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## Composer Help

VXML Form Block

# VXML Form Block

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Use this block to embed VXML code directly into a callflow diagram.

### Name Property

Find this property's details under [Common Properties](#).

### Block Notes Property

Can be used for both callflow and workflow blocks to add comments.

### Exceptions Property



Find this property's details under [Common Properties](#).

### Enable Status Property

Find this property's details under [Common Properties](#).



### Body Property

This property contains all the executable content of the <form> element before directing to a block or external application.

1. Click opposite **Body** under **Value**. This brings up the  button.
2. Click the  button to bring up the Configure Body dialog box.
3. Enter the executable content of the <form> element. .
4. When through, click **OK**. Note: The editor does not validate against the VXML schema.

### Gotostatements Property

This property allows the you to configure the output nodes of the blocks. An output port is created for every GOTOStatement item with target enabled.

1. Click opposite **Gotostatements** under **Value**. This brings up the  button.
2. Click the  button to bring up the Gotostatements dialog box.
3. Click **Add**.
4. When Target is disabled, select **ProjectFile** or **URL** to indicate the destination application type. When ProjectFile is selected, you can click the button to enter the URI. When URL is selected, you can click the URI button and specify a literal or a variable.
5. When URL is selected, you can also click the Parameters button to select a system variable.
6. For each goto statement, specify at least one event, condition, or target (you are not required to complete all three fields). An output port is created for every goto statement.
  - **Name**--Composer uses the name of the goto statement to label the outport.
  - **Event**--Use to select the event that will trigger the goto statement.
  - **Condition**--The guard condition for this goto statement. The goto statement is selected only if the condition evaluates to true.
  - **Target**--If a target is set, an outport for that goto statement will appear and you can connect it to other blocks. If a target is not set, an outport for that goto statement does not appear; in this case, you can add some VXML code to handle the event.