CHEATSHEET

USING AT&T API IN YOUR UNITY3D GAME

Steps to use AT&T Speech API in your game:

With just 5 lines of code, you can start using AT&T Speech API in your Unity3D game.

1. Copy ATT_MSSDK.dll into the source code. This library is available in the package at:
https://wprod.code-api-att.com/MSSDK/PROD/Releases/MSSDK-R02.02.01-Build-201212141900.zip

2. Create an instance of RequestFactory class, by passing API Key, Secret, Endpoint and Scope information.

```
List<RequestFactory.ScopeTypes> scopes = new List<RequestFactory.ScopeTypes>();
scopes.Add(RequestFactory.ScopeTypes.Speech);
RequestFactory requestFactory = new RequestFactory(endpoint, apiKey, secretKey,
scopes, null, null);
```

API Key – API Key of the registered application in AT&T Developer Portal. See here, to get an API Key.
Secret Key – Secret Key of the registered application.
Endpoint – The API gateway end point.
Scopes – List of scopes registered by the application.

3. Capture the audio using Unity 3D functions.

```
audio.clip = Microphone.Start(null, false, 5, 8000);
yield return new WaitForSeconds(5);
Microphone.End(null);
```

4. Pass the captured audio to create a wav file. (NOTE: Speech API accepts other formats as well. Please refer Speech API documentation on AT&T Developer Portal.

```
float[] clipData = new float[audio.samples * audio.channels];
audio.GetData(clipData, 0);
WaveGen.WaveFormatChunk format = new WaveGen().MakeFormat(audio);
string filename = "recordedSpeech.wav";
FileStream stream = File.OpenWrite(filename);
new WaveGen().Write(clipData, format, stream);
stream.Close();
```

WaveGen is a custom class, to create WAV file header.

5. Call the SpeechToText method of requestFactory instance.

```
SpeechResponse response = requestFactory.SpeechToText(filename);
```

6. Capture the response from the API gateway

```
string transcribedText = response.Recognition.NBest[0].ResultText;
```

7. Use the transcribedText to perform your own game activity.

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Getting Keys to use AT&T API

To use AT&T API, you will need two keys – App Key and Secret. To obtain these, perform the following steps.

- Go to https://developer.att.com.
- Click **Join Now** in top-right corner. Review the details of the dialog as shown in the following screen and click **Close**.
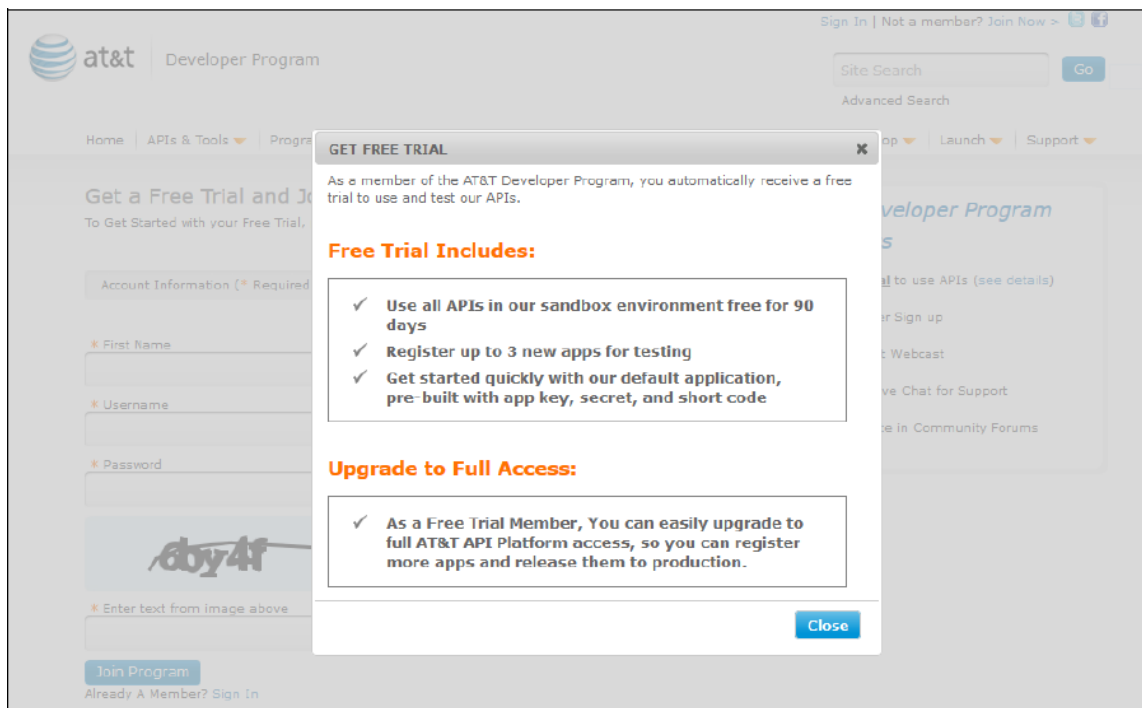
- The **Get a Free Trial and Join** screen is then shown.
- Enter your details and click **Join Program**. After successful registration, following screen appears.

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The developer program software then creates a test application for you. This application has the following attributes.

      ☐ The Speech API is enabled.
      ☐ A pair of keys, the App Key and Secret Key. Use these two keys to get the credentials used to access AT&T API.

Note: Your trial access is valid up to 90 days and you can create up to three applications in the Sandbox environment during this trial period.

Setting up an Application in the Sandbox

You can set up your own application in the Sandbox environment and select a combination of APIs that you want to use by performing the following steps.

1. Click **Create an Additional App**, as shown in the following **My Free Trial Access** screen.

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Account Status: Active ⓘ

Upgrade to Full Access

- APIs
- Tutorials
- Sample Apps
- Console
- Docs
- My Free Trial Access

My Free Trial Access

Are you ready to integrate our APIs into your App? Here's the information you need:

App Name ⓘ	App Key ⓘ	Secret ⓘ	Shortcodes ⓘ	
ATT-DPS Outlook Test A	fede8c94eff88b97f002bd46eae5c3ea	f2dfbe2730f66a86	30958453	Edit
My App	4fd14dd1ad811906215367f39e233186	346d5410328aa63a	44627374	Edit

Create an Additional App

2. Enter **Application Name** and **Description** as shown in the following **Request App Tokens for Sandbox** screen.

Account Status: Active ⓘ

Request App Tokens for Sandbox

Use this form to tell us about your app and request the network services you need in the Sandbox environment.
Please note that if you request to move this app to production, then you will need to upgrade to Full Access

Application Information (* Required)

Application Name: *

My App ⓘ

Description: *

Demo app with all API enabled ⓘ

(You have 471 characters left.)

3. Check the APIs you want to use in your application, as shown in the following screen. If you plan to use Speech API in your game, make sure you do select the 'Speech' checkbox. You can mix and match all the APIs you want to use in one app.

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4. Click **Set up Application**. A screen similar to the following should appear. Note that an **App Key** and a **Secret Key** are created for your application.

Your setup for the AT&T API Platform is now complete.

Use the App Key and Secret in Step-2 of [Using Speech Service (MS SDK) in Unity 3D:](#)

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