• 0: Never - messages left by unidentified calls are never marked urgent.</li> <li>• 1: Always - all messages left by unidentified callers are marked urgent.</li> <li>• 2: Ask - Cisco Unity Connection asks unidentified callers whether to mark their messages urgent.</li> </ul>
SendPrivateMsg	Integer	Read/Write	<p>Determines if an outside caller can mark their message as private.</p> <p>Values can be:</p> <ul style="list-style-type: none"> <li>• 0: Never - No messages are marked private.</li> <li>• 1: Always - All messages are marked private.</li> <li>• 2: Ask - Ask the outside caller if they wish to mark the message as private.</li> </ul>
SendSecureMsg	Boolean	Read/Write	<p>A flag indicating whether an unidentified caller can mark a message as "secure."</p> <p>Values can be:</p> <ul style="list-style-type: none"> <li>• 0: Never - messages left by unidentified calls are never marked secure.</li> <li>• 1: Always - all messages left by unidentified callers are marked secure.</li> </ul>
PlayAfterMessage	Integer	Read/Write	<p>Indicates whether the Sent Message Prompt Recording referenced by Post Greeting</p> <p>Values can be:</p> <ul style="list-style-type: none"> <li>• 0: Do not play recording</li> <li>• 1: System default recording</li> </ul>

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

			<ul style="list-style-type: none"> <li>• 2: Play recording</li> </ul>
AfterMessageAction	Integer	Read/Write	<p>AfterMessageAction can only accept integer with value 1 or 8 or 2</p> <p>Values can be:</p> <ul style="list-style-type: none"> <li>• 1: Hang up</li> <li>• 8: Route from next call routing rule.</li> </ul>