

GENESYS[®]

This PDF is generated from authoritative online content, and is provided for convenience only. This PDF cannot be used for legal purposes. For authoritative understanding of what is and is not supported, always use the online content. To copy code samples, always use the online content.

Orchestration Server Developer's Guide

Play Sound

4/4/2025

Play Sound

The following SCXML strategy plays a voice-related sound to a caller.

```
<scxml version="1.0" xmlns="http://www.w3.org/2005/07/scxml"</pre>
        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:playsound type="'busy'" duration="10" />
                </onentry>
                <transition event="dialog.playsound.done" target="exit" />
                <transition event="error.dialog.playsound" target="error" />
        </state>
        <final id="exit" />
        <final id="error" />
</scxml>
```