pyttsx3 is a text-to-speech conversion library in Python.
Unlike alternative libraries, it works offline and is compatible with both Python 2 and 3.
An application invokes the pyttsx3.init() factory function to get reference to a pyttsx3.
Engine instance: it is a very easy to use tool which converts the entered text into speech. The pyttsx3 module supports two voices first is female and the second is male which is provided by "sapi5" for windows.

It supports three TTS engines :

- *sapi5* – SAPI5 on Windows
- *nsss* – NSSpeechSynthesizer on Mac OS X
- *espeak* – eSpeak on every other platform

An application invokes the **pyttsx3.init()** factory function to get reference to **pyttsx3.Engine** instance.
During construction, the engine initializes a **pyttsx3.driver.DriverProxy** object responsible for loading a speech engine driver implementation from the **pyttsx3.drivers** module.
After construction, an application uses the engine object to register and unregister event callbacks; produce and stop speech; get and set speech engine properties; and start and stop event loops.

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The Engine factory

pyttsx3.init([*driverName : string*, *debug : bool*]) → pyttsx3.Engine

Gets a reference to an engine instance that will use the given driver. If the requested driver is already in use by another engine instance, that engine is returned. Otherwise, a new engine is created.

Parameters:

driverName –

Name of the pyttsx3.drivers module to load and use. Defaults to the best available driver for the platform, as said in page 1.

Raises:

debug – Enable debug output or not.

ImportError – When the requested driver is not found.

RuntimeError – When the driver fails to initialize.

Happy Reading Peeps!