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Composer Help

Voice Blocks Basic

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The Basic Blocks provide the **GVP VoiceXML** element functionalities used to perform IVR activities and GVP platform extensible object elements:

Basic Blocks

Block Name	Usage
Assign Block	Assign a computed value/expression or an entered value to a variable
Branching Block	Specify multiple application routes based on a branching condition
Disconnect Block	Explicitly hang-up a phone call
End FCR Block	Indicate the end of a recording segment
Entry Block	Begin an application. Only one Entry block can be present in each application. Sets global error (exception) handlers. Defines all global application-level properties, global variables (which appear in the list of available variables for other blocks in the diagram), and global commands. Sets default application scripts and parameters.
Exit Block	End the application
Go To Block	Direct the application to a specific URL
Grammar Menu Block	Uses Grammar Builder files to determine the input options
Input Block	Accepts DTMF or speech input from callers
Log Block	Record information about an application
Looping Block	Iterate over a sequence of blocks multiple times
Menu Block	Collects DTMF and/or speech input from the caller
Prompt Block	Play specific data to the caller
Raise Event Block	Throw custom events
Record Block	Record voice input from the caller
Release ASR Engine	Control when the ASR engine(s) being used in the current session will be released
Set Language Block	Changes the current active language from that set in the Entry block or a previous Set Language block
SNMP Block	Send SNMP traps from the application using the NGI 'dest' extension attribute of the <log> tag
Start FCR Block	Indicate the start of a recorded audio file
Subdialog Block	Invoke VoiceXML subdialogs, which are a mechanism for reusing common dialogs and building libraries of reusable applications.
Transfer Block	Transfer the call to another destination
VXML Form Block	Embed VXML code directly into a callflow diagram with using <subdialog>

Use the **Link tools** to connect the blocks.