



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 Announcement and Collect Digits](#)

4/9/2025

## 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>
```