



Currency_with_Confirm

The `Currency_With_Confirm` voice element captures from the caller a currency amount in dollars and cents, and presents a confirmation menu allowing the caller to either accept their entry or re-enter the currency value. The currency amount can be entered using the keypad or spoken. The captured value will be stored in element data as a decimal value (without the \$ character).

There are several different formats for speaking a currency amount or entering it through the keypad. Voice browsers may use different grammars and therefore accept different utterances. However, the spoken formats listed below should result in the same behavior for all supported browsers. The tables below list each input and the value that is stored in element data as a result. If some data is left out, the system assumes a default value for the missing information.

Utterance	Stored Value	Example	Description
[dollar] "dollar(s)" ("and") [cent] "cent(s)"	D.CC	"thirteen dollars and fifty cents" = 13.50	Dollars are whole numbers ≥ 0 . Cents are from 00 to 99. The word <i>and</i> is optional.
[dollar] "dollar(s)" "[cent]"	D.CC	"thirteen dollars five" = 13.05	Dollars are whole numbers ≥ 0 . Cents are from 00 to 99.
[dollar] "dollar(s)"	D.00	"three hundred fifty" = 350.00	A plain whole number is interpreted as dollars with no cents.
[cent] "cent(s)"	0.CC	"three cents" = 0.03	To specify cents only, the word <i>cents</i> to be uttered. Cents are from 00 to 99.

DTMF Entry	Stored Value	Example	Description
[D]*[CC]	D.CC	3*99 = 3.99	The decimal is represented by the * button.

There are other formats that are possible, particularly when entering via DTMF and inputting incomplete amounts. These inputs may yield differing results on various voice browsers. The returned variable will always be a decimal value with the appropriate number of padded zeros if applicable.

- [Settings, on page 2](#)

- [Element Data, on page 3](#)
- [Exit States, on page 4](#)
- [Audio Groups, on page 4](#)
- [Folder and Class Information, on page 5](#)
- [Events, on page 6](#)

Settings

Name (Label)	Type	Req'd	Single Setting Value	Substitution Allowed	Default	Notes
Inputmode (Input Mode)	string enum	Yes	true	false	both	The type of entry allowed for input. Possible values are: <code>voice</code> <code>dtmf</code> <code>both</code> .
noinput_timeout (Noinput Timeout)	string	Yes	true	true	5s	The maximum time length allowed for silence or no keypress before a noinput event is thrown. Possible values are standard time designations including both a non-negative number and a time unit, for example, 3s (for seconds) or 3000ms (for milliseconds). Default = 5s.
currency_max_noinput_count (Currency Max NoInput Count)	int ≥ 0	Yes	true	true	3	The maximum number of noinput events allowed during currency input capture. 0 = infinite noinputs allowed.
currency_max_nomatch_count (Currency Max NoMatch Count)	int ≥ 0	Yes	true	true	3	The maximum number of nomatch events allowed during currency input capture. 0 = infinite nomatches allowed.
confirm_max_noinput_count (Confirm Max NoInput Count)	int ≥ 0	Yes	true	true	3	The maximum number of noinput events allowed during currency input confirmation. 0 = infinite noinputs allowed.
confirm_max_nomatch_count (Confirm Max NoMatch Count)	int ≥ 0	Yes	true	true	3	The maximum number of nomatch events allowed during currency input confirmation. 0 = infinite nomatches allowed.
max_disconfirmed_count (Max Disconfirmed Count)	int ≥ 0	Yes	true	true	3	The maximum number of times a caller is allowed to disconfirm a captured input. 0 = infinite disconfirmations allowed.
currency_confidence_level (Currency Confidence Level)	decimal (0.0 to 1.0)	Yes	true	true	0.40	The confidence level threshold to use during currency capture.

confirm_confidence_level (Confirm Confidence Level)	Decimal (0.0 to 1.0)	Yes	true	true	0.50	The confidence level threshold to use during confirmation.
modal (Disable Hotlinks)	boolean	Yes	true	true	false	If set to true, only the grammars of the current Currency_With_Confirm element (the currency and boolean grammars) will be enabled for the duration of the element. Otherwise all active grammars will be enabled.
secure_logging (Secure Logging)	boolean	Yes	true	true	false	If set to true, user DTMF input for the element is considered secure and the attributes utterance, interpretation, value, nbestUtteranceX and nbestInterpretationX are masked in VXML server logs. The format used to render secure element attributes is to add a <i>_secureLogging</i> suffix. For example nbestUtterance1_secureLogging,****.
maxnbest (Maxnbest)	int ≥ 1	Yes	true	true	1	The maximum number of speech recognition results that can be generated per voice input.

Element Data

Name	Type	Notes
Value	string	The currency amount captured. This will always be a decimal number with the appropriate number of padded zeros (up to 2).
value_confidence	float	This is the confidence value of the captured currency utterance. When n-best recognition is enabled, this stores the confidence score of the top hypothesis in the n-best list.
confirm_confidence	float	This is the confidence value of the captured confirm utterance.
nbestLength	int ≥ 1	This stores the number of n-best hypotheses generated by the speech engine.
nbestUtterance1 nbestUtterance2 ... nbestUtteranceX	string	This set of element data stores the captured n-best utterances. While the maximum number of nbestUtteranceX values is equal to the maxnbest setting value, the actual number of these values available is determined by speech recognition at runtime, where nbestUtterance1 holds the utterance of the top hypothesis in the n-best list and nbestUtteranceX holds the utterance of the last hypothesis.
nbestInterpretation1	string	This set of element data stores the interpretations of captured n-best utterances. While the maximum number of nbestInterpretationX

nbestInterpretation2 ... nbestInterpretationX		values is equal to the maxnbest setting value, the actual number of these values available is determined by speech recognition at runtime, where nbestInterpretation1 holds the interpretation of the top hypothesis in the n-best list and nbestInterpretationX holds the interpretation of the last hypothesis.
nbestConfidence1 nbestConfidence2 ... nbestConfidenceX	float	This set of element data stores the confidence scores of captured n-best utterances. While the maximum number of nbestConfidenceX values is equal to the maxnbest setting value, the actual number of these values available is determined by speech recognition at runtime, where nbestConfidence1 holds the confidence score of the top hypothesis in the n-best list and nbestConfidenceX holds the confidence score of the last hypothesis.
nbestInputmode1 nbestInputmode2 ... nbestInputmodeX	string	This set of element data stores the input modes of captured n-best utterances.

Exit States

Name	Notes
max_nomatch	The maximum number of nomatch events has occurred. If the nomatch max count is 0, this exit state will never occur.
max_noinput	The maximum number of noinput events has occurred. If the noinput max count is 0, this exit state will never occur.
max_disconfirmed	The maximum number of disconfirmations has occurred. If the max disconfirmed count is set to 0, this exit state will never occur.
done	The currency capture was confirmed.

Audio Groups

Currency Capture

Name (Label)	Req'd	Max 1	Notes
currency_initial_audio_group (Currency Initial)	Yes	Yes	Played when the voice element first begins.
currency_nomatch_audio_group (Currency NoMatch)	No	No	Played when a nomatch event occurs during a currency capture.

currency_noinput_audio_group (Currency NoInput)	No	No	Played when a noinput event occurs during a currency capture.
currency_help_audio_group (Currency Help)	No	No	Played when the caller asked for help during a currency capture. If not specified, by default help is treated as a nomatch.

Currency Confirm

Name (Label)	Req'd	Max 1	Notes
confirm_initial_audio_group (Confirm Initial)	Yes	Yes	Played when confirmation first begins.
confirm_nomatch_audio_group (Confirm NoMatch)	No	No	Played when a nomatch event occurs during confirmation. The nomatch event count corresponds to the audio group count.
confirm_noinput_audio_group (Confirm NoInput)	No	No	Played when a noinput event occurs during confirmation. The noinput event count corresponds to the audio group count.
confirm_help_audio_group (Confirm Help)	No	No	Played when a help event occurs during confirmation. The help event count corresponds to the audio group count. If not specified, by default help throws a nomatch.
disconfirmed_audio_group (Disconfirmed)	No	No	Played after the caller disconfirms a captured currency entry. Upon reaching the <code>max_disconfirmed_count</code> , the prompt should be about exiting with the <code>max_disconfirmed</code> exit state.

End

Name (Label)	Req'd	Max 1	Notes
yes_audio_group (Yes)	No	Yes	Played after the caller chooses the <code>yes</code> option. If not specified, no audio will be played when this option is chosen.

Folder and Class Information

Studio Element Folder Name	Class Name
Commerce	com.audium.server.voiceElement.currency.MBasicCurrencyWithConfirm

Events

Name (Label)	Notes
Event Type	You can select Java Exception , VXML Event , or Hotlink as event handler for this element.