

# Voice Control Flow - BassAnglerTracker

## LIVE MODE FLOW

Voice Control: Live Mode (Production Flow)

[Bluetooth Button Press / App Trigger]

VoiceControlService.kt   Foreground service that handles wake/start

TournamentVoiceHandler.kt OR FunDayVoiceHandler.kt

## VOICE SESSION BEGINS

getStartPrompt()

startVoiceSession()

Transcript

parseAndConfirm(transcript)

(Per mode parser from VoiceParser.kt)

- parseLbsOzs
- parseKgs
- parseInches
- parseCms

VoiceCatch object

Confirmation Prompt via VoiceUiHelper.kt (TTS/Toast)

Yes/No response   confirmation logic

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saveCatch(parsed)

CatchSaver.kt inserts into DB

TournamentVoiceFeedback.kt Computes feedback + ranking

Speaks result via TTS (VoiceUiHelper)

### TRAINING MODE FLOW

Voice Training Mode

UserTrainingVoiceCommands.kt (menu hub)

TrainingWords.kt (popup phrase training)

PracticePhrase.kt (phrase model)

VoiceCommandList.kt full list of commands to practice

VoiceInputMapper.kt maps misheard phrases to correct ones

VoiceCommandCorrector.kt logs mishears, learns over time

VoiceCommandHandler.kt mock parsing logic, simulates behavior

VoiceResponseManager.kt handles mock Q&A and test stats

VoiceInteractionHelper.kt Training-mode TTS/toasts

### SHARED UTILITIES

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## Shared Utilities

- VoiceAudioUtils.kt Audio playback, TTS fallback, stereo handling
- MediaButtonReceiver.kt Captures Bluetooth button presses
- VoiceSetupActivity.kt User-facing setup page

## DEPRECATED COMPONENT

### Deprecated / Safe to Remove

- UserVccQuestionAnswer.kt Replaced by per-handler logic

## DEBUGGING TIP

### Debugging Tip

Add: `Log.d("VCC_FLOW", "Reached X step")` in each major section to trace execution live.