using System.Collections;

using System.Linq;

using System;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.Windows.Speech;

public class VoiceControl : MonoBehaviour

{

private Dictionary<string, Action> keyActions = new Dictionary<string, Action>();

private KeywordRecognizer keyRecog;

private AudioClip[] sounds;

private string userdataQuery;

//Start is called before the first frame update

void Start()

{

soundSource = GetComponent<AudioSource>();

keyActions.Add("trends", Trends);

keyActions.Add("please say something", Talk);

keywordRecognizer = new KeywordRecognizer(keyActions.Keys.ToArray());

keywordRecognizer.OnPhraseRecognized += OnkeywordsRecognized;

keywordRecognizer.Start();

}

private void Talk()

{

soundSource.clip = sounds[UnityEngine.Random.Range(0, sounds.Length)];

soundSource.Play();

}

void Trends()

{

userdataQuery = Trends;

OnListMapClick;

}

void VoiceControl.OnListMapClick()

{

LibPlacnote.Instance.SearchMapsByUserData(userdataQuery, (mapList) =>

{

//callback handler function. Acces maps here.

foreach (LibPlacenote.MapInfo mapInfoItem in mpList)

{

Debug.Log("Map ID:" + mapInfoItem.placeId);

if (mapInfoItem.metadata.userdata != null)

{

Debug.Log(mapInfoItem.metadata.userdata.ToString());

}

}

});

} }

void OnKeywordsRecognized(PhraseRecgnizedEventArgs args)

{

Debug.Log("Recognized keyword: " + args.text);

keyActions[args.text].Invoke();

}

//Update is called once per frame

void Update()

{

}

}