

You\_hear\_a\_TTS\_response\_instead\_of\_holdmusic.wav\_when\_you\_call\_customhelloworld\_DN

<b>Problem Summary</b>	You call the customhelloworld DN and instead of the expected holdmusic.wav response, you hear the TTS response you created earlier.
<b>Error Message</b>	NA
<b>Possible Cause</b>	NA
<b>Recommended Action</b>	You left the original TTS response typed into the TTS box of the audio element (as suggested). The application first attempts to locate and play the designated audio file. When it cannot do so, it attempts the text response. Because it is playing the text response, you know that customhelloworld is working. However, the URI you entered is probably incorrect.
<b>Release</b>	NA
<b>Associated CDETS #</b>	None.

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