

een spectrum beneath the celestial garnish",

Q Type [] to search | >_ | + - | ① | 11 | △ *

Edit New page

And you see pure magic! Set a breakpoint or Console.Writeline , to see this happen!

If you want to add the events to the catalog service, make sure you start the service locally as well, or point to the service online by pointing to the right urls.

Plugins

Oh yeah, before I forget, we of course want all tickets to be in USD currency, I looked at the files and I see all kinds of currencies in there. For this you can use as ocaled Plugin and register this with the Kernel. The moment in needs to do a conversion, it will call this function and you can implement the way you want to convert LI cliquid this free Currency converter API that we can use and call it andget USD values back. This is the one I mean: https://freecurrencyapi.com/.

In <u>Duncan's Post</u> he mentions something like ToolCallBehavior to enable this. I already created the plugin scaffolding.

Just create an HttpClient and call the api and register the plugin with the kernel. Easy Peasy ;-).

Oh and you can always ask Copilot to tell you how to write the code ...

Inserting Smart Components into the existing form

I saw this great new feature! <u>NET Smart Components</u>. It allows us to use AI enabled components in the UI. I think the Smart Paste would really be helpful.

We can use the API key and endpoint we created earlier. Here is describbed how to <u>configure this for SmartComponents</u>

In the FrontEnd project, we can easily add this to the EventCatalog edit form. Here is some description how to add this

Maybe you can try if it works by using these sample emails

leg!

Gosss who's conting to perform next month) It's Joni Mitchelli I am so theilled. The event's called Mirage Homents and I can already picture how magical the stadium is going to look filled with Unitight and timeless tunes. Jon's songs a The price though, is a cool sid! matrix slightly pinching my pocket but when I think south the priceless memories of a I wonder I'w a could pull together a group to make it even more fun. Let me know your thoughts! It would be such a far catch you later!

Hey!

Hay!

Hay!

Hay to share this with you - our favorite violinist, Anne-Sophie Mutter, has a concert coming up! Homestly, I'm as g

I had to share this with you - our favorite violinist, Anne-Sophie Mutter, has a concert coming up! Nemostly, I'm as the event's name ('Milight 'Inma'; 'nather mystical, only tow think? I does seen fitting given she makes make she anyway, the ticket's going for 217 bucks - a steal if you ask me. Should we take the plunge? Do think about it, but Talk soon.

OpenAl Enablement

I already mentioned it shortly above but.. do not forget to get the keys from OpenAI.

Note To get a token from Azure OpenAI we use our own central proxy at https://openai.globoticket.com/event/2bbe-5922 Vou can go to it and authenticate with your GitHub Account. The Togin in with GitHub is on the top right. After registering you can scroll down and find the uir and AP token you can use to connect to our APP.

Registration Details

Your API Key:

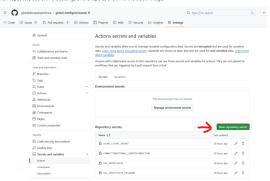
Proxy Endpoint: https://mango-moss-0e8c

Playground Acces

The playground allows you to experiment with generative AI prompts.

- 1. Copy your API Key
- When you navigate to the Al Proxy Playground, paste the API Key and Authorize.
- 3. Navigate to the Al Proxy Playground.

The you need to copy the API key and put this in the code space environment variable OPENAIKEY. This is done by creating a new repository secret in the settings of the repo as shown in the below image.



After saving the variable, you will see the following pop-up apear in your code space



make sure you click the reload and apply, so you have the secret in your working environment. Don't worry, the reload will not lose any data, the codespace will restart and you have everything available as it was before the restart.

You can run the application from the command-line by typing: dotnet run eventImporter.csproj This will show you the output of the results in the console.

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