


# mod\_dptools: phrase

## 0. About

Speak a phrase of text using a predefined phrase macro.

 For more information on [TTS](#), see [mod\\_cepstral](#), [mod\\_unimrcp](#), and [UniMRCP](#).

 See also the [Speech Phrase Management](#) page for more information and examples. The `phrase` command relies on the configuration in the `phrases` section of the `conf/freeswitch.xml` file (see [Configuring FreeSWITCH](#)), and XML files in `conf/lang/en/*.xml`.

`conf/` denotes the main configuration directory, and to find out its location, use

```
$ fs_cli -x 'eval ${conf_dir}'
```

### On `speak-text` and `play-file`

`speak-text` and `play-file` phrase macro actions are very similar in functionality to `mod_dptools: playback` and `mod_dptools: speak` respectively, but

- the former can only be used in phrase macros, and
- the latter are applications that can be used in [dialplans](#), [event socket applications](#), etc.

See [Speech Phrase Management](#) for the full list of **phrase macro actions**.

## 1. Usage

```
phrase <macro_name>,<data>
```

## 2. Examples

### 2.1 Without phrases

```
<extension name="556">
  <condition field="destination_number" expression="^556$">
    <action application="answer"/>
    <action application="sleep" data="1000"/>
    <action application="phrase" data="spell,${caller_id_name}"/>
    <action application="phrase" data="spell-phonetic,${caller_id_name}"/>
    <action application="phrase" data="timespec,12:45:15"/>
    <action application="phrase" data="saydate,0"/>
    <action application="phrase" data="msgcount,130"/>
  </condition>
</extension>
```

### 2.2 With phrases

Following is a sample of phrases management:

```

<section name="phrases" description="Speech Phrase Management">
  <macros>
    <language name="en" sound_path="/snds" tts_engine="cepstral" tts_voice="david">
      <macro name="msgcount">
        <input pattern="(.)">
          <action function="execute" data="sleep(1000)"/>
          <action function="play-file" data="vm-youhave.wav"/>
          <action function="say" data="$1" method="pronounced" type="items"/>
          <action function="play-file" data="vm-messages.wav"/>
        </input>
      </macro>
      <macro name="saydate">
        <input pattern="(.)">
          <action function="say" data="$1" method="pronounced" type="current_date_time"/>
        </input>
      </macro>
      <macro name="timespec">
        <input pattern="(.)">
          <action function="say" data="$1" method="pronounced" type="time_measurement"/>
        </input>
      </macro>
      <macro name="spell">
        <input pattern="(.)">
          <action function="say" data="$1" method="pronounced" type="name_spelled"/>
        </input>
      </macro>
      <macro name="spell-phonetic">
        <input pattern="(.)">
          <action function="say" data="$1" method="pronounced" type="name_phonetic"/>
        </input>
      </macro>
      <macro name="tts-timeleft">
        <input pattern="(\d+):(\d+)">
          <action function="speak-text" data="You have $1 minutes, $2 seconds remaining $strftime(%Y-%m-%d)"/>
        </input>
      </macro>
    </language>
    <language name="fr" sound_path="/var/sounds/lang/fr/jean" tts_engine="cepstral" tts_voice="jean-pierre">
      <macro name="msgcount">
        <input pattern="(.)">
          <action function="play-file" data="tuas.wav"/>
          <action function="say" data="$1" method="pronounced" type="items"/>
          <action function="play-file" data="messages.wav"/>
        </input>
      </macro>
      <macro name="timeleft">
        <input pattern="(\d+):(\d+)">
          <action function="speak-text" data="il y a $1 minutes et de $2 secondes de restant"/>
        </input>
      </macro>
    </language>
  </macros>
</section>

```