

Forum:[Hack Forums](#)

Thread: [Control Spotify with your Voice!](#)

BoliBerrys - May 21, 2017, 11:39 am

Are you tired of playing a game, and manually have to change songs on Spotify?

Here's the solution.

With Spotify Voice Controller you will gain control of Spotify, with just your voice!

Commands:

Play

Will Play the current song.

Pause

Will Pause the current song.

Next

Will Skip the current song.

Previous

Will Return to the previous song.

Up

Will increase the Volume.

Down

Will decrease the Volume.

Enable

It will Disable/Enable the voice recognition.

Also added a feature that saves the current song that's being played, on a .txt file in the same directory, allowing Streamers to show the viewers their current song.

<https://github.com/BoliBerrys/SpotifyVoiceController>

Release: <https://github.com/BoliBerrys/SpotifyVoiceController/releases>

Virus Scan:

<https://virustotal.com/en/file/330c3000c6f2be7b3d8faca0112255f07362962ade9a89d3c9c1322af5c058a7/analysis/1495424726/>

I'm not the best coder in the world, so if you have any suggestions on how I can improve some of the stuff, please tell me ?

EDIT:

I just realized the user Drizzy released one. If you guys want me to remove the thread please tell me

Joy - May 21, 2017, 11:43 am

Looks pretty good mate. This is pretty useful.

Zilog80 - May 21, 2017, 11:53 am

WTF:

PHP Code

```
<?php
if (rec.Text == "pause"
    || rec.Text == "pulse"
    || rec.Text == "balls"
    || rec.Text == "boasts")
{
    spotify.Pause();
}
```

balls? boasts?...Really? ?

Anyway nice idea. You give me a very nice idea to control 'by voice' Elite Dangerous when 'playing with Oculus Rift. Stay tuned ?

BoliBerrys - May 21, 2017, 11:54 am

(May 21, 2017 11:53 AM)Zilog80 Wrote: [\[CITE\]](#) WTF:

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balls? boasts?...Really? ?

Anyway nice idea. You give me a very nice idea to control 'by voice' Elite Dangerous when 'playing with Oculus Rift. Stay tuned ?

My english is not the best. So whenever i said Pause, it detected "Boasts" and such.

So i said f#ck it, and i added it ?

VmX5 - May 21, 2017, 12:22 pm

(May 21, 2017 11:54 AM)BoliBerrys Wrote: [\[CITE\]](#) My english is not the best. So whenever i said Pause, it detected "Boasts" and such.

So i said f#ck it, and i added it ?

Omg I fucking laughed for like 2 minutes. Omg Lmfao.

BoliBerrys - May 21, 2017, 12:43 pm

(May 21, 2017 12:22 PM)VmX5 Wrote: [\[CITE\]](#) Omg I fucking laughed for like 2 minutes. Omg Lmfao. Glad i made you laugh ? lmao

Finn. - May 21, 2017, 1:09 pm

Finally i can boasts my spotify ingame, appreciate it a lot!

Edit: { "play", "way", "late", "date", "eight", "lay" } { "previous", "previews", "preview" } be careful on those, don't want it to go back everytime i say preview/s same with eight late and way^^

M?xim - May 21, 2017, 1:12 pm

(May 21, 2017 11:54 AM)BoliBerrys Wrote: [\[CITE\]](#) My english is not the best. So whenever i said Pause, it detected "Boasts" and such.

So i said f#ck it, and i added it ?

Hahah this is gold.

BoliBerrys - May 21, 2017, 1:23 pm

(May 21, 2017 01:09 PM)Finn. Wrote: [\[CITE\]](#) Finally i can boasts my spotify ingame, appreciate it a lot!

Glad this help you :)

(May 21, 2017 01:12 PM)M?xim Wrote: [\[CITE\]](#) Hahah this is gold.

??

BoliBerrys - May 22, 2017, 3:53 pm

Fixed some coding conventions, since it had some weird on some parts

Random Arab Girl - May 23, 2017, 12:35 am

Theres already a voice controller for Spotify but that didn't include source code thank you ill be able to get ideas from this!

BoliBerrys - May 23, 2017, 2:10 pm

Improved the code, using classes and more.

Hope you guys enjoy this new update to the code ;)

jawsh33 - May 24, 2017, 6:21 pm

Thanks for this will check out later.

?JJ - May 24, 2017, 7:00 pm

(May 21, 2017 11:54 AM)BoliBerrys Wrote: [\[CITE\]](#) My english is not the best. So whenever i said Pause, it detected "Boasts" and such.

So i said f#ck it, and i added it ?

What a fucking genius ahahaha.

Nice Shake mate, keep it up.

BoliBerrys - May 25, 2017, 10:18 pm

(May 24, 2017 06:21 PM)jawsh33 Wrote: [\[CITE\]](#) Thanks for this will check out later.
Once you test tell me if you have any suggestions or so ;)

(May 24, 2017 07:00 PM)Cyberlin Wrote: [\[CITE\]](#) What a fucking genius ahahaha.
Nice Shake mate, keep it up.
Haha thanks men :D

ComputerJi - May 26, 2017, 5:18 am

(May 21, 2017 11:54 AM)BoliBerrys Wrote: [\[CITE\]](#) My english is not the best. So whenever i said
Pause, it detected "Boasts" and such.
So i said f#ck it, and i added it ?
lol! What an idea?! :D

BoliBerrys - June 1, 2017, 12:20 pm

(May 26, 2017 05:18 AM)Compi Wrote: [\[CITE\]](#) lol! What an idea?! :D
haha if only i'd speak good english.. :/

AccroHack - June 3, 2017, 3:00 pm

Pretty cool, nice to make it open source !

BoliBerrys - June 3, 2017, 9:53 pm

(Jun 3, 2017 03:00 PM)AccroHack Wrote: [\[CITE\]](#) Pretty cool, nice to make it open source !
Thanks alot bud ;)

I really liked your FUD Downloader.

Milan Hermanus - June 4, 2017, 3:05 am

Why are you prefixing global variables with an underscore? Atleast do it the proper C way and do g_
for global variables.

also switch cases exist

Zilog80 - June 4, 2017, 5:57 am

(Jun 4, 2017 03:05 AM)Milan Hermanus Wrote: [\[CITE\]](#) Why are you prefixing global variables with an
underscore? Atleast do it the proper C way and do g_ for global variables.

also switch cases exist
Quote:Names of Fields

The field-naming guidelines apply to static public and protected fields. Internal and private fields are
not covered by guidelines, and public or protected instance fields are not allowed by the member
design guidelines.

? DO use PascalCasing in field names.

? DO name fields using a noun, noun phrase, or adjective.

X DO NOT use a prefix for field names.

For example, do not use "g_" or "s_" to indicate static fields.

Source: <https://msdn.microsoft.com/en-us/library/ms229012.aspx>

Want to learn more?

<https://stackoverflow.com/questions/3136594/naming-convention-underscore-in-c-and-c-sharp-variables>

Anyway, is a guide-line, not an immutable truth to follow.

IzzyJohnson - June 4, 2017, 6:14 am

program doesn't work... like at all...

Milan Hermanus - June 4, 2017, 9:14 am

(Jun 4, 2017 05:57 AM)Zilog80 Wrote: [\[CITE\]](#) stupid motherfucker

"Internal and private fields are not covered by guidelines" at least read what you're posting

BoliBerrys - June 4, 2017, 9:07 pm

(Jun 4, 2017 06:14 AM)?imba Wrote: [\[CITE\]](#) program doesn't work... like at all...

Do you have Windows in another language that's not English?

Cause the Speech Detector works according to your language. And my program is based on english.

So if your Windows is different than english , then that's the problem.

If you have Windows in english, then i'd like to get in touch with you so I can see what's going on with the program, since you are the first person who is having an issue with it.

(Jun 4, 2017 03:05 AM)Milan Hermanus Wrote: [\[CITE\]](#) Why are you prefixing global variables with an underscore? At least do it the proper C way and do g_ for global variables.

also switch cases exist

You can't do a Switch on .Contains , that's why I had to do IF ELSE.

Also, I was thought that:

Private variables have to start with _

Public variables start with a lower case

If variable has 2 words in it, the first word start with lowercase, the 2nd one starts with upper case.

That's what I was thought on secondary school, 2 years ago, that's why I code like that.

Haven't seen any C# source that has as a variable, something starting with "g_" or so.

Milan Hermanus - June 5, 2017, 5:11 am

(Jun 4, 2017 09:07 PM)BoliBerrys Wrote: [\[CITE\]](#) Do you have Windows in another language that's not English?

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Haven't seen any C# source that has as a variable, something starting with "g_" or so.
It's C/++ "standard", either do g_ or dont prefix them

BoliBerrys - June 5, 2017, 11:13 am

(Jun 5, 2017 05:11 AM)Milan Hermanus Wrote: [\[CITE\]](#) It's C/++ "standard", either do g_ or dont prefix them

According to MSDN, it's fine to do what I do ?

Source: <https://msdn.microsoft.com/en-us/library/ms229012.aspx>

BoliBerrys - June 15, 2017, 5:59 pm

No idea what i should add.

Any of you guys have any suggestions?

Azzurra - June 17, 2017, 7:13 am

Pretty cool man, if I knew more C# I'd try to help you out with tips but I'm a C++ fag :(

(Jun 15, 2017 05:59 PM)BoliBerrys Wrote: [\[CITE\]](#) No idea what i should add.

Any of you guys have any suggestions?

You can change the commands play to unpause and add a real play ... command ?

BoliBerrys - June 17, 2017, 11:10 am

(Jun 17, 2017 07:13 AM)Azzurra Wrote: [\[CITE\]](#) Pretty cool man, if I knew more C# I'd try to help you out with tips but I'm a C++ fag :(

You can change the commands play to unpause and add a real play ... command ?

What do you mean by "a real play ... command " ?

??????? ????? - June 29, 2017, 6:18 pm

(Jun 15, 2017 05:59 PM)BoliBerrys Wrote: [\[CITE\]](#) No idea what i should add.

Any of you guys have any suggestions?

If you're still modifying it, what about making it so we can record our own voices so it can recognize accents or something like that. It might require some editing in the source with words it detects, but I think that'd be pretty convenient for some poeple.