

GENESYS

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Orchestration Server Developer's Guide

Play Announcement With Two Prompts

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The following SCXML strategy plays an announcement with two prompts.

```
<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: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>
```