



String

| | |
|---------------|---|
| Plugin Name: | string |
| Display Name: | TTS String |
| Class Name: | com.audium.sayitsmart.plugin-ins.AudiumSayItSmartString |

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Description

This Say It Smart type plays back the data sent as input in Text To Speech (TTS). Even when the *Use Recorded Audio* checkbox is checked in Call Studio, the output will be a TTS string containing the passed data. The input data is unmodified unless it contains characters not allowed in XML and the TTS content is not contained within CDATA (this occurs only on some supported voice browsers). These characters will then be converted to their escaped equivalents (for example “<” is converted to “<”).



Note **Important.** In Call Studio and VXML Server substitution can be used within audio file names and TTS content, so one can do with substitution what this plug-in does. Additionally, a new Say It Smart plug-in type was introduced: Custom Content, that does what this plug-in does and more. As a result, this plug-in should be considered “deprecated”. It is still included for backwards compatibility however eventually this plug-in will no longer be included in Unified CVP updates, so use one of the above solutions instead of using this plug-in.

Input Formats

| Name | Description |
|------|-------------|
|------|-------------|

| (Display Name) | |
|----------------------|--|
| string (A String) | Any string. The string is modified only when the string contains characters illegal to XML and the TTS content is not placed inside CDATA. |

Output Formats

| Name (Display Name) | Input Format Depends On | Description |
|----------------------------|-------------------------|--|
| tts (The String in TTS) | string | The data will be read by the TTS engine. |

Filesets

| Name (Display Name) | Output Format Depends On | Description |
|------------------------|--------------------------|--|
| none (No Fileset) | audio | There is no fileset because this type will never involve the playing of pre-recorded audio files. Every Say It Smart plug-in, though, requires at least one fileset, so this one is simply named “none”. |

Audio Files

None. The data will always be rendered in TTS.

Examples

Example #1

| | |
|----------------|--------------------------------------|
| Data: | Today’s bingo number is 28. |
| Input Format: | string |
| Output Format: | tts |
| Fileset | none |
| Playback: | Today’s bingo number is 28 (as TTS). |

Example #2

| | |
|----------------|----------------------|
| Data: | myfile.wav |
| Input Format: | string |
| Output Format: | tts |
| Fileset | none |
| Playback: | myfile.wav (as TTS). |

