

```

/*
+-----+
+-----+
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Reserved      |
+-----+
+-----+
$Id: mc_vr.c,v 1.1 1999/04/03 17:26:21 alex Exp $
+-----+
+-----+
*/
/
*****
*****

Module : mc_vr.c

This module holds Webley ASR code.

HISTORICAL INFORMATION:

10-04-96  alex:Vail  Created

*****
*****/
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <ctype.h>
#include <sys/types.h>
#include <sys/timeb.h>
#include <time.h>
#include <dirent.h>
#include <sys/wait.h>
#include <sys/stat.h>
#include <sys/ipc.h>
#include <sys/msg.h>
#include <rpc/rpc.h>
#include <sys/fcntl.h>
#include <memory.h>
#include <setjmp.h>
#include <unistd.h>
#include <math.h>
#include <errno.h>
#include "vlib_scsa.h"
#include "notif_scsa.h"
#include "job.h"
#include "parus_api.h"
#include "app_api.h"

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#include "mcall.h"

#undef  DEBUG
#define DEBUG(x) x

static int vr_allocated = 0;
static int nuance_flag = 0;
static int nuance_checked = 0;
static char nuance_package[MAX_STRING_SIZE + 1];
static int contacts_rsrc = -1;
static int load_contacts_flag = 0;
static int load_corp_flag = 0;
static int load_lists_flag = 0;
extern int trunk_num;
extern char app_name[];
extern char app_home[];
extern char msg_home[];
extern char msg_host[];
extern char *convertPhone();
extern char *vr_convert();
extern char *processPrompt();
extern char *processIniName();
int vrAllocNuance(int, char *);
int vrGoNuance(char *, int *, char *, char *, int,int,struct
VR_RES *,int,int);
static int vrResNuance(struct VR_RES *, struct ASR_RES *, char
*);
static int vrGrammarDynamic(char *, char *, char *);
/
* -----
----- */
int vrNuance()
{
char *np;

    if (!nuance_checked) {
        nuance_checked = 1;
        np = GetConfigVar(app_name, "NUANCE");
        if (!np)
            nuance_flag = 0;
        else if (!strcmp(np, "YES") || !strcmp(np, "yes"))
            nuance_flag = 1;
        else
            nuance_flag = 0;
    }
    return(nuance_flag);
}
/
* -----
----- */
int vrExit()
{

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register int ret_val;

    if (vrNuance())
        return(vrExitNuance());

    vrDealloc();
    DEBUG(printf("<%d>vrExit() ret = %d\n", trunk_num,
ret_val));
    return 0;
}
/
* -----
----- */
int vrDealloc()
{
register int ret_val;

    if (vrNuance())
        return(vrDeallocNuance());

    if ( vr_allocated ) {
        ret_val = app_dealloc_vr_psp();
        DEBUG(printf("<%d>vrDealloc() ret = %d\n", trunk_num,
ret_val));
        vr_allocated = 0;
    }
    return 0;
}
/
* -----
----- */
int vrAlloc(int vr_type, char *path)
{
register int retries = 6, ret_val = R_FALSE;

    if (vrNuance())
        return(vrAllocNuance(vr_type, path));

    if ( !vr_allocated ) {
        /* Try to allocate voice recognition port */
        while (retries--) {
            ret_val = app_alloc_vr_psp(path);
            DEBUG(printf("<%d>vrAlloc(%d) ret = %d\n",
                trunk_num, vr_type, ret_val));
            if (ret_val == R_TRUE )
                break;
            sleep(1);
        }
        if (ret_val != R_TRUE ) {
            fprintf(stderr, "<%d>ERROR :
vrAlloc()\n", trunk_num);
        }
    }
}

```

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        else
            vr_allocated = vr_type;
    }
    else
        return R_TRUE;
    return ret_val;
}
/
* -----
----- */
static int vrCheckStatus(struct VR_RES *vtk, char *voc, char *mn)
{
    static int flag = 0;

    if (vrNuance())
        return(R_FALSE);

    fldtmf();
    DEBUG(sprintf("<%d>vrCheckStatus() result=%d\n", trunk_num,
                    vtk[0].condition));
    switch( vtk[0].condition ) {
        case APP_VR_TIMEOUT:
            break;
        case APP_VR_INT_TIMEOUT :
            /*-->vr_too_slow
            *-->Faster please
            */
                strcpy(mn, vr_too_slow);
            break;
        case APP_VR_SPOKE_TOO_SOON:
            /*-->vr_too_soon
            *-->Sorry, I wasn't ready. Please try again.
            */
                strcpy(mn, vr_too_soon);
            break;
        case APP_VR_SPOKE_TOO_LOUD:
            /*-->vr_too_loud
            *--> Softer please
            */
                strcpy(mn, vr_too_loud);
            break;
        case APP_VR_SPOKE_TOO_SOFT:
            /*-->vr_too_soft
            *-->Louder please
            */
                strcpy(mn, vr_too_soft);
            break;
        case APP_VR_TALKED_TOO_LONG:
            /*-->vr_too_long
            *-->Please repeat, try not to speak too long
            */
                strcpy(mn, vr_too_long);
    }
}

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        break;
default:
    if ( strcmp(voc, "yncqh" ) ) {
        strcpy(mn, vp_no_result_alt);
    }
    else {
        return R_TRUE;
    }
    break;

    }
    return R_FALSE;
}
/
* -----
----- */
int addTimeVR(int t)
{
static int timeInVr = 0;

    if ( t > 0 )
        timeInVr += t;
    return timeInVr;
}
/
* -----
----- */
int speechStartTimeout(char *mode, int val)
{
static int speechTimeout = 6;
int ret_val;

    ret_val = speechTimeout;
    if (!strcmp(mode, "set")) {
        speechTimeout = val;
        ret_val = speechTimeout;
    }
    else if (!strcmp(mode, "get")) {
        ret_val = speechTimeout;
        speechTimeout = 6;
    }
    return ret_val;
}
/
* -----
----- */
int vrContPSP(char *msg, /* voice prompt filename; barge in or no
barge in */
    int *retp,          /* indicates if dtmf is expected on input
and
                        if a dtmf was actually entered on output

```

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