

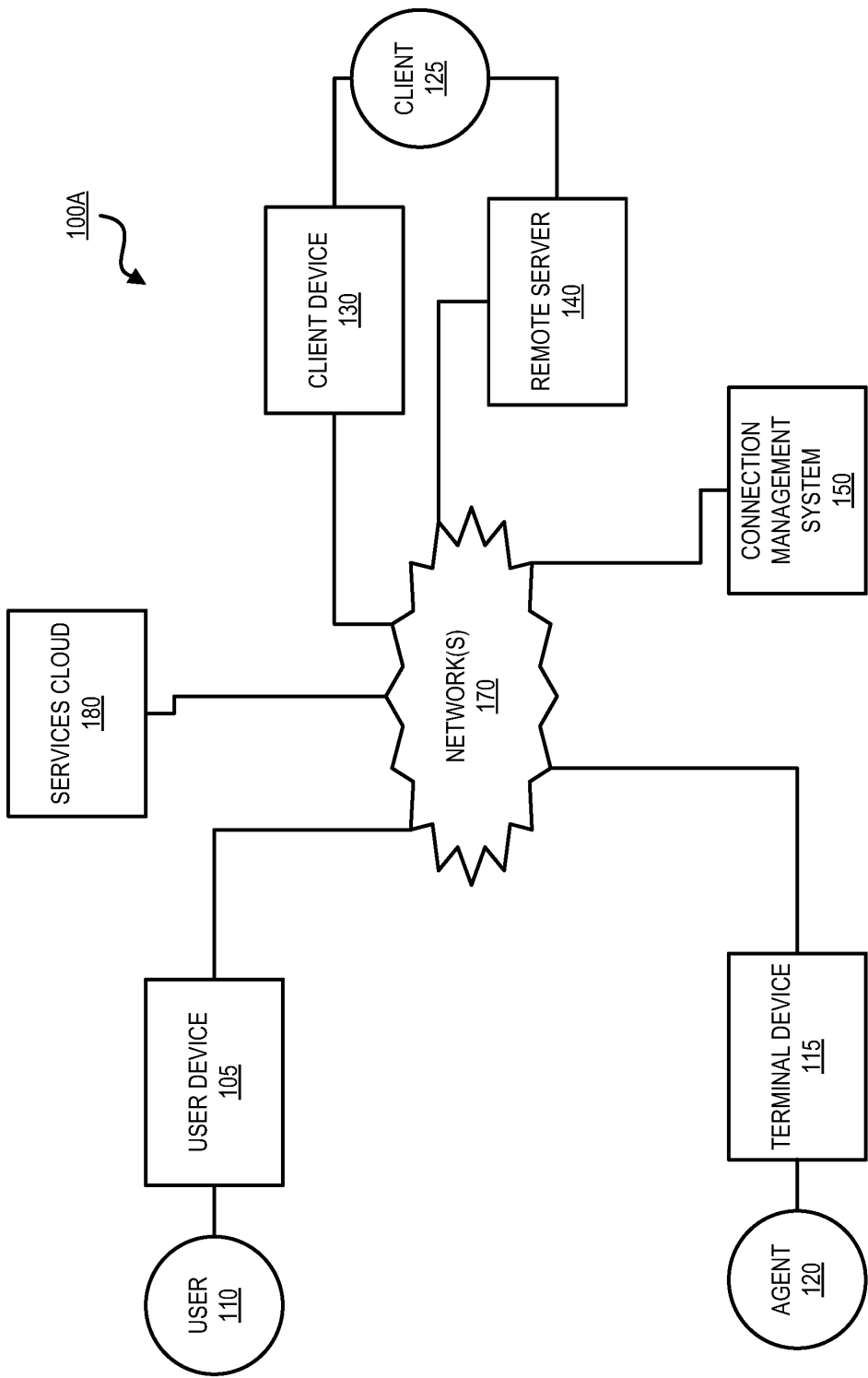


FIG. 1A

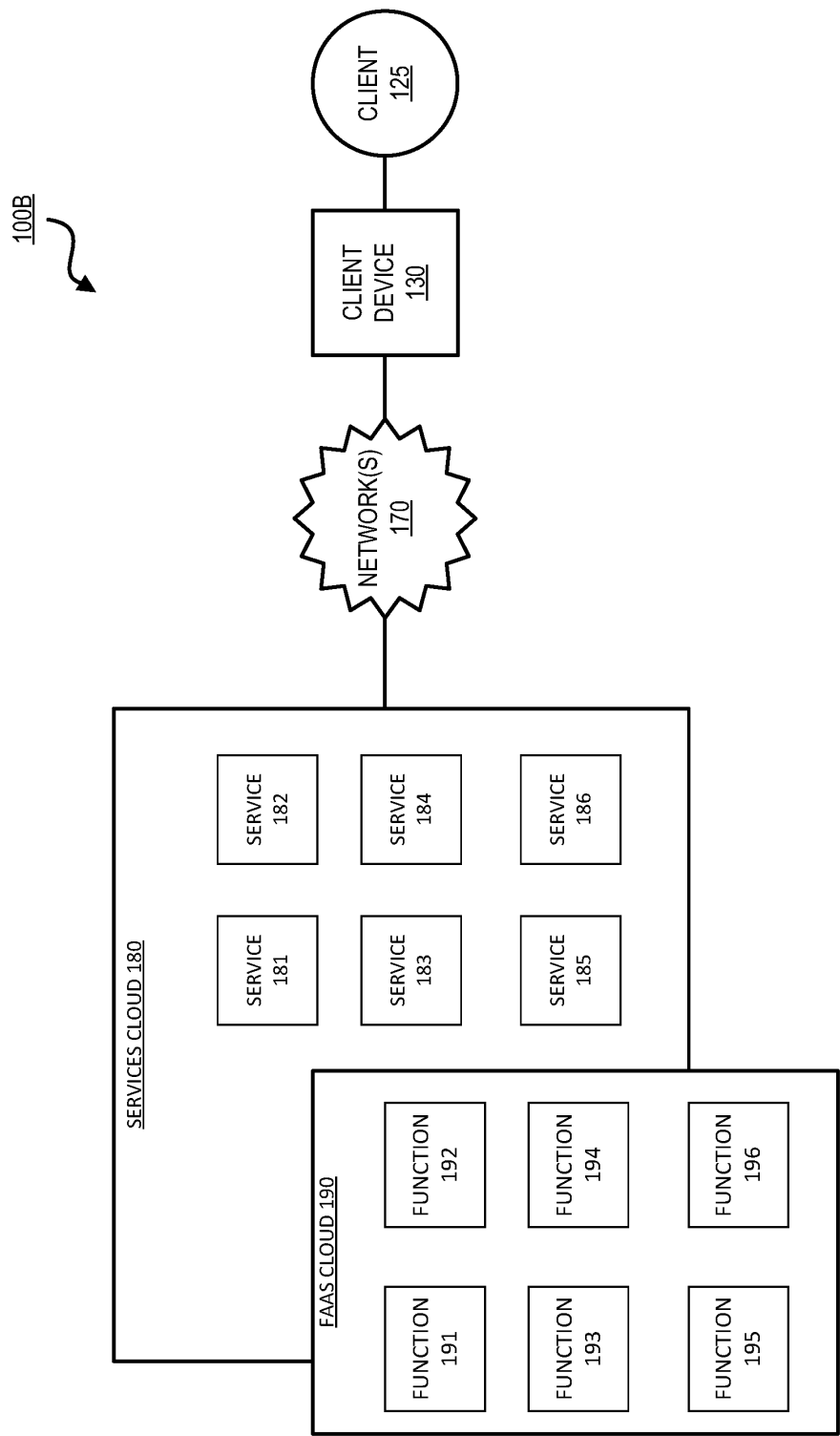


FIG. 1B

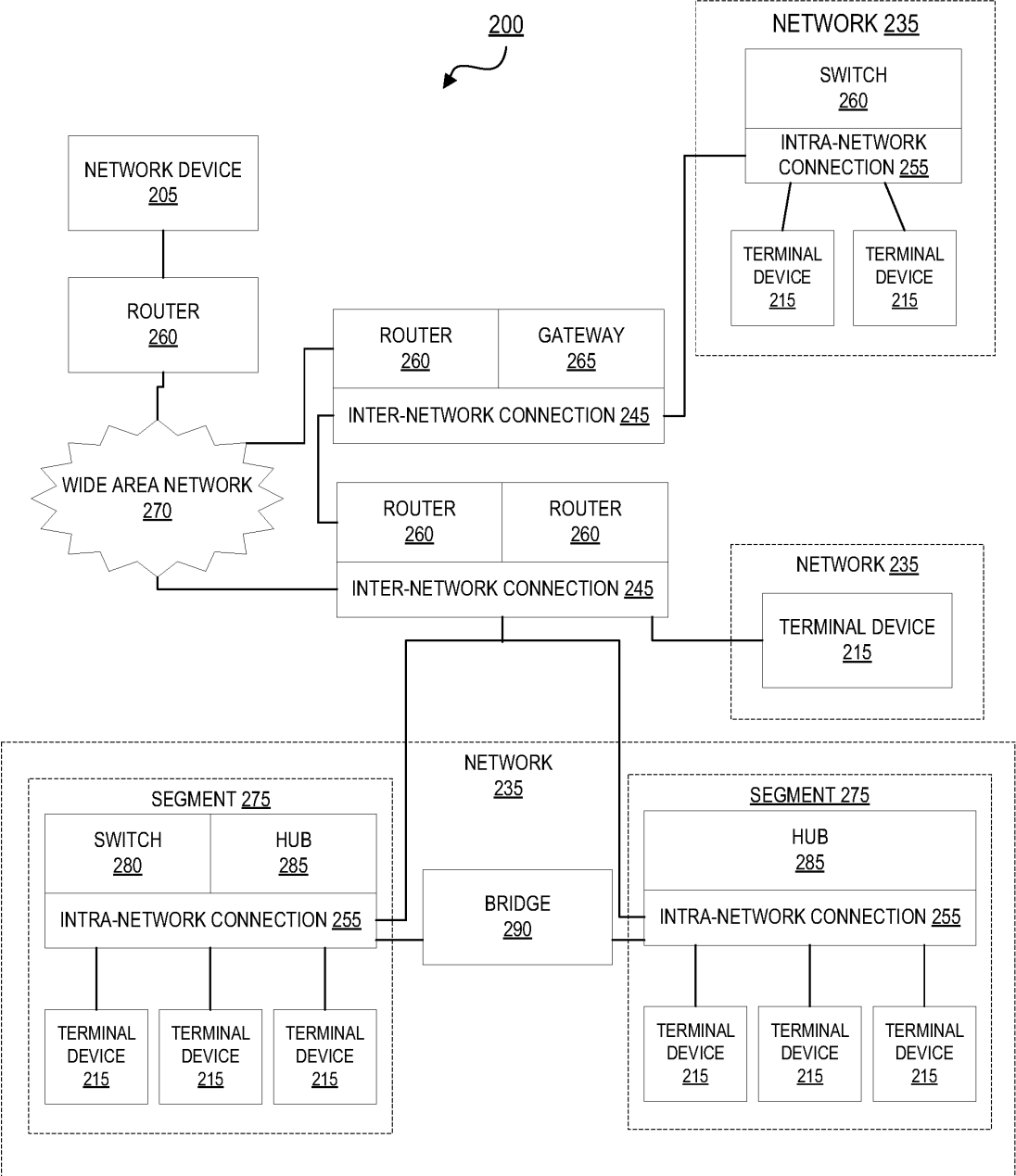


FIG. 2

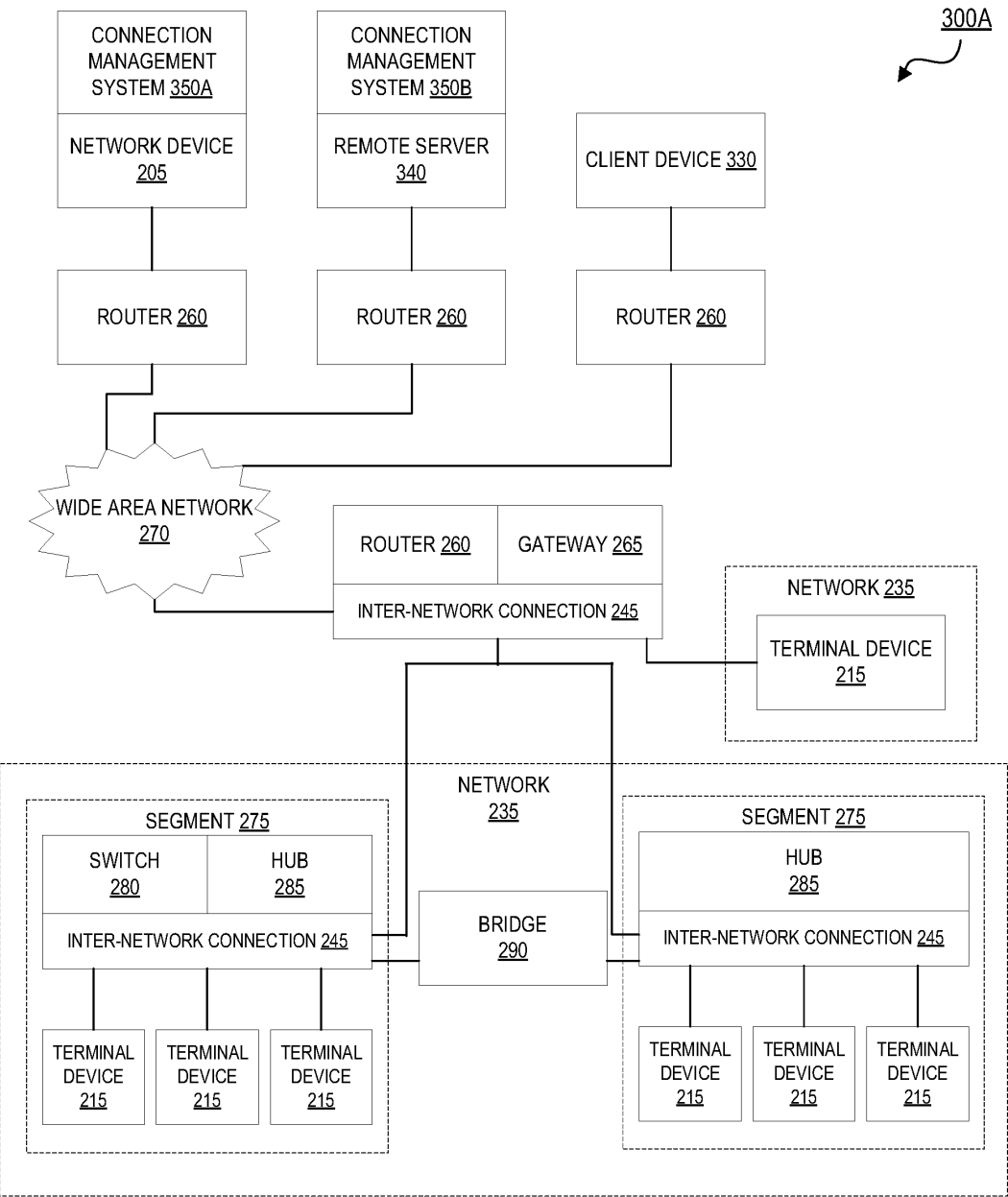


FIG. 3A

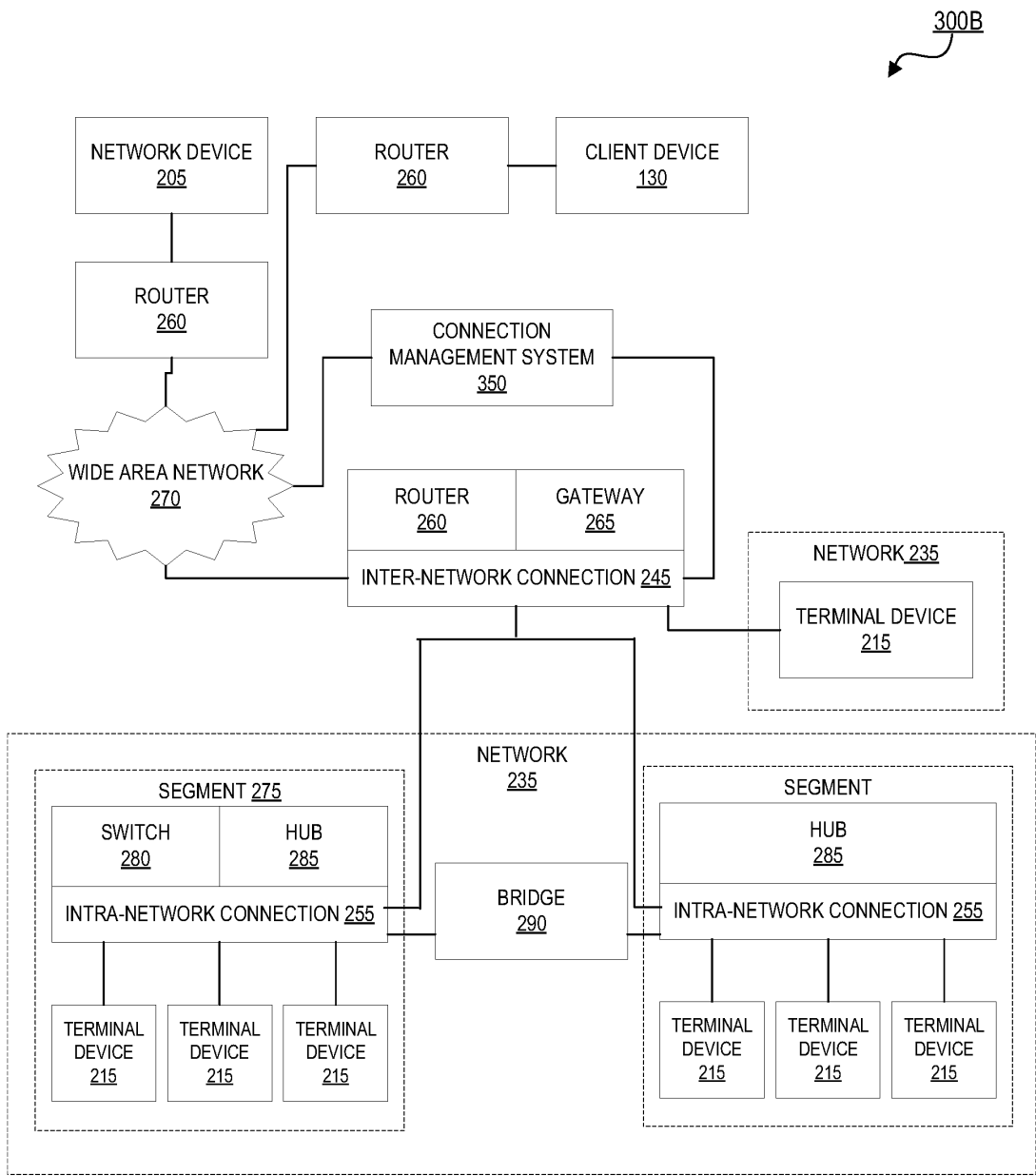


FIG. 3B

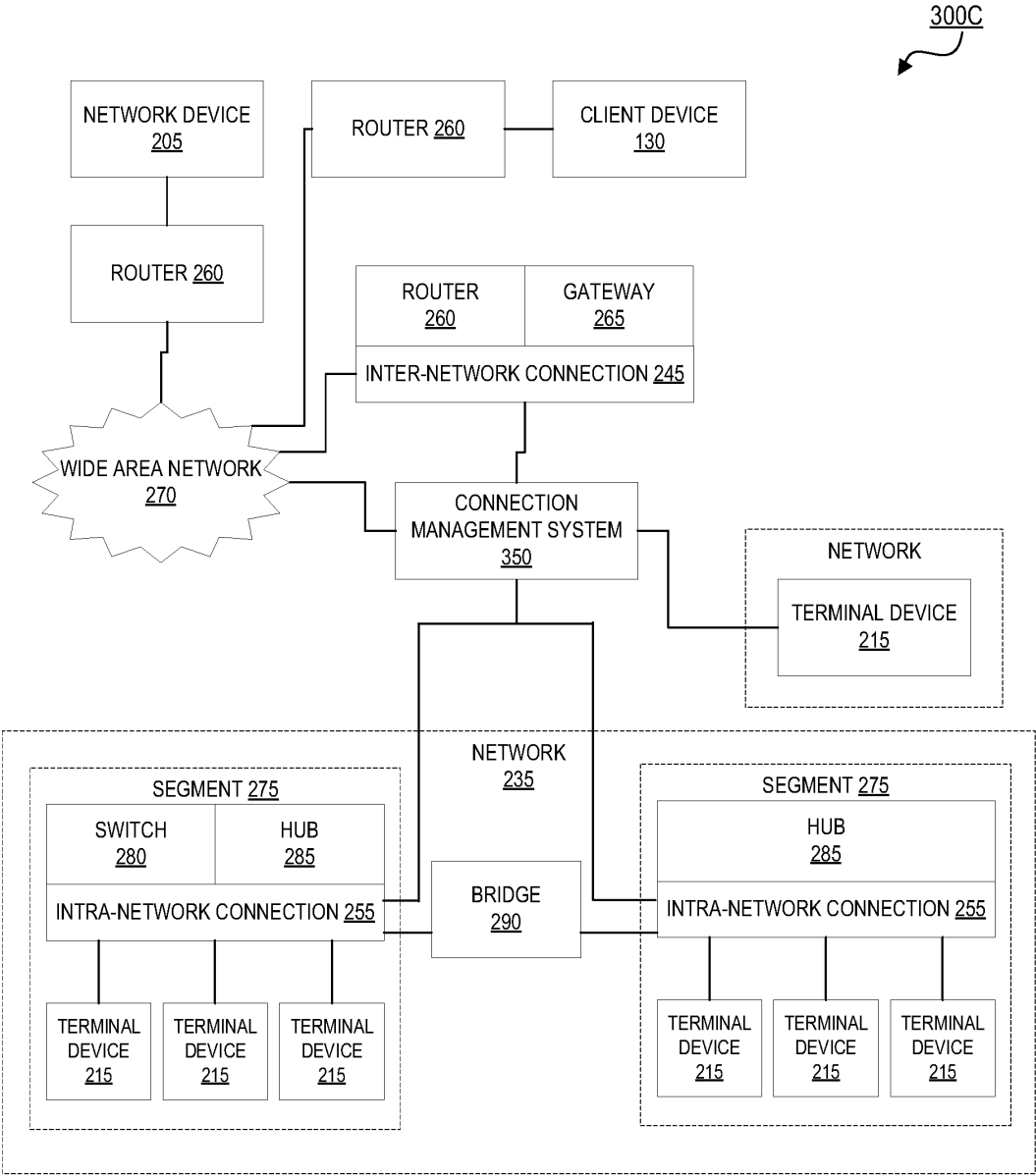
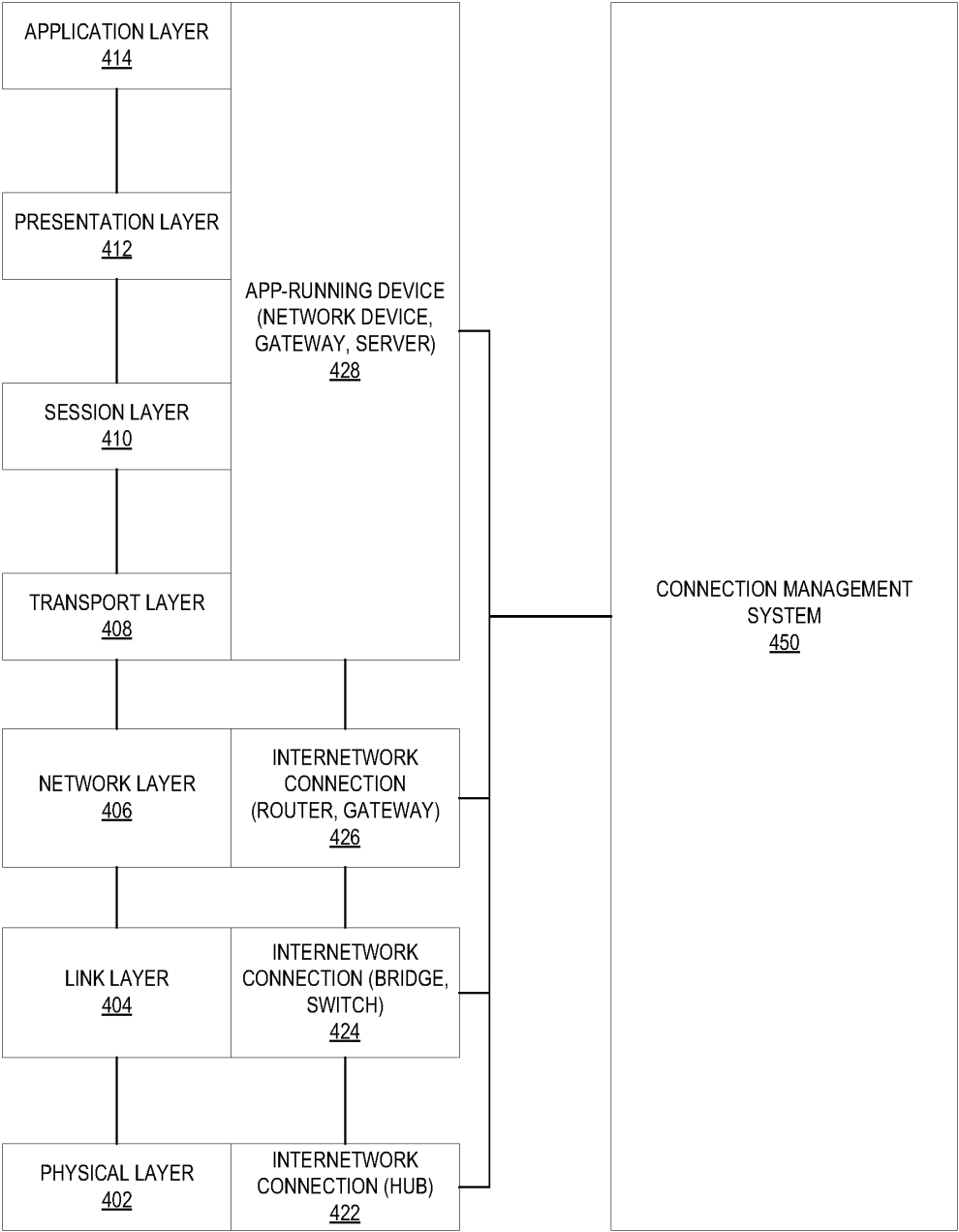


FIG. 3C



400 ↗

FIG. 4

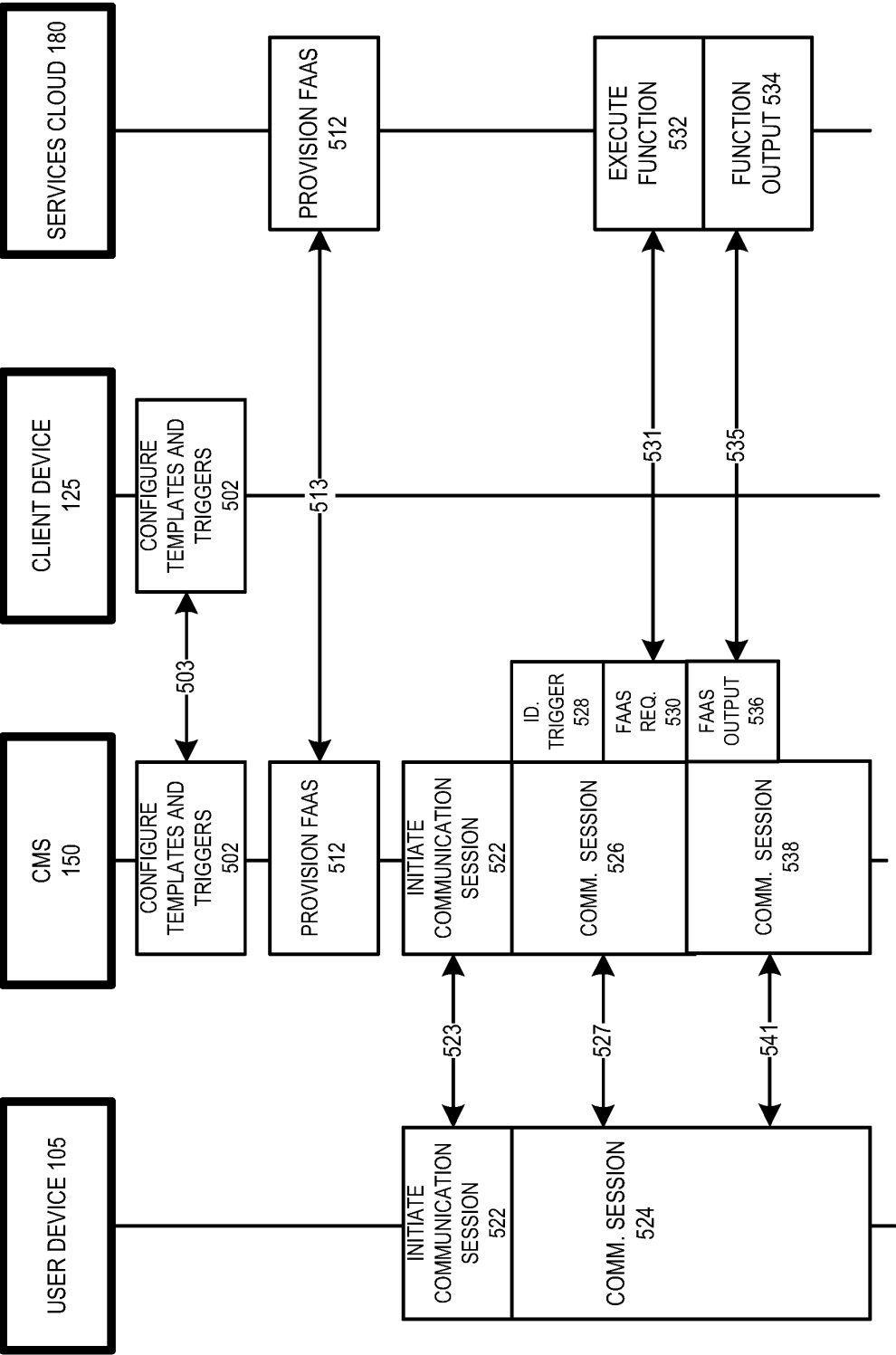


FIG. 5A

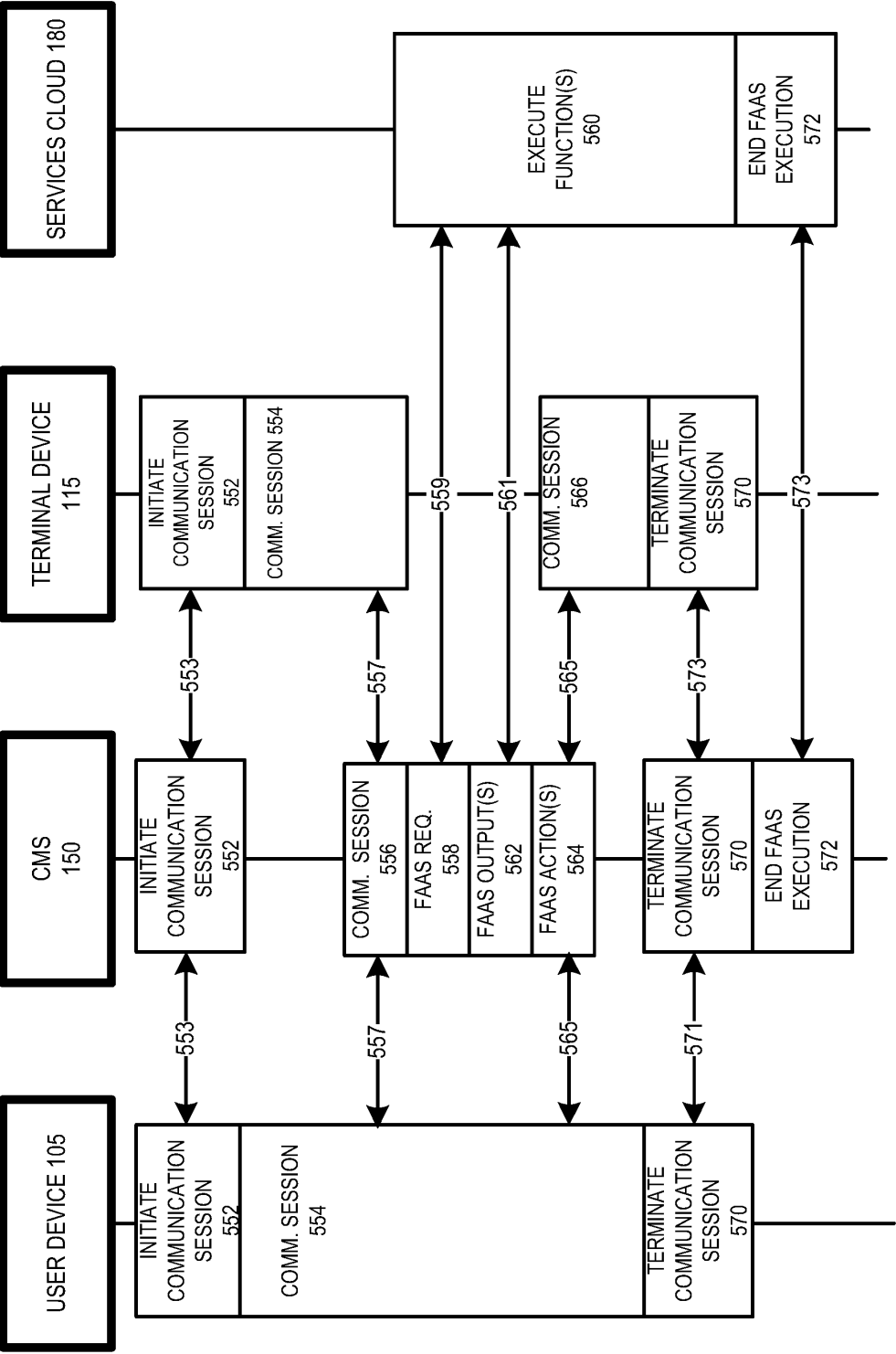


FIG. 5B

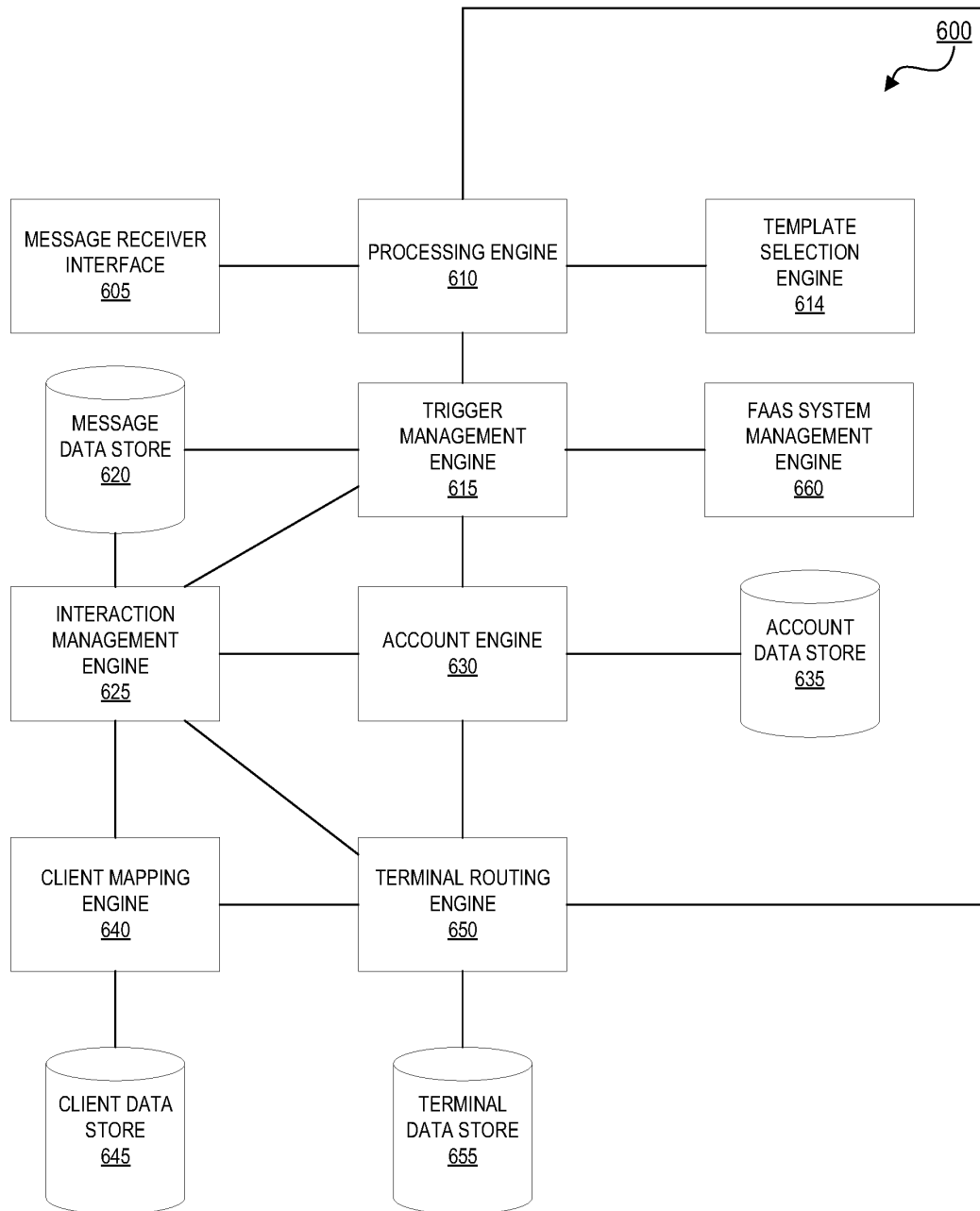


FIG. 6

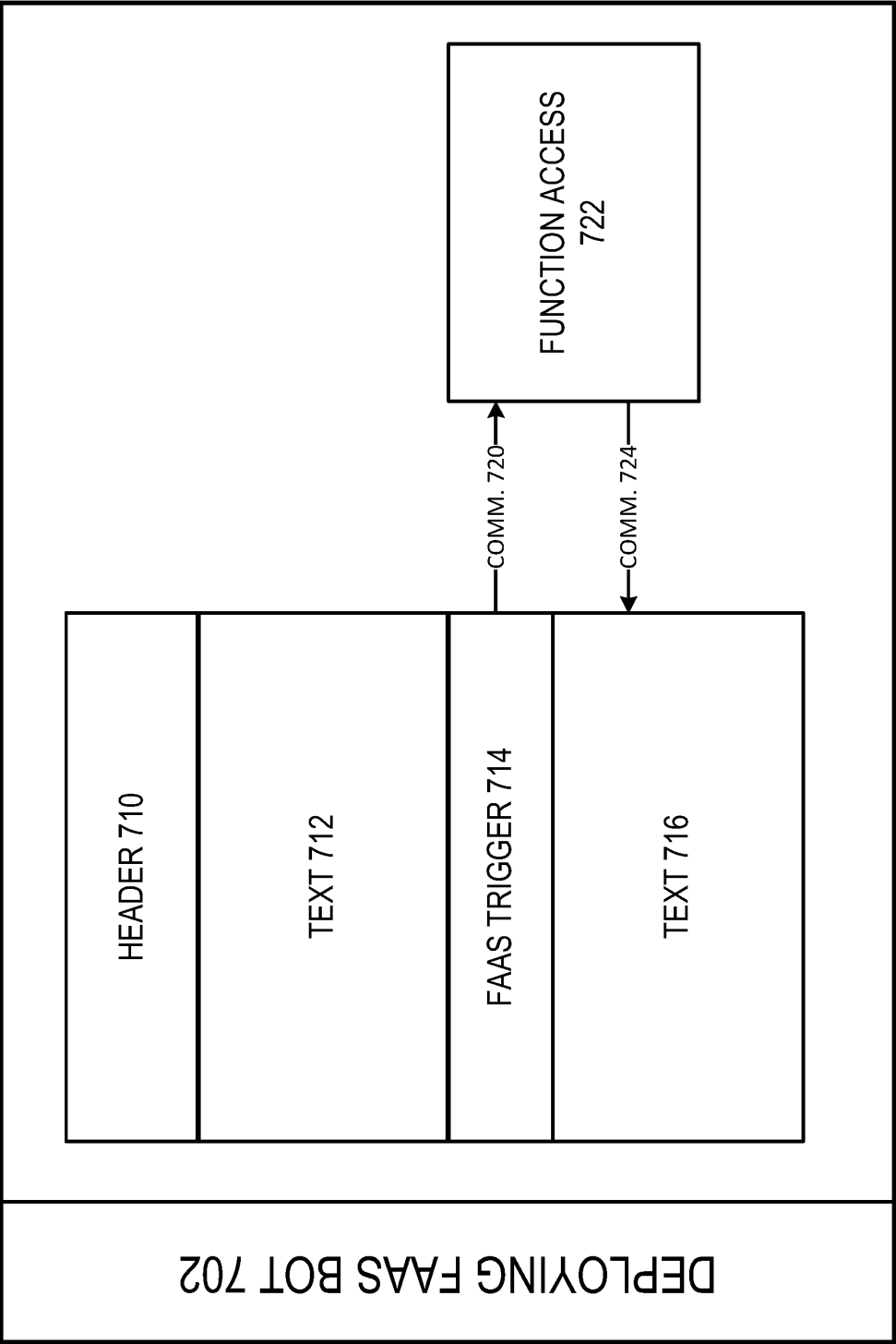


FIG. 7

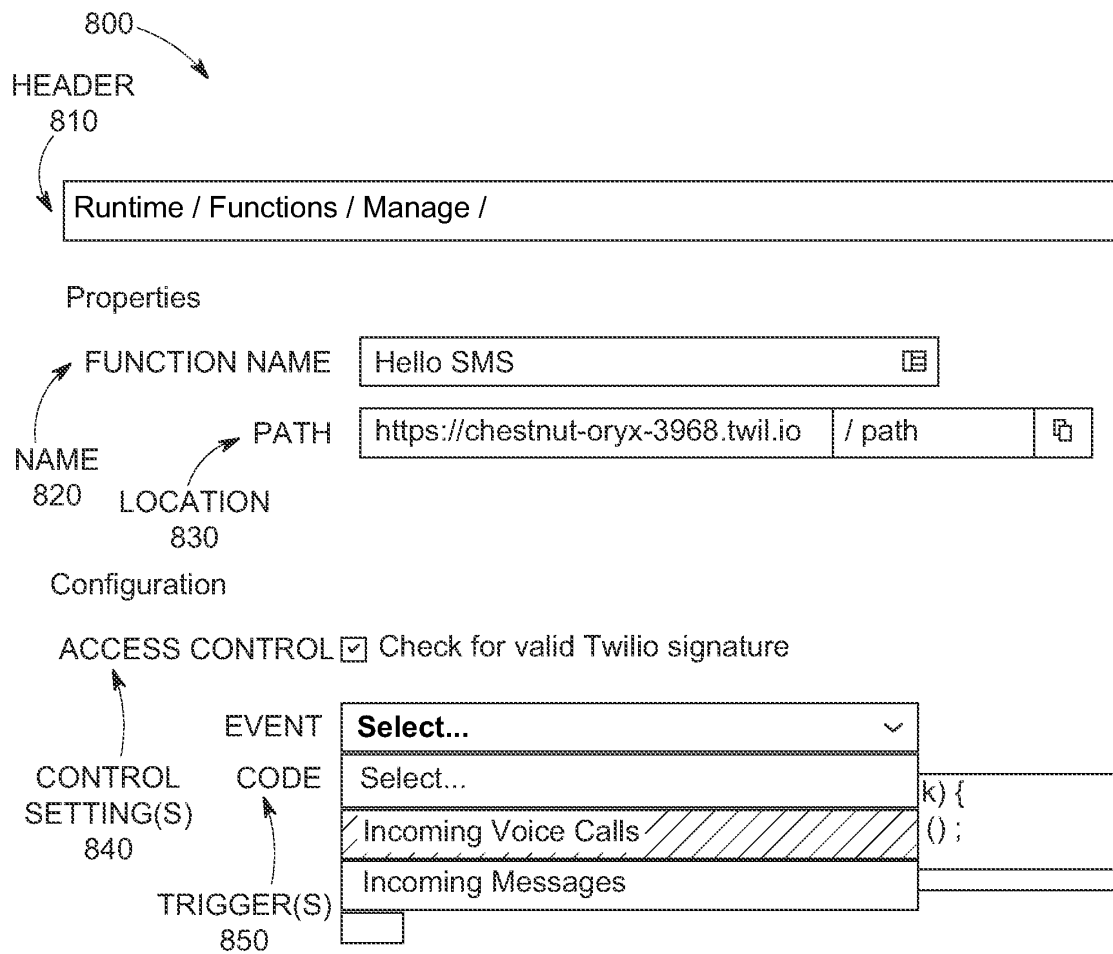


FIG. 8

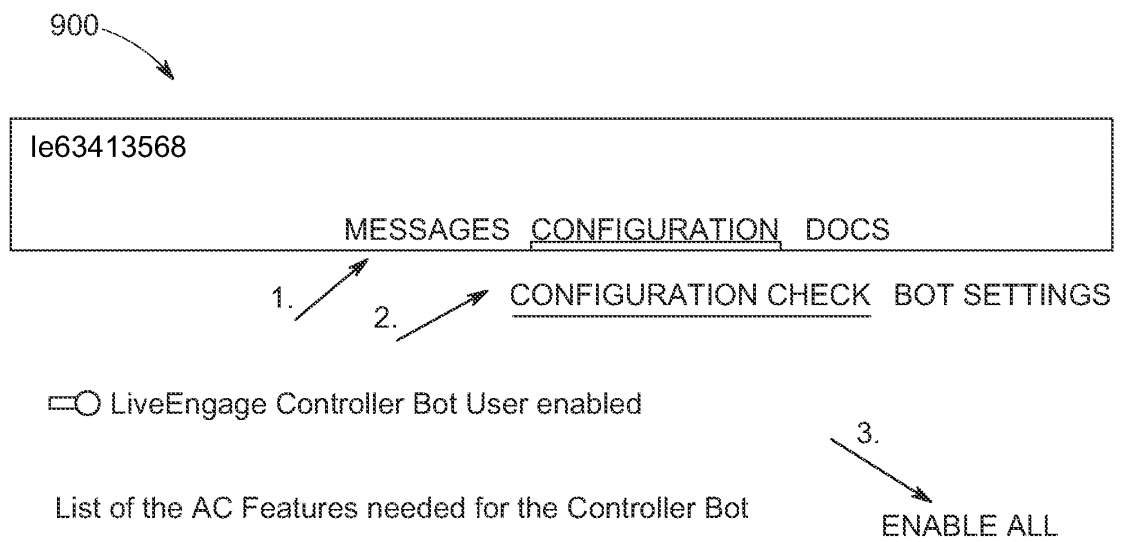


FIG. 9

1000

Create a new function

Choose your function name

Name is required0 / 50

Give a short description of your function

Select your runtimeNode.js 8.11.1

CANCELCREATE FUNCTION

Select a template to start your implementation

Messaging New Conversation

Event: Messaging New Conversation

function lambda(input, callback) {
 // Set conversation data.
 let conversation = input.payload;
 // some processing ...
 // Result can be either an object or array.
 // Hint: Make sure to only return each type once.
 let result = [
 { type: "systemMessage", // Returns a system
 message into the convert
 text: "your message"
 },
 { type: "transfer", // Transfer the conversation
 to a new skill.
 skillId: "123456"
 },
 { type: "trcloseConversation" // Closes the
 conversation.
 }
];
}

FIG. 10

1100

CREATE A FUNCTION		Find a function ...		Q
Draft FunctionsA	Last changed at	Event	Actions	
MessagingNewConversation	03.12.2018 . 09:16 UTC	Messaging New Conversation	EDIT	MORE

FIG. 11

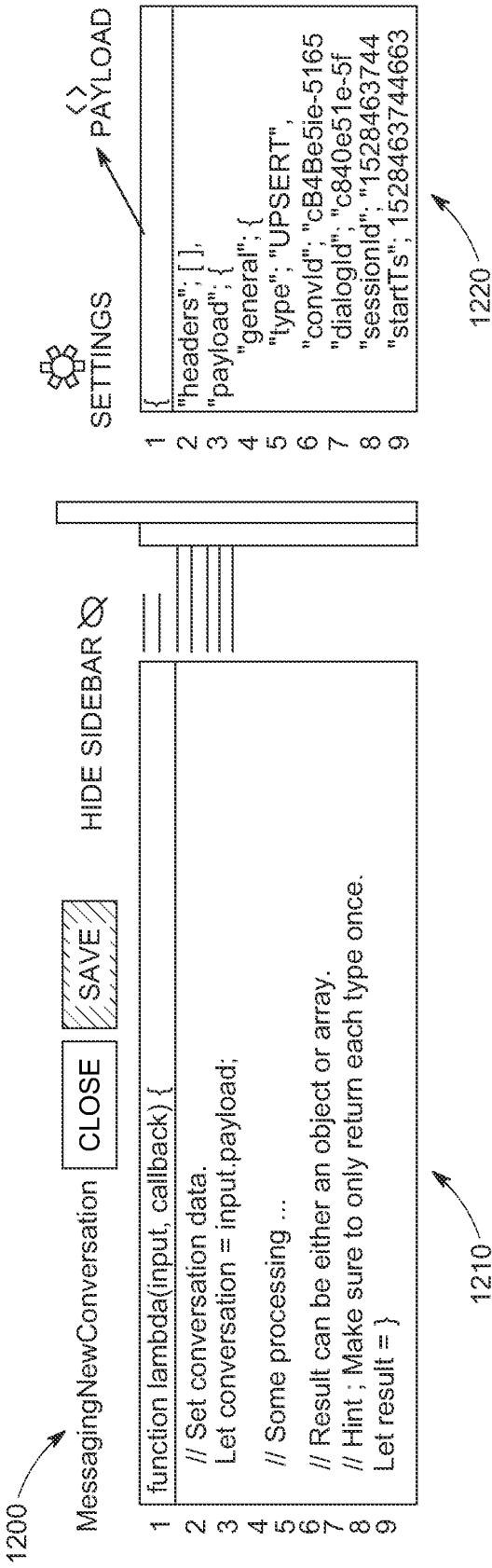


FIG. 12

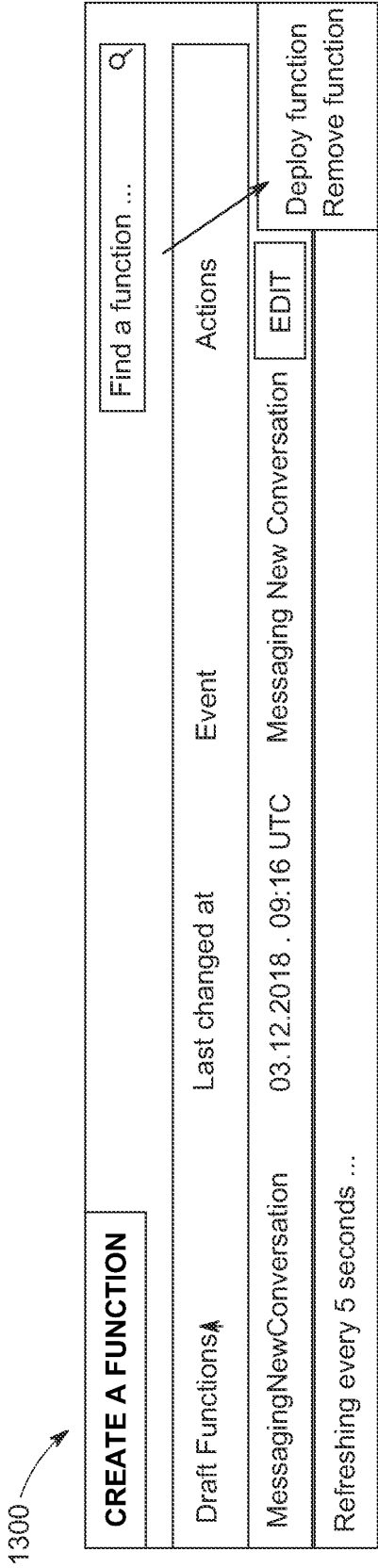


FIG. 13

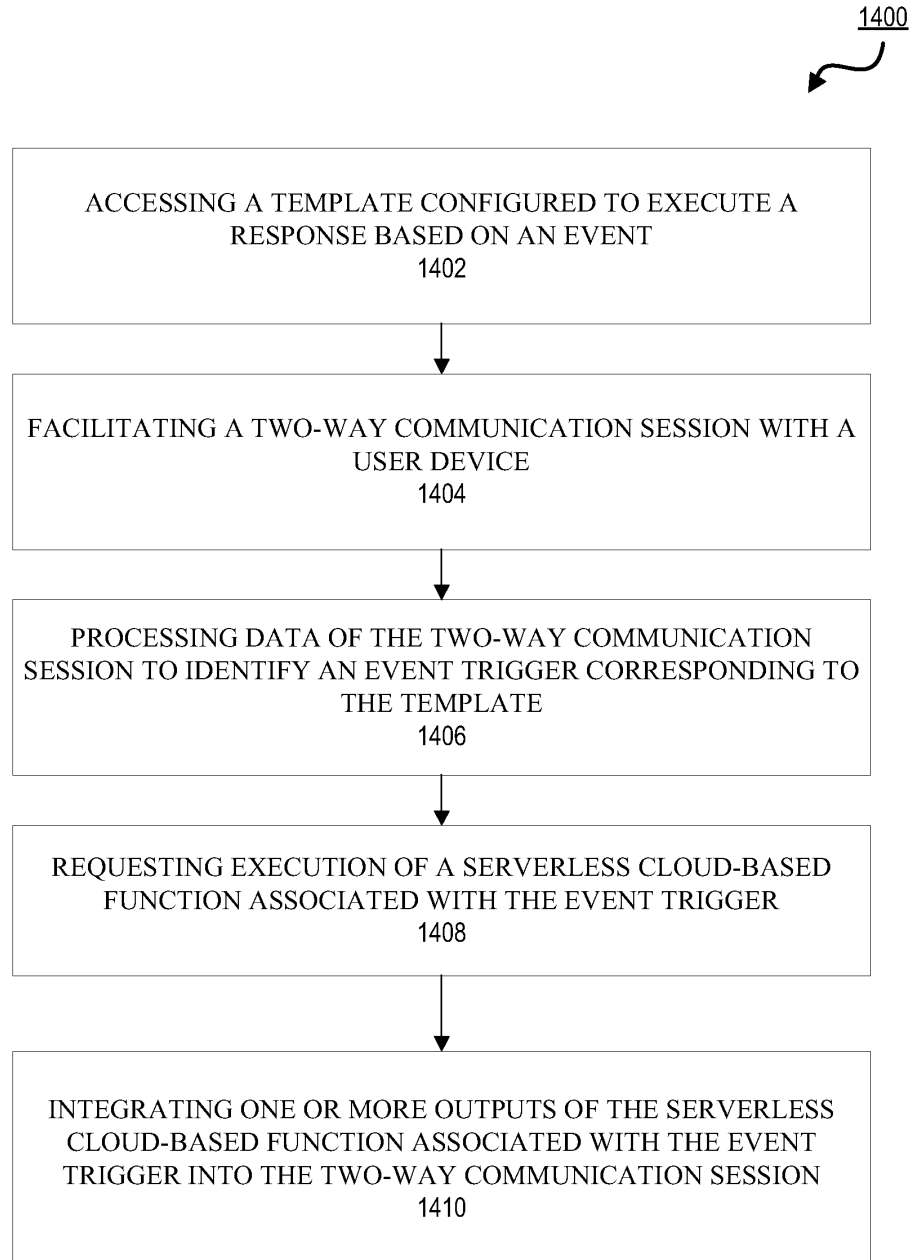


FIG. 14

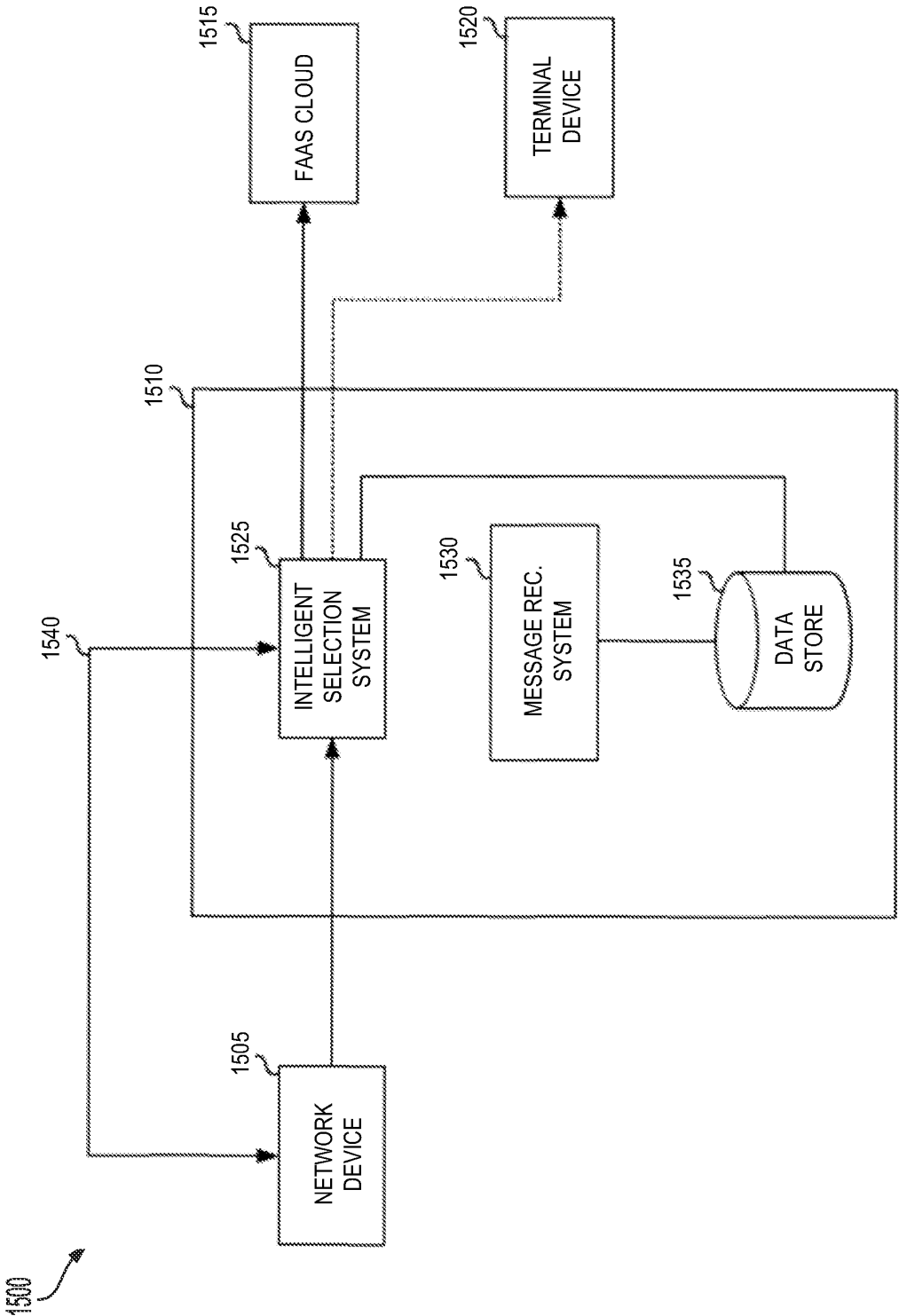


FIG. 15

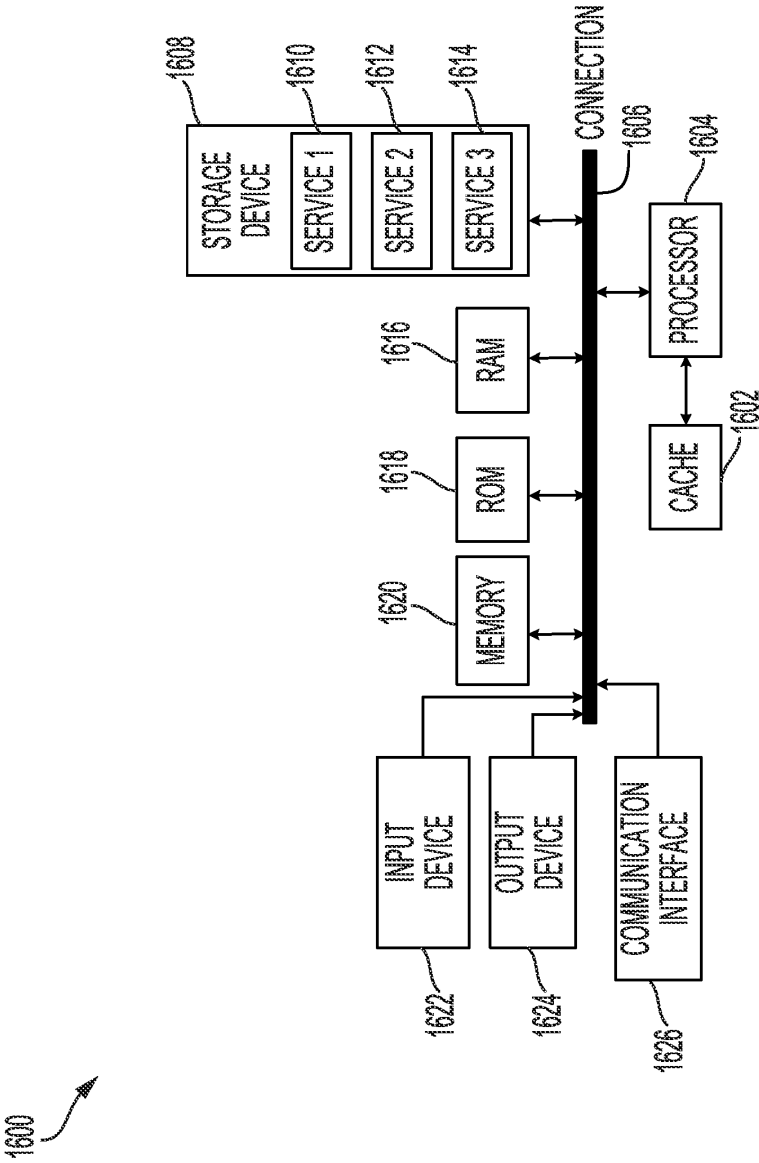


FIG. 16