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# Orchestration Server Developer's Guide

[Access Interaction Properties](#)

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# Access Interaction Properties

The following SCXML strategy shows how to access the properties of an interaction object.

```
<scxml version="1.0" xmlns="http://www.w3.org/2005/07/scxml"
  xmlns:ixn="http://www.genesyslab.com/modules/interaction"
  initial="initial">
  <script>
    var ixnid;
  </script>

  <state id="initial">
    <transition event="interaction.added" target="get_ixn_properties">
      <script>
        ixnid = _event.data.interactionid;
      </script>
    </transition>
  </state>
  <state id="get_ixn_properties">
    <onentry>
      <script>
        var g_uid = _genesys.ixn.interactions[ixnid].g_uid;
        var category = _genesys.ixn.interactions[ixnid].category;
        var tenantid = _genesys.ixn.interactions[ixnid].tenantid;
        var parentid = _genesys.ixn.interactions[ixnid].parentid;
        var contactedaddr = _genesys.ixn.interactions[ixnid].contactedaddr;
        var parties = _genesys.ixn.interactions[ixnid].parties;
        var udata = _genesys.ixn.interactions[ixnid].udata;
        var voice = _genesys.ixn.interactions[ixnid].voice;
        var xdata = _genesys.ixn.interactions[ixnid].xdata;
        var location = _genesys.ixn.interactions[ixnid].location;
      </script>
    </onentry>

    <transition cond="category=='voice'" target="exit">
      <log expr="'g_uid: ' + g_uid" />
      <log expr="'category: ' + category" />
      <log expr="'tenantid: ' + tenantid" />
      <log expr="'parentid: ' + parentid" />
      <log expr="'contactedaddr: ' + contactedaddr" />
      <log expr="'parties: ' + uneval(parties)" />
      <log expr="'udata: ' + uneval(udata)" />
      <log expr="'voice: ' + uneval(voice)" />
      <log expr="'xdata: ' + uneval(xdata)" />
      <log expr="'location: ' + uneval(location)" />
    </transition>

    <transition target="error" />
  </state>

  <final id="exit"/>
  <final id="error"/>
</scxml>
```