

**Main page:** [Cisco Unity Express -- REST PI Service Operations](#)

**Previous page:** [Cisco Unity Express -- Restriction Tables REST PI Service Operation](#)

**Next page:** [Cisco Unity Express -- Fax Settings REST PI Service Operation](#)

**Search the Cisco Unity Express documentation on the DocWiki:**

Loading

---

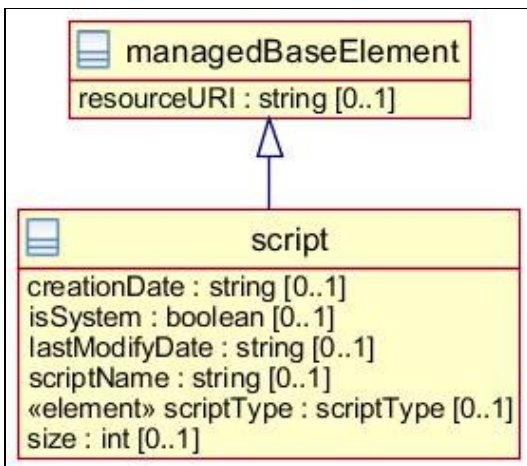
## Contents

- [1](#)
  - [Scripts](#)
    - ◆ [1.1](#)
      - [Classes](#)
        - ◇ [1.1.1](#)
          - [Script](#)
    - ◆ [1.2](#)
      - [Resources](#)

## Scripts

### Classes

**Figure 12: Script**



### Script

<b>Class Name</b>	Script
<b>Extends From</b>	ManagedBaseElement

Cisco\_Unity\_Express\_--\_Scripts\_REST\_API\_Service\_Operation

<b>Description</b>	Class representing a system script file.		
<b>XML Namespace</b>	http://script.model.rest.aesop.cisco.com		
<b>Field Name</b>	<b>Type</b>	<b>Constraints</b>	<b>Comments</b>
scriptName	String		Script file name
isSystem	Boolean		Boolean indicating if it is a system script file (cannot be deleted if system script).
creationDate	String		Creation date for the file.
lastModifyDate	String		Last modify date
scriptType	ScriptType	Enumeration (AA, IVR)	
size	Integer		Size of the script file in bytes.

**Resources**

Resource URI	Operation	Input	Return Value
/scripts	GET (Read all scripts details)		BaseElementList (Script)
/scripts/{scriptname}	PUT (Upload a script file)	Content-type: application/octet-stream	
While uploading binary script file, use query parameter <b>overwrite</b> if a file with same name exist already.		Binary Script file to be uploaded	
/scripts/{scriptname}?overwrite=true	GET (Download a script file)	Accept: application/octet-stream	Script binary file
	GET (Read Script information)	Accept: application/xml	Script
	DELETE (Delete a script from server)		