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/**
 * promptfordigits.js - sample application to prompt the user for n digits.
 *
 * JavaScript Application for FreeSwitch::mod_spidermonkey.
 * by Michael Murdock
 *
 * This file includes work ripped off from other JavaScript apps created by pist and anthm @ #
 * Install:  copy this file to your <freeswitch dir>/scripts/
 *     Add the following section to your freeswitch.xml around the extension 1000 section.
 *
 * <extension name="1200">
 *    <condition field="destination_number" expression="^1200$">
 *       <action application="javascript" data="promptfordigts.js"/>
 *    </condition>
 * </extension>
 *
 * Dial 1200 from your sip phone and voila!  Of course you can match for inbound DID/DNIS, and
 *
 * This application uses the phrase macro "DialByNumberMenu" and "saydigits" as below;
 *
 * <macro name="saydigits">
 *    <input pattern="(.*)">
 *       <match>
 *          <action function="execute" data="sleep(500)"/>
 *          <action function="speak-text" data="You entered $1"/>
 *       </match>
 *    </input>
 * </macro>
 *
 * <macro name="DialByNumberMenu">
 *    <input pattern="(.*)">
 *       <match>
 *          <action function="execute" data="sleep(500)"/>
 *          <action function="speak-text" data="Enter the $1 digit extension to dial."/>
 *       </match>
 *    </input>
 * </macro>
 *
 *
 * Disclaimer: Use at your own risk.  No implied warranties or help if/when stuff blows up.
 *
 *
**/

var promptfordigits_dtmf_digits = "";

function promptfordigits_dtmf_callback(type, digits, arg)
{
    console_log("digit: " + digits + "\n");
    promptfordigits_dtmf_digits += digits;
    /* returning true does not interrupt the digit collection*/
    return(true);
}

/* Speaks a menu and waits for a specified number of digits. If the user does not enter a sele
/* then the menu is repeated up to 3 times. */
function promptfordigits(ivrsession, promptname, numdigits, timeout) {
    var repeat = 0;

    console_log("saymenu: menu=[" + promptname + "] numdigits=[" + numdigits + "]\n");

    session.flushDigits();
```

```
    promptfordigits_dtmf_digits = "";

    while (ivrsession.ready() && promptfordigits_dtmf_digits.length < numdigits && repeat < 3)
        /* play phrase - if digit keyed while playing callback will catch them.
        If less than numdigits collected we get the rest after the prompt.*/
        ivrsession.sayPhrase(promptname, numdigits, "en", promptfordigits_dtmf_callback, "");

        console_log("Prompt done=[" + promptname + "] Collected " + promptfordigits_dtmf_digit

        /* if caller still here and has not entered any selection yet (or less than numdigits
        if (ivrsession.ready() && promptfordigits_dtmf_digits.length < numdigits ) {
            promptfordigits_dtmf_digits += ivrsession.getDigits(numdigits - promptfordigits_dt
            /* if still no selection or insufficient digits repeat menu */
            if (promptfordigits_dtmf_digits.length < numdigits) {
                promptfordigits_dtmf_digits = "";
                repeat++;
            }
        }
    }
    return(promptfordigits_dtmf_digits);
}

var menuselection = "";

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

/** Play our Main Menu prompt (options 0, 1, 2, 3 and #) **/
menuselection = promptfordigits(session, "DialByNumberMenu", 3, 6000);

if (session.ready()) {
    session.execute("phrase", "saydigits," + menuselection);
}
```

See Also

Javascript