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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"
  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>
```