How to Voice Enable your PowerApps Canvas App

Step 1: Pre-Requisites

Before starting, you'll need an Azure subscription, Azure Speech Services, PowerAutomate, Power Apps Canvas App, CloudConvert, and an OpenAI API key that can access the Davinci-003 model.

Ensure you have all necessary permissions and access to create resources and configure services in Azure.

Step 2: Create a PowerApps Canvas App

1. Create a **new app** and select the **Phone template**.
2. Add a **Microphone control** to the screen.
3. In the **OnStop** property of the Microphone control, add the following code:

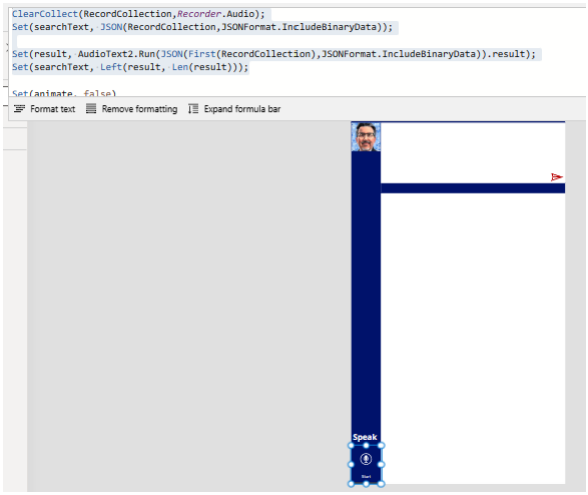
```
ClearCollect(RecordCollection,Recorder.Audio);
Set(searchText, JSON(RecordCollection,JSONFormat.IncludeBinaryData));

Set(result,
AudioText2.Run(JSON(First(RecordCollection),JSONFormat.IncludeBinaryData)).result);
Set(searchText, Left(result, Len(result)));
```

4. Add a **Label control** to the screen and set its **Text property** to:

   Text(SearchText)

5. Add a **Send button** to the screen.



Step 3: Set up Azure Speech Services

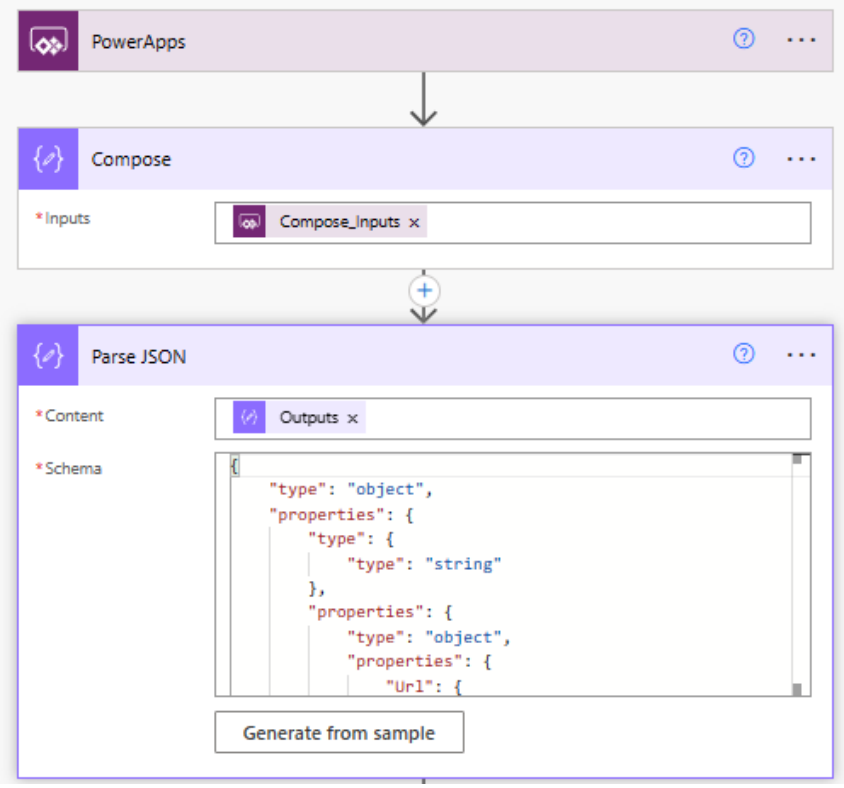
1. Create a new **Speech Service resource in Azure**.

2. Obtain the Endpoint URL and Subscription Key for the Speech Service resource and keep them handy.

Step 4: Create a Power Automate Flow

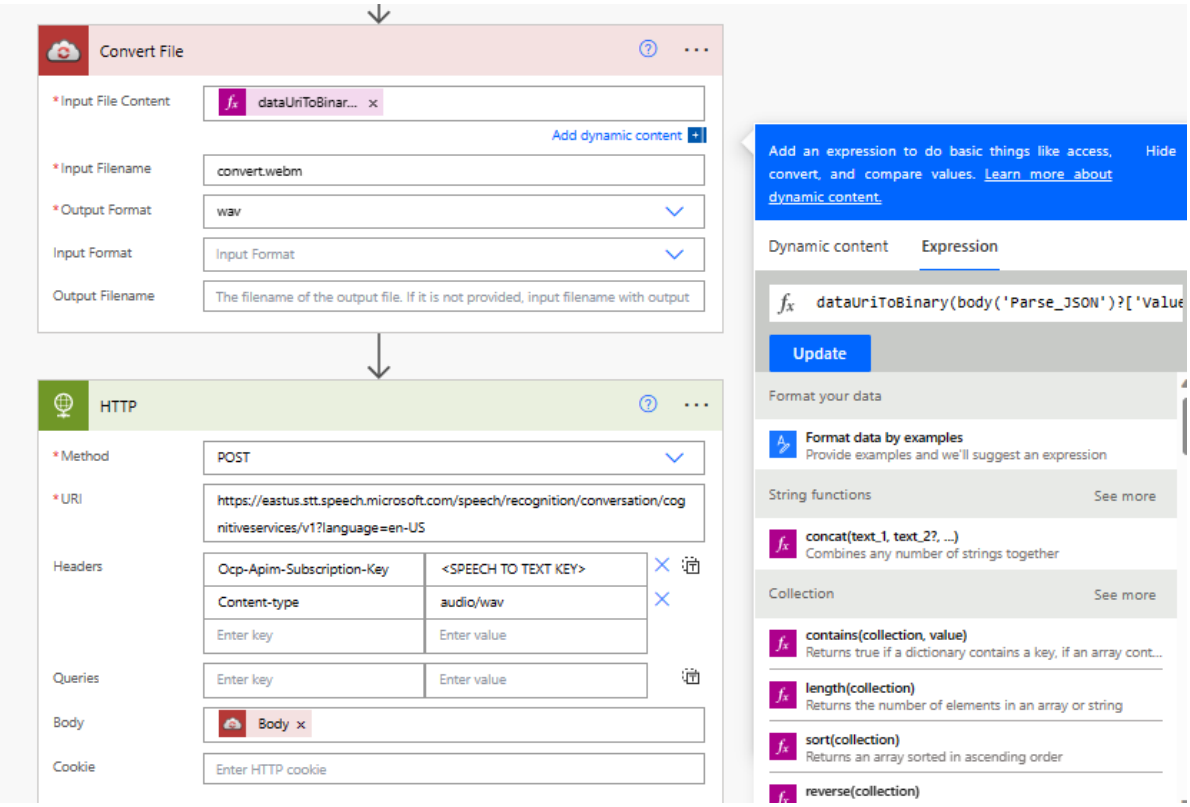
1. Create a new Flow in **Power Automate from a PowerApps Trigger**.

2. Add a **Compose Inputs** and a **Parse JSON** with the Outputs from Compose



3. Add a **CloudConvert** Connector and add Canvas App and use in the Flow and it will convert the audio format from webm to wav.

4. Add a **Cognitive Services** action to the Flow and configure it to use the Speech Service resource you created in Azure.

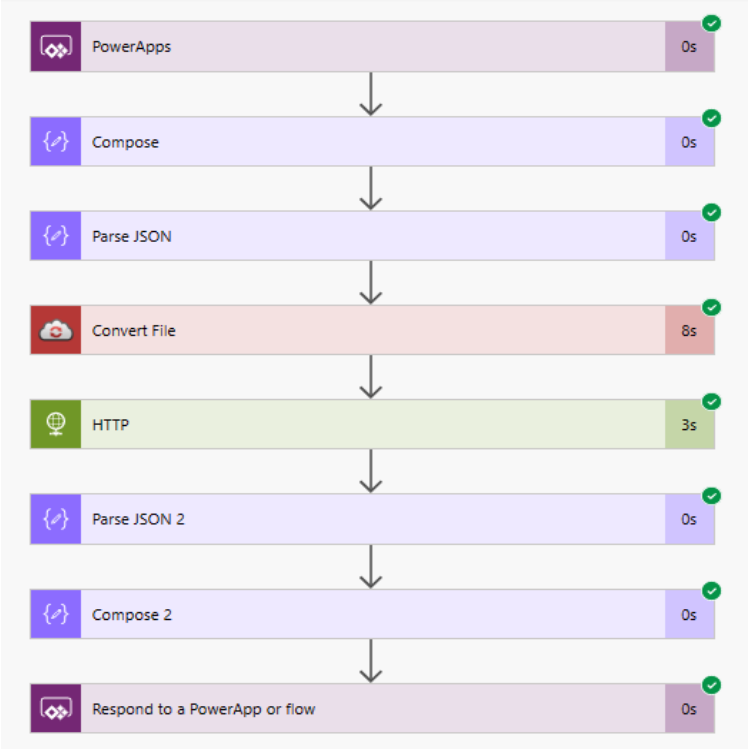


5. Create a **Parse JSON** to take the Results from Azure Cognitive Services Speech to Text.

6. Create a **Compose 2** to parse the **DISPLAY TEXT** property from the **BODY** of the JSON.

7. Select **RESPOND TO A POWERAPP OR FLOW**, and Select **TEXT**, name the Result and Select **Outputs** from the Compose 2.

6. Return the results in the form of TEXT back to the Canvas App's Label Control.



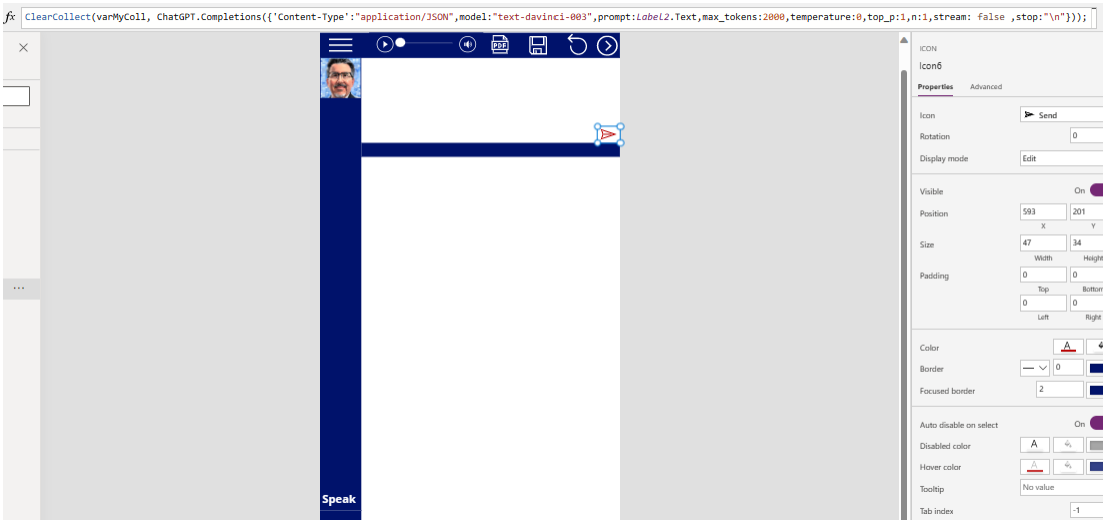
Step 5: Set up OpenAI ChatGPT Davinci-003

1. Create an **OpenAI API key** that can access the Davinci-003 model.
2. Use the key to call the OpenAI GPT-3 API.

Step 6: Add the Chatbot Interface to Your PowerApps Canvas App

1. You should have a Label control on your screen to capture user Voice input.
2. Add a **Gallery control** to the screen to display the chatbot responses.
3. In the **OnSelect** property of the **Send button**, add the following code:

```
ClearCollect(varMyColl, ChatGPT.Completions({'Content-
Type':"application/JSON",model:"text-davinci-
003",prompt:Label2.Text,max_tokens:2000,temperature:0,top_p:1,n:1,stream: false
,stop:"\n"}));
```



Step 7: Test and Deploy Your Voice-Enabled PowerApps Canvas App

1. **Test the app** by **speaking into the Microphone control** and checking if the recognized text appears in the Label control.
2. **Test the chatbot by Sending the results** from the Label control to check if the chatbot's **responses appear in the Gallery control**.
3. Deploy the app to your organization's environment and make it available to end-users.

Note: Don't forget to replace the **<YOURFLOW>** and **<YOURGALLERY>** placeholders with the actual names of your Flow and Gallery controls, respectively. Also, ensure that you have the correct input/output parameters set up for your Flow and OpenAI GPT-3 API.