

API Reference

The CommandResult JSON Format

The CommandResult JSON Format is a subset of JSON values used to encode the results from the server to a particular parse of a request.

This type is used by the server to specify the results of a query. It represents the results from one particular interpretation of one particular thing the user might have said.

The CommandResult format is a JSON class (JSONClass.html). This class is a root class -- it is not a sub-class of any other class. This class uses a field named "CommandKind" as its key field. This class has these class-specific fields:

Field Name	Type	Optional?	Default
"SpokenResponse"	string	required	no default
	This field specifies the text that should be spoken to the user under normal circumstances, if the client is capable of converting text to speech and such a feature is not disabled. The text in this field is intended to complement a visual display that provides additional information, based on other fields in this object. If no visual display is present, the "SpokenResponseLong" field should be used instead.		
"SpokenResponseLong"	string	required	no default
	This field specifies the text that should be spoken to the user when there is no visual display on the client or the user is not expected to be able to use the visual display, such as while driving, if the client is capable of converting text to speech and such a feature is not disabled. If a visual display is present, the "SpokenResponse" field should be used instead. The "SpokenResponse" field will typically contain a subset of the information in the "SpokenResponseLong" field, so only one of the two should be used, not both.		
"WrittenResponse"	string	required	no default
	This field specifies the text that should be written on a screen as part of the presentation of the results to the user, if the client is capable of displaying text and such a display is not disabled. The text in this field is intended to complement additional visual display information, based on other fields in this object. If only text can be or is being displayed by the client, the "WrittenResponseLong" field should be used instead, if present.		
"WrittenResponseLong"	string	optional	no default
	If present, this field specifies the text that should be written on a screen as part of the presentation of the results to the user for clients that can only display text, not additional information specified by other fields in this object. If the client can display additional information, such as HTML or template data from this object, the "WrittenResponse" field should be used instead, to complement that information. The "WrittenResponse" field will typically contain a subset of the information in the "WrittenResponseLong" field, so only one of		

	the two should be used, not both.		
"AutoListen"	boolean	optional	false
	<p>This field specifies whether the client should start listening (capturing audio) automatically. The default behavior is that the user has to manually start recording. But in some cases, the desired behavior may be to star the recording automatically. For example, if the user asks for something but there is not enough information to perform the task, we may want to go back and ask the user to provide the missing information, and in that case we might want to start recording as soon as we ask the question. Note that even if this field is set to true, it should only be applied if text to speech is enabled on the client.</p>		
"IsRepeat"	boolean	optional	no default
	<p>If present and set to true, this field says that the response is a repeat of a previous response because the server didn't understand what the user was asking.</p>		
"ConversationState"	ConversationState (ConversationState.html)	optional	no default
	<p>If present this field specifies information that the server would like returned with the next request by the user that the client considers to be in the same conversation. It is used by the server as context for future things the user asks.</p> <p>The client should never look inside this value. It should only use it to send it back to the server in the request information for future requests.</p> <p>It is up to the client to decide when a future request is a continuation of the same conversation as opposed to the start of a new one. If there is a long delay, or the if the user exits an application and then later starts over, the client might consider these to indicate the start of a new conversation and not send back the conversation state of the last request. The client might also allow mechanisms for the user to explicitly specify a new conversation is being started.</p>		
"ViewType"	array (see below)	required	no default
	<p>This field gives the client a list, in order of preference, of ways the client can display information to the user beyond the spoken and written responses.</p>		
	<p>Type details:</p> <p>This field uses only JSON arrays. The array must have at least 1 element but may have any number of additional elements.</p> <p>Each element of the array uses only a fixed, finite number of JSON strings to encode an enumeration.</p> <p>The legal values are:</p> <ul style="list-style-type: none">"Native" -- the client should use fields of this object that are specific to its particular sub-class. If the client understands this sub-class, it can have special code to display the information for this sub-class, which might also involve taking action on behalf of the user."Template" -- the client should use the "TemplateData" fields to display the information, using one of a pre-determined number of templates for the display, if this field is present."HTML" -- the client should use the "SmallScreenHTML" or "LargeScreenHTML" field of the "HTMLData" object, as appropriate, to display the information to the user."None" -- only the spoken and written responses should be used to present information to the user."Error" -- the client should use the "ErrorType" and "ErrorData" fields, if present, to display the information to the user. It also means there was some sort of error when processing the request		

	from the user, and clients may take additional actions when such an error happens, such as letting the user re-try the same query or a modified form of the original query.		
"TemplateName"	string	optional	no default
	This field will be present if and only if the "TemplateData" field is present. It duplicates the "TemplateName" field from the object in the "TemplateData" field. It is redundant information for clients that find it more convenient to read the information here.		
"TemplateData"	Template (Template.html)	optional	no default
	If present, this field specifies which of a pre-defined list of templates may be used to present the results visually to the user and the data to be used to fill in the template.		
"Preview"	Preview (Preview.html)	optional	no default
	<p>If present, this field specifies some data that can be used by the client to preview this result. It is intended primarily for the case that the server returns several possible responses to the client for several possible things the user might have been meaning. Then, the client can display the previews of the results for the different meanings of what the user said and the user can select one, to get its information more fully displayed.</p> <p>The preview is analagous to a particular kind of template -- one specialized for previewing the data in a small space.</p> <p>The details of how the data is encoded in this field have yet to be determined.</p>		
"HTMLData"	HTMLData (HTMLData.html)	optional	no default
	<p>This field, if present, will contain information that tells the client how to find the HTML to be displayed in response to the query. Either the HTML fields (SmallScreenHTML/LargeScreenHTML) or the URL fields (SmallScreenURL/LargeScreenURL fields are returned. The client should first look for the presence of HTML fields and, if not available, rely on the URL fields.</p> <p>Note that the HTML provided by this field is a fragment which can be embedded in a larger HTML page, and which may be styled to the client's taste with CSS. We provide a default style in http://static.midomi.com/corpus/H_Zk82fGHFX/build/js/loader.min.js.</p> <p>If the client doesn't wish to add anything to the HTML or embed it in a larger HTML page, the client can wrap it as follows to make a complete stand-alone HTML page with default styling:</p> <div><pre><html> <head> <script async src="//static.midomi.com/corpus/H_Zk82fGHFX/build/js/loader.min.js" charset="utf-8"></script> </head> HTML_RESULT </html></pre></div> <p>where HTML_RESULT is the HTML returned by the server.</p>		
"Hints"	Hints (Hints.html)	optional	no default
	<p>This field, if present, gives information that the client may use to give hints to the user about further commands the user can try at that point. The idea is to help the user discover more about what can be done with the system based on what the user is already doing.</p> <p>This information may include spoken and/or written hints.</p>		
"Emotion"	Emotion (Emotion.html)	optional	no default

"Icon"	Icon (Icon.html)	optional	no default
"RequiredFeatures"	array (see below)	optional	no default
	This field is used to specify a list of features that require client integration that are required by the request the user made. Any item in this list that the client does not recognize as specifically being one that it did client integration work for should be considered an unsupported feature. If all the required features on the list are supported by the client, the "RequiredFeaturesSupportedResult" dynamic response should be used instead of the top-level response.		
	Type details: This field uses only JSON arrays. The array must have at least 1 element but may have any number of additional elements. Each element of the array uses only JSON strings. Any JSON string is legal here.		
"ClientActionSucceededResult"	DynamicResponse (DynamicResponse.html)	optional	no default
	This field is used when the response from the server requests the client to perform an action on the client. In that case, the response presented to the user, including the spoken response, written response, HTML response, and display template information, may all be dependent on whether the action on the client succeeded. In that case, this field specifies the values to use for the case that the requested client action succeeded.		
"ClientActionFailedResult"	DynamicResponse (DynamicResponse.html)	optional	no default
	This field is used when the response from the server requests the client to perform an action on the client. In that case, the response presented to the user, including the spoken response, written response, HTML response, and display template information, may all be dependent on whether the action on the client succeeded. In that case, this field specifies the values to use for the case that the requested client action failed. Note that for some verticals additional response options may be provided for specific failure cases, but in that case this field will also be provided. In such cases, the client is free to use this field, but may be able to give a better user experience by using the vertical-specific failure case fields.		
"RequiredFeaturesSupportedResult"	DynamicResponse (DynamicResponse.html)	optional	no default
	This field is used when the response from the server uses the "RequiredFeatures" field. In that case, the response presented to the user, including the spoken response, written response, HTML response, and display template information, may all be dependent on whether the client supports all the features listed in the "RequiredFeatures" array. In that case, this field specifies the values to use for the case that the client supports all the required features. If any feature in the "RequiredFeatures" list is not supported, the client should use the top-level response fields instead. Note that there may be required features listed even if there is no action for the client to take on this response. This allows the server to ask for further information from the user, but only ask in the case that the client supports the feature. For example, if the user says "Call Bob", the server might want to ask the user whether Bob Smith or Bob Jones was meant, but only on clients that support phone calls. On clients that don't support phone calls, the server would want to say calls aren't supported immediately instead of asking for clarification only to later tell the user it isn't supported. In this case, the top-level "SpokenResponse" might be "This client does not support phone calls." while the "SpokenResponse" within the "RequiredFeaturesSupportedResult" field would be "Did you mean Bob Jones or Bob Smith?".		
"ErrorType"	string	optional	no default

	This field will be present if and only if the "ErrorData" field is present. It duplicates the "ErrorType" field from the object in the "ErrorData" field. It is redundant information for clients that find it more convenient to read the information here.		
"ErrorData"	CommandError (CommandError.html)	optional	no default
	This field will be present if and only if the server encountered an error trying to comply with the request.		
	If present, it will specify more information about the error.		

Additional fields with other names are also allowed.

This class has the following known sub-classes:

- CalendarCommand (CalendarCommand.html)
- MapCommand (MapCommand.html)
- LocalSearchCommand (LocalSearchCommand.html)
- HotelCommand (HotelCommand.html)
- CurrencyConverterCommand (CurrencyConverterCommand.html)
- ErrorCommand (ErrorCommand.html)
- PhoneCommand (PhoneCommand.html)
- DisambiguateCommand (DisambiguateCommand.html)
- WeatherCommand (WeatherCommand.html)
- UnitConverterCommand (UnitConverterCommand.html)
- DateAndTimeCommand (DateAndTimeCommand.html)
- TranslateCommand (TranslateCommand.html)
- AlarmCommand (AlarmCommand.html)
- ArithCommand (ArithCommand.html)
- WebCommand (WebCommand.html)
- ClientCommand (ClientCommand.html)
- NavigationCommand (NavigationCommand.html)
- GeonameFactsCommand (GeonameFactsCommand.html)
- MusicCommand (MusicCommand.html)
- FlightStatusCommand (FlightStatusCommand.html)
- EmailCommand (EmailCommand.html)
- SMSCommand (SMSCommand.html)
- CommunicationCommand (CommunicationCommand.html)
- SmallTalkCommand (SmallTalkCommand.html)
- NutritionCommand (NutritionCommand.html)
- DictionaryCommand (DictionaryCommand.html)
- FlightBookingCommand (FlightBookingCommand.html)
- WikipediaCommand (WikipediaCommand.html)
- TwitterCommand (TwitterCommand.html)
- CountdownCommand (CountdownCommand.html)
- GamesCommand (GamesCommand.html)
- BlackjackCommand (BlackjackCommand.html)
- HangmanCommand (HangmanCommand.html)
- NumberGuessCommand (NumberGuessCommand.html)
- RockPaperScissorsCommand (RockPaperScissorsCommand.html)
- InteractiveFictionCommand (InteractiveFictionCommand.html)

- [PlaylistCommand \(PlaylistCommand.html\)](#)
- [MortgageCalculatorCommand \(MortgageCalculatorCommand.html\)](#)
- [TimerCommand \(TimerCommand.html\)](#)
- [EntertainmentCommand \(EntertainmentCommand.html\)](#)
- [TipCalculatorCommand \(TipCalculatorCommand.html\)](#)
- [KnowledgeCommand \(KnowledgeCommand.html\)](#)
- [SoundHoundNowCommand \(SoundHoundNowCommand.html\)](#)
- [ClientMatchCommand \(ClientMatchCommand.html\)](#)
- [DeviceControlCommand \(DeviceControlCommand.html\)](#)
- [BrandingFAQCommand \(BrandingFAQCommand.html\)](#)
- [EquationSolverCommand \(EquationSolverCommand.html\)](#)
- [IOSAppLauncherCommand \(IOSAppLauncherCommand.html\)](#)
- [AndroidAppLauncherCommand \(AndroidAppLauncherCommand.html\)](#)

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