

# mod\_dptools: sched broadcast

## 0. About

Schedule a broadcast in the future.



When a scheduled broadcast is executed, the session variable `last_sched_id` is set to the task ID of the broadcast.

TODO

See TODOs in [mod\\_dptools: sched transfer](#).

## 1. Syntax

### In the dialplan

```
<action application="sched_broadcast" data="[+<time> [<dialplan_app>::]<path> <call_leg>" />
```

This syntax is also valid as of [commit 116ebc0](#):

### In the dialplan

```
<action application="sched_broadcast" data="@<time> <uuid> [<dialplan_app>::]<path> <call_leg> " />
```

### As an API call

```
sched_broadcast [[+<time> | @<time>] <uuid> [<dialplan_app>::]<path> <call_leg>
```

TODO

Added the `[<dialplan_app>::]` part to the syntax based on the examples in section 2. but didn't check whether it works.

Parameter	Description	Examples
[+<time>	Time in seconds.  If used <b>with</b> + then the call will be hung up after that number of seconds.  If used <b>without</b> + then the given value is considered the number of seconds since the epoch, 1970-01-01 00:00:00 UTC	+60 (hang up after 1 minute)  2003336820 (hang up at Jun 25 2033 11:27 AM)
@<time>	Schedule a broadcast for every <time> seconds for the duration of a call.  See <a href="#">Jira issue FS-5661</a> or <b>2. Examples</b> section below.	@60
<uuid>	The unique identifier (UUID) of the call leg. See <a href="#">Channel Variables</a> .	f2120667-3cd6-42bc-8be6-8cf4207cf6bc
<path>	Specify the path of the audio file to broadcast.	/tmp/main.wav
<call_leg>	Specify the call leg to broadcast on.  Valid value are <ul style="list-style-type: none"><li>• aleg</li><li>• bleg</li><li>• both</li></ul>	aleg

bleg might mean "other leg" even if the leg this is set on (e.g., via an export) really is the B leg.

## 2. Examples

### 2.1 Play audio in a channel to all participants after 1 hour

```
<action application="sched_broadcast" data="+3600 /tmp/howdy.wav both"/>
```

This one with "playback" may help if the above does not work.

```
<action application="sched_broadcast" data="+3600 playback::/tmp/howdy.wav both"/>
```

### 2.2 Play audible "beep" every N seconds

Quoting [Jira issue FS-5661](#):

*One example for usage is jurisdictions that require an audible "beep" every N seconds while a call is being recorded.*

```
<action application="sched_broadcast" data="@60 /tmp/call_recorded.wav both"/>
```

## 3. See Also

- [mod\\_dptools: displace\\_session](#) - allows you to mix audio
- [mod\\_dptools: sched cancel](#) - allows you to cancel the scheduled broadcast