



VoiceObjects

VoiceObjects 7

Tellme Studio Provisioning Guide



Tellme Studio Provisioning Guide

VoiceObjects 7.3/7.4

To ensure that you are using the documentation that corresponds to the VoiceObjects software you are licensed to use, compare this version number with the software version shown in the Help menu of the VoiceObjects software you are using.

Copyright

Copyright © 2001-2009 VoiceObjects Germany GmbH and its licensors. All rights reserved.

Published in Germany – Legal information January 2009

Information in this document is subject to change without notice and does not represent a commitment on the part of VoiceObjects or any of its subsidiaries. The software described in this document is furnished under a license agreement or nondisclosure agreement. The software may be used or copied only in accordance with the terms of the agreement. You may not copy, use, modify, or distribute the software except as specifically allowed in the license or nondisclosure agreement. No part of this document may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying and recording, for any purpose, without the express written permission of VoiceObjects or a subsidiary thereof.

Protected by German and European patents. Further patents pending.

Companies, names, and dates used in examples herein are fictitious unless otherwise noted. If such names affect copyrights or trademarks or others, please notify VoiceObjects by e-mail at vo-documentation@voiceobjects.com.

Trademarks

VoiceObjects is a registered trademark of VoiceObjects Germany GmbH. Any other trademarks, trade names or service marks mentioned in this document belong to their respective owners.

The material presented herein is based upon information that we consider reliable, but we do not represent that it is error-free and complete. VoiceObjects is not making any representation or granting any warranty with respect to such material, and the distribution of such material shall not subject VoiceObjects to any liability.

Explicit Copyright Notice

The VoiceObjects software includes software developed by the Apache Software Foundation (www.apache.org). Copyright © 1999-2009 – The Apache Software Foundation. All rights reserved.

Java and all Java-related trademarks and logos are trademarks or registered trademarks of Sun Microsystems, Inc. in the U.S., other countries, or both.

Specific versions of the VoiceObjects software contain copyright material authorized by the Eclipse Foundation (www.eclipse.org), their contributors and others. All rights reserved.

Specific versions of the VoiceObjects software contain copyright material authorized to copy from Bocaloco Software LLC (www.xmlbuddy.com). All rights to such copyright material rest with Bocaloco Software.

Specific versions of the VoiceObjects software work with Microsoft Excel or make use of copyright material from Microsoft Corporation (www.microsoft.com). All rights to such copyright material rest with Microsoft. Microsoft and Excel are registered trademarks of Microsoft Corporation.

Document Number: E-032-20081215-VO7



Table of Contents

TABLE OF CONTENTS	3
TELLME STUDIO PROVISIONING GUIDE	4
Prerequisites	4
Configuring a Proxy Server (Optional).....	4
Allowing Access to Desktop for Eclipse.....	5
Registering with Tellme Studio	6
Configuring Desktop for Eclipse	6
Calling your Application	7



Tellme Studio Provisioning Guide

The *Tellme Studio Provisioning Guide* describes the process of deploying and testing applications developed with VoiceObjects Desktop for Eclipse by using the Tellme Studio media platform.

If you are new to Desktop for Eclipse first follow the steps described in the *Desktop for Eclipse Quick Start Guide*. It describes how to run through the installation, provides a short introduction to the Desktop for Eclipse environment, and explains how to create a first small application.

For a more detailed description of Desktop for Eclipse refer to the *Desktop for Eclipse Guide*.

Prerequisites

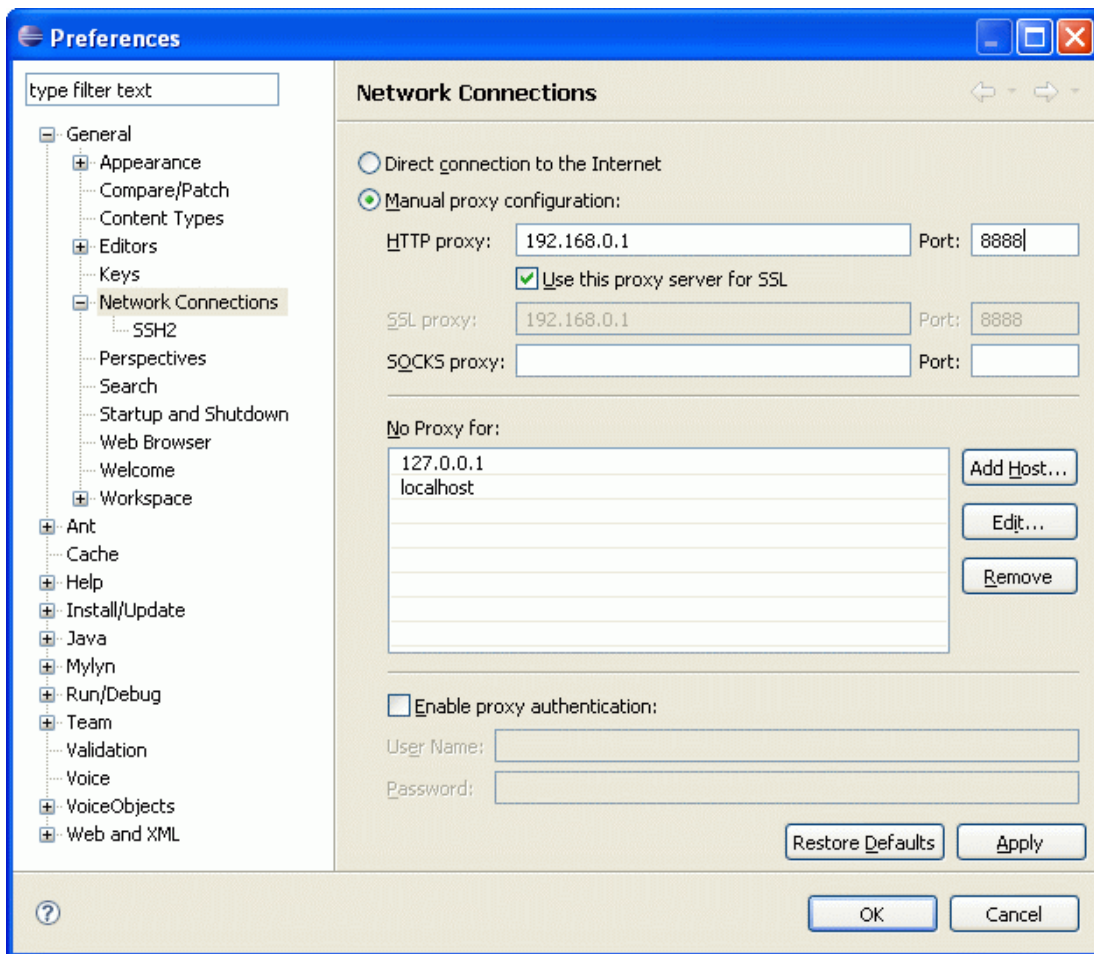
To use Desktop for Eclipse with an external hosted media platform, your machine needs to be accessible from the Internet. Before continuing, make sure that your firewall or network is configured to allow such access.

To be able to call your application later on, you will need **Skype** installed on your machine. The latest version of **Skype** can be downloaded from www.skype.com.

Configuring a Proxy Server (Optional)

If you are using a proxy connection to connect to the Internet, do the following:

1. In the menu bar of Desktop for Eclipse, open the **Windows** menu and select **Preferences**.
2. In the left pane of the **Preferences** window, expand the **General** entry and click **Network Connections** to display the network preferences.
3. Select the radio button **Manual proxy configuration** and specify the address and port of your proxy server in the respective fields.

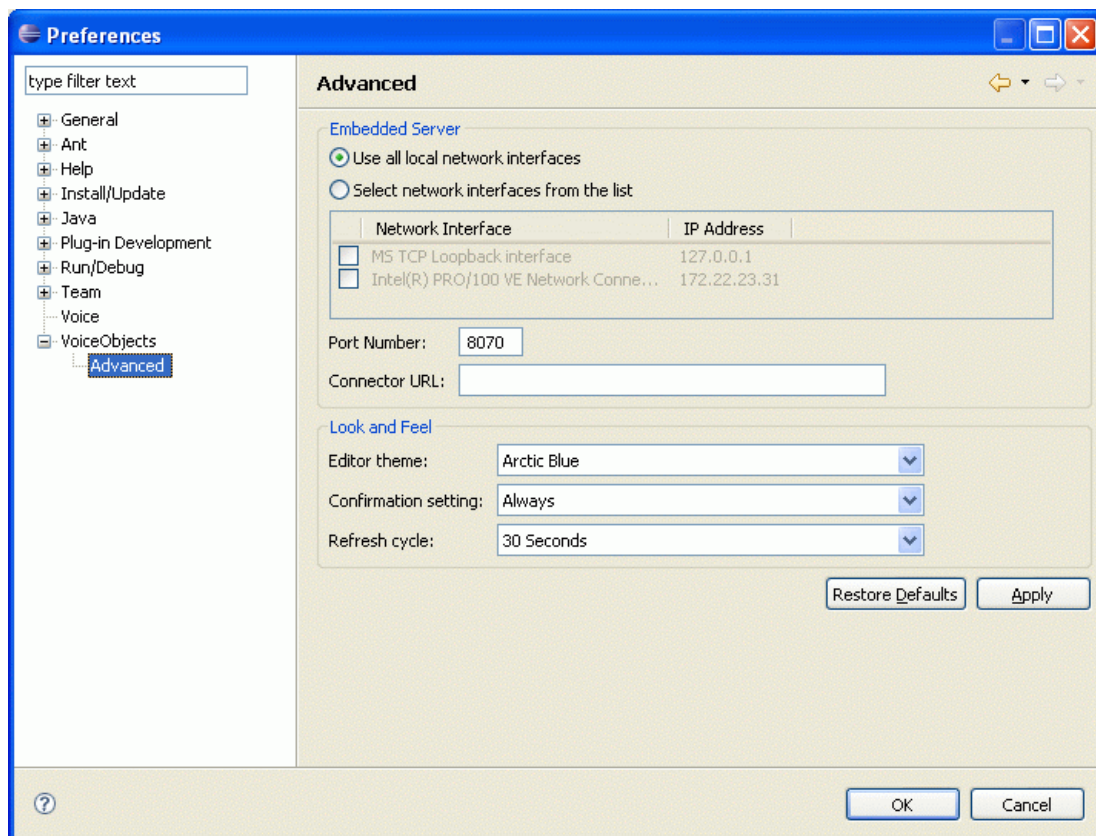


Note: As the automatic configuration of Tellme Studio is performed through a secure connection, make sure to also specify an SSL proxy.

Allowing Access to Desktop for Eclipse

To make Desktop for Eclipse accessible from the Internet, do the following:

1. In the menu bar of Desktop for Eclipse, open the **Windows** menu and select **Preferences**.
2. In the left pane of the **Preferences** window, expand the **VoiceObjects** entry and click **Advanced** to display the VoiceObjects advanced preferences.
3. Select the radio button **Use all local network interfaces**. Alternatively, you can select the radio button **Select network interfaces from the list** and check at least one entry in the table below other than the *Loopback interface*.



4. Click **OK** to apply your settings and close the **Preferences** window.

Registering with Tellme Studio

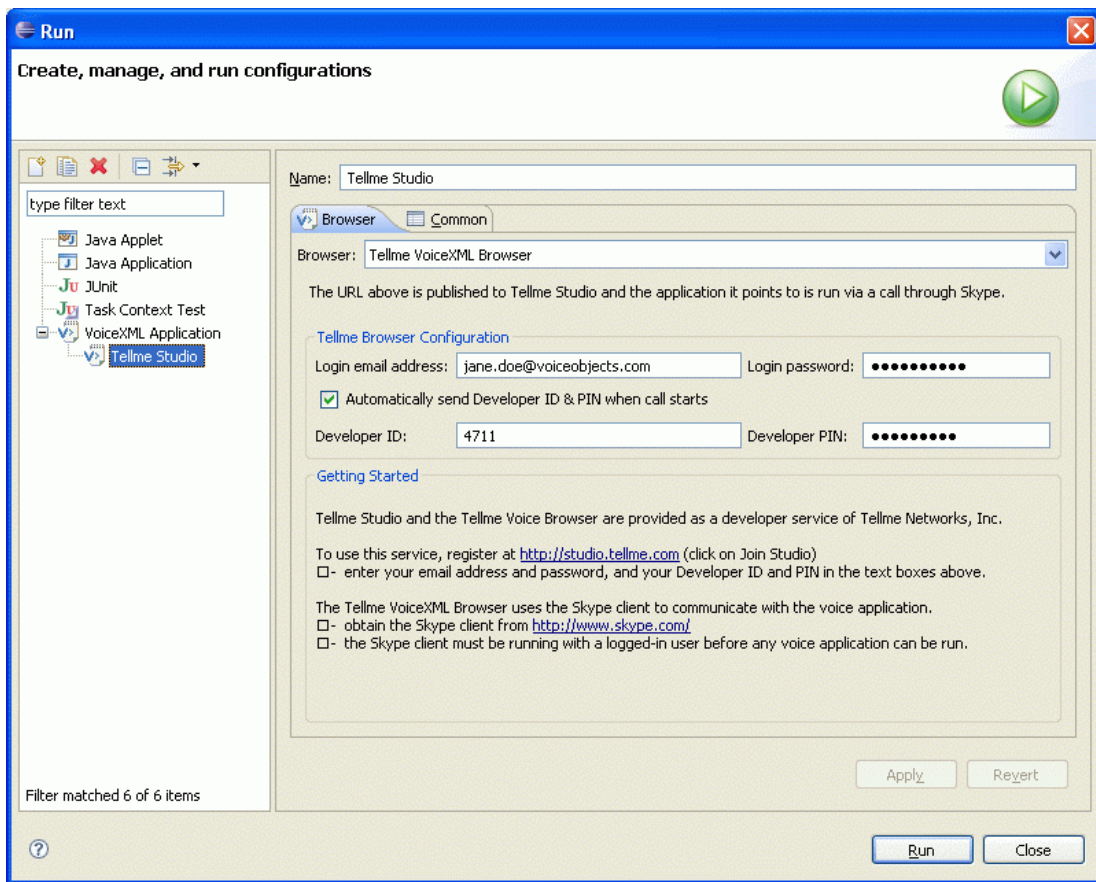
If you do not have an existing Tellme Studio account, go to <http://studio.tellme.com> and click the link **Join Studio** to register as a new user.

After completing the registration process, you will receive a confirmation e-mail with all required login and password information.

Configuring Desktop for Eclipse

Next, specify a new configuration for Tellme Studio in Desktop for Eclipse.

1. In the menu bar of Desktop for Eclipse, open the **Run** menu and select **Run... (Open Run Dialog...)**.
2. Right-click **VoiceXML Application** in the left pane and from the context menu select **New**.
3. In the **Name** field, specify a name for the new configuration e.g. *Tellme Studio*.
4. In the **Browser** field, select *Tellme VoiceXML Browser* from the drop-down list.
5. In the fields **Login email address** and **Login password**, specify your login and password respectively that you have received with your confirmation e-mail.
6. In the fields **Developer ID** and **Developer PIN**, optionally specify your Developer ID and PIN respectively that you have received with your confirmation e-mail. If you leave these fields empty you will be asked for your Developer ID and PIN with every call to Tellme Studio.



7. Click **Apply** to apply your settings and **Close** to leave the **Run** window.

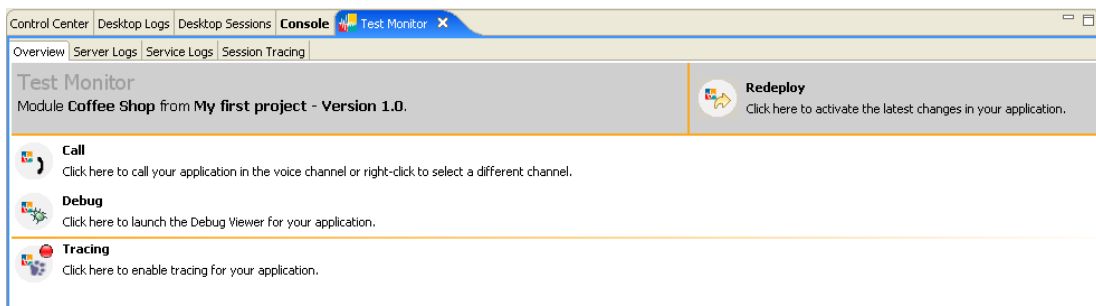
Calling your Application

Follow the instructions in the *Desktop for Eclipse Quick Start Guide* to create a small sample application with Desktop for Eclipse.


You can test this application now by doing the following:

Right-click the *Coffee Shop* Module object (or any other object you have created and want to test) and select **Test Application** from the context menu.





The **Test Monitor** will be displayed in the bottom right corner of Desktop for Eclipse.





Test your application by clicking the **Call** button  on the **Test Monitor**. Skype will start and automatically call Tellme Studio. The first time, Skype will request you to confirm the launch by an external plug-in (in this case *eclipse.exe*).

The following dialog flow shows a possible dialog for the *Coffee Shop* application:

Object – Caller	Dialog Flow
	<i>Welcome to the Coffee Shop service!</i>
	<i>What would you like to drink? Mocha, Latte, or Espresso?</i>
 Caller	<i>Espresso.</i>
	<i>Here we go. Enjoy your delicious Espresso.</i>