



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.

# Genesys Events and Models Reference

Predictive Dialing

5/5/2025

---

## Contents

- 1 Predictive Dialing
  - 1.1 Predictive Call
  - 1.2 Predictive Call with Routing
  - 1.3 Predictive Call (Connected to a Device Specified in Extensions)

# Predictive Dialing

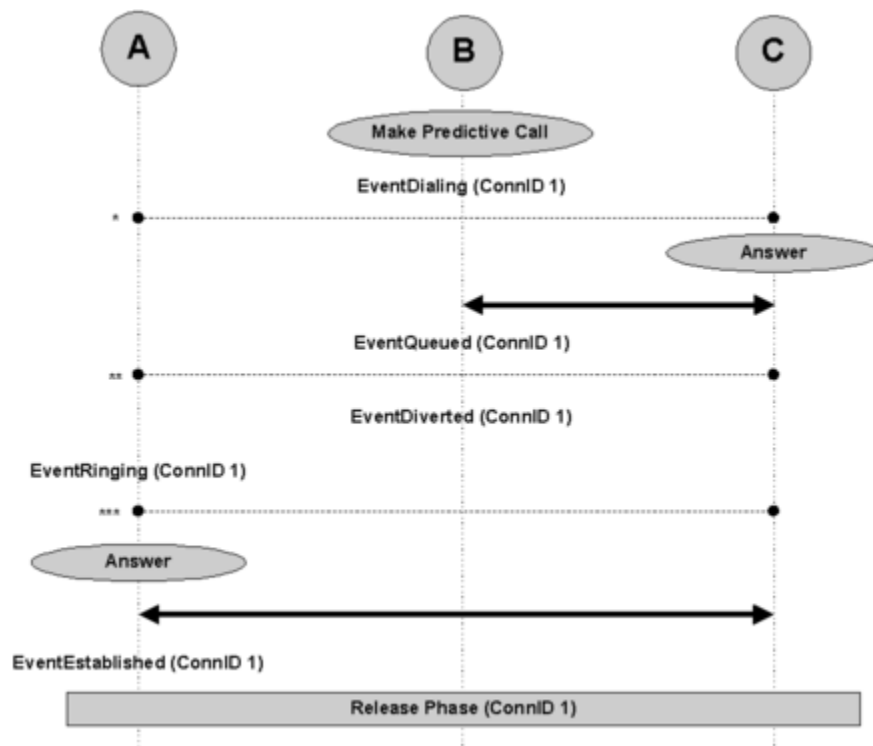
Note the following comments in the call models:

\*OPT—Optional.

\*DIAL—May be a dialed number or is not present if T-Server has no information about the other party.

## Predictive Call

The following graphic and table describe a predictive call.



Predictive Call

PARTY A	PARTY B (ACD Group)	PARTY C
	Make Predictive Call (TMakePredictiveCall)	
	EventDialing	

PARTY A	PARTY B (ACD Group)	PARTY C
	ConnID <b>1</b> ThisDN <b>B</b> ThisQueue <b>B</b> ThisDNRole <b>Origination</b> OtherDN <b>C</b> *DIAL OtherDNRole <b>Destination</b>	
		<b>Answer</b>
	<b>EventQueued</b>  ConnID <b>1</b> ThisDN <b>B</b> ThisQueue <b>B</b> ThisDNRole <b>Origination</b> CallState <b>OK</b> / <b>AnsweringMachineDetected</b> <sup>a</sup>	
	<b>EventDiverted</b>  ConnID <b>1</b> ThisDN <b>B</b> ThisQueue <b>B</b> ThisDNRole <b>Origination</b> OtherDN <b>C</b> OtherDNRole <b>Destination</b> ThirdPartyDN <b>A</b> *OPT ThirdPartyDNRole <b>Origination</b> *OPT	
<b>EventRinging</b>  ConnID <b>1</b> ThisDN <b>A</b> ThisDNRole <b>Origination</b> OtherDN <b>C</b> OtherDNRole <b>Destination</b> CallState <b>OK</b>		
<b>Answer (TAnswerCall)</b>		
<b>EventEstablished</b>  ConnID <b>1</b> ThisDN <b>A</b> ThisDNRole <b>Origination</b> OtherDN <b>C</b> OtherDNRole <b>Destination</b>		
<b>Release Phase (ConnID 1)</b>		

a. If the switch reports that a call is connected to an answering machine, T-Server also attaches a key-value pair AnswerClass=AM to the call's UserData.

#### Abnormal Call Flow

Interruption Point	PARTY A	PARTY B	PARTY C
*		<b>EventReleased</b>	

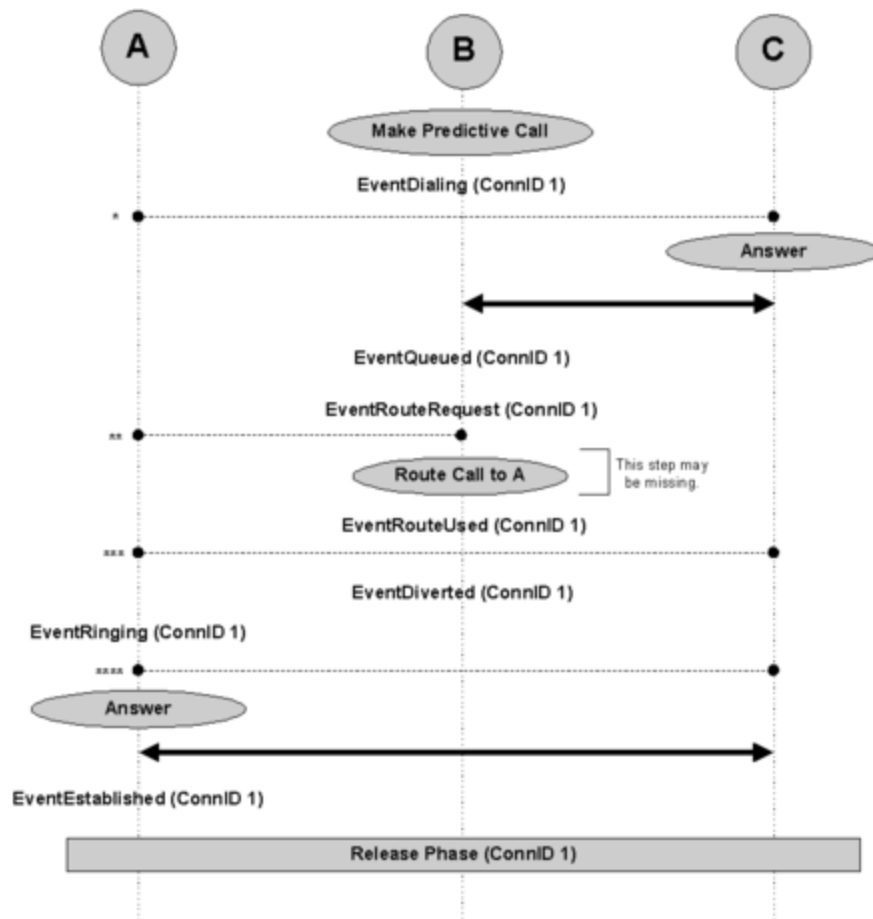
Interruption Point	PARTY A	PARTY B	PARTY C
		ConnID <b>1</b> ThisDN <b>B</b> OtherDN <b>C</b> CallState <sup>a</sup>	
**		<b>EventAbandoned</b>  ConnID <b>1</b> ThisDN <b>B</b> OtherDN <b>C</b> CallState <b>OK</b>	
***	<b>EventAbandoned</b>  ConnID <b>1</b> ThisDN <b>A</b> OtherDN <b>C</b> CallState <b>OK</b>		

a. CallState in this case may be any of the following:

- CallStateGeneralError
- CallStateSystemError
- CallStateBusy
- CallStateNoAnswer
- CallStateAnsweringMachineDetected
- CallStateFaxDetected
- CallStateAllTrunksBusy
- CallStateQueueFull
- CallStateDropped
- CallStateSitDetected
- CallStateSitInvalidnum
- CallStateSitVacant
- CallStateSitIntercept
- CallStateSitUnknown
- CallStateSitNocircuit
- CallStateSitReorder

## Predictive Call with Routing

The following graphic and table describe a predictive call with routing.



Predictive Call with Routing

PARTY A	PARTY B (ACD Group)	PARTY C
	<b>Make Predictive Call</b> (TMakePredictiveCall)	
	<b>EventDialing</b> ConnID <b>1</b> ThisDN <b>B</b> ThisQueue <b>B</b> ThisDNRole <b>Origination</b> OtherDN <b>C</b> *DIAL OtherDNRole <b>Destination</b>	
		<b>Answer</b>
	<b>EventQueued</b> ConnID <b>1</b> ThisDN <b>B</b> ThisQueue <b>B</b>	

PARTY A	PARTY B (ACD Group)	PARTY C
	ThisDNRole <b>Origination</b> CallState <b>OK</b> / <b>FaxDetected</b> / <b>AnsweringMachineDetected</b> <sup>a</sup>	
	<b>EventRouteRequest</b>  ConnID <b>1</b> ThisDN <b>B</b> ThisQueue <b>B</b> ThisDNRole <b>Origination</b> OtherDN <b>C</b> OtherDNRole <b>Destination</b>	
	<b>Route Call to A</b>  (TRouteCall)	
	<b>EventRouteUsed</b>  ConnID <b>1</b> ThisDN <b>B</b> ThisDNRole <b>Origination</b> OtherDN <b>C</b> OtherDNRole <b>Destination</b> ThirdPartyDN <b>A</b> *OPT ThirdPartyDNRole <b>Origination</b> *OPT  <b>EventDiverted</b> ConnID <b>1</b> ThisDN <b>B</b> ThisQueue <b>B</b> ThisDNRole <b>Origination</b> OtherDN <b>C</b> OtherDNRole <b>Destination</b> ThirdPartyDN <b>A</b> *OPT ThirdPartyDNRole <b>Origination</b> *OPT	
<b>EventRinging</b>  ConnID <b>1</b> ThisDN <b>A</b> ThisDNRole <b>Origination</b> OtherDN <b>C</b> OtherDNRole <b>Destination</b> CallState <b>OK</b>		
<b>Answer (TAnswerCall)</b>		
<b>EventEstablished</b>  ConnID <b>1</b> ThisDN <b>A</b> ThisDNRole <b>Origination</b> OtherDN <b>C</b> OtherDNRole <b>Destination</b>		
<b>Release Phase (ConnID 1)</b>		

a. If the switch reports that a call is connected to an answering machine, T-Server also attaches a key-value pair AnswerClass=AM to the call's UserData.

## Abnormal Call Flow

Interruption Point	PARTY A	PARTY B	PARTY C
*		<b>EventReleased</b> ConnID <b>1</b> ThisDN <b>B</b> OtherDN <b>C</b> CallState <sup>a</sup>	
** and ***		<b>EventAbandoned</b> ConnID <b>1</b> ThisDN <b>B</b> OtherDN <b>C</b> CallState <b>OK</b>	
****	<b>EventAbandoned</b> ConnID <b>1</b> ThisDN <b>A</b> OtherDN <b>C</b> CallState <b>OK</b>		

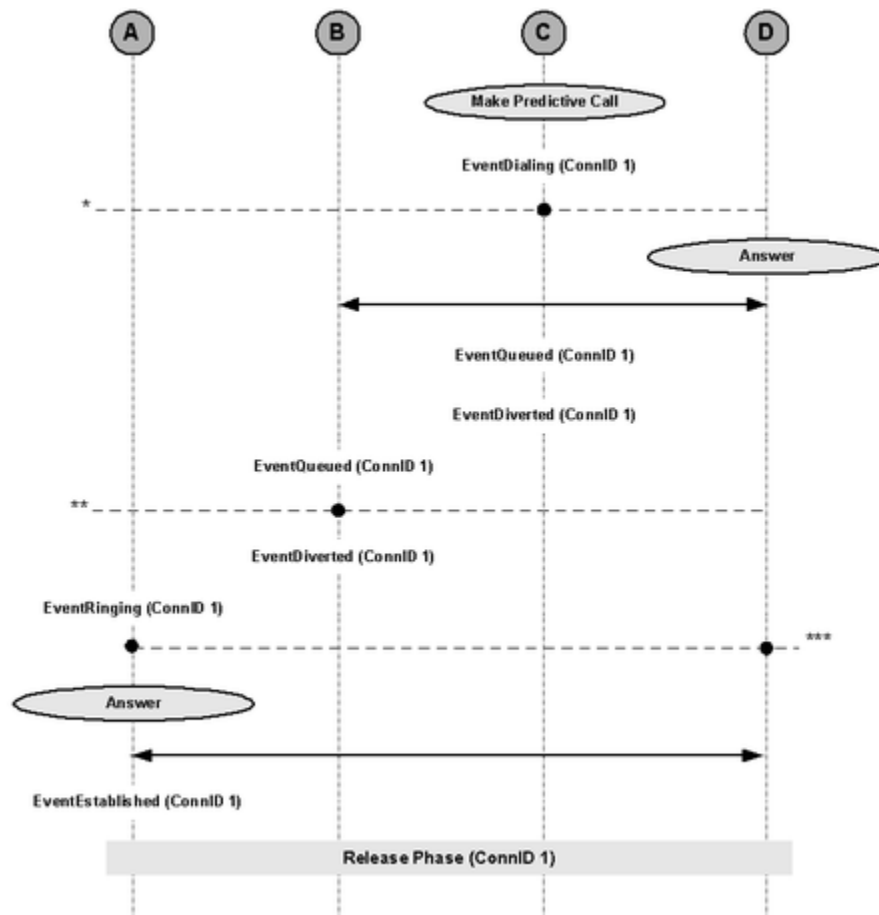
a. CallState in this case may be any of the following:

- CallStateGeneralError
- CallStateSystemError
- CallStateBusy
- CallStateNoAnswer
- CallStateAnsweringMachineDetected
- CallStateFaxDetected
- CallStateAllTrunksBusy
- CallStateQueueFull
- CallStateDropped
- CallStateSitDetected
- CallStateSitInvalidnum
- CallStateSitVacant
- CallStateSitIntercept
- CallStateSitUnknown
- CallStateSitNocircuit
- CallStateSitReorder



## Predictive Call (Connected to a Device Specified in Extensions)

The following graphic and table describe a predictive call (connected to a device specified in extensions).



Predictive Call (Connected to a Device Specified in Extensions)

PARTY A	PARTY B (ACD Group Specified in the Extensions of TMakePredictiveCall)	PARTY C (Routing Point or ACD Group)	PARTY D
		<b>Make Predictive Call</b> (TMakePredictiveCall)	
		<b>EventDialing</b> ConnID 1 ThisDN C	

<b>PARTY A</b>	<b>PARTY B (ACD Group Specified in the Extensions of TMakePredictiveCall)</b>	<b>PARTY C (Routing Point or ACD Group)</b>	<b>PARTY D</b>
		ThisQueue <b>C</b> ThisDNRole <b>Origination</b> OtherDN <b>D</b> *DIAL OtherDNRole <b>Destination</b>	
			<b>Answer</b>
		<b>EventQueued</b>  ConnID <b>1</b> ThisDN <b>C</b> ThisQueue <b>C</b> ThisDNRole <b>Origination</b> CallState <b>OK/AnsweringMachine-</b> <b>Detected</b>	
		<b>EventDiverted</b>  ConnID <b>1</b> ThisDN <b>C</b> ThisQueue <b>C</b> ThisDNRole <b>Origination</b> OtherDN <b>D</b> OtherDNRole <b>Destination</b> ThirdPartyDN <b>B</b> ThirdPartyDNRole <b>Origination</b>	
	<b>EventQueued</b>  ConnID <b>1</b> This DN <b>B</b> ThisQueue <b>B</b> ThisDNRole <b>Origination</b> OtherDN <b>D</b> OtherDNRole <b>Destination</b>		
	<b>EventDiverted</b>  ConnID <b>1</b> ThisDN <b>B</b> ThisQueue <b>B</b> ThisDNRole <b>Origination</b> OtherDN <b>D</b> OtherDNRole <b>Destination</b> ThirdPartyDN <b>A</b> *OPT ThirdPartyDNRole <b>Origination</b> *OPT		
<b>EventRinging</b>  ConnID <b>1</b> ThisDN <b>A</b> ThisDNRole <b>Origination</b> OtherDN <b>D</b> OtherDNRole <b>Destination</b> CallState <b>OK</b>			
<b>Answer</b>			

<b>PARTY A</b>	<b>PARTY B (ACD Group)</b> Specified in the Extensions of TMakePredictiveCall)	<b>PARTY C (Routing)</b> Point or ACD Group)	<b>PARTY D</b>
<b>(TAnswerCall)</b>			
<b>EventEstablished</b> ConnID <b>1</b> ThisDN <b>A</b> ThisDNRole <b>Origination</b> OtherDN <b>D</b> OtherDNRole <b>Destination</b>			
<b>Release Phase (ConnID 1)</b>			

#### Abnormal Call Flow

<b>Interruption Point</b>	<b>PARTY A</b>	<b>PARTY B</b>	<b>PARTY C</b>	<b>PARTY D</b>
*			<b>EventReleased</b> ConnID <b>1</b> ThisDN <b>C</b> OtherDN <b>D</b> CallState <sup>a</sup>	
**		<b>EventAbandoned</b> ConnID <b>1</b> ThisDN <b>B</b> OtherDN <b>D</b> CallState <b>OK</b>		
***	<b>EventAbandoned</b> ConnID <b>1</b> ThisDN <b>A</b> OtherDN <b>D</b> CallState <b>OK</b>			

a. CallState in this case may be any of the following:

- CallStateGeneralError
- CallStateSystemError
- CallStateBusy
- CallStateNoAnswer
- CallStateAnsweringMachineDetected
- CallStateFaxDetected

- CallStateAllTrunksBusy
- CallStateQueueFull
- CallStateDropped
- CallStateSitDetected
- CallStateSitInvalidnum
- CallStateSitVacant
- CallStateSitIntercept
- CallStateSitUnknown
- CallStateSitNocircuit
- CallStateSitReorder