

bool flush

A flag which states whether or not to flush the telephony server's DTMF buffer before recognition begins. Setting flush to false permits DTMF key input to be stored between
5 recognition/page calls, which permits the user to 'type-ahead'.

string escape

Holds the string value of the key which will be used to end
0 DTMF recognition (eg '#').

string targetAttribute

TargetAttribute specifies the property on the primary control in which to bind the value. If not specified, this
5 is assumed to be the Text property of the primary control.

string ClientTest

The ClientTest property references a client-side boolean function which determines under which conditions a DTMF
10 grammar is active. If multiple grammars are specified within a DTMF object, only the first grammar with a true ClientTest function will be selected for activation during RunSpeech execution. If this property is unspecified, true is assumed.

15 1.5.4 DTMFGrammar

DTMFGrammar maps a key to an output value associated with the key. The following sample shows how to map the "1" and "2" keys to text output values.

```
<dtmfgrammar>  
  <key value="1">Seattle</key>  
  <key value="2">Boston</key>
```