

## **GENESYS**

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## Orchestration Server Developer's Guide

Play Sound

## 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>
```