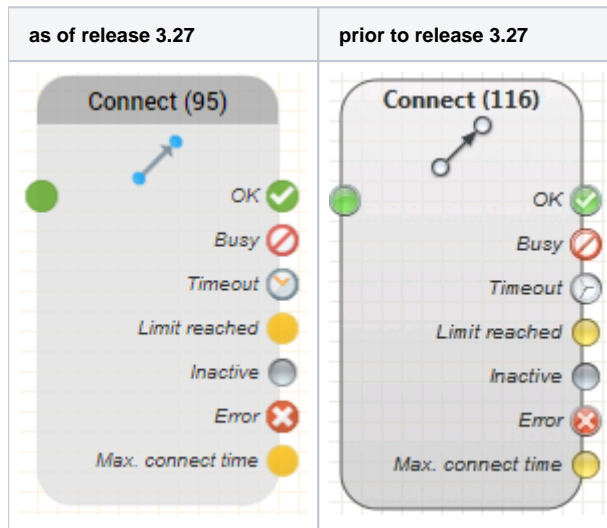


Connect



Function

This object is used to connect callers with a destination. Possible destinations are defined in [Destination Numbers](#).

Before the caller and destination are connected, a prompt can optionally be played. Options exist for the selection of the signalling of the caller ID to the destination, and music on hold.

Parameters

Object Name	The name of this object instance
Number	The destination to connect to
Timeout	Here you determine for how long (from the start of the outdial attempt) the destination phone is allowed to ring for before the <i>Timeout</i> output of the object is used.
Maximum connect time	The maximum time in seconds, for which the resulting connection between caller and destination is allowed to persist for. After this time runs out, the connection with the destination is terminated, and program execution continues at the object output <i>Max. Connect time</i> .

Signalling Type	<p>Here you determine how the caller number should be signalled to the destination.</p> <p><i>Call ID</i> - the ID of the call is used</p> <p><i>Client Master Data</i> - the number which is saved in your client account master data is used</p> <p><i>A Number</i> - the Caller ID of the caller is used</p> <p><i>Variable</i> - assuming rights to use this function are available, then a variable can be used to determine the caller ID for the connect operation.</p>
Destination Play Type	<p>Here, you define what prompt should be played as a whisper at the destination. Depending on what you select here, further parameters may be required.</p> <p><i>Voice Prompt</i> — Choose a prompt.</p> <p><i>Recording</i> - select a previously made recording from the call flow.</p> <p><i>DTMF Sequence</i> - a sequence of DTMF tones is played.</p> <p><i>TTS</i> - a prompt is generated by TTS (text to speech) and played. Here you can also use variables.</p>
Voice Prompt Type (Music on Hold)	Choose the type of the music on hold
Voice Prompt (Music on Hold)	Choose a prompt (Music on Hold), which will be played to the caller during the connect operation

Outputs

Output	Used when ...
OK	when the call was successfully connected to the destination.
Busy	if the destination was busy.
Timeout	when the destination did not take the call within the set time.
Limit reached	when a limit set on the Destination Number has been reached.
Inactive	when the destination number is inactive (Status).
Error	if an error occurs (for example, invalid number). If errors occur often when calling a particular destination number, you should check the call logs.
Max. Connect time	when the maximum connect time is reached, and the call to the destination is hung up