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# Composer Help

## Routing Blocks

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The table below summarizes the Routing blocks.

<b>Cancel</b>	Removes a route request from a queue and from target consideration.
<b>Default Route</b>	Instructs URS to route a voice interaction to the default destination.
<b>Queue Interaction</b>	Places an a non-voice interaction into an existing queue.
<b>Force Route</b>	Force Universal Routing Server to route the interaction to the first target type without any other operations.
<b>Query</b>	Queries the status of a route request.
<b>Single Step Transfer</b>	Use this block for both voice and multimedia interactions to force Universal Routing Server (URS) to route the interaction to the first target type (ACD Queue, Destination Label, or Routing Point) without any other operations.
<b>Route Interaction</b>	Routes a non-voice interaction to one or more target objects.
<b>Routing Rule</b>	Selects routing rules that currently exist in the Configuration Database, such as those created with Interaction Routing Designer.
<b>Stop Interaction</b>	Requests Interaction Server to stop processing an interaction.
<b>Target</b>	Routes a voice interaction to a target. Can be used for percentage and/or conditional routing using threshold expressions.
<b>Update</b>	Updates the criteria associated with an outstanding submit request.
<b>Ideal Agent Block</b>	Routes to the most ideal agent to handle an interaction when more than one is available.

Also see:

- [Percent and Conditional Routing](#)
- [Statistics Manager and Builder](#).