

# Event handling

## Types of events

An event is thrown by the VoiceXML platform for any number of reasons, such as a user not responding to an input, not responding correctly, requesting help, etc. An event is also thrown if there is a semantic error in the VoiceXML document, or when the `<throw>` element is encountered. The `<throw>` element generates an event (user-defined or system) and the `<catch>` element catches the event thrown by the VoiceXML document, dialog, or form item.

### Throw element

The `<throw>` element generates predefined or user-defined events. An example of the use of the `<throw>` element is:

```
<throw event="nomatch"/>
```

In this case, an event is generated when an input by the user is not recognized as part of the active grammar. The attribute for the `<throw>` element is `event`, which defines the event to be thrown.

### Catch element

The `<catch>` element catches the event thrown by the VoiceXML document, dialog, or form item. An example of the use of the `<catch>` element is:

```
<catch event="nomatch"/>
  <throw event="event.password.invalid"/>
</catch>
```

The following is a set of catch elements available:

- `<error>`: catches events of type error
- `<help>`: catches events if no help is available
- `<noinput>`: catches events if there was no input by the user
- `<nomatch>`: catches events if an input by the user is not recognized as part of the active grammar

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