Nimblevox Build
User's Guide
## Revision History

<table>
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<tr>
<th>Date</th>
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<tr>
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Introduction

1 Introduction

1.1 Identification
This document is for administrators of the Nimblevox Build system.

1.2 Supported Browsers
Nimblevox Build can be used on any browser.

1.3 System Overview
Nimblevox Build is a powerful graphical development environment that allows anyone to create cutting edge Voice and Speech applications. These applications are put together by interconnecting Nodes which represent actual VXML and CCXML syntax. Build's easy to use drag and drop interface means a developer can go from idea to implementation in a short time frame. Whether you are building the simple “Hello World” program or a complex “Conference” production application, Nimblevox Build will generate all the necessary syntax for you.

1.4 Document Overview
This document contains screen shots and instructions on how to use Build.

1.5 References
Nimblevox Engine Advisory Reference
Nimblevox Engine Application Developer Reference
Nimblevox Engine Console Guide
2 Project Screen Layout and Features

Dashboard - Click this button to return to Dashboard to see My Projects (listing of available projects).

Create New Project - Click this button to generate a new application.

Upload Project - Click this to upload an exported project.

Options - Click this to display the options available for the selected project.

New Subroutine - Create a new subroutine and link it to the selected project.

Delete - Delete the selected project.

Arrow (image) - Display a select menu with applicable projects to link as a subroutine.

Users - Click this button to see a list of Users.
Enabled/Disabled - Click this button to enable or disable a build user.

Manage - Click this link to manage a user's Build applications.
3 Canvas Screen Layout and Features

My Projects - Click this link to display a submenu to navigate to other projects.

Main Project

Subroutine

All Projects - Click this to return to the project dashboard.

Parents - Display a list of projects that have linked this as a subroutine.

Subroutines - Display a list of linked subroutines.

Project Name: Page # - The name of the project and page number are always displayed.

Menu - The menu allows you to deploy the application, change project settings, change prompt groups, download project or view the help document.

Diamonds - The four diamonds in the upper right hand corner of the canvas are used to move the canvas. This is helpful for larger projects with many nodes.

Circles - The three circles in the upper right hand corner of the canvas are used to change the display size of the nodes (small, medium and large).

Folded Page - By clicking on the folded page in the bottom right hand corner of the canvas, you can view, add and delete pages for the project. Pages can also be reorganized and renamed.

Tips - When applicable, tips will be displayed at the top of the canvas.

3.1 Move Canvas

Note: This is helpful when viewing a project with lots of nodes.

To move the canvas so that you can see all of the nodes, you can either:

- Hold down the left mouse button and drag the mouse in the direction you wish to move the canvas.
• Click on one of the diamonds in the upper right hand corner to move the canvas up/down/right/left.

### 3.2 Adjust Display Size of Nodes

*Note: This is helpful when viewing a project with lots of nodes.*

In the upper right hand corner, there are three circles (small, medium or large). The circle corresponding to the current size is highlighted. To adjust the node size, click on one of the circles.

All nodes on the canvas are resized.

### 3.3 Pages

To view all pages within an application call flow, click the folded page in the bottom right hand corner of the screen.

This will display all pages within the application call flow.
3.3.1 View Page
To view a specific page, simply click that page and it is displayed.

3.3.2 Create New Page
Click the page titled ‘New Page’ and a new page is created and added to the application call flow.

3.3.3 Delete Page
To delete a page, move the mouse over the node until the ✗ button is displayed in the upper right hand corner.

Click the ✗ button and a warning message is displayed.

Note: If there is only one page, it cannot be deleted.

3.3.4 Edit Page Name
To edit the name of the page, click on the current description and then type in the new description.
3.3.5 Reorganize Pages

To reorganize the pages, move the mouse over the page until the cursor is displayed.

While holding the left mouse button, drag the page to the appropriate location.
4 Nodes

The following are the current available nodes:

4.1 Prompt

The Prompt node plays prompt(s) and collects input(s).

- A prompt can be marked as interruptable.
- Prompts can be text-to-speech, an audio file, an audio URL, a recorded message, system audio or teletype text (TTY).

4.1.1 Text-to-Speech

Text-to-speech prompts support built-in playback of certain variables. Example:

- Your current balance is asCurrency(@=CurrencyVariable@).

By using the asCurrency() tag, the engine is instructed to treat the value in CurrencyVariable as a monetary value, speaking it accordingly.

Values provided to playback tags must be specifically formatted. See each tag below for formatting instructions for each playback type.
• **asDate(value)** - Value must be formatted as yyyymmdd. If a component is not available, it must replaced with ? characters.

• **asTime(value)** - Value must be formatted as hhmmx (hh = hours, mm = minutes, x = meridian). "x" maybe one of: a- AM or p - PM.

• **asCurrency(value,[type])** - Value must be formatted as mm.nn and type must be formatted as uuu (ISO4217). If not provided, the project default currency will be used.

• **asBoolean(value)** - Value must be true or false.

• **asDigits(value, value)** - The first value must be one or more digits (0-9). Digits will be spoken back as discrete value. The second value is the milliseconds to wait between playing digits.

• **asNumber(value)** - Value must be one or more digits (0-9) with an optional decimal point (.) and optional leading plus (+) or minus (-) sign.

• **asPhone(value)** - Value must be string of digits (0-9) with an optional extension indicator (x) and extension.

### 4.1.2 Audio file

You can record prompts and upload them.

- Simply click and drag the prompt you want to upload to the designated area on the screen.
- Select the prompt group you want to upload the prompt to. Prompt group is used for multiple languages.

### 4.1.3 Audio URL

You can specified the URL for prompt to play.

- Enter the URL path or use variable.
4.1.4 Recording

You can play recorded prompt.

- Enter the recording path or use the variable.

4.1.5 System Audio

You can use system audio file for prompt.

To upload system prompt, go to the Menu, click on Prompts and select System tab.

Drag and drop the file on the screen. Uploaded file will be in green.

4.1.6 TTY/TDD

You can play text as baudot tones for teletype/telecommunications device for the deaf machines.

- Enter the text you would like converted into baudot tones.
- Inputs can be collected in DTMF, Voice, Both, or Dynamically (by configuring a variable for Custom Input Mode and using the Dynamic Input Mode) both using either built-in or custom grammars.
• The user can either dynamically reference custom grammars (@=variable@) or upload a custom grammar file using the select button, and then dragging the file to the designated area to upload. Uploaded grammar files resides in /interact/users/<userId>/public.
Optional routes based on the collected inputs: ‘Match’, ‘No Match’, ‘No Input’ or ‘Max Speech Time’. 
*Note: ‘Max Speech Time’ is only available when Mode=‘Voice’ or ‘Both’.*

Collection variable properties are as follows:

- **utterance** - The raw string of words that were recognized. In the case of a DTMF grammar, this variable will contain the matched digit string.
- **interpretation** - The interpretation of the user input
- **confidence** - A value in the range 0.0-1.0. A value of 0.0 indicates minimum confidence of utterance, and a value of 1.0 indicates maximum confidence of utterance.
- **inputmode** - The mode in which the user input was provided: dtmf or voice
- **status** - A value in the list: match, nomatch, noinput.
- **error** - If not empty, a string defining the error that occurred during collection.

- **Must apply to a specific connection or conference.**

4.2 Record

The Record node records audio input, storing it into a variable.

- Can play a beep prior to recording or allow DTMF to terminate recording.
- Can specify a silence timeout or max record time.
- May include the optional route of ‘No Audio Detected’.
• Can specify where to store the recorded file. Unless specified, the file location is defaulted to the recordings directory. If the directory you specify does not exist it will be created.
Must apply to a specific connection or conference.

Recording can be used to record a conference or outdial call. You can use HTTP to Post a recorded audio file to a webserver specified by a developer. There are two ways to accomplish this: Assign Variables Node and HTTP Node.

The Assign Variable Node is used to designate a URL where the recording should be posted. The reserved variable "recordUrl" should be given the value of the URL. The value of the assign variable is the webserver location. This node must be created before the record node.

The following will be sent with the HTTP Post:

- **Recording** - Recorded audio file. (File)
- **SessionId** - Unique Id of current call. (String)
- **Size** - File size in bytes. (String)
- **maxTime** - Value is either ‘true’ or ‘false’. Indicates if recording reached max time limit. (String)
- **duration** - Length of recording in milliseconds. (String)
- **termChar** - Key press used to terminate recording. (if available) (String)

The receiving server MUST respond with Valid xml.

```xml
<?xml version="1.0"?>
<postAudio>
  <response>[success or failure]</response>
  <file>[http accessible file path]</file>
</postAudio>
```
Below is the example of how assign variable node can be configured in a project.

Using HTTP Node is another way to post http to a file.

- Select 'Post' method.
- Enter the webserver location in the URL.
- Select 'Multipart Form' content-type.
• Enter the parameter(s) that need to be sent to the HTTP.

Below is the example of how the HTTP node can be configured in the project.

4.3 Play Tone

The Play Tone node plays the DTMF tone equivalent of the specified values.

• Each key tone or pause specified will be played back for the specified duration.
• A comma (",") may be used to insert a pause.

*Example: Could be used with an outdial application call flow to dial an extension.*
4.4 DTMF Detect

The DTMF node detects specified DTMF keys.

- Must apply to a specific connection.
• Specified series of key presses that the application should listen for.

• Must apply to a specific connection.

4.5 Custom VXML

The Custom VXML node allows custom VXML to be executed.

• The VXML file can be:
  • Accessed via HTTP
    Format: http://serverName[:port]/pathToFile.vxml
  • Uploaded using Select button
• A variable can be assigned to the custom VXML.

• Must apply to a specific connection.

• An optional route can be configured for the custom VXML in the event that the dialog fails to start. If not utilized, the application will behave as if it received a dialog.exit event when the dialog fails to start.
4.6 Answering Machine Detect

The AMD node detects the difference between a live human speaking and an answering machine.

- Possible modes are: 'Live Speaker', 'Machine Tone' or Both.
- There are two routes for Live Speaker:
  - **Human Detected** - Detects live human speaking.
  - **Machine Detected** - Detects the answering machine based on the configured timers under the advanced tab.
There are four routes for Machine Tone:

- **Machine Beep** - Detect the answering machine beep.
- **Machine Fax** - Detect the fax tone.
- **Machine SIT** - Detect the disconnect number tone.
- **Timeout** - Determine how long the machine tone detect runs.
All six routes are available if Both is selected for the mode.
• Each mode, Live Speaker and Machine Tone, have their own properties. See inline help for properties description.
• Must apply to a specific connection.
4.7 Assign Variables

The Assign Variables node sets the value(s) of one or more variables.

- Variables can then be used throughout the application call flow.

4.8 Switch

The Switch node performs an equals comparison on a variable, allowing routes for configurable matching values.

- The variable specified will be compared for equality with the list of conditions configured.
- Each condition will create a route-able edge for this node.
• A ‘Default’ route is also available.

• An optional ‘Error’ route is also available. If checked, a new port will be available on the Switch Node widget. If an error occurs during execution of the conditions, the application will take the error route. If not selected, the application will take the default route in the event of an error.

4.9 Condition
The Condition node evaluates Boolean expressions allowing for conditional routes.

• Conditions will be executed in the order they are defined.

• The first condition that returns ‘true’ will be the route taken by the call; no other conditions will be executed.
- Built-in javascript functions can be used within the routes. ex: @=variable.length@ or @=variable@.length
  For integer comparisons, use parseInt() or parseFloat() ex: parseInt(@=variable@) == 1
- A ‘Default’ route is also available.
- An optional ‘Error’ route is also available. If checked, a new port will be available on the Switch Node widget. If an error occurs during execution of the conditions, the application will take the error route. If not selected, the application will take the default route in the event of an error.

### 4.10 Increment Variable

The Increment Variable node increments (adds one to) a variable.

**Example:** Can be used to increment the number of errors made during a call.
4.11 Math

The Math node performs mathematical functionality such as addition (+), subtraction (-), multiplication (*), division (/) and modulus (%).

- The values may be a variable containing a number (delimited with @=@) or a literal numeric value (e.g. 5).

- If () is not used, multiplication and division is always evaluated before addition and subtraction.

4.12 Date

The Date node performs the following:

- compare dates
- add or subtract hours (min, sec, days, etc.) to a date
- get date time (hh:mm) from date value

- Date result returns five properties: timestamp, date, time, comparisonResult, and formattedResult.
You can have the current date and time assigned to variables and then use those variables throughout your application. Simply select Get Date Time from Operations and enter the format. The date format is yyyyMMdd and the time format is hhmm. The Return Format field can be used to set the Date variable in any format that is specified. For example HH/mm/ss or HH:mm:ss.

4.13 String

The String node allows you to concatenate, split, get length and get substring from a string value.

- The value may be a literal number or variable.
4.14 Timer

The Timer node delays for a specified number of milliseconds.

- The value may be a variable containing a number (delimited with @=@) or a literal numeric value (e.g., 5).

4.15 Javascript

The Javascript node allows a user to execute JavaScript.
• Canvas. (variable name) is accessible in the rest of the application.

• The node has a limit of 4096 characters.

### 4.16 Start Service

The Start Service node indicates that the application has been started as a service (e.g. via web or API). This node and/or the Incoming Call node should begin the application call flow.

>This node is unavailable to subroutines.
If you need to pass variables to your service, add them to the request string. An example curl command to run:

```
curl -v --request POST
"https://api.nimblevox.com/nimblevox/api/serviceStart?apiKey=[your
key]&serviceId=[nimblevox build
service ID associated with your nimblevox build project]&[project variable
name]=[project variable
value]"
```

where project variable name can be var1 and project variable value can be 4021234567

Configure the Assign node to access the passed in variables, args.[variable name]. Example:

### 4.17 Start Subroutine

The Start Subroutine node indicates that the application can serve as a subroutine. (e.g. via the import node. This node should begin the subroutine call flow, resuming from the import node in the main project.

The name of the connection inherited from the main project can be assigned a different name by clicking on the node.
4.18 Import Subroutine

The Import Subroutine node serves to move control of the application over to the indicated subroutine. The subroutine will inherit the indicated connection and have access to all of the parent project's data through the global variable. The import node will link the previous node with the Start Subroutine Node contained within the subroutine. A shortcut to traverse to the indicated subroutine is provided by clicking on the arrow of the import node. This shortcut is disabled if a subroutine is not selected.

This node is unavailable to subroutines.

Click on the main panel for the import node to configure the linked subroutine and namespace. All values stored within the subroutine will be accessible in the parent app, or other subroutines, by appending the namespace provided to the variable name (ex. valueOne => namespace.valueOne).
4.19 Exit Subroutine

The exit subroutine node signals the end of the subroutine, at which point control will be resumed within the parent app.

This node is unavailable to subroutines.

4.20 Incoming Call

The Incoming Call node indicates that the application has started via incoming phone call which has been automatically accepted and connected. This node and/or the Start Service node should begin the application call flow.

- Creates a connection that supports the following events: ‘Connection’ and ‘Disconnected’.
• Only one may exist per application.

4.21 Outdial

The Outdial node dials an external phone number.

• Configure the destination information: ‘Destination’, ‘Caller Id’ and ‘Ring Timeout’.
Configure the outbound connection information. This node creates a connection that supports the following events: 'Progressing', 'Connected' (defaulted), 'Failed', 'Disconnected' (defaulted) and 'No Answer'.

4.22 Join Connections

The Join Connections node bridges two call connections or a call connection with a conference.

- Connection 2 can be muted.
- This node supports the following connection events: 'Joined' and 'Failed'.
- These events are asynchronous; they may happen any time during the call.
4.23 Unjoin

The Unjoin node unjoins a connection between two calls or a call and a conference.

- This node supports the following connection events: 'Unjoined' and 'Failed'.
4.24 Conference

The Conference node allows multiple callers to be on the same call.

- This node supports the following events: 'Created' and 'Destroyed'.
4.25 Disconnect

The Disconnect node disconnects a connection.

- Must apply to a specific connection.

4.26 Email

The Email node sends an email to the listed recipient(s).
- **Sender** - The name the email will appear under. Variables can be used.
- **To Address** - The email address(es). Separate multiple addresses with a comma. Variables can be used.
- **Subject** - The subject of the email. Variables can be used.
- **Attachment** - The file name and path relative to your storage folder containing the attachment. Variables can also be used.
- **Body** - The message to send in the email. Variable can be used.

### 4.27 HTTP Request

The HTTP Request node makes an HTTP request, returning the response entity into a variable.
• Configure the Method (GET, POST, PUT, DELETE, HEAD, OPTIONS, TRACE, PATCH), URL, Content-Type (e.g. XML (application/xml)), charset (e.g. utf-8), Body or Parameters and Timeout value (If timeout is reached, the Connection Error route will be taken).

• Configure the HTTP headers to be sent with the request, one header per line.
• Configure if authorization is needed (e.g. Username/Password).

• Configure what to do with the response: assign Variables, available optional routes (Successful 2xx, Client Error 4xx, Server Error 5xx) and status codes (e.g. 200 Success, 404 Not Found).
- A 'Default' route is also available.

### 4.28 Send Event

The Send Event node allows a user to configure the arguments to be sent to the Receive Event node.
• **Event Name** - The name of the event. This is used in conjunction with the Receive Event node and as part of a variable in other nodes. *See example under Receive Event.*

• **Target** - The session id to send an event to. Using @=sessionId@ will get the value of the current session id.

• **Event Arguments** - The name/value pairs to send to the Receive Event node.

### 4.29 Receive Event

The Receive Event node receives the arguments configured in the corresponding Send Event node. This node is not available to subroutines. Instead, one is advised to receive the event in the parent application, and relay and re-enter the subroutine to process the event.

- Multiple Events can be configured on one Receive Event node.
• **Event** - The name of the event. This must correspond to the Event Name configured in the Send Event node. All arguments received from the corresponding Send Event node are rolled up into an object called ‘args’. This is then used as part of a variable in other nodes. The variable format is `@=(Send Event name).args.(Event Argument name)@`. See the example configuration for the Destination field of the Outdial node below:

4.30 Billing Log

The Billing Log node allows a user to add additional field value to the billing record (*does not affect call flow*).

- The name and value can be literal or variable.
**4.31 Comment**

The Comment node allows a user to annotate something with a comment (*does not affect call flow*).

My comment...

- The comment displays on the call flow to allow you to give additional information.

**4.32 Go To**

The Go To node redirects the call flow to a Target node.

- This can be used to organize application call flows into multiple sections or pages.
4.33 Target

The Target node is the named destination for a Go To node.

- This can be used to organize application call flows into multiple sections or pages.

4.34 Write to Log

The Write to Log node is used to overwrite or append a log file. The file is written to the user's Build shared directory “logs”.

- Configure the file name, file location and Body. The values can be literal or variables.
4.35 Fork
The Fork node is used to fork a single path into multiple paths, each of which will be executed asynchronously.

- To add additional forks, click the icon.

4.36 End
The End node terminates the current application session.
5 Create Application

5.1 Add Node

To add a new node, simply click anywhere on the canvas and all available nodes are displayed.

Click the desired node and it is added to the canvas.

5.2 Configure Node

To configure a node, move the mouse over the node until the cursor is displayed.

Click and the node information is displayed.
The fields and tabs displayed will vary for each node. (See descriptions of each node above)

Note: For some nodes, the Label will default to the name of the node. This can be changed.

### 5.2.1 Notes

All available notes for the node can be displayed by hovering over the 📝 icon.
5.2.2 Syntax Help

Where possible, we try to help out by providing the proper syntax for variables. Example:

- When adding Text-to-speech, you can select one of the available variable types and the correct tag is added to the input field.

If using a variable for the value, start by entering ‘@=’. This will display all possible values.
Click on the desired value. If additional options are available, they will then be displayed.

The syntax is then completed with a '@'.

- The icon is displayed next to all fields that allow variables (e.g. @=variableName@)
  So, each time you start typing '@=' a listing of all available options is displayed.

5.3 Delete Node

To delete a node, move the mouse over the node until the button is displayed in the upper right hand corner.
Click the delete button and the node is deleted.

Notes:

- A node cannot be removed if its connection is referenced by another node.
- The referencing node must first be deleted or modified to reference another connection.
- A warning message is displayed which includes a link to the referencing node.

### 5.4 Clone Node

To create a clone of a node, move the mouse over the node until the `Clone` button is displayed in the lower right hand corner.

Click the `Clone` button and a clone of the node is created and placed on the canvas. The new node can be edited/reconfigured and moved to the appropriate place within the application.

### 5.5 Copy/Move/Extract Multiple nodes

To copy/move/extract multiple nodes within the project, hold <Shift> key and select the desired nodes. A box with the available options is displayed.
Nodes can be copied to the current page or another page.

If another page is selected, pages names are displayed.

Nodes can also be moved or extracted to the current or another page. If another page is selected, pages names are displayed.

Move will simply move the selected area, where as, extract will move the selected area but retain functionality of any edges that connected into/out of the selected area by adding gotos/targets (see example below).
5.6 Move Node

To move a node on the canvas, move the mouse over the node until the move cursor is displayed. While holding the left mouse button, drag the node to the appropriate place within the application.

5.7 Connect Nodes

To connect two nodes, move the mouse over the outgoing arrow of the event you want to connect from until the 🔺 cursor appears.

Hold down the left button and move the mouse to the node you want to connect to until a green circle surrounds the in arrow.
If you determine that this connection is not correct, move the mouse back over the outgoing arrow until the cursor again appears, hold down the left button and move the mouse to the correct node.

Notes:

- There can be a many to one relationship with the connections.  
  *(e.g. The ‘No Match’ and ‘No Input’ routes can both connect to the same node.)*

- You can also loop the connection back to itself.  
  *(e.g. The ‘No Input’ route can connect back to play the prompt again until input is received.)*

5.8 Return to Connection Source

All nodes that are required to apply to a specific connection have the ability to link back to that source.

Move the mouse over the button until the cursor appears and click.
The screen jumps back to the source node, which is also highlighted in yellow.

This can be handy for larger call flows that scroll off the page or are multiple pages.
6 Menu Button

6.1 Deploy

6.1.1 Deploy Application

When you are ready to deploy an application call flow for use, click the button and then select Deploy.

The Deploy Application screen is displayed.

- With integrated Build systems, the Numbers listed are from your associated Nimblevox account (there is a cost associated with numbers) and Services are manually entered. Services are started by either an API call or web application (there is no cost associated with services).

- The number(s) that still available will not have a group and application assign to.

- The number(s) that have been assigned to the group will have application assign to with the date and time of the last deployment.

- For Services, enter a description for the service and then click the button. The application is deployed to a service ID.

- Production checkbox is used with deploy when the application is production ready . indicates the application is certified for production.
6.1.2 Remove Application from Number or Service

When you want to remove (undeploy) an application from a number or service, click the [Menu] button and then select Deploy.

The Deploy Application screen is displayed and shows the currently deployed applications.

- For Numbers, click the [x] button next to the application you wish to remove.

A warning message is displayed.

Are you sure you want to remove the application from this number?
This will take immediate effect and cannot be undone.

Cancel Yes

Click the [Yes] button and the application is removed from the number.

- For Services, click the [x] button next to the name or the application you wish to remove.

A warning message is displayed.

Are you sure you want to remove the application from this service?
This will take immediate effect and cannot be undone.

Cancel Yes

Click the [Yes] button and the application is removed from the service.
6.2 Edit

When you want to undo or redo the change click the button and then select Edit.

Click on the option. Short keys can also be used.

6.3 Settings

In the upper right hand corner, click the button and then select Settings:

The project setting allows for changes to settings and arguments.
6.3.1 Settings

Settings consists of the Project Name, Default TTS Language, Default ASR Language, Default Prompt Group, Default Currency and Log level. Once the selections have been made they are saved by clicking the OK button.

6.3.1.1 Edit Project Name

The Project Name is under Menu/Settings. This name can be changed at any time.

6.3.1.2 Edit Default TTS Language

The Default TTS Language is under Menu/Settings. This is the default language used for TTS. The default language can be overwritten in the call flow application by setting <InboundConnection>.ttsLanguage in the Assign Variables Node.

6.3.1.3 Edit Default ASR Language

The default ASR Language is under Menu/Settings. This is the default language used for ASR. The default language can be overwritten in the call flow application by setting <InboundConnection>.asrLanguage in the Assign variables Node.

6.3.1.4 Edit Default Prompt Group

The Default Prompt Group is under Menu/Settings. This is the default prompt group for playing audio files. The Default Prompt Group can be overwritten in the call flow application by setting <InboundConnection>.promptGroup in the Assign variables Node.

6.3.1.5 Edit Default Currency

The Default Currency is under Menu/Settings. This is the default currency that is played back when asCurrency() is used when playing TTS. The Default Currency can be overwritten by passing currency type to asCurrency(). Example: asCurrency(1234, USD).

6.3.1.6 Edit Project Log Level

The default project log level is under Menu/Settings. The log is written to logs directory under Storage tab on Nimblevox.

6.3.2 Arguments

The argument tab allows a user to create variable(s) to be used within the project. This is the default value and can be overwritten on the Nimblevox side.

To access the argument variable the format is @=args.(variable)@. See example below.
6.4 Prompts

In the upper right hand corner, click the button and then select Prompts:

The prompts/files tab allows for prompts to be uploaded to Build by simply dragging the audio file onto the screen. Once the prompts are uploaded they can be used by any Build application. Uploaded prompts reside in /interact/users/<userId>/public.
The Prompts/System tab allows for system file audio to be uploaded to Build by simply dragging the audio file onto the screen. System file audio is concatenated together to form dates and numbers. Once system files are added to a prompt group, prompt groups can then be assigned to applications.
The Prompts/Groups tab allows for a friendly name to be assigned to a Prompt Group Language.
6.5 Share/Export

Users can share project(s) from Menu/Share/Export.

The Download Project button allows a user to download the project that is currently displayed on the canvas. Once it is clicked the project will be downloaded to the users local drive.

The Create Link button creates a link the user can share with other users. When follow the link, a copy of the project will be imported to the account.

6.6 Soft Phone

Note: This feature is only supported for Chrome and Firefox. It is not available in IE.

A soft phone is available to test Build applications. The numbers that are assigned to a Nimblevox user are shown in the soft phone drop down menu. The soft phone will dial the number chosen and the application that is currently assigned to that number will be invoked.
From the soft phone it is also possible to Deploy the application that is currently on the canvas to the number that is chosen on the soft phone.

Deploy To Test allows user to deploy the application to the test number.

Download Log allows user to download the softphone log. Log level must be configured in Menu->Settings->Project Log Level to write to file.
7 Build Processes

There are essential processes for Build to function properly. They are:

- vipStart - service that starts and stops all the Nimblevox Engine processes
- cassandra - a database used to store Nimblevox Build and other application specific information
- vex - a server that works in conjunction with the Nimblevox Engine to process the application call flow (as defined on the graph) in real time
- phonebook - a server that stores and processes information about the different projects created through Nimblevox Build
- collector - receives statistics from all system applications that are configured to send status information.
- dmv - The Dynamic Machine Validation (DMV) provides the license management for each host system running product software. It connects to the Web Licensing Server on an hourly basis to verify the license validity.
- httpd - Apache Hypertext Transfer Protocol Server used by the Nimblevox Engine to manage internal and external web request.

Each process can be started, stopped, restarted or monitored using the service script.

**Starting:** service <process name> start

ex. service vipStart start

**Stopping:** service <process name> stop

**Restarting:** service <process name> restart

**Monitoring:** service <process name> status

*Note: When restarting, services start in the order listed above. If the system needs to be renamed be sure to stop the dmv process first.*