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Genesys App Automation Platform Help

Prompts

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Prompts

Prompts can be found in **Menu**, **Message**, or **Phone** blocks. You can play prompts using either TTS (Text To Speech) or prerecorded audio files.

Prompts always give precedence to uploaded audio files over TTS text. However, GAAP retains the TTS text so you can easily switch back and forth between TTS and prerecorded audio, without having to retype the TTS or reupload the sound file.

Tip

If you use prerecorded audio files, Genesys recommends that you also enter equivalent TTS text so system users can easily read the prompts and quickly identify issues when troubleshooting.

Variables and playback of dynamic data

You can add variables to your prompts using square-bracket notation. Variables are containers for storing data, and they are replaced with real data when the application executes. For example, consider the following prompt: "Your current balance is [currency:PaymentBalance]." When the application executes, the variable **[currency:PaymentBalance]** is replaced with the caller's payment balance value.

GAAP uses variable data in several locations. Prebuilt modules can use them, such as in the *payment balance* example above, or they can be returned by web services, or set manually in **Script** blocks.

Every variable has a name and a formatter. The formatter indicates which sort of value the variable represents (for example: a digit, a date, or a currency).

GAAP sources variable data from several locations. Some prebuilt modules create variable data automatically, whereas others are returned by web services and can be set manually in **Script** blocks.

The following variable formatters are available:

Variable formatter	Description
[var:myvariable]	Plays the value of <i>myvariable</i> as regular TTS.
[digits:myvariable]	Plays the value of <i>myvariable</i> as a series of digits.
[letters:myvariable]	Plays the value of <i>myvariable</i> as a series of letters.
[currency:myvariable] [money:myvariable]	Plays the value of <i>myvariable</i> as units of money. The variable value must be formatted accordingly, such as GBP12.44 or EUR3.90 , which is read out as "twelve pounds and forty four pence" or "three

Variable formatter	Description
	euro and ninety cents", respectively. You can also also provide negative amounts, such as GBP-12.44 , which is read out as "twelve pounds and forty four pence in credit." The "in credit" portion refers to a standard prompt defined at the application level.
[date:myvariable]	Plays the value of <i>myvariable</i> as a date. Values must be formatted as <i>yyyy-mm-dd</i> . For example, 2010-01-31 is read out as "the thirty-first of January, twenty-ten." You can omit part or all of the year (??10-01-31) to read out only a portion of the value. For example, to only say "the thirty-first of January", use ????-01-31 .
[time:myvariable]	Plays the value of <i>myvariable</i> as time. Values must be formatted as <i>hh-mm</i> . For example, a value of 13:59 is read out as "one fifty nine p m."
[ccexpiry:myvariable]	Plays the value of <i>myvariable</i> in a manner consistent with credit card expiry dates. The value must be formatted in one of the following ways: • mm/yy • mm/yyyy • mmm/yy • mmm/yyyy Important The format <i>mmm</i> refers to a three-letter month name, such as jan for January.
[pause]	Inserts a pause. You can control the pause length by including a duration in milliseconds, such as [pause:500] . The default pause duration is 750 .
[prompt:myvariable]	Plays the value of <i>myvariable</i> as an audio prompt. The value can be a string that points to the name of a prompt in the Prompt List tab, such as 0034 or Standard timeout apology prompt . If the value does not match an existing prompt reference, it creates a temporary one and uses the variable value as both the name of a WAV file and as the fallback TTS.
[prompt:myvariable;fallback tts]	Plays the value of <i>myvariable</i> as an audio prompt. The value can be a string that points to the name of a prompt in the Prompt List tab, such as 0034 or Standard timeout apology prompt . If the value does not match an existing prompt reference, it creates a temporary one and uses the variable value as both the name of a WAV file and as the fallback TTS. Alternatively, you can add a semicolon and some fallback TTS text to be used in case the WAV file does not exist.

Variable formatter	Description
	Important If no variable called <i>myvariable</i> exists, it uses the actual string myvariable. For example, assume a variable exists called Manufacturer with the value Acme. If you use [prompt:Manufacturer], GAAP tries to use an audio file in the company's resources folder called Acme.wav. If the audio does not exist, it plays the word "Acme" using TTS. Alternatively, you can use [prompt:Manufacturer;an American manufacturer] in the same way, but if the file does not exist then GAAP uses TTS to say "an American manufacturer".

Uploading dynamic prompt recordings

You can upload a set of audio files (in a single ZIP file) that play back dynamic information such as digit strings, currency amounts, dates, and more. These prompts are shared across a company's applications. The server attempts to use these recordings for prompts, falling back to TTS if necessary.

See the [Dynamic Prompt Uploads](#) section on the Personas page for more information.

Prompt List

GAAP enables you to easily make and test changes to audio files by calling the test number. You can also generate a Prompt List that you can send to the studio for recording. This list is generated based on the **Prompt Ref** labels seen under each prompt. If the studio labels its recordings based on the **Prompt Ref** labels, you can upload the audio files to the system and GAAP automatically updates the prompts according to the **Prompt Ref** labels.

To generate a Prompt List, go to the **Prompt List** tab and click **Manage Prompts** in the top-right corner.

Important

Standard prompts for transfers, confirmations, and more are automatically set up in the main application. These are used throughout any submodules linked to the main application. You can change these prompts using the **Prompt List** tab.

Tips for writing prompts

- You can add prompts in chunks, as shown below, to play back dynamic information (such as an address) in the middle of other prompts. Or, you can upload an audio file for the first section of the prompt and use TTS for the second.

The screenshot shows a web interface titled "New message 1" with a close button (X) in the top right corner. Below the title bar is a blue header with three tabs: "Add Description", "Prompts", "Shock Absorber", and "Preferences". The "Prompts" tab is active. The main area contains three prompt entries, each with a "Prompt Wording" text box, a "Prompt Type: Text to Speech" label, and three buttons: "Upload an Audio File", "Preview Prompt", and "Remove Prompt".

Prompt 1:

- Prompt Wording: "You want to pay"
- Prompt Ref: 0035

Prompt 2:

- Prompt Wording: "[currency:PaymentAmount]"
- Prompt Ref:

Prompt 3:

- Prompt Wording: "from your card number"
- Prompt Ref:

At the bottom of the prompt list is a button labeled "Add Another Prompt". At the very bottom of the interface are two buttons: "Update" and "Cancel".

- Always click **Preview Prompt** after you enter a TTS prompt to confirm the speech engine reads the prompt correctly. If the speech engine has difficulty pronouncing a word, try spelling the word phonetically.
- Place your menu options in logical order. Group similar options together and place the most common ones near the top.
- When providing menu options, keep your prompt list as short as possible. Generally, three to five items

are sufficient. If necessary you can use a hierarchy, but keep it to two or three levels. Otherwise, callers might become confused, unengaged, and frustrated.

- Put the DTMF option after the name of the person or department.

Incorrect

Press 1 for Sales

Correct

For Sales, Press 1

Callers listen for their destination first, then how to get there. If you play the DTMF option first, callers are not as likely to associate the option with the department.

- Use consistent phrasing for menu options.

Incorrect

For Sales press 1. To reach the Service department, press 2.

Correct

For Sales, press 1. For Service, press 2.

- Use consistent ordering of nouns and verbs to avoid confusing the caller.

Incorrect

Which would you like: Sales, Faults, or Check an Order?

Correct

Which would you like: Sales, Faults, or Order Updates? (nouns only)

Correct

What do you want to do: buy something, report a fault, or check an order? (verb then noun)

Configuring standard prompts

You can view a list of standard prompts in the **Prompt List** tab, under the **Other Prompts** section. GAAP uses these default apology and confirmation prompts throughout your application. You can update these prompts as required by your business needs.

You can define the following standard prompts in your application and also have these prompts used in a sub-module.

Prompt Name	Example Wording	Further Information
Apology Prompts		
Standard apology nomatch prompt	Sorry, I didn't get that.	Played if the caller input is not recognized as part of the active grammar during collection. This is followed by a retry prompt.
Standard apology timeout prompt	Sorry, I didn't hear you.	Played if the system receives no input from the caller. The timeout value is configured using the Before beginning of speech timeout parameter in Preferences. This is followed by a retry prompt.

Prompt Name	Example Wording	Further Information
Standard apology wrong confirm prompt	My mistake.	Played if the caller specifies that the confirmation prompt played by the system is incorrect. This is followed by a retry prompt.
Confirmation Prompts		
Standard confirmation help prompt	Help! I need to know if I got it correctly. Please say yes or no.	Played to the caller if they invoke the global "help" command while being asked to confirm an answer.
Standard confirmation initial prompt 1	I think you said	Confirmation prompts are used to confirm that the system has correctly recognized the answer provided by the caller. The value as recognized by the system will be played between prompt 1 and prompt 2.
Standard confirmation initial prompt 2	, is that correct?	
Standard confirmation retry prompt	Sorry, please say yes or no.	Played to the caller to confirm an option if the application thought the caller said something other than "yes" or "no" (or an active default menu option, such as "agent") during a confirmation step.
Standard confirmation timeout prompt	Sorry, I didn't hear you. Please say yes or no.	Played to the caller if the system times out because the caller has either not provided an answer, or the input provided does not match anything in the grammar.
Currency Prompts		
Standard negative currency prefix prompt		Played when playing back a negative currency (for example, GBP-12.45, or "prefix twelve pounds and forty five pence suffix", which translates as "twelve pounds and forty five pence in credit."
Recovery Prompts		
Standard recovery prompt	I'm having trouble understanding you. If you want to try answering the question again press 1. Or, to speak with an advisor press 2.	This prompt is used to return the caller to the main menu and allow them to attempt the call again, therefore avoiding the failure path. Important Contact your Genesys representative if you want to use Recovery Mode but your callflow does not have a standard recovery prompt.

Support for Speech Synthesis Markup Language (SSML)

Important

If using en-gb or fr-fr and the **VoiceXML.SSML.AlwaysUseSSML** server setting is false, then Speech Synthesis Markup Language will not be used.

IA keyword	SSML
date	<say-as interpret-as="date" format="ymd">
time	<say-as interpret-as="vxml:time">
currency	<say-as interpret-as="vxml:currency">
digits/letters	<say-as interpret-as="characters" format="characters">
ccexpiry	
ccexpiry Month	- If speaking Month Name: <say-as interpret-as="date" format="m"> - If speaking Month Number less than 10: <say-as interpret-as="vxml:digits"> - If speaking Month Number greater than 10: <say-as interpret-as="vxml:number">
ccexpiry Year	<say-as interpret-as="date" format="y">
pause	<break time="1234ms"/>

To customize SSML output for different TTS engines, the **VoiceXML.SSML.RulesTypeOverride** server setting can be used. Depending on the TTS engine and language in use, GIA will attempt to pick the most specific vxml file for each playback type on the folder specified in the **VoiceXML.SSML.RulesTypeOverride** server setting. For example, GoogleSS, NuanceVocalizer5. If no TTS engine is specified, the Default value is used.

When **VoiceXML.SSML.AlwaysUseSSML** is enabled, the interpret option is used for generating the SSML.

For example, when **VoiceXML.SSML.AlwaysUseSSML** is enabled, the digits, 8574964152 is generated as: <say version="1.0" xmlns="http://www.w3.org/2001/10/synthesis" xml:lang="en-gb"><say-as interpret-as="spell">8574964152</say-as></say>. When the **VoiceXML.SSML.AlwaysUseSSML** is disabled, the digits, 8574964152 is generated as: <say version="1.0" xmlns="http://www.w3.org/2001/10/synthesis" xml:lang="en-gb">8 5 7 4 9 6 4 1 5 2</say>.

The **VoiceXML.SSML.Play.DynamicSSML** server setting controls the Dynamic SSML playback from NLU engines like Dialogflow. This setting has a default value of *false* for backward compatibility. When set to *false*, MCP interprets the SSML tags as string values and when this setting is *true*, the SSML

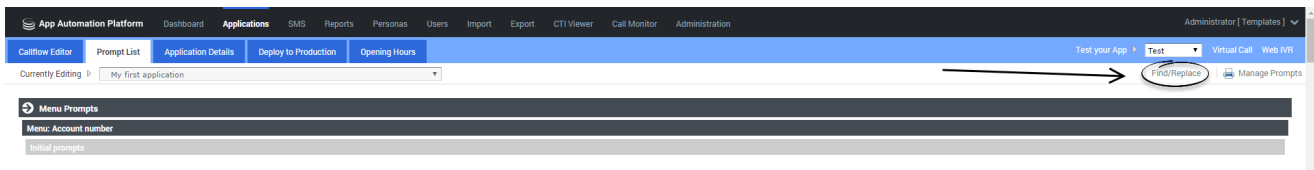
tags are interpreted as SSML tags and played.

Important

If you are using Google TTS and playing SSML from a variable, ensure that there are no extra [" tags present in the variable content or between SSML tags.

Using the Find/Replace feature

Click **Find/Replace** to search for a particular word or term in your prompts.



In the pop-up window:

1. Enter a search term in the **Search for Prompt Text** field.
2. Optionally, click **Filter on Persona** to only search within a specific persona.
3. Click **Search**.

Find and Replace Prompts

Enter a search term in the text box below in order to display prompts which contain the term.

The search will be across all applications in the current company.

For each prompt that you want to update ensure that the 'Edit' checkbox is selected.

Search for Prompt Text

Filter Options

☐ Filter on Persona

Search

Cancel

GAAP displays prompts that match your search term. To edit a particular prompt, select its **Edit** check box. Next, edit the TTS text and upload a new audio file (if necessary). Click **Save** when done.

Search results for "customer"

Module	Prompt Ref	Prompt Description	Persona	Audio Prompt	Edit	Prompt Wording
Identification Double Question Template (en-gb)	0005	Question: "Ask second question" - Help Prompt	Default Persona		☒	Help! Please tell me your 8 digit client number 1 digit at a time now. Prompt Type:Text to Speech Upload an Audio File
Identification Double Question with Answer Correction Template (en-gb)	0005	Question: "Ask second question" - Help Prompt	Default Persona		☒	
Identification Double Question Template (en-gb)	0002	Question: "Ask second question" - Initial Prompt	Default Persona		☒	Next, please tell me your 8 digit client number. Prompt Type:Text to Speech Upload an Audio File
Identification Double Question Template (en-gb)	0003	Question: "Ask second question" - Retry Prompt	Default Persona		☒	
Identification Double Question Template (en-gb)	0004	Question: "Ask second question" - Timeout Prompt	Default Persona		☒	
Identification Double Question with Answer Correction Template (en-gb)	0002	Question: "Ask second question" - Initial Prompt	Default Persona		☒	
Identification Double Question with Answer Correction Template (en-gb)	0003	Question: "Ask second question" - Retry Prompt	Default Persona		☒	
Identification Double Question with Answer Correction Template (en-gb)	0004	Question: "Ask second question" - Timeout Prompt	Default Persona		☒	Please tell me your 8 digit client number. Prompt Type:Text to Speech Upload an Audio File

Save

Cancel