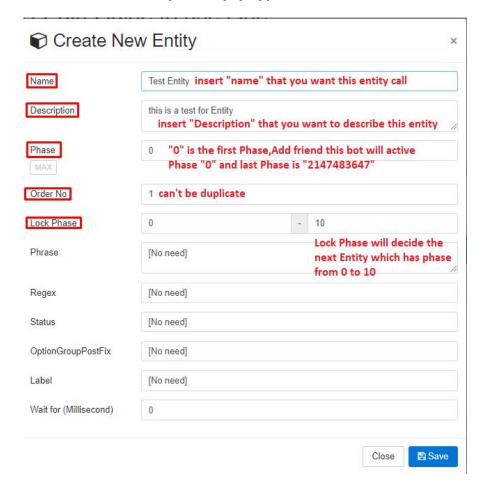
Creat	te reply types in LINE	2
	1. How to create an Entity for reply types in LINE	2
•	2. How to create Response for each reply types in LINE	3
	A. How to create "Text" type	3
	B. How to create "Button" type	5
	C. How to create "Confirm" type	9
	D. How to create "Image" type	. 12
	E. How to create "Sticker" type	.14
	F. How to create "Location" type	.16
	G. How to create "Carousel" type	. 19

# **Create reply types in LINE**

1. How to create an Entity for reply types in LINE



Name: you will insert the name for bot chat Entity

Ex:[Text] Entity,[button] Entity,[Confirm] Entity...

Description: Describe your entity ,more detail, more easily to understand

Ex:[Text]-This entity for "text", [Button]-This entity for "Button", .....

- Phase: '0' is the first phase and always create phase '0' first, Mission of '0' phase is display immediately when user add ad start chat with the bot. Maximum phase is '2147483647' which mean insert any thing will return the response of this entity.
- Lock Phase: This will search from entity which in phase from "specily number" to "specily number".

Ex:We have create an entity Phase '11'. and lock phase is "0" to "10", The entity with Phase '0' is always create first, So that mean lock phase is now from "0" to

"10", But the phase we want to find is '11' so this won't find the Entity which Phase is '11'.

 Phrase: Depend on your situations the right a text to this entity for response of this entity.

Ex:[Text] => Display the Text,[button] => Display the button. When you type 'Display the Text' it will automatically display the response of this entity.

#### Regex:

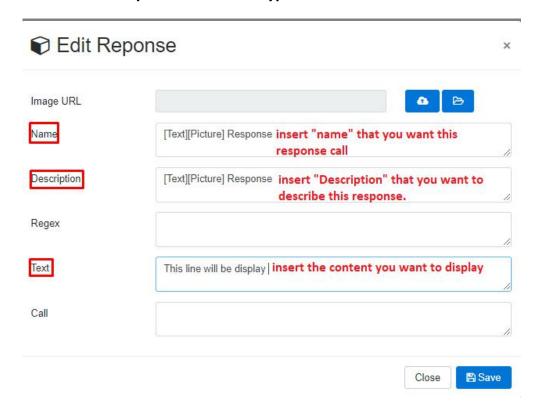
Ex:The Phase have input 'Display the Text' or 'Display the button' then regex will be, 'Text' or 'Button' it also automatically display the response for this entity like Phrase.

# 2. How to create Response for each reply types in LINE.

Note: "\_" Is special character to split into many elements.

# A. How to create "Text" type.

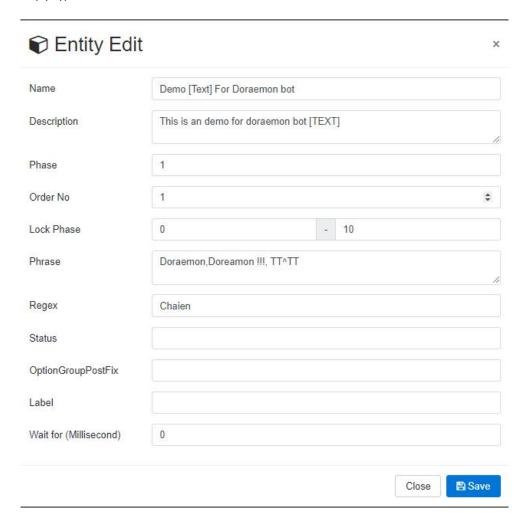
#### A.1. Create Response for "Text" Type.



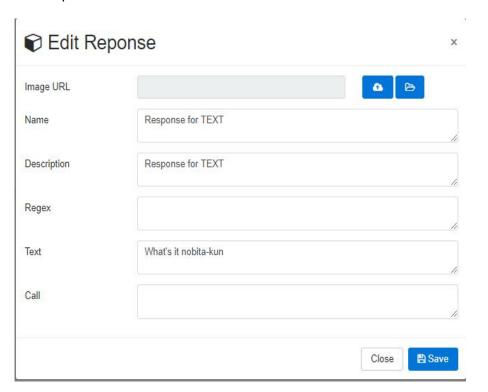
The syntax of this response is None, just insert the content you want to display, call it by Phrase or Regex of entity and the text will be display.

#### A.2. Example:

– Create Entity 'Text':

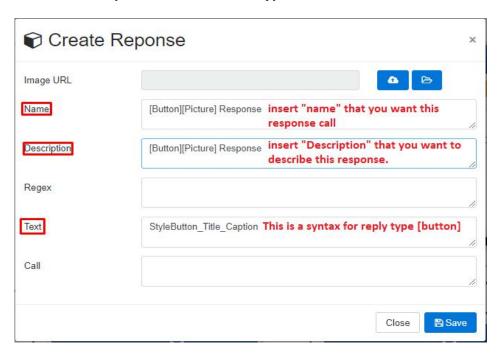


## Create Response



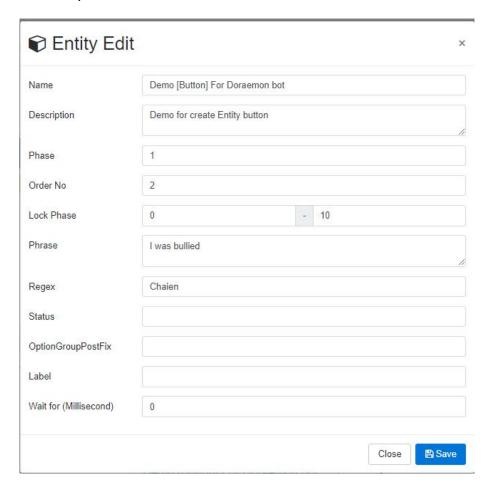


- B. How to create "Button" type.
  - **B.1.** Create Response for "Button" Type.

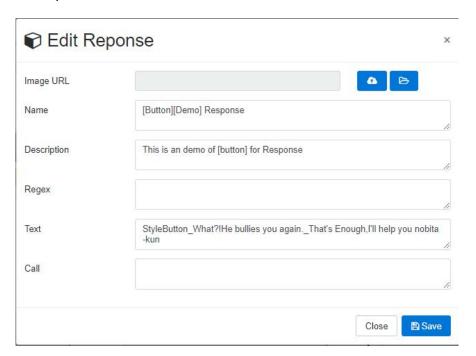


#### **B.2. Example:**

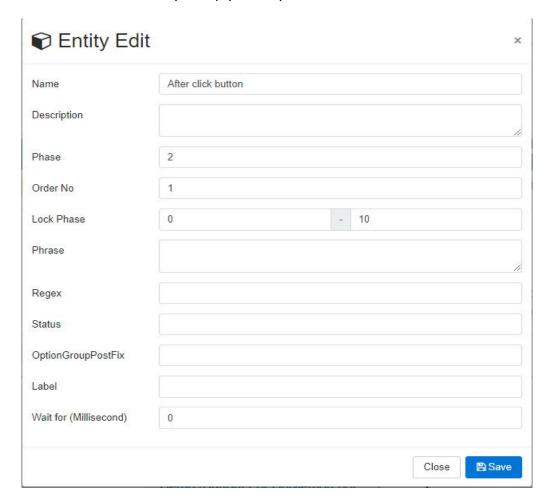
## – Create entity 'Button':



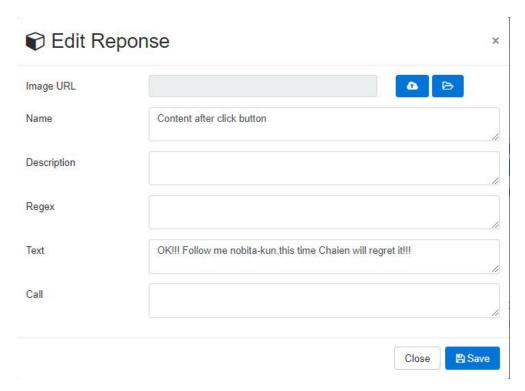
#### Create response:

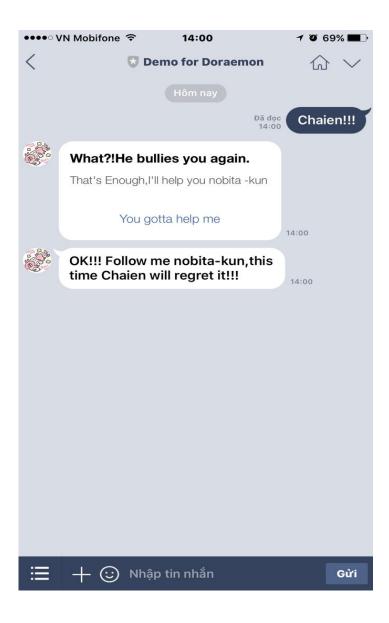


Create one more entity to reply when you click the button.



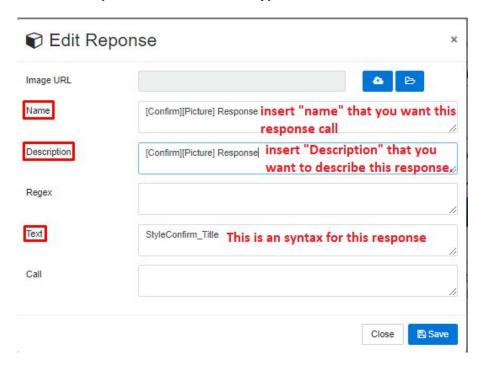
One more Response...:





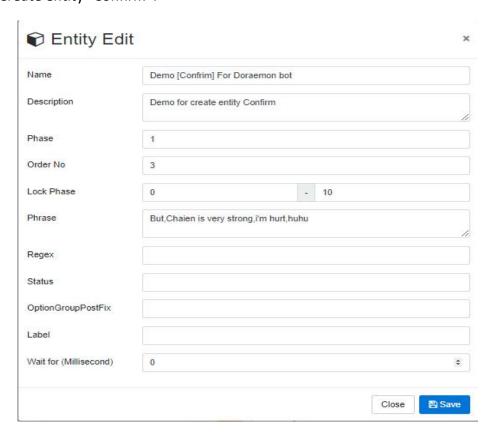
# C. How to create "Confirm" type.

C.1 Create Response for "Confirm" Type.

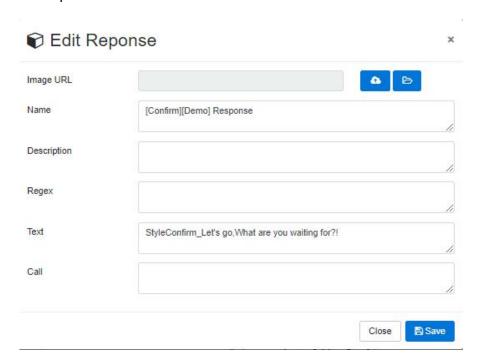


#### C.2 Example:

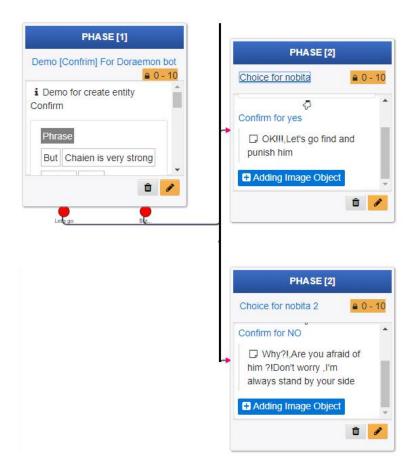
Create entity "Confirm":

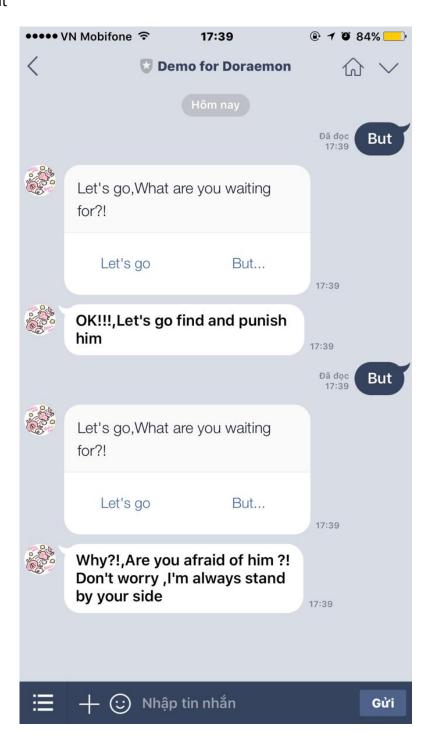


Create response

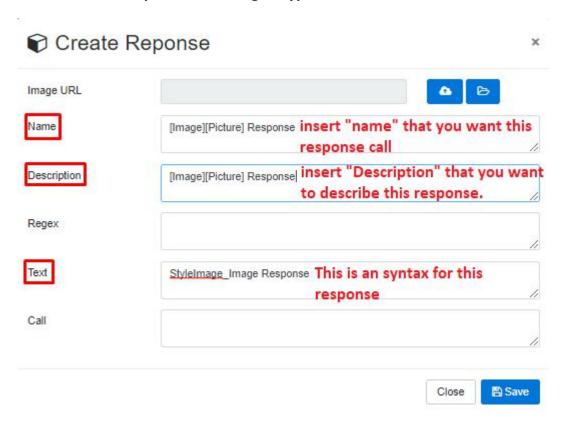


Create 2 more entity for the result(Text entity).



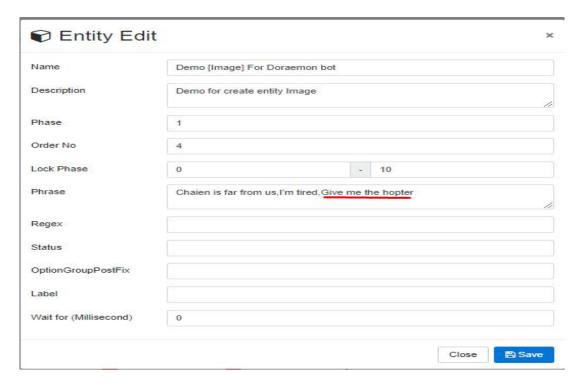


- D. How to create "Image" type.
  - D.1 Create Response for "Image" Type.

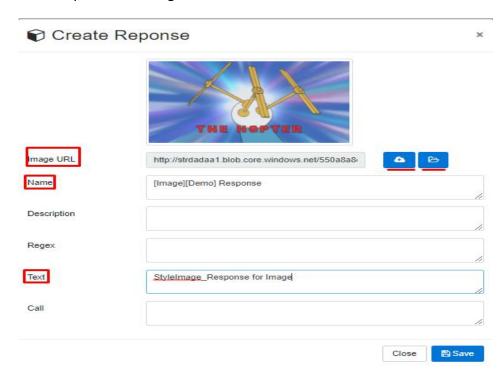


#### D.2 Example:

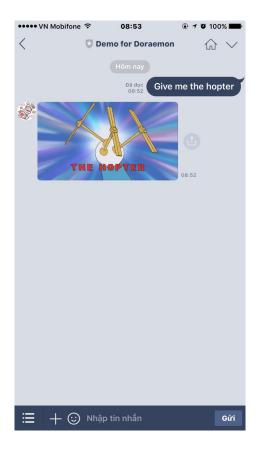
Create entity "Image":



Create response for 'Image'

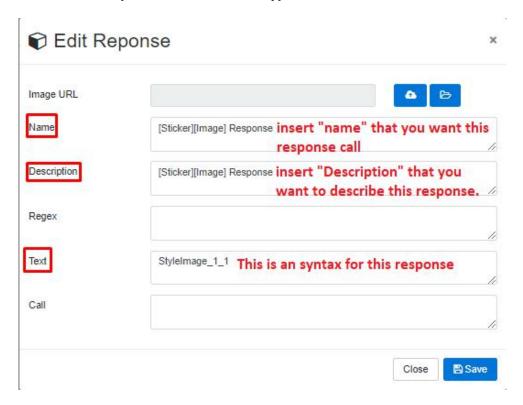


Note: 'Cloud icon' for you to upload an image and 'Folder Icon' for you to choose an image(if you don't have any image to choose, then upload and back to this page, then you can choose).



## E. How to create "Sticker" type.

# E.1 Create Response for "Sticker" Type.



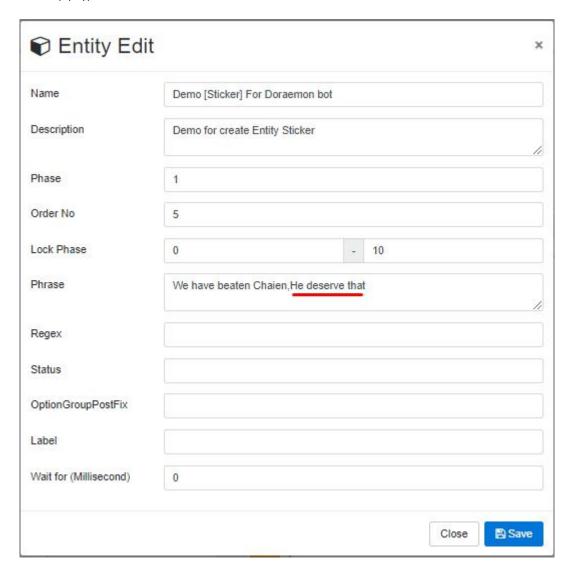
Note: Syntax should be StyleImage\_StickerPackageID\_StickerID.

You can looking for StickerPackageID and StickerID in

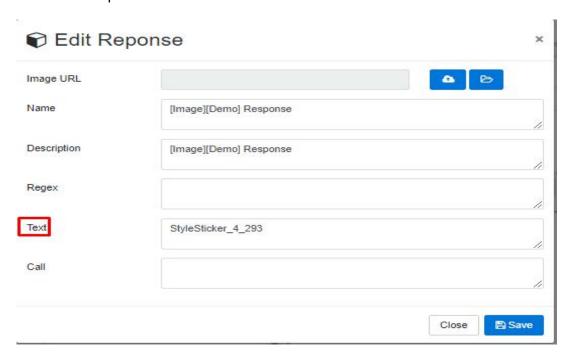
https://devdocs.line.me/files/sticker\_list.pdf

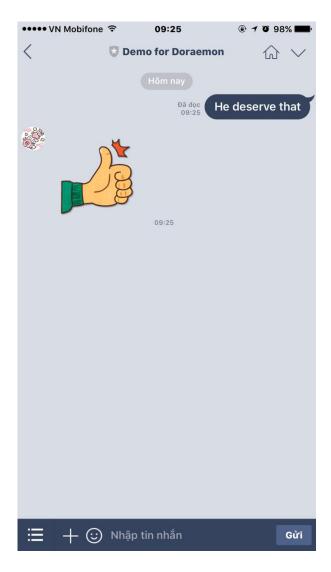
# E.2 Example:

Create Entity 'Sticker'

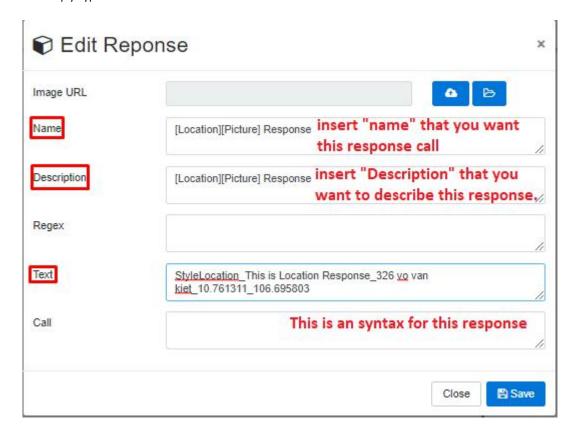


#### Create Response:



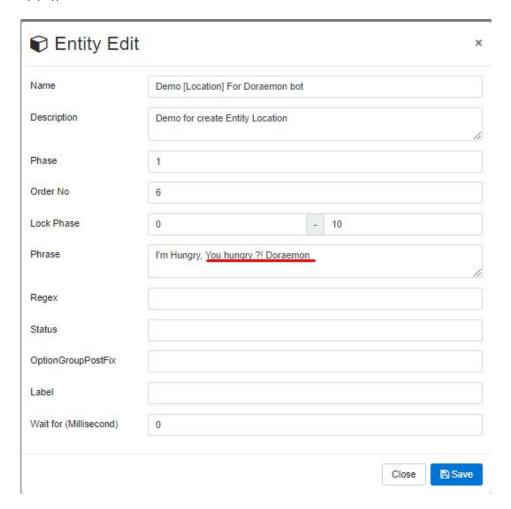


- F. How to create "Location" type.
  - F.1 Create Response for "Location" Type.

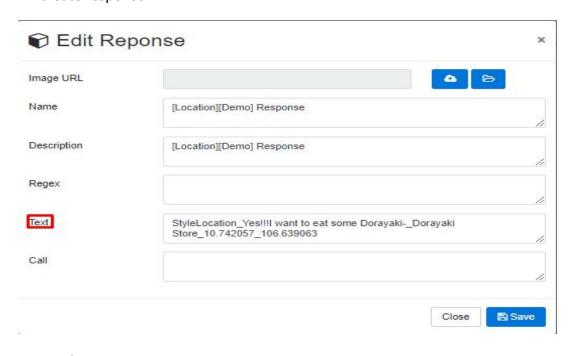


## F.2 Example:

Create entity 'Location':



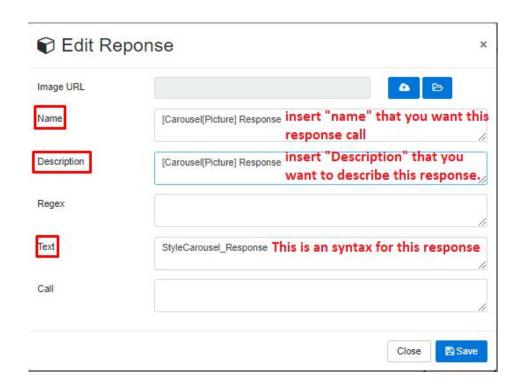
Create response:



– Result:

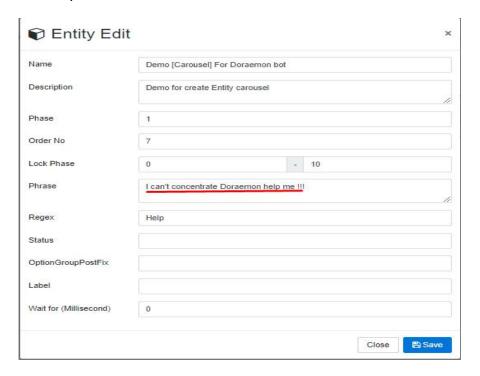


- G. How to create "Carousel" type.
  - **G.1** Create Response for "Carousel" Type.

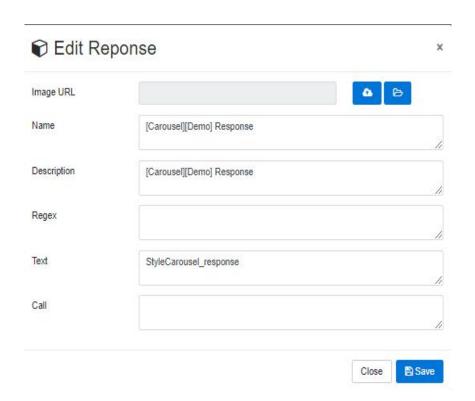


# **G.2** Example:

Create entity 'Carousel':



Create response:



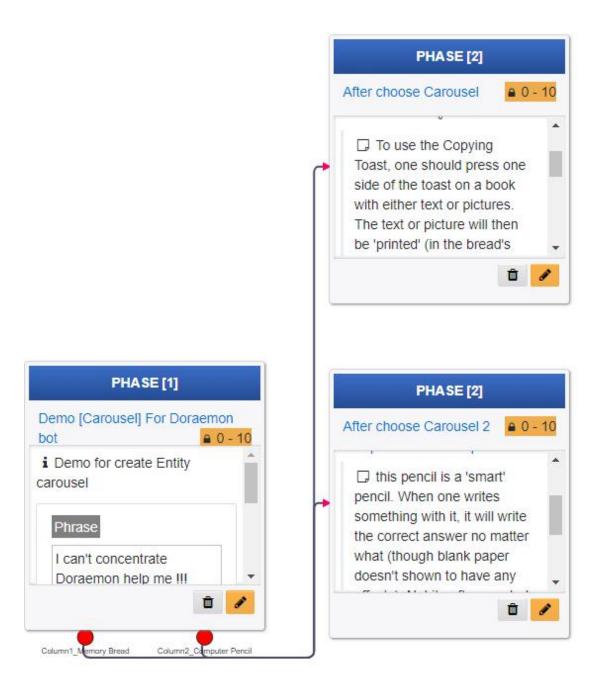
# And 4 more Object to call when user choose item

- Charles and the control of the con	e Object ×	Edit Imag	ge Object
	Thic picture will get from The image object which is order is smallest		Serie Peneir/l
nage URL	http://strdadaa1.blob.core.windows.net/550a8a8	Image URL	http://strdadaa1.blob.core.windows.net/550a8a8
tie	Column1_Link to website Syntax is 'Column1_Button title'	Title	Column2_Computer Pencil
escription	Magic Item_Link to website Name and description of column	Description	Magic Item_Computer Pencil
1	https://www.google.com.vn If you want the button	Url	
der	is link to another website then copy and	Order	3
yle	paste the link into 'URL'	Style	
ommand		Command	[call]:d2c4c0a3-3fd4-420a-a502-ce30db39edc3
illilaliu			
ternative command	mb	Alternative command string	
ernative command ing	Close Save		Close P
dernative command	Close Save	string	
ernative command ing  Edit Ima	ge Object ×	string  La Edit Image	e Object
ernative command ng  Edit Ima mage URL	ge Object ×	string  Edit Image  Image URL	e Object
Edit Ima	ge Object ×  Column1_Memory Bread	string  Edit Image  Image URL  Title	e Object  Column2_Never mind
ernative command ing  Edit Ima image URL Title Description	ge Object ×  Column1_Memory Bread	Edit Image Image URL Title Description	e Object  Column2_Never mind
Edit Ima mage URL Description Urt	Ge Object x  Column1_Memory Bread  Magic Item_Memory Bread	Edit Image Image URL Title Description Url	e Object  Column2_Never mind  This will display as a text
ernative command ing	Ge Object x  Column1_Memory Bread  Magic Item_Memory Bread	Image URL  Title  Description  Url  Order	e Object  Column2_Never mind  This will display as a text

Column1 have 2 object then column 2 will also have 2 object

<sup>\*</sup>Note:The number of the object need to be create equally

The picture below, is Logic diagram for post-back action



– Result:

