



## Yes\_No\_Menu

The `Yes_No_Menu` voice element presents a yes/no menu. It can be configured to accept DTMF entry (1 for yes and 2 for no) or spoken input (*yes* or *no* and other synonymous utterances, however this is dependent on the voice browser). There is an optional feature that allows the word *replay* to be spoken (or DTMF button 3) that replays the `initial_audio_group`. The voice element uses the browser specific VoiceXML builtin grammar for the boolean field type. A separate exit state exists for the yes and no choices (there is no exit state for replay since dialog execution is still contained within the confines of the voice element).

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## Settings

Name (Label)	Type	Req'd	Single Setting Value	Sub. Allowed	Default	Notes
max_noinput_count (Max NoInput Count)	int ≥ 0	Yes	true	true	3	0 = infinite noinputs allowed.
max_nomatch_count (Max NoMatch Count)	int ≥ 0	Yes	true	true	3	0 = infinite nomatches allowed.
inputmode (Input Mode)	string enum	Yes	true	false	both	The type of entry allowed for input (using speech recognition, DTMF entry, or both). Possible values are: <code>voice   dtmf   both</code> .

replay (Replay)	boolean	Yes	true	true	false	True adds a <i>replay</i> option which replays the initial prompt.
noinput_timeout (Noinput Timeout)	string	Yes	true	true	5s	The maximum time 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.
confidence_level (Confidence Level)	decimal (0.0 – 1.0)	Yes	true	true	0.50	The confidence level threshold to use.
modal (Disable Hotlinks)	boolean	Yes	true	true	false	Whether or not to temporarily disable all hotlink grammars (global or local) and universal grammars. If set to true, only the boolean builtin grammar will be enabled for the duration of the element. Otherwise all active grammars will be enabled.

## Element Data

Name	Type	Notes
value	string	This is the value chosen by the caller. Can be: <i>yes</i> or <i>no</i> .
value_confidence	float	This is the confidence value of the utterance.

## 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.
yes	The utterance was recognized as <i>yes</i> .
no	The utterance was recognized as <i>no</i> .



**Note** The replay option, when activated, resets all the event counts (noinput and nomatch).

## Audio Groups

### Yes / No Capture

Name (Label)	Req'd	Max 1	Notes
initial_audio_group (Initial)	Yes	Yes	Played when the voice element first begins.
nomatch_audio_group (NoMatch)	No	No	Played when a nomatch event occurs.
noinput_audio_group (NoInput)	No	No	Played when a noinput event occurs.
help_audio_group (Help)	No	No	Played when the caller asks for help. If not specified, help is treated as a nomatch event by default.

### End

Name (Label)	Req'd	Max 1	Notes
yes_audio_group (Yes)	No	Yes	Played when the caller chose the <i>yes</i> option. If not present, no audio will play when this option is chosen.

## Folder and Class Information

Studio Element Folder Name	Class Name
Menu	com.audium.server.voiceElement.menu.MYesNoMenu

## Events

Name (Label)	Notes
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Event Type

You can select **Java Exception**, **VXML Event**, or **Hotlink** as event handler for this element.