

Prompt.OnComplete, Reco.OnReco, Reco.OnSilence, Reco.OnMaxTimeout, and Reco.OnNoReco. Each of these will be described in turn.

5 RunSpeechOnComplete works as follows:

- (1) If the active Prompt object has an OnClientComplete function specified, it is called.
- (2) If the active Prompt object was contained within  
0 a statement control, or a question control which had no active answer controls, RunSpeech is called.

RunSpeechOnReco works as follows:

- 5 (1) Some default binding happens - the SML tree is bound to the SML attribute and the text is bound to the SpokenText attribute of each control in ControlsToSpeechEnable.
- (2) If the confidence value of the recognition result  
10 is below the ConfidenceThreshold of the active answer control, the Confirmation logic is run.
- (3) Otherwise, if the active answer control has on OnClientReco function specified, it is called, and then RunSpeech is called.

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RunSpeechOnReco is responsible for creating and setting the SML, SpokenText and Confidence properties of the ControlsToSpeechEnable. The SML, SpokenText and Confidence properties are then available to scripts at runtime.

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RunSpeechOnSilence, RunSpeechOnMaxTimeout, and RunSpeechOnNoReco all work the same way: