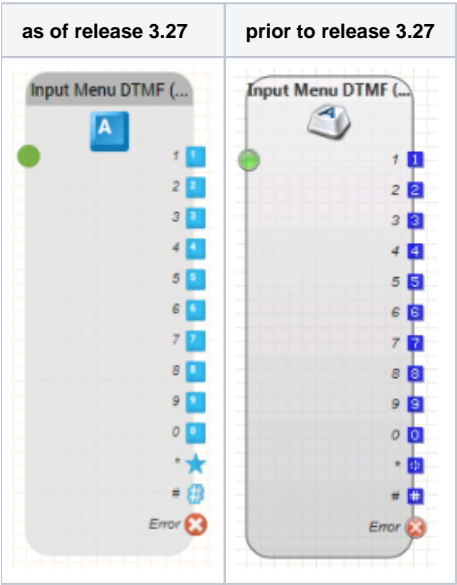


Input Menu DTMF



Function

This module detects a DTMF input (tone dialling), and executes a branch in the program. To prompt the user to press a key, a voice prompt is played.

If no input is recognised, or an incorrect digit is pressed, an error voice prompt can be configured which is played to reprompt the user to try again.

Program execution continues using the output which corresponds to the DTMF key pressed. If this output is not connected, and the maximum number of allowed tries has not yet been reached, the error voice prompt is played and recognition is restarted. If the maximum number of tries is reached, program execution continues at the error output. If no object is connected to this output, the system hangs up.

Parameters

| | |
|-------------------------|--|
| Object Name | The name of this object instance |
| Prompt Type | Choose a prompt type |
| Voice Prompt | Choose a prompt |
| Error Voice Prompt Type | Choose the type of the error voice prompt |
| Error Voice Prompt | Choose the error voice prompt. This parameter is optional. If you do not specify this parameter, then no error prompt is played. |
| Play Tone | If you use this option, the system will play a beep indicating when the caller is expected to respond. |

| | |
|---------------|---|
| Maximum Tries | How often the object is re-executed when an error input is made or no input is detected. If this counter is reached, program execution continues at the error output. |
| Barge In | If activated, input is allowed whilst voice prompts are being played. Otherwise it is allowed when playing has completed. |

Outputs

| Output | Used when ... |
|---------|---|
| 0 ... 9 | when the corresponding key is pressed and this output is connected to a further object. |
| * | when the star key is pressed and this output is connected to a further object. |
| # | when the hash key is pressed and this output is connected to a further object. |
| Error | when the maximum number of tries is reached. |