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Designer User's Guide

Naming conventions

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- Administrator

Feature coming soon! Recommendations for naming Designer applications and resources.

Related documentation:

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Using a consistent standard of naming conventions can help to keep your applications and resources better organized. It enables application developers to quickly understand the logic and structure of an application and also makes it easier to troubleshoot issues or review reporting data in Designer Analytics.

You can follow the recommended naming conventions described on this page, or use them as a starting point for developing a standard that fits the needs of your organization. The most important recommendation is to adopt a standard and be consistent.

If a specific naming convention is required, it will be noted as such, including any restrictions (such as whether or not you can use certain special characters).

Variable naming

When naming a variable, use "v" as a prefix to identify it as a variable and use camel-case. For example:

- `vMyNewVariable`
- `vSkill`
- `vVQName`

For variables that are used in Shared Modules, you can designate the variable as being "in" or "out" (or both). For example:

- `viName` (in)
- `voName` (out)
- `vioName` (in and out)

Block naming

Designer allows you to assign each block a custom name. You can name a block whatever you would

like, but we recommend using a prefix that identifies the type of block being used. For example:

- Assign Variables = AV_
- Segmentation = SG_
- Route Call = RC_
- Business Hours = BH_

Don't use any special characters in the names except for a hyphen ("-") or space. For shared blocks, you can use a format that adds the line of business (LOB) and the version, such as:

- []_v1.0

If a shared module is being used in multiple applications, you could add the prefix *common* to the name. For example:

- common_

Media resource naming

Media resource files should be named as follows:

`media resource name>_short language name>.file extension>`

Example: `welcome_en-US.wav`

File names must only contain alphanumeric characters, underscores (_), hyphens (-), or dots (.) and cannot be longer than 50 characters. File names with special characters are not supported.

For more information, see [Adding media resources to a collection](#).