



Cisco Unity Connection Survivable Remote Site VoiceMail APIs

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Listing the Branches

The following is an example of the *GET* request that lists the branches present in the Unity Connection server:

GET <https://<connection-server>/vmrest/branches>

The following is an example of response from the above *GET* request and the actual result depends upon the information that has been provided by you:

Response Code: 200

```
<Branches total="2">
  <Branch>
    <URI>/vmrest/branches/1e0ed69d-028d-4156-9d68-f14a90438448</URI>
    <ObjectId>1e0ed69d-028d-4156-9d68-f14a90438448</ObjectId>
    <IsAlive>>true</IsAlive>
    <IsDisabled>>false</IsDisabled>
    <OperatorObjectId>159bb671-cbba-4964-b06b-871f990e1de8</OperatorObjectId>
    <Port>443</Port>
    <ProvisionState>0</ProvisionState>
    <ServerAddress>mysrsv.cisco.com</ServerAddress>
    <SyncGreetings>>false</SyncGreetings>
    <SyncVoiceName>>false</SyncVoiceName>
```

```

<UserName>admin</UserName>
<VmUploadState>0</VmUploadState>
<DisplayName>Branch1</DisplayName>
<PartitionObjectId>d6ac04c5-fb36-4e21-9e60-d15e0f9c6971</PartitionObjectId>
<PartitionURI>/vmrest/partitions/d6ac04c5-fb36-4e21-9e60-d15e0f9c6971</PartitionURI>
<SmtDomain>mysrsv.cisco.com</SmtDomain>
</Branch>
<Branch>
<URI>/vmrest/branches/c3816faf-8dc6-48f3-9c6a-b8e93bba1c42</URI>
<ObjectId>c3816faf-8dc6-48f3-9c6a-b8e93bba1c42</ObjectId>
<IsAlive>>true</IsAlive>
<IsDisabled>>false</IsDisabled>
<OperatorObjectId>159bb671-cbba-4964-b06b-871f990e1de8</OperatorObjectId>
<Port>443</Port>
<ProvisionState>0</ProvisionState>
<ServerAddress>mysrsv1.cisco.com</ServerAddress>
<SyncGreetings>>false</SyncGreetings>
<SyncVoiceName>>false</SyncVoiceName>
<UserName>admin</UserName>
<VmUploadState>0</VmUploadState>
<DisplayName>Branch2</DisplayName>
<PartitionObjectId>765cd618-0cff-43a4-b781-efdba282dba4</PartitionObjectId>
<PartitionURI>/vmrest/partitions/765cd618-0cff-43a4-b781-efdba282dba4</PartitionURI>
<SmtDomain>mysrsv1.cisco.com</SmtDomain>
</Branch>
</Branches>

```

The following chart lists the data fields:

Table 24-1 Explanation of Data Fields - Listing the Branches

Field Name	Read/Write	Possible Values	Description
ObjectId	Read/Write	objectid	The object id of the branch at central Unity Connection server.
IsAlive	Read	true/false	Connectivity status between the central Unity Connection server and the branch Unity Connection SRSV server.
IsDisabled	Read/Write	true/false	Disabled status of branch on the central Unity Connection server.
OperatorObjectId	Read/Write	objectid	The object id of the user which is assigned as the operator user for the branch on the central Unity Connection server.
Port	Read/Write	Port number	PAT port number for the branch server.
ProvisionState	Read/Write	0 – Idle, 1 – Scheduled, 2 – In-progress	Current provisioning status of branch on the central Unity Connection server.
ServerAddress	Read/Write	FQDN, IP Address	The address of the branch server.
SyncGreetings	Read/Write	true/false	Option to enable/disable syncing of greetings for users.
SyncVoiceName	Read/Write	true/false	Option to enable/disable syncing of voice names for users.

Table 24-1 Explanation of Data Fields - Listing the Branches

Field Name	Read/Write	Possible Values	Description
UserName	Read/Write	String	User name to be used for REST communication between the central Unity Connection and the branch Unity Connection SRSV server.
VmUploadState	Read/Write	0 – Idle, 1 – Scheduled, 2 – In-progress	Displays the current voicemail upload status of branch on the central Unity Connection server.
DisplayName	Read/Write	String	Display name of the branch Unity Connection SRSV server on the central Unity Connection server.
PartitionObjectId	Read/Write	ObjectId	Partition object ID associated with the branch on the central Unity Connection server.
SmtDomain	Read/Write	Domain name	Smt domain of the branch Unity Connection SRSV server.

Viewing Data for an Individual Branch

The following is an example of the ***GET*** request that lists the properties for an individual branch present in the central Unity Connection server:

GET <https://<connection-server>/vmrest/branches/<objectid>>

The following is an example of response from the above ***GET*** request and the actual result depends upon the information that has been provided by you:

Response Code: 200

```
<Branch>
<URI>/vmrest/branches/c3816faf-8dc6-48f3-9c6a-b8e93bba1c42</URI>
<ObjectId>c3816faf-8dc6-48f3-9c6a-b8e93bba1c42</ObjectId>
<IsAlive>>true</IsAlive>
<IsDisabled>>false</IsDisabled>
<OperatorObjectId>159bb671-cbba-4964-b06b-871f990e1de8</OperatorObjectId>
<Port>443</Port>
<ProvisionState>0</ProvisionState>
<ServerAddress>mysrsv.cisco.com</ServerAddress>
<SyncGreetings>>false</SyncGreetings>
<SyncVoiceName>>false</SyncVoiceName>
<UserName>admin</UserName>
<VmUploadState>0</VmUploadState>
<DisplayName>branch16</DisplayName>
<PartitionObjectId>765cd618-0cff-43a4-b781-efdba282dba4</PartitionObjectId>
<PartitionURI>/vmrest/partitions/765cd618-0cff-43a4-b781-efdba282dba4</PartitionURI>
<SmtDomain>mysrsv.cisco.com</SmtDomain>
</Branch>
```

The following chart lists the data fields.

Table 24-2 Explanation of Data Fields - Viewing Data for Individual Branch

Field Name	Read/Write	Possible Values	Description
URI	Read	URL to access the branch.	Server address of a particular branch.
ObjectId	Read/Write	object ID	The object id of the branch at the central Unity Connection server.
IsAlive	Read/Write	true/false	Connectivity status between the central and branch Unity Connection server.
IsDisabled	Read/Write	true/false	Disabled status of branch on the central Unity Connection server.
OperatorObjectId	Read/Write	Objectid	The object id of the user which is assigned as the operator user for the branch on the central Unity Connection server.
Port	Read/Write	Port number	PAT port number for the branch server.
Provision	Read/Write	State 0 – Idle, 1 – Scheduled, 2 – In-progress	Current provisioning status of branch on the central Unity Connection server.
ServerAddress	Read/Write	FQDN, IP Address	The address of the branch Unity Connection server.
SyncGreetings	Read/Write	true/false	Option to enable/disable syncing of greetings for users.
SyncVoiceName	Read/Write	true/false	Option to enable/disable syncing of voice names for users.
UserName	Read/Write	String	User name of the administrator of a particular branch.
VmUploadState	Read/Write	0 – Idle, 1 – Scheduled, 2 – In-progress	Current voicemail upload status of branch on the central Unity Connection server.
DisplayName	Read/Write	String	Display name of the branch server on the central Unity Connection server.
PartitionObjectId	Read/Write	ObjectId	Partition object ID associated with the branch on the central Unity Connection server.
PartitionURI	Read/Write	URL Partition	URL associated with the branch on the central Unity Connection server.
SmtptDomain	Read/Write	Domain name	Smtpt domain of the branch server.

Creating a Branch

The following is an example of the ***POST*** request that is used for creating a branch on the central Unity Connection server:

POST <https://<connection-server>/vmrest/branches>

```
<Branch>
  <IsDisabled>>false</IsDisabled>
  <OperatorObjectId>159bb671-cbba-4964-b06b-871f990e1de8</OperatorObjectId>
  <Port>443</Port>
  <ServerAddress>mysrsv.cisco.com</ServerAddress>
  <SyncGreetings>>false</SyncGreetings>
  <SyncVoiceName>>false</SyncVoiceName>
  <UserName>admin</UserName>
  <Password>test</Password>
  <DisplayName>branch16</DisplayName>
  <PartitionObjectId>765cd618-0cff-43a4-b781-efdba282dba4</PartitionObjectId>
  <SmtDomain>mysrsv.cisco.com</SmtDomain>
</Branch>
```

The mandatory properties are ServerAddress, UserName, Password, DisplayName, PartitionObjectId, and SmtDomain.

The successful response code returned for this API is 201. The error response code and data depend upon the information provided by you:

Response Code: 201

```
/vmrest/branches/c3816faf-8dc6-48f3-9c6a-b8e93bba1c42
```

The following chart lists the data fields:

Table 24-3 Explanation of Data Fields - Creating a Branch

Field Name	Read/Write	Possible Values	Description
IsDisabled	Read/Write	true/false	Enables or activates the branch.
OperatorObjectId	Read/Write	Object ID of the operator.	The operator or the user that must be used to synchronize the messages received by the branch Unity Connection server.
Port	Read/Write	Port number	A port number that the branch uses to communicate with Cisco Unity Connection.
ServerAddress	Read/Write	FQDN, IP Address	The IP address or the Fully Qualified Domain Name (FQDN) of the branch Unity Connection SRSV server.
SyncGreetings	Read/Write	true/false	Synchronize the greetings for the users on the branch Unity Connection SRSV server.
SyncVoiceName	Read/Write	true/false	Synchronize the recorded voice name of the user on the branch Unity Connection SRSV server.
UserName	Read/Write	String	The user name of the administrator of the branch Unity Connection server.

Table 24-3 Explanation of Data Fields - Creating a Branch

Password	Read/Write	String	The password of the administrator of the branch Unity Connection server.
DisplayName	Read/Write	String	Display name of the branch server on the central Unity Connection server.
PartitionObjectId	Read/Write	ObjectId	Partition object ID associated with the branch on the central Unity Connection server.
SmtptDomain	Read/Write	Domain name	Smtpt domain of the branch server.

Updating a Branch

The following is an example of the *PUT* request that is used for updating a branch on the central Unity Connection server:

PUT <https://<connection-server>/vmrest/branches/c3816faf-8dc6-48f3-9c6a-b8e93bba1c42>

```
<Branch>
  <IsDisabled>>false</IsDisabled>
  <OperatorObjectId>159bb671-cbba-4964-b06b-871f990e1de8</OperatorObjectId>
  <Port>443</Port>
  <ServerAddress>mysrsv.cisco.com</ServerAddress>
  <SyncGreetings>>false</SyncGreetings>
  <SyncVoiceName>>false</SyncVoiceName>
  <UserName>admin</UserName>
  <Password>test</Password>
  <DisplayName>branch16</DisplayName>
  <PartitionObjectId>765cd618-0cff-43a4-b781-efdba282dba4</PartitionObjectId>
  <SmtptDomain>mysrsv.cisco.com</SmtptDomain>
  <ProvisionState>1</ProvisionState>
  <VmUploadState>0</VmUploadState>
</Branch>
```

This *PUT* request is also used for scheduling a branch for provisioning and voicemail upload. Only the properties mentioned in above XML are writable at the time of modifying a branch. The properties, ProvisionState and VmUploadState, can not be put in the request XML at the same time as a branch can be scheduled either for provisioning or voicemail upload, at a given point of time. The value of those fields can only be 1.

The successful response code returned for this API is 201. The error response code and data will depend upon the information provided by you:

Response Code: 201

```
/vmrest/branches/c3816faf-8dc6-48f3-9c6a-b8e93bba1c42
```

The following chart lists the data fields:

Table 24-4 Explanation of Data Fields - Updating a Branch

Field Name	Read/Write	Possible Values	Description
IsDisabled	Read/Write	true/false	Enables or activates the branch.
OperatorObjectId	Read/Write	Object ID of the operator.	The operator or the user that must be used to synchronize the messages received by the branch Unity Connection server.
Port	Read/Write	Port number	A port number that the branch uses to communicate with Cisco Unity Connection.
ServerAddress	Read/Write	FQDN, IP Address	The IP address or the Fully Qualified Domain Name (FQDN) of the branch Unity Connection server.
SyncGreetings	Read/Write	true/false	Synchronize the greetings for the users on the branch.
SyncVoiceName	Read/Write	true/false	Synchronize the recorded voice name of the user on the branch.
UserName	Read/Write	String	The user name of the administrator of the branch Unity Connection SRSV server.
Password	Read/Write	String	The password of the administrator of the branch Unity Connection SRSV server.
DisplayName	Read/Write	String	Display name of the branch server on the central Unity Connection server.
PartitionObjectId	Read/Write	ObjectId	Partition object ID associated with the branch on the central Unity Connection server.
SmtDomain	Read/Write	Domain name	Smt domain of the branch server.
ProvisionState	Read/Write	0 – Idle, 1 – Scheduled, 2 – In-progress	Current provisioning status of branch on central Unity Connection server.
VmUploadState	Read/Write	0 – Idle, 1 – Scheduled, 2 – In-progress	Current voicemail upload status of branch on central Unity Connection server.

Deleting a Branch

The following is an example of the Delete request that is used for deleting a branch on the central Unity Connection server:

```
DELETE /vmrest/branches/c3816faf-8dc6-48f3-9c6a-b8e93bba1c42
```

A branch using this API can only be deleted, if the branch is not in the in-progress state neither for provisioning nor voicemail upload.

The successful response code returned for this API is 201. The error response code and data will depend upon the information provided by you:

Response Code: 201 Data: NA

Assigning a User to Branch

The following is an example of the Put request that is used for assigning a branch to a user by allocating the branch partition to it:

```
PUT /vmrest/users/<userObjectId>
```

```
<User>
  <PartitionObjectId>partitionObjectIdMappedToBranch</PartitionObjectId>
</User>
```

To fetch the partition information of a branch, you can use the API to view the details of a branch. Refer to the [Viewing Data for an Individual Branch, page 24-3](#) section for more information. The PartitionObjectId element given in the response XML of this section denotes the partition mapped with the branch.

Response Code: 204

Removing a User from a Branch

The following is an example of the Put request that is used for removing a user from a branch by modifying its partition to some other partition that is not mapped to that branch:

```
PUT /vmrest/users/<userObjectId>
```

```
<User>
  <PartitionObjectId>partitionObjectIdNotMappedToBranch</PartitionObjectId>
</User>
```

To fetch the partition information of a branch, you can use the API to view the details of a branch. Refer to the [Viewing Data for an Individual Branch, page 24-3](#) section for more information. The PartitionObjectId element given in the response XML of this section denotes the partition mapped with the branch.

Response Code: 204

Listing All Users of a Particular Branch

The following is an example of the Get request that is used to list the users those are part of a particular branch by searching with the partition object ID of the branch:

```
GET /vmrest/users?query=(PartitionObjectId is partitionObjectIdMappedToBranch)
```

Response Code: 200

```
<Users total="10">
  <User>
```



```

    <URI>/vmrest/users/cb13e6a9-7322-45fa-91cd-7a0b1e21b754</URI>
    <ObjectId>cb13e6a9-7322-45fa-91cd-7a0b1e21b754</ObjectId>
  </User>
</Users>

```

Table 24-5 Explanation of Data Fields - Listing All Users Those are Part of a Particular Branch

Field Name	Read/Write	Possible Values	Description
URI	Read	URL to access the branch.	Server address of a particular branch.
ObjectId	Read/Write	object ID	The object id of the branch at the central Unity Connection server.

Creating a Call Handler for a Branch

The following is an example of the Put request that is used to create a call handler:

```

POST /vmrest/handlers/callhandlers?templateObjectId=<callhandlerTemplateObjectId>

<Callhandler>
  <DisplayName>Test</DisplayName>
</Callhandler>

```

This is an existing API for creating a call handler that can be used at the branch as well.

Response Code: 201

```

/vmrest/handlers/callhandlers/<callhandlerObjectId>

```

