



Filename

Plugin Name:	file
Display Name:	Filename
Class Name:	com.audium.sayitsmart.plugin-ins.AudiumSayItSmart

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Description

This Say It Smart type handles the playback of an audio file whose name is passed as input to the plug-in. In Call Studio, one can specify a file type to apply to all audio files listed by the Say It Smart type. Filename is no different, the file type extension specified in Call Studio will be appended to the filename passed to the plug-in. If the data sent as input already has an extension, Call Studio file type should be blank. For a TTS backup, the plug-in returns the name of the audio file since the transcript cannot be known in advance. When trying to use this type in TTS only mode, it returns a `null`.



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 (such as allowing for a TTS backup). 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 (Display Name)	Description
string (A Filename)	Any string (the plug-in does no filename validation).

Output Formats

Name (Display Name)	Input Format Depends On	Description
audio (Audio File)	string	A single audio file whose name is passed to the plug-in.

Filesets

Name (Display Name)	Output Format Depends On	Description
none (No Fileset)	audio	The fileset contains only one file: the one to play.

Audio Files

The only audio file needed is the audio file to play, which is determined dynamically.

Examples

Example #1

Data:	my file
Input Format:	string
Output Format:	audio
Fileset	none

Playback:	[Assuming an extension of “ulaw” was given in Call Studio] “my file.ulaw”
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Example #2

Data:	audio_logo.wav
Input Format:	string
Output Format:	audio
Fileset	none
Playback:	[Assuming an extension of ”wav” was given in Call Studio] “audio_logo.wav.wav”

