

< 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>
```

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

Permanent link:
https://wiki.voximal.com/doku.php?id=legacy:vxj_developer_guide:voicexml_references:elements:reprompt

Last update: **2017/07/28 23:53**

