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Orchestration Server Developer's Guide

Play Announcement With Two Prompts

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The following SCXML strategy plays an announcement with two prompts.

```
<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:play language="'English(US)'">
        <dialog:prompts type="ann">
          <dialog:prompt interrupt="true" intid="1" />
          <dialog:prompt interrupt="true" intid="2" />
        </dialog:prompts>
      </dialog:play>
    </onentry>
    <transition event="dialog.play.done" target="exit" />
    <transition event="error.dialog.play" target="error" />
  </state>
  <final id="exit" />
  <final id="error" />
</scxml>
```