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Orchestration Server Developer's Guide

[Access Voice Interaction Properties](#)

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Access Voice Interaction Properties

The following SCXML strategy shows how to access the properties of a voice interaction object.

```
<scxml version="1.0" xmlns="http://www.w3.org/2005/07/scxml"
  xmlns:ixn="http://www.genesyslab.com/modules/interaction"
  initial="initial">
  <script>
    var ixnid;
  </script>

  <state id="initial">
    <transition event="interaction.added" target="get_ixn_voice_properties">
      <script>
        ixnid = _event.data.interactionid;
      </script>
    </transition>
  </state>
  <state id="get_ixn_voice_properties">
    <onentry>
      <script>
        var type = _genesys.ixn.interactions[ixnid].voice.type;
        var media = _genesys.ixn.interactions[ixnid].voice.media;
        var ani = _genesys.ixn.interactions[ixnid].voice.ani;
        var dnis = _genesys.ixn.interactions[ixnid].voice.dnis;
        var acdq = _genesys.ixn.interactions[ixnid].voice.acdq;
        var callid = _genesys.ixn.interactions[ixnid].voice.callid;
        var connid = _genesys.ixn.interactions[ixnid].voice.connid;
      </script>
    </onentry>

    <transition cond="type=='internal' && media=='TMediaVoice'" target="exit">
      <log expr="'type: ' + type" />
      <log expr="'media: ' + media" />
      <log expr="'ani: ' + ani" />
      <log expr="'dnis: ' + dnis" />
      <log expr="'acdq: ' + acdq" />
      <log expr="'callid: ' + callid" />
      <log expr="'connid: ' + connid" />
    </transition>

    <transition target="error" />
  </state>

  <final id="exit"/>
  <final id="error"/>
</scxml>
```