



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 With Two Prompts

4/12/2025

# Play Announcement With Two Prompts

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>
```