

# < throw >

## Description

The <throw> element throws a pre-defined event or application-specific event.

## Syntax

```
<throw
event="event"
eventexpr="ECMAScript_Expression"
message="String"
messageexpr="ECMAScript_Expression"/>
```

## Attributes

event	The event attribute defines the event name to throw. The attribute is required - specifically the event or eventexpr is required.
eventexpr	The eventexpr is an expression that yields the event name. The attribute is required - specifically the event or eventexpr is required.
message	The message attribute indicates a message string providing additional context about the event being thrown. For the pre-defined events thrown by the platform, the value of the message is platform dependent. The message will be available as a variable within the scope of the catch element. This attribute is optional.
messageexpr	The expression attribute defines the expression that yields the message. This attribute is optional.

## Parents

```
<block>, <catch>, <error>, <filled>, <help>, <if>, <noinput>, <nomatch>
```

## Children

None .

## Extensions

None .

## Limitations/Restrictions

None.

## Example Code

```
<?xml version="1.0"?>
<vxml version="2.0" xmlns="http://www.w3.org/2001/vxml">
  <catch event="goodbye">
    <prompt>goodbye.</prompt>
    <exit/>
  </catch>
  <form>
    <field name="hello">
      <grammar>hello | goodbye</grammar>
      <help>Just say hello</prompt>
      <prompt>Say hello</prompt>
      <noinput>Say something</noinput>
      <filled>
        <if cond="hello == 'goodbye'">
          <throw event="goodbye"/>
        </if>
        <prompt>Hello, world!</prompt>
      </filled>
    </field>
  </form>
</vxml>
```

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Last update: **2015/10/27 21:45**

