

EnhancedRecord

The EnhancedRecord voice element makes a recording of the caller's voice. A prompt is played to the caller, then the voice element records the caller's voice until one of the following occurs:

- a) the caller enters anyDTMF
- b) the recording time limit has beenreached
- c) the final silence time limit has beenreached
- d) the caller hangs up

An audio cue (beep) may be activated to signal to the caller that the system is ready to record the caller's voice. Different voice browsers may have varying default maximum lengths for voice recording.

The recording is sent to the EnhancedRecord element by the voice browser and is stored in an audio file in the location specified by the developer. Any pre-existing file with the same name will be overwritten. The element can be configured to produce a non-repeating filename so all recordings can be retained. The format for this filename is audioN.ext where N is the number of milliseconds since midnight January 1, 1970 (GMT), and ext is the extension chosen in the element configuration (or the default extension for the chosen file type, if no extension has been specified).

Settings

Name (Label)	Type	Req'd	Single setting value	Substitution allowed	Default	Notes
<code>noinput_timeout</code> (Noinput Timeout)	string	Yes	true	true	5s	The maximum time length allowed (in seconds) for silence or no keypress before a noinput event is thrown.
<code>max_noinput_count</code> (Max NoInput Count)	int ≥ 0	Yes	true	true	3	The maximum number of noinput events allowed during input capture. 0 = infinite noinputs allowed.
<code>start_with_beep</code> (Start With Beep)	boolean	Yes	true	true	true	Whether or not to play a beep before recording begins.
<code>terminate_on_dtmf</code> (Terminate On DTMF)	boolean	Yes	true	true	true	Whether or not the caller can end the recording by pressing a touchtone key.
<code>max_record_time</code> (Max Record Time)	int ≥ 0	Yes	true	true	180	The maximum number of seconds the recording is allowed to last.

Name (Label)	Type	Req'd	Single setting value	Substitution allowed	Default	Notes
final_silence (Final Silence)	int ≥ 0	Yes	TRUE	TRUE	4	The interval of silence (in number of seconds) that indicates the end of speech.
filename (Filename)	string	No	TRUE	TRUE	None	The filename of the recording (without extension). If left blank, an auto-generated filename will be used.
file_type (File Type)	string enum	Yes	TRUE	TRUE	wav	This specifies the audio type of the file that will hold the recording. Possible values are: wav vox au other.
mime_type (Mime Type)	string	Yes	TRUE	TRUE	None	This specifies the MIME type of the file that will hold the recording, if file_type is set to other.
file_extension (File Extension)	string	No	TRUE	TRUE	None	This specifies the file extension to use for the recorded file. A file extension different from the file type can be used. For example, with a mime type of vox, the file extension could be set to "ulaw".
path (Path)	string	No	TRUE	TRUE	None	The path to the file that will hold the recording. If left blank, the file is assumed to be sent via ftp.
hangup_action (Hangup Action)	string enum	Yes	TRUE	FALSE	None	The action that will be performed if the recording is terminated by a hang up. Possible values are: exit return.
return_data (Return Data)	string	No	FALSE	TRUE	None	A repeatable setting that should contain a variable name/value pair separated by a colon (e.g. "choice1:marketing", minus the quotes). Each occurrence of this setting will be added to the <return> element if the recording is terminated by a hang up.

Notes:

- Nomatch events cannot be thrown in this voice element. Since all audio is recorded (except DTMF key presses), there is no reaction on spoken commands (including hotlinks).
- A noinput event is possible if the voice browser detects no audio once recording has started. If the input timeout has been reached, the noinput event is thrown. Note that if the value of **final_silence** is shorter than the value of **noinput_timeout**, a noinput event will never be thrown.

- The **path** setting does not require a trailing slash. The voice element will determine the appropriate destination. The path should be specified in operating system specific format (for example, on Windows it might be specified as C:\directory\subdirectory and on UNIX it might be /usr/local/directory).
- If **terminate_on_dtmf** is set to false, recording will stop only after the voice browser reaches the input timeout or the caller hangs up.
- Some voice browsers may not accept all options provided for the **file_type** and **mime_type** settings. Check your voice browser documentation for information on supported audiotypes.
- It is important to ensure that Audium Call Services has permission to save audio files to the specified path.
- If the recording is terminated with a hang up event, the event will be caught, the recording will be saved, and then one of two scenarios will occur:
 - If the Hangup Action setting is set to "Exit":

A com.audium.disconnect event will be thrown. This event will be caught by the application's root document, and initiate normal handling of the hang up. On End Call classes will execute normally. Note that some browsers throw a connection hang up event, and some throw a telephone hang up event; both events are listened for by EnhancedRecord.
 - If the Hangup Action setting is set to "Return":

VoiceXML will be generated that includes a <return> element, which sends control back to the place where your application was called as a subdialog. Any variable name/value pairs that were configured in the repeatable Return Data settings will be passed back through this <return>.

Element Data

Name	Type	Notes
filename	string	This stores the filename of the recording (without the path).
filepath	string	This stores the path to the file holding the recording (including the filename).

Exit States

Name	Notes
max_noinput	The maximum number of noinput events has occurred. If the max_noinput_count is set to 0, this exit state will never occur.
done	The message was recorded; the caller terminated the recording either by entering DTMF, or waiting final_silence seconds.

Audio Groups

Record Capture

Name (Label)	Req'd	Max 1	Notes
<code>initial_audio_group</code> (Initial)	Yes	Yes	Played when the voice element first begins.
<code>noinput_audio_group</code> (No Input)	No	No	Played when a noinput event occurs.

Builder Element Folder: Audium Support

Class Name: `com.audiumcorp.support.elements.voiceElements.EnhancedRecord`