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# Orchestration Server Developer's Guide

[Play Announcement and Collect Digits](#)

# Play Announcement and Collect Digits

The following SCXML strategy plays an announcement to, and collects digits from, a caller.

```
<scxml version="1.0" xmlns="http://www.w3.org/2005/07/scxml"
  xmlns:queue="www.genesyslab.com/modules/queue"
  xmlns:dialog="www.genesyslab.com/modules/dialog"
  initial="initial">
  <state id="initial">
    <transition event="interaction.added" target="dialog" />
  </state>
  <state id="dialog">
    <onentry>
      <dialog:playandcollect>
        <dialog:prompts type="ann">
          <dialog:prompt interrupt="true" intid="1111" />
          <dialog:prompt interrupt="true" number="'2222'" />
        </dialog:prompts>
        <dialog:input max_digits="6" abort_digits="'1'"
          term_digits="'9'" total_timeout="30" start_timeout="5"
          digit_timeout="5" />
        </dialog:playandcollect>
      </onentry>
      <transition event="dialog.playandcollect.done"
cond="_event.data.digits=='422678'"
        target="exit" />
      <transition event="error.dialog.playandcollect" target="error" />
    </state>
    <final id="exit" />
    <final id="error" />
  </scxml>
```