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# Orchestration Server Developer's Guide

[Access Voice Interaction Properties](#)

# Access Voice Interaction Properties

The following SCXML strategy shows how to access the properties of a voice 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_voice_properties">
            <script>
                ixnid = _event.data.interactionid;
            </script>
        </transition>
    </state>
    <state id="get_ixn_voice_properties">
        <onentry>
            <script>
                var type = _genesys.ixn.interactions[ixnid].voice.type;
                var media = _genesys.ixn.interactions[ixnid].voice.media;
                var ani = _genesys.ixn.interactions[ixnid].voice.ani;
                var dnis = _genesys.ixn.interactions[ixnid].voice.dnis;
                var acdq = _genesys.ixn.interactions[ixnid].voice.acdq;
                var callid = _genesys.ixn.interactions[ixnid].voice.callid;
                var connid = _genesys.ixn.interactions[ixnid].voice.connid;
            </script>
        </onentry>

        <transition cond="type=='internal' && media=='TMediaVoice'" target="exit">
            <log expr="'type: ' + type" />
            <log expr="'media: ' + media" />
            <log expr="'ani: ' + ani" />
            <log expr="'dnis: ' + dnis" />
            <log expr="'acdq: ' + acdq" />
            <log expr="'callid: ' + callid" />
            <log expr="'connid: ' + connid" />
        </transition>

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

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