场景	指令	指令格式	示例	备注
音乐播放	Music.Play	<pre>{     "ins_name": "action_play_music",     "ins_params": {         "music": (str),         "album": (str),         "artist": (str),         "playlist": (str),         "style": (str),         "band": (str),         "date": (str) } </pre>		
	Music.AddToPlaylis	<pre>"ins_name": "action_add_to_playlist",     "ins_params": {         "music": (str),         "playlist": (str)     } }</pre>		music槽为空表示加入当前播放的歌曲;
视频播放	Video.Play	<pre>{     "ins_name": "action_play_video",     "ins_params": {         "video": (str),         "actor": (str),         "director": (str),         "style": (str),         "country": (str),         "date": (str),         "keyword": (str) } </pre>		
闹钟	Alarm.Check	<pre>{     "ins_name": "action_check_alarm",     "ins_params": {         "time": (str),         "date": (str),     } }</pre>		time槽和data槽为空时,表示获取所存的闹钟列表;
	Alarm.Set	<pre>{     "ins_name": "action_alarm_set",     "ins_params": {         "time": (str),         "date": (str),         "alarm.type": (str),     } }</pre>		time槽必须存在,不存在则触发多轮填槽; data槽可以缺省,缺省时为当天或者第二天(根据time是否超出当前时间决定); 表示间隔(duration)的说法系统自动基于当前时区的基准时间且一化到一个具体的time槽中;
	Alarm.Unset	<pre>{     "ins_name": "action_alarm_unset",     "ins_params": {         "time": (str),         "date": (str),         "alarm.id": (str, 1-10),         "unset_all": (bool)     } }</pre>		当alarm.id为空,unset_all为false,并且当前date或time存在多个候选的情况,应返回特定格式的query"# user selection from xx candidates "给对话等台云端,促使云端触发alarm.id填槽话术,对话平台会在用户回复对应实体后,发送新的action_alarm_unset指令;
	Alarm.Delete	<pre>{     "ins_name": "action_alarm_delete",     "ins_params": {         "time": (str),         "date": (str),         "alarm.id": (str, 1-10),         "delete_all": (bool) }</pre>		当alarm.id为空,delete_all为false,并且当前date或time存在多个候选的情况,应返回特定格式的query"# user selection from xx candidates "给对话等台云端,促使云端触发alarm.id填槽话术,对话平台会在用户回复对应实体后,发送新的action alarm delete指令;