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/**
confroom.js - Simple IVR Menu using a database.
JavaScript Application for FreeSwitch::mod_spidermonkeyi with mod_spidermonkey_odbc.
by Ken Rice (SwK @ #freeswitch)

This application is only meant to be an example of the power and ease of using FreeSwitch.
This file includes work ripped off from other JavaScript apps created by anthm @ #freeswitch
and pist @ #freeswitch.
I hope this helps you in starting to use FreeSwitch & JS with ODBC.

Install:  copy this file to your <freeswitch dir>/scripts/

Add the following section to your freeswitch.xml around the extension 1000 section.

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      <extension name="1200">
        <condition field="destination_number" expression="^1200$">
          <action application="javascript" data="confroom.js"/>
        </condition>
      </extension>
        --------

Dial 1200 from your sip phone and voila!  Ofcourse you can match for inbound DID/DNIS, and run th

Disclaimer: Use at your own risk.  No implied warranties or help if/when stuff blows up.

Here's the mySQL table structure

CREATE TABLE `conferences` (
  `cuid` int(11) NOT NULL auto_increment,
  `pin` varchar(6) NOT NULL default '',
  `confname` varchar(30) default NULL,
  PRIMARY KEY  (`cuid`),
  UNIQUE KEY `pin` (`pin`)
);

Note: this does not include infor on setting up the DNS on your system for unixODBC or other. sho
easy using google.

**/

use("ODBC");


var DSN = "conferences";
var DB_USER = "confuser";
var DB_PASS = "31337p4$$w0rd";

var line = "====================================\n";

var db = new ODBC(DSN, DB_USER, DB_PASS);
db.connect();

var sql;
var dtmf = new Object();
var replay = 1;

function mycb (session, type, data, arg) {

        if (type == "dtmf") {
                arg.digits += data.digit;
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                if (arg.digits.length >= 1) {
                        return false;
                }
        }
}

function get_route(digits)
{
        sql = "select count(*) as count from conferences where pin = \"" + digits +"\";";

        var line = "====================================\n";

        console_log("notice", "Menu Option Entered: " + digits +" \n sql statment [" + sql + "]\n
        console_log("notice", line);

        db.exec(sql);

        while(db.nextRow()) {
                var row = db.getData();
                if (row["count"] >= 1) {
                        console_log("notice", "Found Conf Pin=[" + digits + "]\n");
                        return digits;
                } else {
                        console_log("notice", "Conf Pin NOT Found!\n");
                        return false;
                 }
                console_log("notice", line);
        }
}

/** Let's answer our call **/
session.answer();

/** Play our Main Menu prompt sound file.  You could use TTS here as well.  **/
console_log("notice", "Playing dbivrmenu Main Menu sound file . . .\n");
session.flushDigits();
session.streamFile("/soundfiles/conf-getconfno.wav", "");

while(session.ready()) {
        dtmf.digits = "";
        console_log("notice", "collecting dtmf digits . . .\n");

        while (dtmf.digits.length < 6 && session.ready()) {
                session.collectInput(mycb, dtmf, 5000);
        }

        /** when we timeout from above, we check replay value and play appropriate prompts **/
        if ((!dtmf.digits) && (replay < 4)) {
                console_log("notice", "Replay # " + replay + "\n");
                session.flushDigits();
                session.streamFile("/soundfiles/conf-invalidpin.wav", "");
                session.streamFile("/soundfiles/conf-getconfno.wav", "");
                replay++;  // increment our replay value; we don't want to replay our prompts too
        } else if (replay >= 4) {
                /** Caller does not understand the prompts or your DB data is wrong; either way w
                session.streamFile("/soundfiles/we-dont-have-tech-support.wav", "");
                session.hangup();
        }


        if(dtmf.digits) {
        console_log("notice", "Got Some Digits . . .\n");
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                route = get_route(dtmf.digits);
                if (!route) {
                console_log("notice", "Invalid Option . . .\n");
                        session.streamFile("/soundfiles/conf-invalidpin.wav", "");
                        session.streamFile("/soundfiles/conf-getconfno.wav", "");
                } else {
                        console_log("notice", "Found Valid Option . . .\n");
                        session.streamFile("/soundfiles/pls-wait-connect-call.wav", "");

                        /** initiate the transfer application and send to the extension in route;

                        var confroom = route + "@default";

                        console_log("notice", "ConfRoom: [" + confroom  +"]\n");
                        console_log("notice", line);

                        session.flushDigits();

                        session.execute("conference", route + "@default");

                        session.streamFile("/soundfiles/conf-getconfno.wav", "");
                        dtmf.digits = "";

                }
        }
}
```

See Also

- Javascript