

From Recording to Summary

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# Einmalig: Prompt-Datei aus YAML generieren
uv run --with pyyaml python3 bin/build-whisper-prompt.py --game packs_and_prejudice
# → meta/packs_and_prejudice.prompt editieren, Ballast löschen

# Danach wie gewohnt:
transcribe-audio.sh --en --vad-preset loose --game packs_and_prejudice audio.wav

# Transcript normalisieren
uv run --with pyyaml python3 normalize-transcript.py transcript.txt --game packs_and_prejudice

# Strip the context file of information that isn't necessary für the summary
uv run --with pyyaml python3 bin/build-summary-context.py --game packs_and_prejudice # writes
to stdout
META_CONTEXT="$(uv run --with pyyaml python3 "$(dirname "$0")/build-summary-context.py" --game
"$GAME_SLUG")" # sets variable to be used by summarize-meeting.sh

# Run the summary

summarize-meeting.sh --game packs_and_prejudice          # kein Kontext
summarize-meeting.sh --game packs_and_prejudice --context # mit gefiltertem Kontext
```