

# **GENESYS**

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## Service Client API Reference

Media namespace

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Learn about the Media namespace methods and type definitions in the Service Client API.

## Methods

The Media namespace includes the following methods:

- getMediaList
- getMediaByName
- setState

#### getMediaList

Signature	getMediaList(succeeded, failed) $\rightarrow$ {Array.}			
Description	Get the list of media with attributes.			
Parameters	Name	Туре	Description	
	succeeded	function	A function called when the operation succeeds.	
	failed	function	A function called when the operation fails.	
Returns	Array.			

#### getMediaByName

Signature	getMediaByName(name, succeeded, failed)			
Description	Get the media attributes.			
Parameters	Name	Туре	Description	
	name	string	The media name.	
	succeeded	function	A function called when the operation succeeds.	
	failed	function	A function	

Signature	getMediaByName( <i>name</i> , succeeded, failed)		
	Name	Туре	Description
			called when the operation fails.

#### setState

Signature	<pre>setState(name, stateOperationName, succeeded, failed)</pre>			
Description	Sets the media state.			
Parameters	Name	Туре	Description	
	name	string	The media name.	
	stateOperationNastmeng		An operationName from the agent states list. See State.	
	succeeded	function	A function called when the operation succeeds.	
	failed	function	A function called when the operation fails.	

## Type definitions

The Media namespace includes the following object types:

- Media
- State
- Device

#### Media

Description	Represents the JSON structure of a media.
Туре	Object

Description	Represents the JSON structure of a media.			
Properties	Name	Туре	Description	
	name	string	The media name.	
	state	media.State	The media state object.	

State

Description	Represents the JS	SON structure of	a media state.
Туре	Object		
	Name	Туре	Description
Properties	type	string	The type of operation. Possible values are: • LOGOUT • READY • PARTIAL_READY • NOT_READY • NOT_READY_A • NOT_READY_A • NOT_READY_A • NOT_READY_A • DND_ON • OUT_OF_SERV * • LOGOUT_DND * • UNKNOWN *
	displayName	string	name of the state.
	operationName	string	The operation name to use with agent.setState and media.setState.

\* States that are limited to an event and can't be applied by code

#### Device

Description	Represents the JSON structure of a media.			
Туре	Object			
	Name	Туре	Description	
Properties	number	string	The phone number configured for an agent – the physical DN.	
			<b>Note</b> : This property is applicable only for voice data.	
	dynamicPhoneN	usbibieg	The dynamic phone number configured for the agent for the session.	
			<b>Note</b> : This property is applicable only for voice data. This property is applicable only when there is an alternate phone number and applicable for the current session only.	