

Events

An event is thrown by the VoiceXML platform for any type of reason, such as a user not responding to an input, not responding correctly, or 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.

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

```
<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.

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

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

Following is a set of available `<catch>` elements:

<code>< error ></code>	The <code>< error ></code> catch element catches events of type error.
<code>< help ></code>	The <code>< help ></code> catch element catches events if no help is available.
<code>< noinput ></code>	The <code>< noinput ></code> catch element catches events if there was no input by the user.
<code>< nomatch ></code>	The <code>< nomatch ></code> catches events if an input by the user is not recognized as part of the active grammar.

From:

<https://wiki.voximal.com/> - **Voximal documentation**

Permanent link:

https://wiki.voximal.com/doku.php?id=legacy:vx_developer_guide:voicexml_fundamentals:events

Last update:

2017/07/28 23:53

