< reprompt >

Description

The <reprompt> element replays a previously played prompt. Normally, the interpreter stops playing prompts on the next form item after executing a <catch> element. However, if a <reprompt> is executed in the catch, the interpreter will process a normal prompt for the next form item. This includes a selection of a prompt and an incremental addition to the prompt counter.

Syntax

```
<reprompt/>
```

Attributes

None.

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">
 <form>
 <field name="hello">
  <grammar type="text/x-grammar-choice-dtmf">
   1 {hello}
  </grammar>
  <prompt>Say hello</prompt>
  <noinput><reprompt/></noinput>
  <nomatch><reprompt/></nomatch>
  <filled>
   <prompt>Hello, world!</prompt>
  </filled>
 </field>
 </form>
</vxml>
```

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