RT-Voice PRO

Hearing is understanding

API

Date: 12.03.2019
Version: 2019.2.0

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    Various extension methods.

4.2 Crosstales.Common Namespace Reference

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Classes

- class BaseCompileDefines

    Base for adding the given define symbols to PlayerSettings define symbols.
- class BaseSetupResources

    Base for copying all resources to 'Editor Default Resources'.
- class NYCheck

    Checks if a 'Happy new year'-message must be displayed.
- class SetApiLevel

    Sets the required .NET API level.
- class SetupResources

    Copies all resources to 'Editor Default Resources'.

4.4   Crosstales.Common.EditorUtil Namespace Reference

Classes

- class BaseEditorHelper

    Base for various Editor helper functions.

- class BaseGAApi

    Base GA-wrapper API.

4.5   Crosstales.Common.Model Namespace Reference

Namespaces

4.6   Crosstales.Common.Model.Enum Namespace Reference

Enumerations

- enum Platform {
  Windows, **OSX**, **Linux**, **IOS**,
  Android, **WSA**, **Web**, **Unsupported**,
  MaryTTS }

    All available platforms.

- enum SampleRate {
  _8000Hz = 8000, **_11025Hz** = 11025, **_22050Hz** = 22050, **_44100Hz** = 44100,
  _48000Hz = 48000 }

    Typical audio sample rates.

4.6.1   Enumeration Type Documentation

4.6.1.1   enum **Crosstales.Common.Model.Enum.Platform** `[strong]`

All available platforms.

4.6.1.2   enum **Crosstales.Common.Model.Enum.SampleRate** `[strong]`

Typical audio sample rates.

4.7 Crosstales.Common.Util Namespace Reference

Classes

- class BackgroundController

  Enables or disable game objects on Android or iOS in the background.

- class BaseConstants

  Base for collected constants of very general utility for the asset.

- class BaseHelper

  Base for various helper functions.

- class CTPlayerPrefs

  Wrapper for the PlayerPrefs.

- class CTWebClient

  Specialized WebClient.

- class FFTAnalyzer

  FFT analyzer for an audio channel.

- class PlatformController

  Enables or disable game objects for a given platform.

- class RandomColor

  Random color changer.

- class RandomRotator

  Random rotation changer.

- class RandomScaler

  Random scale changer.

- class SerializableDictionary

  Serializable Dictionary-class for XML.

- class SerializeDeSerialize

  Serialize and deserialize objects to/from binary files.

- class SpectrumVisualizer

  Simple spectrum visualizer.

- class SurviveSceneSwitch

  Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

- class TakeScreenshot

  Take screen shots inside an application.

- class XmlHelper

  Helper-class for XML.

4.8 Crosstales.RTVoice Namespace Reference

Namespaces

- namespace Util

  WAV utility for recording and audio playback functions in Unity.

Classes

- class LiveSpeaker

  Wrapper of the main component from RTVoice for MonoBehaviour-access (like "SendMessage").
- class Speaker

  Main component of RTVoice.
- class VoiceProviderExample

  Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything). NOTE: please make sure you understand the Wrapper and its variables

Functions

- delegate void **VoicesReady** ()
- delegate void **SpeakStart** (Model.Wrapper wrapper)
- delegate void **SpeakComplete** (Model.Wrapper wrapper)
- delegate void **SpeakCurrentWord** (Model.Wrapper wrapper, string[ ] speechTextArray, int wordIndex)
- delegate void **SpeakCurrentPhoneme** (Model.Wrapper wrapper, string phoneme)
- delegate void **SpeakCurrentViseme** (Model.Wrapper wrapper, string viseme)
- delegate void **SpeakAudioGenerationStart** (Model.Wrapper wrapper)
- delegate void **SpeakAudioGenerationComplete** (Model.Wrapper wrapper)
- delegate void **ErrorInfo** (Model.Wrapper wrapper, string info)
- delegate void **ProviderChange** (string provider)
- delegate void **AudioFileGeneratorStart** ()
- delegate void **AudioFileGeneratorComplete** ()
- delegate void **ParalanguageStart** ()
- delegate void **ParalanguageComplete** ()
- delegate void **SpeechTextStart** ()
- delegate void **SpeechTextComplete** ()

4.9   Crosstales.RTVoice.AWSPolly Namespace Reference

Classes

- class Switcher

  Simple switcher to test the functionality of the AWS Polly provider.
- class VoiceProviderAWS

  AWS Polly voice provider.
- class VoiceProviderAWSEditor

  Custom editor for the 'VoiceProviderAWS'-class.
- class VoiceProviderAWSGameObject

  Editor component for for adding the prefabs from 'AWS Polly' in the "Hierarchy"-menu.
- class VoiceProviderAWSMenu

  Editor component for for adding the prefabs from 'AWS Polly' in the "Tools"-menu.

Enumerations

- enum Endpoint {
  APNortheast1, **APNortheast2**, **APSouth1**, **APSoutheast1**,
  APSoutheast2, **CACentral1**, **CNNorth1**, **EUCentral1**,
  EUWest1, **EUWest2**, **SAEast1**, **USEast1**,
  USEast2, **USGovCloudWest1**, **USWest1**, **USWest2** }

  All available AWS Polly endpoints.

4.9.1   Enumeration Type Documentation

4.9.1.1   enum **Crosstales.RTVoice.AWSPolly.Endpoint** `[strong]`

All available AWS Polly endpoints.

4.10   Crosstales.RTVoice.Demo Namespace Reference

Namespaces

Classes

- class Dialog

    Simple dialog system with TTS voices.
- class GUIAudioFilter

    Simple GUI for audio filters.
- class GUIDialog

    Simple GUI for runtime dialogs with all available OS voices.
- class GUIMain

    Main GUI component for all demo scenes.
- class GUIMultiAudioFilter

    Simple GUI for audio filters on multiple objects.
- class GUIScenes

    Main GUI scene manager for all demo scenes.
- class GUISpeech

    Simple GUI for runtime TTS with all available OS voices.
- class NativeAudio

    Simple example with native audio for exact timing.
- class PreGeneratedAudio

    Simple example with pre-generated audio for exact timing.
- class SendMessage

    Simple "SendMessage" example.
- class SequenceCaller

    Simple Sequence caller example.
- class Simple

    Simple TTS example.
- class SimpleNative

    Simple native TTS example.
- class SpeakWrapper

    Wrapper for the dynamic speakers.

4.11 Crosstales.RTVoice.Demo.Util Namespace Reference

Classes

- class iOSController

    Enables MaryTTS on iOS for specific scenes.
- class MaterialChanger

    Changes the material of a renderer while an AudioSource is playing.
- class NativeController

    Enables or disable game objects for native mode.
- class PlatformController

    Enables or disable game objects for a given platform.

4.12 Crosstales.RTVoice.EditorExtension Namespace Reference

Classes

- class AudioFileGeneratorEditor

    Custom editor for the 'SpeechText'-class.
- class ChangeGenderEditor

    Custom editor for the 'ChangeGender'-class.
- class LoudspeakerEditor

    Custom editor for the 'Loudspeaker'-class.
- class ParalanguageEditor

    Custom editor for the 'Paralanguage'-class.
- class SequencerEditor

    Custom editor for the 'Sequencer'-class.
- class SpeakerEditor

    Custom editor for the 'Speaker'-class.
- class SpeechTextEditor

    Custom editor for the 'SpeechText'-class.
- class TextFileSpeakerEditor

    Custom editor for the 'TextFileSpeaker'-class.
- class VoiceInitalizerEditor

    Custom editor for the 'VoiceInitalizer'-class.

4.13 Crosstales.RTVoice.EditorIntegration Namespace Reference

Classes

- class ConfigBase

    Base class for editor windows.
- class ConfigPreferences

    Unity "Preferences" extension.
- class ConfigWindow

    Editor window extension.
- class RTVoiceGameObject

    Editor component for the "Hierarchy"-menu.
- class RTVoiceMenu

    Editor component for the "Tools"-menu.

4.14   Crosstales.RTVoice.EditorTask Namespace Reference

Classes

- class AutoInitalize

    Automatically adds the neccessary RTVoice-prefabs to the current scene.

- class CheckIL2CPP

    Checks if IL2CPP is enabled under standalone.

- class CompileDefines

    Adds the given define symbols to PlayerSettings define symbols.

- class ConfigLoader

    Loads the configuration at startup.

- class Launch

    Show the configuration window on the first launch.

- class ReminderCheck

    Reminds the customer to create an UAS review.

- class SetupResources

    Moves all needed resources to 'Editor Default Resources'.

- class Tracer

    Gather some tracing data for the asset.

- class UpdateCheck

    Checks for updates of the asset.

Enumerations

- enum UpdateStatus {
  NOT_CHECKED, **NO_UPDATE**, **UPDATE**, **UPDATE_PRO**,
  UPDATE_VERSION, **DEPRECATED**, **V2019** }

    All possible update stati.

4.14.1   Enumeration Type Documentation

4.14.1.1   enum **Crosstales.RTVoice.EditorTask.UpdateStatus** `[strong]`

All possible update stati.

4.15   Crosstales.RTVoice.EditorUtil Namespace Reference

Classes

- class EditorConfig

    Editor configuration for the asset.

- class EditorConstants

    Collected constants of very general utility for the asset.

- class EditorHelper

    Editor helper class.

- class GAApi

    GA-wrapper API.

4.16   Crosstales.RTVoice.Klattersynth Namespace Reference

Classes

- class VoiceProviderKlattersynth

  Klattersynth voice provider.
- class VoiceProviderKlattersynthEditor

  Custom editor for the 'VoiceProviderKlattersynth'-class.
- class VoiceProviderKlattersynthGameObject

  Editor component for for adding the prefabs from 'Klattersynth' in the "Hierarchy"-menu.
- class VoiceProviderKlattersynthMenu

  Editor component for for adding the prefabs from 'Klattersynth' in the "Tools"-menu.

4.17   Crosstales.RTVoice.Model Namespace Reference

Namespaces

Classes

- class Sequence

  Model for a sequence.
- class Voice

  Model for a voice.
- class VoiceAlias

  Alias for multiple voices on different platforms.
- class Wrapper

  Wrapper for "Speak"-function calls.

4.18   Crosstales.RTVoice.Model.Enum Namespace Reference

Enumerations

- enum ESpeakModifiers {
  none, **m1**, **m2**, **m3**,
  m4, **m5**, **m6**, **f1**,
  f2, **f3**, **f4**, **croak**,
  whisper }

  The modifiers for eSpeak voices (m1-m6 = male, f1-f4 = female).
- enum Gender { **MALE**, **FEMALE**, **UNKNOWN** }

  The genders for voices.
- enum MaryTTSType { **RAWMARYXML**, **EMOTIONML**, **SSML**, **TEXT** }

  The different MaryTTS input types.
- enum ProviderType {
  Windows, **macOS**, **Android**, **iOS**,
  WSA, **MaryTTS**, **Linux** }

  Available provider types.
- enum SpeakMode { **Speak**, **SpeakNative** }

  Available Speak-modes.

4.18.1   Enumeration Type Documentation

4.18.1.1   enum **Crosstales.RTVoice.Model.Enum.ESpeakModifiers** `[strong]`

The modifiers for eSpeak voices (m1-m6 = male, f1-f4 = female).

4.18.1.2   enum **Crosstales.RTVoice.Model.Enum.Gender** `[strong]`

The genders for voices.

4.18.1.3   enum **Crosstales.RTVoice.Model.Enum.MaryTTSType** `[strong]`

The different MaryTTS input types.

4.18.1.4   enum **Crosstales.RTVoice.Model.Enum.ProviderType** `[strong]`

Available provider types.

4.18.1.5   enum **Crosstales.RTVoice.Model.Enum.SpeakMode** `[strong]`

Available Speak-modes.

4.19   Crosstales.RTVoice.PlayMaker Namespace Reference

Classes

- class AudioFileGeneratorEditor

    Custom editor for the AudioFileGenerator-action.
- class BaseRTVEditor

    Base class for RT-Voice custom editors in PlayMaker.
- class ParalanguageEditor

    Custom editor for the Paralanguage-action.
- class SilenceEditor

    Custom editor for the Silence-action.
- class SpeakEditor

    Custom editor for the Speak-action.
- class SpeakUIEditor

    Custom editor for the SpeakUI-action.
- class SpeechTextEditor

    Custom editor for the SpeechText-action.
- class TextFileSpeakerEditor

    Custom editor for the TextFileSpeaker-action.

4.20 Crosstales.RTVoice.Provider Namespace Reference

Classes

- class BaseCustomVoiceProvider

    Base class for custom voice providers (TTS-systems).
- class BaseVoiceProvider

    Base class for voice providers.
- interface IVoiceProvider

    Interface for all voice providers.
- class VoiceProviderAndroid

    Android voice provider.
- class VoiceProviderIOS

    iOS voice provider.
- class VoiceProviderLinux

    Linux voice provider. Note: needs eSpeak to work: => `http://espeak.sourceforge.net/`
- class VoiceProviderMacOS

    MacOS voice provider.
- class VoiceProviderMary

    MaryTTS voice provider.
- class VoiceProviderWindows

    Windows voice provider.
- class VoiceProviderWindowsLegacy

    Windows voice provider (Legacy).
- class VoiceProviderWSA

    WSA (UWP) voice provider.

4.21 Crosstales.RTVoice.SALSA Namespace Reference

Classes

- class Bots

    This is class for conversations between two SALSA-Bots.
- class Speak
- class Speak2D
- class SpeakSimple

4.22 Crosstales.RTVoice.Tool Namespace Reference

Classes

- class AudioFileGenerator

    Process files with configured speeches.
- class ChangeGender

    Change the gender of all voices (useful for eSpeak).
- class Loudspeaker

    Loudspeaker for an AudioSource.

- class Paralanguage

  Para-language simulator with audio files.
- class Sequencer

  Simple sequencer for dialogues.
- class SpeechText

  Allows to speak and store generated audio.
- class TextFileSpeaker

  Allows to speak text files.
- class VoiceInitalizer

  Allows to initalize voices (useful on Android).

4.23   Crosstales.RTVoice.UDEA2 Namespace Reference

Classes

- class UDEAConnector

  Connects UDEA and RT-Voice. Must be placed on a dialogue prefab.
- class UDEAConnectorEditor

  Custom editor for the 'UDEAConnector'-class.
- class UDEAVoiceWrapper

  Wrapper for an UDEA-character to an RT-Voice.

4.24   Crosstales.RTVoice.Util Namespace Reference

WAV utility for recording and audio playback functions in Unity.

Classes

- class Config

  Configuration for the asset.
- class Constants

  Collected constants of very general utility for the asset.
- class Helper

  Various helper functions.
- class WavMaster

4.24.1   Detailed Description

WAV utility for recording and audio playback functions in Unity.

- Use "ToAudioClip" method for loading wav file / bytes. Loads .wav (PCM uncompressed) files at 8,16,24 and 32 bits and converts data to Unity's AudioClip.

- Use "FromAudioClip" method for saving wav file / bytes. Converts an AudioClip's float data into wav byte array at 16 bit.

Partially based on: `https://github.com/deadlyfingers/UnityWav`

4.25   Crosstales.UI Namespace Reference

Namespaces

Classes

- class Social

  Crosstales social media links.
- class StaticManager

  Static Button Manager.
- class UIDrag

  Allow to Drag the Windows arround.
- class UIFocus

  Change the Focus on from a Window.
- class UIHint

  Controls a UI group (hint).
- class UIResize

  Resize a UI element.
- class UIWindowManager

  Change the state of all Window panels.
- class WindowManager

  Manager for a Window.

4.26   Crosstales.UI.Util Namespace Reference

Classes

- class AudioFilterController

  Controller for audio filters.
- class AudioSourceController

  Controller for AudioSources.
- class FPSDisplay

  Simple FPS-Counter.
- class ScrollRectHandler

  Changes the sensitivity of ScrollRects under various platforms.

4.27   HutongGames Namespace Reference

Namespaces

4.28   HutongGames.PlayMaker Namespace Reference

Namespaces

4.29   HutongGames.PlayMaker.Actions Namespace Reference

Classes

- class AudioFileGenerator

> *AudioFileGenerator-action for PlayMaker.*

- class BaseRTVAction

    > *Base class for RT-Voice actions in PlayMaker.*

- class Paralanguage

    > *Paralanguage-action for PlayMaker.*

- class Silence

    > *Silence-action for PlayMaker.*

- class Speak

    > *Speak-action for PlayMaker.*

- class SpeakBase

    > *Base for Speak-actions in PlayMaker.*

- class SpeakUI

    > *Speak-action for UI-components in PlayMaker.*

- class SpeechText

    > *SpeechText-action for PlayMaker.*

- class TextFileSpeaker

    > *TextFileSpeaker-action for PlayMaker.*

Chapter 5

Class Documentation

5.1 HutongGames.PlayMaker.Actions.AudioFileGenerator Class Reference

AudioFileGenerator-action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.AudioFileGenerator:

```
┌─────────────────────────────────────────────────────────┐
│                      FsmStateAction                       │
└─────────────────────────────────────────────────────────┘
                            ▲
                            │
┌─────────────────────────────────────────────────────────┐
│        HutongGames.PlayMaker.Actions.BaseRTVAction        │
└─────────────────────────────────────────────────────────┘
                            ▲
                            │
┌─────────────────────────────────────────────────────────┐
│     HutongGames.PlayMaker.Actions.AudioFileGenerator      │
└─────────────────────────────────────────────────────────┘
```
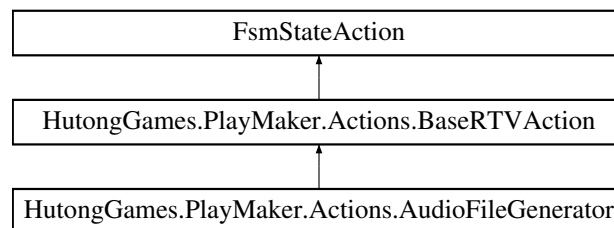
Public Member Functions

- override void **OnEnter** ()
- override void **OnExit** ()

Public Attributes

- Crosstales.RTVoice.Tool.AudioFileGenerator Obj
     Add a AudioFileGenerator (default: first object in scene).

5.1.1 Detailed Description

AudioFileGenerator-action for PlayMaker.

5.1.2   Member Data Documentation

5.1.2.1   **Crosstales.RTVoice.Tool.AudioFileGenerator** HutongGames.PlayMaker.Actions.AudioFileGenerator.Obj

Add a AudioFileGenerator (default: first object in scene).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd   party/RTVoice_3rd_party/Assets/Plugins/crosstales/RT↩
  Voice/3rd party/PlayMaker/Scripts/AudioFileGenerator.cs

5.2   Crosstales.RTVoice.Tool.AudioFileGenerator Class Reference

Process files with configured speeches.

Inheritance diagram for Crosstales.RTVoice.Tool.AudioFileGenerator:

```
┌─────────────────────────────────────────────────┐
│                 MonoBehaviour                     │
└─────────────────────────────────────────────────┘
                        ▲
                        │
┌─────────────────────────────────────────────────┐
│  Crosstales.RTVoice.Tool.AudioFileGenerator       │
└─────────────────────────────────────────────────┘
```
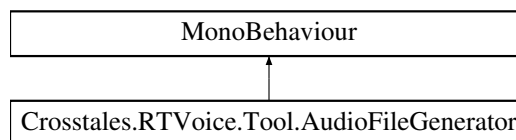
Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **OnValidate** ()
- void Generate ()

    Generate the audio files from the text files.
- IEnumerator **generate** ()
- void **Normalize** (string inputFile)
- float **GetMaxPeak** (string inputFile)

Public Attributes

- TextAsset[ ] TextFiles

    Text files to generate.
- bool FileInsideAssets = true

    Are the specified file paths inside the Assets-folder (current project)? If this option is enabled, it prefixes the path with 'Application.dataPath' (default: true).
- bool **isNormalize** = false
- bool GenerateOnStart = false

    Enable generating of the texts on start (default: false).

Properties

- AudioFileGeneratorStart OnAudioFileGeneratorStart

    An event triggered whenever a AudioFileGenerator 'Generate' is started.
- AudioFileGeneratorComplete OnAudioFileGeneratorComplete

    An event triggered whenever a AudioFileGenerator 'Generate' is completed.

5.2.1 Detailed Description

Process files with configured speeches.

5.2.2 Member Function Documentation

5.2.2.1 void Crosstales.RTVoice.Tool.AudioFileGenerator.Generate ( )

Generate the audio files from the text files.

5.2.3 Member Data Documentation

5.2.3.1 bool Crosstales.RTVoice.Tool.AudioFileGenerator.FileInsideAssets = true

Are the specified file paths inside the Assets-folder (current project)? If this option is enabled, it prefixes the path with 'Application.dataPath' (default: true).

5.2.3.2 bool Crosstales.RTVoice.Tool.AudioFileGenerator.GenerateOnStart = false

Enable generating of the texts on start (default: false).

5.2.3.3 TextAsset [ ] Crosstales.RTVoice.Tool.AudioFileGenerator.TextFiles

Text files to generate.

5.2.4 Property Documentation

5.2.4.1 AudioFileGeneratorComplete Crosstales.RTVoice.Tool.AudioFileGenerator.OnAudioFileGeneratorComplete `[add]`, `[remove]`

An event triggered whenever a AudioFileGenerator 'Generate' is completed.

5.2.4.2   AudioFileGeneratorStart Crosstales.RTVoice.Tool.AudioFileGenerator.OnAudioFileGeneratorStart   `[add]`,
`[remove]`

An event triggered whenever a AudioFileGenerator 'Generate' is started.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/←
Scripts/Tool/AudioFileGenerator.cs

5.3   Crosstales.RTVoice.EditorExtension.AudioFileGeneratorEditor Class Reference

Custom editor for the 'SpeechText'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.AudioFileGeneratorEditor:
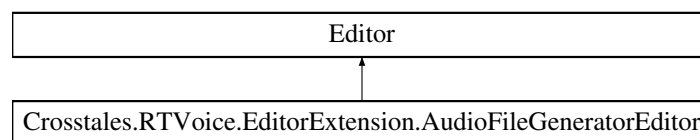
Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

5.3.1   Detailed Description

Custom editor for the 'SpeechText'-class.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/←
Editor/Extension/AudioFileGeneratorEditor.cs

5.4   Crosstales.RTVoice.PlayMaker.AudioFileGeneratorEditor Class Reference

Custom editor for the AudioFileGenerator-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.AudioFileGeneratorEditor:
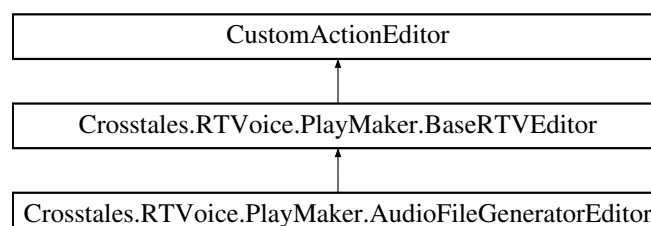
Additional Inherited Members

5.4.1   Detailed Description

Custom editor for the AudioFileGenerator-action.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd   party/RTVoice_3rd_party/Assets/Plugins/crosstales/RT↩
  Voice/3rd party/PlayMaker/Editor/AudioFileGeneratorEditor.cs

5.5   Crosstales.UI.Util.AudioFilterController Class Reference

Controller for audio filters.

Inheritance diagram for Crosstales.UI.Util.AudioFilterController:

```
┌─────────────────────────────────────────────┐
│              MonoBehaviour                   │
└─────────────────────────────────────────────┘
                     ▲
┌─────────────────────────────────────────────┐
│  Crosstales.UI.Util.AudioFilterController    │
└─────────────────────────────────────────────┘
```
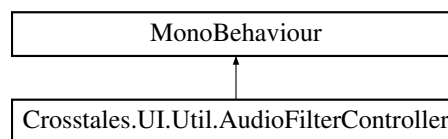
Public Member Functions

- void **Start** ()
- void **Update** ()
- void FindAllAudioFilters ()

    Finds all audio filters in the scene.
- void ResetAudioFilters ()

    Resets all audio filters.
- void **ReverbFilterDropdownChanged** (System.Int32 index)
- void **ChorusFilterEnabled** (bool enabled)
- void **EchoFilterEnabled** (bool enabled)
- void **DistortionFilterEnabled** (bool enabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool enabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool enabled)
- void **HighPassFilterChanged** (float value)

Public Attributes

- bool FindAllAudioFiltersOnStart = true
    - *Searches for all audio filters in the whole scene (default: true).*
- AudioReverbFilter[ ] **ReverbFilters**
- AudioChorusFilter[ ] **ChorusFilters**
- AudioEchoFilter[ ] **EchoFilters**
- AudioDistortionFilter[ ] **DistortionFilters**
- AudioLowPassFilter[ ] **LowPassFilters**
- AudioHighPassFilter[ ] **HighPassFilters**
- bool **ResetAudioFiltersOnStart** = true
- bool **ChorusFilter** = false
- bool **EchoFilter** = false
- bool **DistortionFilter** = false
- float **DistortionFilterValue** = 0.5f
- bool **LowpassFilter** = false
- float **LowpassFilterValue** = 5000f
- bool **HighpassFilter** = false
- float **HighpassFilterValue** = 5000f
- Dropdown **ReverbFilterDropdown**
- Text **DistortionText**
- Text **LowpassText**
- Text **HighpassText**

5.5.1 Detailed Description

Controller for audio filters.

5.5.2 Member Function Documentation

5.5.2.1 void Crosstales.UI.Util.AudioFilterController.FindAllAudioFilters ( )

Finds all audio filters in the scene.

5.5.2.2 void Crosstales.UI.Util.AudioFilterController.ResetAudioFilters ( )

Resets all audio filters.

5.5.3 Member Data Documentation

5.5.3.1 bool Crosstales.UI.Util.AudioFilterController.FindAllAudioFiltersOnStart = true

Searches for all audio filters in the whole scene (default: true).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/←
  UI/Scripts/Util/AudioFilterController.cs

5.6   Crosstales.UI.Util.AudioSourceController Class Reference

Controller for AudioSources.

Inheritance diagram for Crosstales.UI.Util.AudioSourceController:

```
┌─────────────────────────────────────────────┐
│              MonoBehaviour                   │
└─────────────────────────────────────────────┘
                     ▲
┌─────────────────────────────────────────────┐
│  Crosstales.UI.Util.AudioSourceController    │
└─────────────────────────────────────────────┘
```
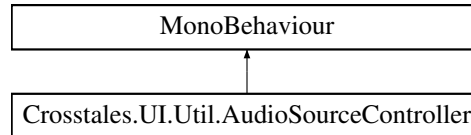
Public Member Functions

- void **Update** ()
- void FindAllAudioSources ()
    Finds all audio sources in the scene.
- void ResetAllAudioSources ()
    Resets all audio sources.
- void **MuteEnabled** (bool enabled)
- void **LoopEnabled** (bool enabled)
- void **VolumeChanged** (float value)
- void **PitchChanged** (float value)
- void **StereoPanChanged** (float value)

Public Attributes

- bool FindAllAudioSourcesOnStart = true
    Searches for all AudioSource in the whole scene (default: true).
- AudioSource[ ] AudioSources
    Active controlled AudioSources.
- bool ResetAudioSourcesOnStart = true
    Resets all active AudioSources (default: true).
- bool Mute = false
    Mute on/off (default: false).
- bool Loop = false
    Loop on/off (default: false).
- float Volume = 1f
    Volume of the audio (default: 1)
- float Pitch = 1f
    Pitch of the audio (default: 1).
- float StereoPan = 0f
    Stereo pan of the audio (default: 0).
- Text **VolumeText**
- Text **PitchText**
- Text **StereoPanText**

5.6.1   Detailed Description

Controller for AudioSources.

5.6.2 Member Function Documentation

5.6.2.1 void Crosstales.UI.Util.AudioSourceController.FindAllAudioSources ( )

Finds all audio sources in the scene.

5.6.2.2 void Crosstales.UI.Util.AudioSourceController.ResetAllAudioSources ( )

Resets all audio sources.

5.6.3 Member Data Documentation

5.6.3.1 AudioSource [ ] Crosstales.UI.Util.AudioSourceController.AudioSources

Active controlled AudioSources.

5.6.3.2 bool Crosstales.UI.Util.AudioSourceController.FindAllAudioSourcesOnStart = true

Searches for all AudioSource in the whole scene (default: true).

5.6.3.3 bool Crosstales.UI.Util.AudioSourceController.Loop = false

Loop on/off (default: false).

5.6.3.4 bool Crosstales.UI.Util.AudioSourceController.Mute = false

Mute on/off (default: false).

5.6.3.5 float Crosstales.UI.Util.AudioSourceController.Pitch = 1f

Pitch of the audio (default: 1).

5.6.3.6 bool Crosstales.UI.Util.AudioSourceController.ResetAudioSourcesOnStart = true

Resets all active AudioSources (default: true).

5.6.3.7 float Crosstales.UI.Util.AudioSourceController.StereoPan = 0f

Stereo pan of the audio (default: 0).

5.6.3.8   float Crosstales.UI.Util.AudioSourceController.Volume = 1f

Volume of the audio (default: 1)

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↩
  UI/Scripts/Util/AudioSourceController.cs

5.7   Crosstales.RTVoice.EditorTask.AutoInitalize Class Reference

Automatically adds the neccessary RTVoice-prefabs to the current scene.

5.7.1   Detailed Description

Automatically adds the neccessary RTVoice-prefabs to the current scene.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Editor/Task/AutoInitalize.cs

5.8   Crosstales.Common.Util.BackgroundController Class Reference

Enables or disable game objects on Android or iOS in the background.

Inheritance diagram for Crosstales.Common.Util.BackgroundController:

```
┌─────────────────────────────────────────────────┐
│                  MonoBehaviour                   │
└─────────────────────────────────────────────────┘
                         ▲
┌─────────────────────────────────────────────────┐
│   Crosstales.Common.Util.BackgroundController    │
└─────────────────────────────────────────────────┘
```

Public Member Functions

- void **Start** ()

Public Attributes

- GameObject[ ] Objects

    Selected objects to disable in the background for the controller.

5.8.1   Detailed Description

Enables or disable game objects on Android or iOS in the background.

5.8.2   Member Data Documentation

5.8.2.1   GameObject [ ] Crosstales.Common.Util.BackgroundController.Objects

Selected objects to disable in the background for the controller.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↩
  Scripts/Util/BackgroundController.cs

5.9   Crosstales.Common.EditorTask.BaseCompileDefines Class Reference

Base for adding the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.Common.EditorTask.BaseCompileDefines:

```
┌─────────────────────────────────────────────────────┐
│  Crosstales.Common.EditorTask.BaseCompileDefines     │
└─────────────────────────────────────────────────────┘
                          ▲
┌─────────────────────────────────────────────────────┐
│  Crosstales.RTVoice.EditorTask.CompileDefines        │
└─────────────────────────────────────────────────────┘
```

Static Protected Member Functions

- static void **setCompileDefines** (string[ ] symbols)

5.9.1   Detailed Description

Base for adding the given define symbols to PlayerSettings define symbols.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↩
  Editor/Task/BaseCompileDefines.cs

5.10   Crosstales.Common.Util.BaseConstants Class Reference

Base for collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.Common.Util.BaseConstants:

```
┌─────────────────────────────────────────┐
│  Crosstales.Common.Util.BaseConstants    │
└─────────────────────────────────────────┘
                    ▲
                    │
┌─────────────────────────────────────────┐
│   Crosstales.RTVoice.Util.Constants      │
└─────────────────────────────────────────┘
```

Public Attributes

- const string ASSET_AUTHOR = "crosstales LLC"

  Author of the asset.
- const string ASSET_AUTHOR_URL = "https://www.crosstales.com"

  URL of the asset author.
- const string ASSET_CT_URL = "https://goo.gl/qwtXyb"

  URL of the crosstales assets in UAS.
- const string ASSET_SOCIAL_DISCORD = "https://discord.gg/ZbZ2sh4"

  URL of the crosstales Discord-channel.
- const string ASSET_SOCIAL_FACEBOOK = "https://www.facebook.com/crosstales/"

  URL of the crosstales Facebook-profile.
- const string ASSET_SOCIAL_TWITTER = "https://twitter.com/crosstales"

  URL of the crosstales Twitter-profile.
- const string ASSET_SOCIAL_YOUTUBE = "https://www.youtube.com/c/Crosstales"

  URL of the crosstales Youtube-profile.
- const string ASSET_SOCIAL_LINKEDIN = "https://www.linkedin.com/company/crosstales"

  URL of the crosstales LinkedIn-profile.
- const string ASSET_SOCIAL_XING = "https://www.xing.com/companies/crosstales"

  URL of the crosstales XING-profile.
- const string ASSET_3P_PLAYMAKER = "https://www.assetstore.unity3d.com/#!/content/368?aid=1011IN↩
  GT"

  URL of the 3rd party asset "PlayMaker".
- const string ASSET_BWF = "https://www.assetstore.unity3d.com/#!/content/26255?aid=1011INGT"

  URL of the "Badword Filter" asset.
- const string ASSET_DJ = "https://www.assetstore.unity3d.com/#!/content/41993?aid=1011INGT"

  URL of the "DJ" asset.
- const string ASSET_FB = "https://www.assetstore.unity3d.com/#!/content/98713?aid=1011INGT"

  URL of the "File Browser" asset.
- const string ASSET_OC = "https://www.assetstore.unity3d.com/#!/content/74688?aid=1011INGT"

  URL of the "Online Check" asset.
- const string ASSET_RADIO = "https://www.assetstore.unity3d.com/#!/content/32034?aid=1011INGT"

  URL of the "Radio" asset.
- const string ASSET_RTV = "https://www.assetstore.unity3d.com/#!/content/41068?aid=1011INGT"

  URL of the "RT-Voice" asset.
- const string ASSET_TB = "https://www.assetstore.unity3d.com/#!/content/98711?aid=1011INGT"

  URL of the "Turbo Backup" asset.
- const string ASSET_TPB = "https://www.assetstore.unity3d.com/#!/content/98714?aid=1011INGT"

     URL of the "Turbo Builder" asset.

- const string ASSET_TPS = "https://www.assetstore.unity3d.com/#!/content/60040?aid=1011lNGT"

     URL of the "Turbo Switch" asset.

- const string ASSET_TR = "https://www.assetstore.unity3d.com/#!/content/61617?aid=1011lNGT"

     URL of the "True Random" asset.

- const int FACTOR_KB = 1024

     Factor for kilo bytes.

- const int FACTOR_MB = FACTOR_KB $*$ 1024

     Factor for mega bytes.

- const int FACTOR_GB = FACTOR_MB $*$ 1024

     Factor for giga bytes.

- const float FLOAT_32768 = 32768f

     Float value of 32768.

- const string FORMAT_TWO_DECIMAL_PLACES = "0.00"

     ToString for two decimal places.

- const string FORMAT_NO_DECIMAL_PLACES = "0"

     ToString for no decimal places.

- const string FORMAT_PERCENT = "0%"

     ToString for percent.

- const bool **DEFAULT_DEBUG** = false
- const string PATH_DELIMITER_WINDOWS = @"\"

     Path delimiter for Windows.

- const string PATH_DELIMITER_UNIX = "/"

     Path delimiter for Unix.

Static Public Attributes

- static bool DEV_DEBUG = false

     Development debug logging for the asset.

- static string **TEXT_TOSTRING_START** = " {"
- static string **TEXT_TOSTRING_END** = "}"
- static string **TEXT_TOSTRING_DELIMITER** = "', "
- static string **TEXT_TOSTRING_DELIMITER_END** = "'"
- static string **PREFIX_HTTP** = "http://"
- static string **PREFIX_HTTPS** = "https://"
- static int PROCESS_KILL_TIME = 5000

     Kill processes after 5000 milliseconds.

- static bool SHOW_BWF_BANNER = true

     Show the BWF banner.

- static bool SHOW_DJ_BANNER = true

     Show the DJ banner.

- static bool SHOW_FB_BANNER = true

     Show the FB banner.

- static bool SHOW_OC_BANNER = true

     Show the OC banner.

- static bool SHOW_RADIO_BANNER = true

     Show the Radio banner.

- static bool SHOW_RTV_BANNER = true

     Show the RTV banner.

- static bool SHOW_TB_BANNER = true

Show the TB banner.
- static bool SHOW_TPB_BANNER = false
    Show the TPB banner.
- static bool SHOW_TPS_BANNER = true
    Show the TPS banner.
- static bool SHOW_TR_BANNER = true
    Show the TR banner.

Properties

- static string PREFIX_FILE `[get]`
    URL prefix for files.
- static string APPLICATION_PATH `[get]`
    Application path.

5.10.1   Detailed Description

Base for collected constants of very general utility for the asset.

5.10.2   Member Data Documentation

5.10.2.1   const string Crosstales.Common.Util.BaseConstants.ASSET_3P_PLAYMAKER = "https://www.assetstore.unity3d.↩ com/#!/content/368?aid=1011INGT"

URL of the 3rd party asset "PlayMaker".

5.10.2.2   const string Crosstales.Common.Util.BaseConstants.ASSET_AUTHOR = "crosstales LLC"

Author of the asset.

5.10.2.3   const string Crosstales.Common.Util.BaseConstants.ASSET_AUTHOR_URL = "https://www.crosstales.com"

URL of the asset author.

5.10.2.4   const string Crosstales.Common.Util.BaseConstants.ASSET_BWF = "https://www.assetstore.unity3d.↩ com/#!/content/26255?aid=1011INGT"

URL of the "Badword Filter" asset.

5.10.2.5   const string Crosstales.Common.Util.BaseConstants.ASSET_CT_URL = "https://goo.gl/qwtXyb"

URL of the crosstales assets in UAS.

5.10.2.6   const string Crosstales.Common.Util.BaseConstants.ASSET_DJ = "https://www.assetstore.unity3d.←
com/#!/content/41993?aid=1011lNGT"

URL of the "DJ" asset.

5.10.2.7   const string Crosstales.Common.Util.BaseConstants.ASSET_FB = "https://www.assetstore.unity3d.←
com/#!/content/98713?aid=1011lNGT"

URL of the "File Browser" asset.

5.10.2.8   const string Crosstales.Common.Util.BaseConstants.ASSET_OC = "https://www.assetstore.unity3d.←
com/#!/content/74688?aid=1011lNGT"

URL of the "Online Check" asset.

5.10.2.9   const string Crosstales.Common.Util.BaseConstants.ASSET_RADIO = "https://www.assetstore.unity3d.←
com/#!/content/32034?aid=1011lNGT"

URL of the "Radio" asset.

5.10.2.10   const string Crosstales.Common.Util.BaseConstants.ASSET_RTV = "https://www.assetstore.unity3d.←
com/#!/content/41068?aid=1011lNGT"

URL of the "RT-Voice" asset.

5.10.2.11   const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_DISCORD = "https://discord.gg/ZbZ2sh4"

URL of the crosstales Discord-channel.

5.10.2.12   const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_FACEBOOK =
"https://www.facebook.com/crosstales/"

URL of the crosstales Facebook-profile.

5.10.2.13   const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_LINKEDIN =
"https://www.linkedin.com/company/crosstales"

URL of the crosstales LinkedIn-profile.

5.10.2.14   const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_TWITTER = "https://twitter.com/crosstales"

URL of the crosstales Twitter-profile.

5.10.2.15   const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_XING = "https://www.xing.↩ com/companies/crosstales"

URL of the crosstales XING-profile.

5.10.2.16   const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_YOUTUBE = "https://www.youtube.com/c/Crosstales"

URL of the crosstales Youtube-profile.

5.10.2.17   const string Crosstales.Common.Util.BaseConstants.ASSET_TB = "https://www.assetstore.unity3d.↩ com/#!/content/98711?aid=1011lNGT"

URL of the "Turbo Backup" asset.

5.10.2.18   const string Crosstales.Common.Util.BaseConstants.ASSET_TPB = "https://www.assetstore.unity3d.↩ com/#!/content/98714?aid=1011lNGT"

URL of the "Turbo Builder" asset.

5.10.2.19   const string Crosstales.Common.Util.BaseConstants.ASSET_TPS = "https://www.assetstore.unity3d.↩ com/#!/content/60040?aid=1011lNGT"

URL of the "Turbo Switch" asset.

5.10.2.20   const string Crosstales.Common.Util.BaseConstants.ASSET_TR = "https://www.assetstore.unity3d.↩ com/#!/content/61617?aid=1011lNGT"

URL of the "True Random" asset.

5.10.2.21   bool Crosstales.Common.Util.BaseConstants.DEV_DEBUG = false `[static]`

Development debug logging for the asset.

5.10.2.22   const int Crosstales.Common.Util.BaseConstants.FACTOR_GB = FACTOR_MB $*$ 1024

Factor for giga bytes.

5.10.2.23   const int Crosstales.Common.Util.BaseConstants.FACTOR_KB = 1024

Factor for kilo bytes.

5.10.2.24 const int Crosstales.Common.Util.BaseConstants.FACTOR_MB = FACTOR_KB ∗ 1024

Factor for mega bytes.

5.10.2.25 const float Crosstales.Common.Util.BaseConstants.FLOAT_32768 = 32768f

Float value of 32768.

5.10.2.26 const string Crosstales.Common.Util.BaseConstants.FORMAT_NO_DECIMAL_PLACES = "0"

ToString for no decimal places.

5.10.2.27 const string Crosstales.Common.Util.BaseConstants.FORMAT_PERCENT = "0%"

ToString for percent.

5.10.2.28 const string Crosstales.Common.Util.BaseConstants.FORMAT_TWO_DECIMAL_PLACES = "0.00"

ToString for two decimal places.

5.10.2.29 const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_UNIX = "/"

Path delimiter for Unix.

5.10.2.30 const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_WINDOWS = @"\"

Path delimiter for Windows.

5.10.2.31 int Crosstales.Common.Util.BaseConstants.PROCESS_KILL_TIME = 5000 `[static]`

Kill processes after 5000 milliseconds.

5.10.2.32 bool Crosstales.Common.Util.BaseConstants.SHOW_BWF_BANNER = true `[static]`

Show the BWF banner.

5.10.2.33 bool Crosstales.Common.Util.BaseConstants.SHOW_DJ_BANNER = true `[static]`

Show the DJ banner.

5.10.2.34   **bool Crosstales.Common.Util.BaseConstants.SHOW_FB_BANNER = true**   `[static]`

Show the FB banner.

5.10.2.35   **bool Crosstales.Common.Util.BaseConstants.SHOW_OC_BANNER = true**   `[static]`

Show the OC banner.

5.10.2.36   **bool Crosstales.Common.Util.BaseConstants.SHOW_RADIO_BANNER = true**   `[static]`

Show the Radio banner.

5.10.2.37   **bool Crosstales.Common.Util.BaseConstants.SHOW_RTV_BANNER = true**   `[static]`

Show the RTV banner.

5.10.2.38   **bool Crosstales.Common.Util.BaseConstants.SHOW_TB_BANNER = true**   `[static]`

Show the TB banner.

5.10.2.39   **bool Crosstales.Common.Util.BaseConstants.SHOW_TPB_BANNER = false**   `[static]`

Show the TPB banner.

5.10.2.40   **bool Crosstales.Common.Util.BaseConstants.SHOW_TPS_BANNER = true**   `[static]`

Show the TPS banner.

5.10.2.41   **bool Crosstales.Common.Util.BaseConstants.SHOW_TR_BANNER = true**   `[static]`

Show the TR banner.

5.10.3   Property Documentation

5.10.3.1   **string Crosstales.Common.Util.BaseConstants.APPLICATION_PATH**   `[static],[get]`

Application path.

5.10.3.2 string Crosstales.Common.Util.BaseConstants.PREFIX_FILE `[static],[get]`

URL prefix for files.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/$\leftarrow$
Scripts/Util/BaseConstants.cs

5.11 Crosstales.RTVoice.Provider.BaseCustomVoiceProvider Class Reference

Base class for custom voice providers (TTS-systems).

Inheritance diagram for Crosstales.RTVoice.Provider.BaseCustomVoiceProvider:
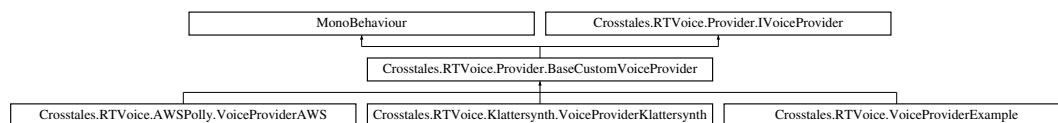
Public Member Functions

- virtual void Silence ()

    Silence all active TTS-providers.
- virtual void Silence (string uid)

    Silence the current TTS-provider (native mode).
- abstract IEnumerator SpeakNative (Model.Wrapper wrapper)

    The current provider speaks a text with a given voice (native mode).
- abstract IEnumerator Speak (Model.Wrapper wrapper)

    The current provider speaks a text with a given voice.
- abstract IEnumerator Generate (Model.Wrapper wrapper)

    The current provider generates an audio file from a text with a given voice.
- abstract void Load ()

    Load the provider (e.g. all voices).

Protected Member Functions

- string **getOutputFile** (string uid, bool isPersistentData=false)
- virtual IEnumerator **playAudioFile** (Model.Wrapper wrapper, string url, string outputFile, AudioType type=AudioType.WAV, bool isNative=false, bool isLocalFile=true, System.Collections.Generic.Dictionary< string, string > headers=null)
- virtual void **copyAudioFile** (Model.Wrapper wrapper, string outputFile, bool isLocalFile=true, byte[ ] data=null)
- virtual void **processAudioFile** (Model.Wrapper wrapper, string outputFile, bool isLocalFile=true, byte[ ] data=null)
- virtual string **getVoiceName** (Model.Wrapper wrapper)
- void **onVoicesReady** ()
- void **onSpeakStart** (Model.Wrapper wrapper)
- void **onSpeakComplete** (Model.Wrapper wrapper)
- void **onSpeakCurrentWord** (Model.Wrapper wrapper, string[ ] speechTextArray, int wordIndex)
- void **onSpeakCurrentPhoneme** (Model.Wrapper wrapper, string phoneme)
- void **onSpeakCurrentViseme** (Model.Wrapper wrapper, string viseme)
- void **onSpeakAudioGenerationStart** (Model.Wrapper wrapper)
- void **onSpeakAudioGenerationComplete** (Model.Wrapper wrapper)
- void **onErrorInfo** (Model.Wrapper wrapper, string info)

Protected Attributes

- System.Collections.Generic.List< Model.Voice > **cachedVoices** = new System.Collections.Generic.↩
  List<Model.Voice>()
- bool **silence** = false

Static Protected Attributes

- static char[ ] **splitCharWords** = new char[ ] { ' ' }

Properties

- VoicesReady OnVoicesReady

    An event triggered whenever the voices of a provider are ready.
- SpeakStart OnSpeakStart

    An event triggered whenever a speak is started.
- SpeakComplete OnSpeakComplete

    An event triggered whenever a speak is completed.
- SpeakCurrentWord OnSpeakCurrentWord

    An event triggered whenever a new word is spoken (native, Windows and iOS only).
- SpeakCurrentPhoneme OnSpeakCurrentPhoneme

    An event triggered whenever a new phoneme is spoken (native mode, Windows only).
- SpeakCurrentViseme OnSpeakCurrentViseme

    An event triggered whenever a new viseme is spoken (native mode, Windows only).
- SpeakAudioGenerationStart OnSpeakAudioGenerationStart

    An event triggered whenever a speak audio generation is started.
- SpeakAudioGenerationComplete OnSpeakAudioGenerationComplete

    An event triggered whenever a speak audio generation is completed.
- ErrorInfo OnErrorInfo

    An event triggered whenever an error occurs.
- bool **isActive** `[get, set]`
- abstract string **AudioFileExtension** `[get]`
- abstract AudioType **AudioFileType** `[get]`
- abstract string **DefaultVoiceName** `[get]`
- virtual System.Collections.Generic.List< Model.Voice > **Voices** `[get]`
- abstract bool **isWorkingInEditor** `[get]`
- abstract int **MaxTextLength** `[get]`
- abstract bool **isSpeakNativeSupported** `[get]`
- abstract bool **isSpeakSupported** `[get]`
- abstract bool **isPlatformSupported** `[get]`
- abstract bool **isSSMLSupported** `[get]`
- abstract bool **isOnlineService** `[get]`
- abstract bool **hasCoRoutines** `[get]`
- System.Collections.Generic.List< string > **Cultures** `[get]`

5.11.1   Detailed Description

Base class for custom voice providers (TTS-systems).

5.11.2   Member Function Documentation

5.11.2.1   abstract IEnumerator Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.Generate (Model.Wrapper *wrapper*) `[pure virtual]`

The current provider generates an audio file from a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

Implemented in Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.VoiceProviderExample, and Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.

5.11.2.2 abstract void Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.Load ( ) `[pure virtual]`

Load the provider (e.g. all voices).

Implemented in Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.VoiceProviderExample, and Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.

5.11.2.3 virtual void Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.Silence ( ) `[virtual]`

Silence all active TTS-providers.

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

5.11.2.4 virtual void Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.Silence (string *uid*) `[virtual]`

Silence the current TTS-provider (native mode).

Parameters

uid	UID of the speaker

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

5.11.2.5 abstract IEnumerator Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.Speak (Model.Wrapper *wrapper*) `[pure virtual]`

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

Implemented in Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.VoiceProviderExample, and Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.

5.11.2.6   abstract IEnumerator Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.SpeakNative (Model.Wrapper **_wrapper_)** `[pure virtual]`

The current provider speaks a text with a given voice (native mode).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

Implemented in Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.VoiceProviderExample, and Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.

5.11.3   Property Documentation

5.11.3.1   ErrorInfo Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnErrorInfo `[add],[remove]`

An event triggered whenever an error occurs.

5.11.3.2   SpeakAudioGenerationComplete Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakAudioGeneration↩ Complete `[add],[remove]`

An event triggered whenever a speak audio generation is completed.

5.11.3.3   SpeakAudioGenerationStart Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakAudioGenerationStart `[add],[remove]`

An event triggered whenever a speak audio generation is started.

5.11.3.4   SpeakComplete Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakComplete `[add],[remove]`

An event triggered whenever a speak is completed.

5.11.3.5   SpeakCurrentPhoneme Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakCurrentPhoneme `[add],` `[remove]`

An event triggered whenever a new phoneme is spoken (native mode, Windows only).

5.11.3.6   SpeakCurrentViseme Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakCurrentViseme `[add],` `[remove]`

An event triggered whenever a new viseme is spoken (native mode, Windows only).

5.11.3.7   SpeakCurrentWord Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakCurrentWord `[add]`, `[remove]`

An event triggered whenever a new word is spoken (native, Windows and iOS only).

5.11.3.8   SpeakStart Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakStart `[add]`,`[remove]`

An event triggered whenever a speak is started.

5.11.3.9   VoicesReady Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnVoicesReady `[add]`,`[remove]`

An event triggered whenever the voices of a provider are ready.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Scripts/Provider/BaseCustomVoiceProvider.cs

5.12   Crosstales.Common.EditorUtil.BaseEditorHelper Class Reference

Base for various Editor helper functions.

Inheritance diagram for Crosstales.Common.EditorUtil.BaseEditorHelper:

```
┌─────────────────────────────────────────────────┐
│        Crosstales.Common.Util.BaseHelper         │
└─────────────────────────────────────────────────┘
                        ▲
┌─────────────────────────────────────────────────┐
│   Crosstales.Common.EditorUtil.BaseEditorHelper  │
└─────────────────────────────────────────────────┘
                        ▲
┌─────────────────────────────────────────────────┐
│    Crosstales.RTVoice.EditorUtil.EditorHelper    │
└─────────────────────────────────────────────────┘
```
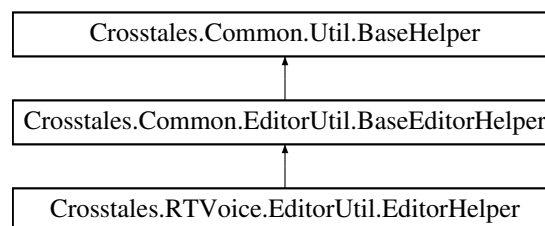
Static Public Member Functions

- static void RestartUnity (string executeMethod="")

    Restart Unity.
- static void SeparatorUI (int space=12)

    Shows a separator-UI.
- static void ReadOnlyTextField (string label, string text)

    Generates a read-only text field with a label.
- static void RefreshAssetDatabase ()

    Refreshes the asset database.
- static void **InvokeMethod** (string className, string methodName, params object[ ] parameters)
- static bool isValidBuildTarget (BuildTarget target)

    Returns the true if the BuildTarget is installed in Unity.
- static string getCLIArgument (string name)

    Returns an argument for a name from the command line.
- static BuildTarget getBuildTargetForBuildName (string build)

    Returns the BuildTarget for a build name, like 'win64'.
- static string getBuildNameFromBuildTarget (BuildTarget build)

    Returns the build name for a BuildTarget.

Properties

- static Texture2D **Logo_Asset_BWF** [get]
- static Texture2D **Logo_Asset_DJ** [get]
- static Texture2D **Logo_Asset_FB** [get]
- static Texture2D **Logo_Asset_OC** [get]
- static Texture2D **Logo_Asset_Radio** [get]
- static Texture2D **Logo_Asset_RTV** [get]
- static Texture2D **Logo_Asset_TB** [get]
- static Texture2D **Logo_Asset_TPB** [get]
- static Texture2D **Logo_Asset_TPS** [get]
- static Texture2D **Logo_Asset_TR** [get]
- static Texture2D **Logo_CT** [get]
- static Texture2D **Logo_Unity** [get]
- static Texture2D **Icon_Save** [get]
- static Texture2D **Icon_Reset** [get]
- static Texture2D **Icon_Refresh** [get]
- static Texture2D **Icon_Delete** [get]
- static Texture2D **Icon_Folder** [get]
- static Texture2D **Icon_Plus** [get]
- static Texture2D **Icon_Minus** [get]
- static Texture2D **Icon_Manual** [get]
- static Texture2D **Icon_API** [get]
- static Texture2D **Icon_Forum** [get]
- static Texture2D **Icon_Product** [get]
- static Texture2D **Icon_Check** [get]
- static Texture2D **Social_Discord** [get]
- static Texture2D **Social_Facebook** [get]
- static Texture2D **Social_Twitter** [get]
- static Texture2D **Social_Youtube** [get]
- static Texture2D **Social_Linkedin** [get]
- static Texture2D **Social_Xing** [get]
- static Texture2D **Video_Promo** [get]
- static Texture2D **Video_Tutorial** [get]
- static Texture2D **Icon_Videos** [get]
- static Texture2D **Icon_3p_Assets** [get]
- static Texture2D **Asset_PlayMaker** [get]

Additional Inherited Members

5.12.1   Detailed Description

Base for various Editor helper functions.

5.12.2   Member Function Documentation

5.12.2.1   static string Crosstales.Common.EditorUtil.BaseEditorHelper.getBuildNameFromBuildTarget (BuildTarget *build*)
[static]

Returns the build name for a BuildTarget.

Parameters

build	BuildTarget for a build name

Returns

The build name for a BuildTarget.

5.12.2.2 static BuildTarget Crosstales.Common.EditorUtil.BaseEditorHelper.getBuildTargetForBuildName (string *build*) `[static]`

Returns the BuildTarget for a build name, like 'win64'.

Parameters

build	Build name, like 'win64'

Returns

The BuildTarget for a build name.

5.12.2.3 static string Crosstales.Common.EditorUtil.BaseEditorHelper.getCLIArgument (string *name*) `[static]`

Returns an argument for a name from the command line.

Parameters

name	Name for the argument

Returns

True if the BuildTarget is installed in Unity.

5.12.2.4 static bool Crosstales.Common.EditorUtil.BaseEditorHelper.isValidBuildTarget (BuildTarget *target*) `[static]`

Returns the true if the BuildTarget is installed in Unity.

Parameters

target	BuildTarget to test

Returns

True if the BuildTarget is installed in Unity.

5.12.2.5   static void Crosstales.Common.EditorUtil.BaseEditorHelper.ReadOnlyTextField (string *label,* string *text*)
`[static]`

Generates a read-only text field with a label.

5.12.2.6   static void Crosstales.Common.EditorUtil.BaseEditorHelper.RefreshAssetDatabase ( ) `[static]`

Refreshes the asset database.

5.12.2.7   static void Crosstales.Common.EditorUtil.BaseEditorHelper.RestartUnity (string *executeMethod* = " ")
`[static]`

Restart Unity.

Parameters

executeMethod	Executed method after the restart (optional)

5.12.2.8   static void Crosstales.Common.EditorUtil.BaseEditorHelper.SeparatorUI (int *space* = 12 **)** `[static]`

Shows a separator-UI.

Parameters

space	Space in pixels between the component and the seperator line (default: 12, optional).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↩
Editor/Util/BaseEditorHelper.cs

5.13   Crosstales.Common.EditorUtil.BaseGAApi Class Reference

Base GA-wrapper API.

Inheritance diagram for Crosstales.Common.EditorUtil.BaseGAApi:
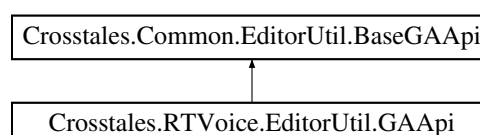
Static Public Member Functions

- static void Event (string name, string version, string category, string action, string label="", int value=0)
  Tracks an event from the asset.

Static Protected Attributes

- static readonly string **clientId** = SystemInfo.deviceUniqueIdentifier
- static readonly string **screenResolution** = Screen.currentResolution.ToString()
- static readonly string **userLanguage** = System.Threading.Thread.CurrentThread.CurrentCulture.Name
- static readonly string **unityVersion** = Application.unityVersion
- static readonly string **os** = SystemInfo.operatingSystem
- static readonly string **cpu** = SystemInfo.processorType
- static readonly int **cpuCores** = SystemInfo.processorCount
- static readonly int **cpuFrequency** = SystemInfo.processorFrequency
- static readonly string **productName** = Application.productName
- static readonly string **companyName** = Application.companyName
- static readonly int **memory** = SystemInfo.systemMemorySize
- static readonly string **gpu** = SystemInfo.graphicsDeviceName
- static readonly int **gpuMemory** = SystemInfo.graphicsMemorySize
- static readonly int **gpuShaderLevel** = SystemInfo.graphicsShaderLevel

5.13.1   Detailed Description

Base GA-wrapper API.

5.13.2   Member Function Documentation

5.13.2.1   static void Crosstales.Common.EditorUtil.BaseGAApi.Event (string *name,* string *version,* string *category,* string *action,* string *label = " ",* int *value = 0*) `[static]`

Tracks an event from the asset.

Parameters

category	Specifies the event category.
action	Specifies the event action.
label	Specifies the event label.
value	Specifies the event value.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↩ Editor/Util/BaseGAApi.cs

5.14   Crosstales.Common.Util.BaseHelper Class Reference

Base for various helper functions.

Inheritance diagram for Crosstales.Common.Util.BaseHelper:

```
          ┌─────────────────────────────────────────┐
          │      Crosstales.Common.Util.BaseHelper   │
          └─────────────────────────────────────────┘
                              ▲
              ┌───────────────┴───────────────┐
┌──────────────────────────────────┐  ┌────────────────────────────────┐
│ Crosstales.Common.EditorUtil.     │  │  Crosstales.RTVoice.Util.Helper │
│ BaseEditorHelper                  │  │                                 │
└──────────────────────────────────┘  └────────────────────────────────┘
                ▲
┌──────────────────────────────────┐
│ Crosstales.RTVoice.EditorUtil.    │
│ EditorHelper                      │
└──────────────────────────────────┘
```

Static Public Member Functions

- static string **CreateString** (string replaceChars, int stringLength)

    Creates a string of characters with a given length.
- static bool **hasActiveClip** (AudioSource source)

    Determines if an AudioSource has an active clip.
- static bool **RemoteCertificateValidationCallback** (System.Object sender, System.Security.Cryptography.↵ X509Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)

    HTTPS-certification callback.
- static string **ValidatePath** (string path, bool addEndDelimiter=true)

    Validates a given path and add missing slash.
- static string **ValidateFile** (string path)

    Validates a given file.
- static string **ValidURLFromFilePath** (string path)

    Validates a given file.
- static string **CleanUrl** (string url, bool removeProtocol=true, bool removeWWW=true, bool removeSlash=true)

    Cleans a given URL.

Parameters

url	*URL to clean*
removeProtocol	*Remove the protocol, e.g.* `http://` *(default: true, optional).*
removeWWW	*Remove www (default: true, optional).*
removeSlash	*Remove slash at the end (default: true, optional)*

Returns

   Clean URL
- static string **ClearTags** (string text)

    Cleans a given text from tags.
- static string **ClearSpaces** (string text)

    Cleans a given text from multiple spaces.
- static string **ClearLineEndings** (string text)

    Cleans a given text from line endings.
- static System.Collections.Generic.List< string > **SplitStringToLines** (string text, bool ignoreCommented↵ Lines=true, int skipHeaderLines=0, int skipFooterLines=0)

    Split the given text to lines and return it as list.
- static string **FormatBytesToHRF** (long bytes)

    Format byte-value to Human-Readable-Form.
- static string **FormatSecondsToHourMinSec** (double seconds)

    Format seconds to Human-Readable-Form.

- static Color HSVToRGB (float h, float s, float v, float a=1f)

    Generate nice HSV colors. Based on `https://gist.github.com/rje/6206099`
- static bool isValidURL (string url)

    Checks if the URL is valid.
- static void FileCopy (string inputFile, string outputFile, bool move=false)

    Copy or move a file.

Static Public Attributes

- static readonly System.Globalization.CultureInfo **BaseCulture** = new System.Globalization.CultureInfo("en-US")

Protected Attributes

- const string **file_prefix** = "file://"

Static Protected Attributes

- static readonly System.Text.RegularExpressions.Regex **lineEndingsRegex** = new System.Text.Regular↩Expressions.Regex(@"\r\n|\r|\n")
- static readonly System.Text.RegularExpressions.Regex **cleanSpacesRegex** = new System.Text.Regular↩Expressions.Regex(@"\s+")
- static readonly System.Text.RegularExpressions.Regex **cleanTagsRegex** = new System.Text.Regular↩Expressions.Regex(@"<.*?>")
- static readonly System.Random **rnd** = new System.Random()

Properties

- static bool isInternetAvailable [get]

    Checks if an Internet connection is available.
- static bool isWindowsPlatform [get]

    Checks if the current platform is Windows.
- static bool isMacOSPlatform [get]

    Checks if the current platform is OSX.
- static bool isLinuxPlatform [get]

    Checks if the current platform is Linux.
- static bool isStandalonePlatform [get]

    Checks if the current platform is standalone (Windows, macOS or Linux).
- static bool isAndroidPlatform [get]

    Checks if the current platform is Android.
- static bool isIOSPlatform [get]

    Checks if the current platform is iOS.
- static bool isWSAPlatform [get]

    Checks if the current platform is WSA.
- static bool isWebGLPlatform [get]

    Checks if the current platform is WebGL.
- static bool isWebPlatform [get]

    Checks if the current platform is Web (WebPlayer or WebGL).
- static bool isWindowsBasedPlatform [get]

Checks if the current platform is Windows-based (Windows standalone or WSA).
- static bool isAppleBasedPlatform `[get]`

    Checks if the current platform is Apple-based (macOS standalone or iOS).
- static bool isEditor `[get]`

    Checks if we are inside the Editor.
- static bool isEditorMode `[get]`

    Checks if we are in Editor mode.
- static Model.Enum.Platform CurrentPlatform `[get]`

    Returns the current platform.

5.14.1 Detailed Description

Base for various helper functions.

5.14.2 Member Function Documentation

5.14.2.1 static string Crosstales.Common.Util.BaseHelper.ClearLineEndings (string *text*) `[static]`

Cleans a given text from line endings.

Parameters

text	Text to clean.

Returns

Clean text without line endings.

5.14.2.2 static string Crosstales.Common.Util.BaseHelper.ClearSpaces (string *text*) `[static]`

Cleans a given text from multiple spaces.

Parameters

text	Text to clean.

Returns

Clean text without multiple spaces.

5.14.2.3 static string Crosstales.Common.Util.BaseHelper.ClearTags (string *text*) `[static]`

Cleans a given text from tags.

Parameters

text	Text to clean.

Returns

>   Clean text without tags.

5.14.2.4   static string Crosstales.Common.Util.BaseHelper.CreateString (string *replaceChars,* int *stringLength*)   `[static]`

Creates a string of characters with a given length.

Parameters

chars	Characters to generate the string (if more than one character is used, the generated string will be a randomized result of all characters)
stringLength	Length of the generated string

Returns

>   Generated string

5.14.2.5   static void Crosstales.Common.Util.BaseHelper.FileCopy (string *inputFile,* string *outputFile,* bool *move =* false)   `[static]`

Copy or move a file.

Parameters

inputFile	Input file path
outputFile	Output file path
move	Move file instead of copy (default: false, optional)

5.14.2.6   static string Crosstales.Common.Util.BaseHelper.FormatBytesToHRF (long *bytes*)   `[static]`

Format byte-value to Human-Readable-Form.

Returns

>   Formatted byte-value in Human-Readable-Form.

5.14.2.7   static string Crosstales.Common.Util.BaseHelper.FormatSecondsToHourMinSec (double *seconds*)   `[static]`

Format seconds to Human-Readable-Form.

Returns

>   Formatted seconds in Human-Readable-Form.

5.14.2.8   static bool Crosstales.Common.Util.BaseHelper.hasActiveClip (AudioSource *source*) `[static]`

Determines if an AudioSource has an active clip.

Parameters

source	AudioSource to check.

Returns

True if the AudioSource has an active clip.

5.14.2.9   static Color Crosstales.Common.Util.BaseHelper.HSVToRGB (float *h,* float *s,* float *v,* float *a =* `1f`) `[static]`

Generate nice HSV colors. Based on `https://gist.github.com/rje/6206099`

Parameters

h	Hue
s	Saturation
v	Value
a	Alpha (optional)

Returns

True if the current platform is supported.

5.14.2.10   static bool Crosstales.Common.Util.BaseHelper.isValidURL (string *url*) `[static]`

Checks if the URL is valid.

Parameters

url	URL to check

Returns

True if the URL is valid.

5.14.2.11   static bool Crosstales.Common.Util.BaseHelper.RemoteCertificateValidationCallback (System.Object *sender,* **System.Security.Cryptography.X509Certificates.X509Certificate** *certificate,* **System.Security.↩** **Cryptography.X509Certificates.X509Chain** *chain,* **System.Net.Security.SslPolicyErrors** *sslPolicyErrors* **)** `[static]`

HTTPS-certification callback.

5.14.2.12   static System.Collections.Generic.List<**string**> **Crosstales.Common.Util.BaseHelper.SplitStringToLines (** string *text,* **bool** *ignoreCommentedLines =* `true`*,* **int** *skipHeaderLines =* `0`*,* **int** *skipFooterLines =* `0` **)** `[static]`

Split the given text to lines and return it as list.

Parameters

text	Complete text fragment
ignoreCommentedLines	Ignore commente lines (default: true, optional)
skipHeaderLines	Number of skipped header lines (default: 0, optional)
skipFooterLines	Number of skipped footer lines (default: 0, optional)

Returns

  Splitted lines as array

5.14.2.13   static string Crosstales.Common.Util.BaseHelper.ValidateFile (string *path* **)** `[static]`

Validates a given file.

Parameters

path	File to validate

Returns

  Valid file path

5.14.2.14   static string Crosstales.Common.Util.BaseHelper.ValidatePath (string *path,* **bool** *addEndDelimiter =* `true` **)** `[static]`

Validates a given path and add missing slash.

Parameters

path	Path to validate
addEndDelimiter	Add delimiter at the end of the path (optional, default: true)

Returns

  Valid path

5.14.2.15   static string Crosstales.Common.Util.BaseHelper.ValidURLFromFilePath (string *path* **)** `[static]`

Validates a given file.

Parameters

path	File to validate

Returns

>   Valid file path

5.14.3   Property Documentation

5.14.3.1   **Model.Enum.Platform Crosstales.Common.Util.BaseHelper.CurrentPlatform**   `[static],[get]`

Returns the current platform.

Returns

>   The current platform.

5.14.3.2   **bool Crosstales.Common.Util.BaseHelper.isAndroidPlatform**   `[static],[get]`

Checks if the current platform is Android.

Returns

>   True if the current platform is Android.

5.14.3.3   **bool Crosstales.Common.Util.BaseHelper.isAppleBasedPlatform**   `[static],[get]`

Checks if the current platform is Apple-based (macOS standalone or iOS).

Returns

>   True if the current platform is Apple-based (macOS standalone or iOS).

5.14.3.4   **bool Crosstales.Common.Util.BaseHelper.isEditor**   `[static],[get]`

Checks if we are inside the Editor.

Returns

>   True if we are inside the Editor.

5.14.3.5   bool Crosstales.Common.Util.BaseHelper.isEditorMode `[static],[get]`

Checks if we are in Editor mode.

Returns

>   True if in Editor mode.

5.14.3.6   bool Crosstales.Common.Util.BaseHelper.isInternetAvailable `[static],[get]`

Checks if an Internet connection is available.

Returns

>   True if an Internet connection is available.

5.14.3.7   bool Crosstales.Common.Util.BaseHelper.isIOSPlatform `[static],[get]`

Checks if the current platform is iOS.

Returns

>   True if the current platform is iOS.

5.14.3.8   bool Crosstales.Common.Util.BaseHelper.isLinuxPlatform `[static],[get]`

Checks if the current platform is Linux.

Returns

>   True if the current platform is Linux.

5.14.3.9   bool Crosstales.Common.Util.BaseHelper.isMacOSPlatform `[static],[get]`

Checks if the current platform is OSX.

Returns

>   True if the current platform is OSX.

5.14.3.10   bool Crosstales.Common.Util.BaseHelper.isStandalonePlatform `[static],[get]`

Checks if the current platform is standalone (Windows, macOS or Linux).

Returns

>   True if the current platform is standalone (Windows, macOS or Linux).

5.14.3.11 bool Crosstales.Common.Util.BaseHelper.isWebGLPlatform `[static],[get]`

Checks if the current platform is WebGL.

Returns

True if the current platform is WebGL.

5.14.3.12 bool Crosstales.Common.Util.BaseHelper.isWebPlatform `[static],[get]`

Checks if the current platform is Web (WebPlayer or WebGL).

Returns

True if the current platform is Web (WebPlayer or WebGL).

5.14.3.13 bool Crosstales.Common.Util.BaseHelper.isWindowsBasedPlatform `[static],[get]`

Checks if the current platform is Windows-based (Windows standalone or WSA).

Returns

True if the current platform is Windows-based (Windows standalone or WSA).

5.14.3.14 bool Crosstales.Common.Util.BaseHelper.isWindowsPlatform `[static],[get]`

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

5.14.3.15 bool Crosstales.Common.Util.BaseHelper.isWSAPlatform `[static],[get]`

Checks if the current platform is WSA.

Returns

True if the current platform is WSA.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↩
  Scripts/Util/BaseHelper.cs

5.15   HutongGames.PlayMaker.Actions.BaseRTVAction Class Reference

Base class for RT-Voice actions in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseRTVAction:

Public Attributes

- FsmEvent **sendEvent**

5.15.1   Detailed Description

Base class for RT-Voice actions in PlayMaker.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd   party/RTVoice_3rd_party/Assets/Plugins/crosstales/RT↩
  Voice/3rd party/PlayMaker/Scripts/BaseRTVAction.cs

5.16   Crosstales.RTVoice.PlayMaker.BaseRTVEditor Class Reference

Base class for RT-Voice custom editors in PlayMaker.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.BaseRTVEditor:

Public Member Functions

- override bool **OnGUI** ()

5.16.1   Detailed Description

Base class for RT-Voice custom editors in PlayMaker.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd   party/RTVoice_3rd_party/Assets/Plugins/crosstales/RT↩
  Voice/3rd party/PlayMaker/Editor/BaseRTVEditor.cs

5.17   Crosstales.Common.EditorTask.BaseSetupResources Class Reference

Base for copying all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.BaseSetupResources:

```
┌────────────────────────────────────────────────────┐
│  Crosstales.Common.EditorTask.BaseSetupResources    │
└────────────────────────────────────────────────────┘
          ▲
┌──────────────────────────────────────────┐  ┌──────────────────────────────────────────┐
│ Crosstales.Common.EditorTask.SetupResources │  │ Crosstales.RTVoice.EditorTask.SetupResources │
└──────────────────────────────────────────┘  └──────────────────────────────────────────┘
```
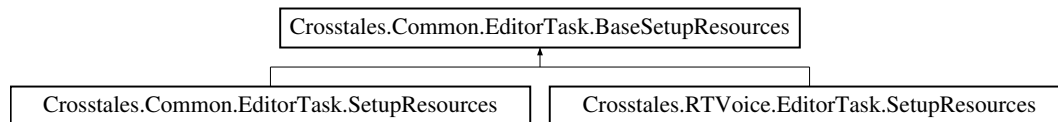
Static Protected Member Functions

- static void **setupResources** (string source, string sourceFolder, string target, string targetFolder, string metafile)

5.17.1   Detailed Description

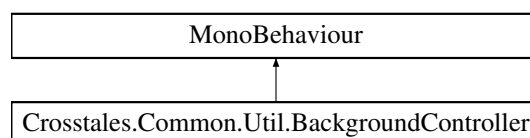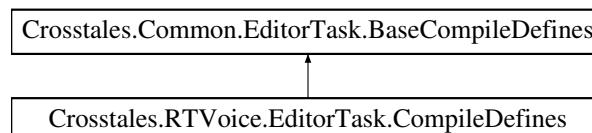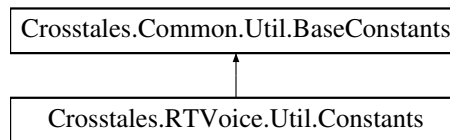Base for copying all resources to 'Editor Default Resources'.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↩ Editor/Task/BaseSetupResources.cs

5.18   Crosstales.RTVoice.Provider.BaseVoiceProvider Class Reference

Base class for voice providers.

Inheritance diagram for Crosstales.RTVoice.Provider.BaseVoiceProvider:

```
┌────────────────────────────────────────────┐
│  Crosstales.RTVoice.Provider.IVoiceProvider  │
└────────────────────────────────────────────┘
          ▲
┌────────────────────────────────────────────┐
│ Crosstales.RTVoice.Provider.BaseVoiceProvider │
└────────────────────────────────────────────┘
          │
          ├──────────┤ Crosstales.RTVoice.Provider.VoiceProviderAndroid      │
          │
          ├──────────┤ Crosstales.RTVoice.Provider.VoiceProviderIOS          │
          │
          ├──────────┤ Crosstales.RTVoice.Provider.VoiceProviderLinux        │
          │
          ├──────────┤ Crosstales.RTVoice.Provider.VoiceProviderMacOS        │
          │
          ├──────────┤ Crosstales.RTVoice.Provider.VoiceProviderMary         │
          │
          ├──────────┤ Crosstales.RTVoice.Provider.VoiceProviderWindows      │
          │
          ├──────────┤ Crosstales.RTVoice.Provider.VoiceProviderWindowsLegacy │
          │
          └──────────┤ Crosstales.RTVoice.Provider.VoiceProviderWSA          │
```

Public Member Functions

- BaseVoiceProvider (MonoBehaviour obj)

    Constructor for a VoiceProvider.
- virtual void Silence ()

    Silence all active TTS-providers.
- virtual void Silence (string uid)

    Silence the current TTS-provider (native mode).
- abstract IEnumerator SpeakNative (Model.Wrapper wrapper)

    The current provider speaks a text with a given voice (native mode).
- abstract IEnumerator Speak (Model.Wrapper wrapper)

    The current provider speaks a text with a given voice.
- abstract IEnumerator Generate (Model.Wrapper wrapper)

    The current provider generates an audio file from a text with a given voice.

Protected Member Functions

- string **getOutputFile** (string uid, bool isPersistentData=false)
- virtual IEnumerator **playAudioFile** (Model.Wrapper wrapper, string url, string outputFile, AudioType type=AudioType.WAV, bool isNative=false, bool isLocalFile=true, System.Collections.Generic.Dictionary< string, string > headers=null)
- virtual void **copyAudioFile** (Model.Wrapper wrapper, string outputFile, bool isLocalFile=true, byte[] data=null)
- virtual void **processAudioFile** (Model.Wrapper wrapper, string outputFile, bool isLocalFile=true, byte[] data=null)
- virtual string **getVoiceName** (Model.Wrapper wrapper)

Static Protected Member Functions

- static void **onVoicesReady** ()
- static void **onSpeakStart** (Model.Wrapper wrapper)
- static void **onSpeakComplete** (Model.Wrapper wrapper)
- static void **onSpeakCurrentWord** (Model.Wrapper wrapper, string[] speechTextArray, int wordIndex)
- static void **onSpeakCurrentPhoneme** (Model.Wrapper wrapper, string phoneme)
- static void **onSpeakCurrentViseme** (Model.Wrapper wrapper, string viseme)
- static void **onSpeakAudioGenerationStart** (Model.Wrapper wrapper)
- static void **onSpeakAudioGenerationComplete** (Model.Wrapper wrapper)
- static void **onErrorInfo** (Model.Wrapper wrapper, string info)

Protected Attributes

- System.Collections.Generic.List< Model.Voice > **cachedVoices** = new System.Collections.Generic.↩ List<Model.Voice>()
- System.Collections.Generic.Dictionary< string, System.Diagnostics.Process > **processes** = new System.↩ Collections.Generic.Dictionary<string, System.Diagnostics.Process>()
- bool **silence** = false
- MonoBehaviour **speakerObj**

Static Protected Attributes

- static char[] **splitCharWords** = new char[] { ' ' }

Properties

- static VoicesReady OnVoicesReady

    An event triggered whenever the voices of a provider are ready.
- static SpeakStart OnSpeakStart

    An event triggered whenever a speak is started.
- static SpeakComplete OnSpeakComplete

    An event triggered whenever a speak is completed.
- static SpeakCurrentWord OnSpeakCurrentWord

    An event triggered whenever a new word is spoken (native, Windows and iOS only).
- static SpeakCurrentPhoneme OnSpeakCurrentPhoneme

    An event triggered whenever a new phoneme is spoken (native mode, Windows only).
- static SpeakCurrentViseme OnSpeakCurrentViseme

    An event triggered whenever a new viseme is spoken (native mode, Windows only).
- static SpeakAudioGenerationStart OnSpeakAudioGenerationStart

    An event triggered whenever a speak audio generation is started.
- static SpeakAudioGenerationComplete OnSpeakAudioGenerationComplete

    An event triggered whenever a speak audio generation is completed.
- static ErrorInfo OnErrorInfo

    An event triggered whenever an error occurs.
- abstract string **AudioFileExtension** [get]
- abstract AudioType **AudioFileType** [get]
- abstract string **DefaultVoiceName** [get]
- virtual System.Collections.Generic.List< Model.Voice > **Voices** [get]
- abstract bool **isWorkingInEditor** [get]
- abstract int **MaxTextLength** [get]
- abstract bool **isSpeakNativeSupported** [get]
- abstract bool **isSpeakSupported** [get]
- abstract bool **isPlatformSupported** [get]
- abstract bool **isSSMLSupported** [get]
- abstract bool **isOnlineService** [get]
- abstract bool **hasCoRoutines** [get]
- System.Collections.Generic.List< string > **Cultures** [get]

5.18.1 Detailed Description

Base class for voice providers.

5.18.2 Constructor & Destructor Documentation

5.18.2.1 Crosstales.RTVoice.Provider.BaseVoiceProvider.BaseVoiceProvider (MonoBehaviour *obj*)

Constructor for a VoiceProvider.

Parameters

obj	Instance of the speaker

5.18.3   Member Function Documentation

5.18.3.1   abstract IEnumerator Crosstales.RTVoice.Provider.BaseVoiceProvider.Generate (Model.Wrapper *wrapper* **)** `[pure virtual]`

The current provider generates an audio file from a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

Implemented in Crosstales.RTVoice.Provider.VoiceProviderWindowsLegacy, Crosstales.RTVoice.Provider.Voice↩
ProviderLinux, Crosstales.RTVoice.Provider.VoiceProviderMacOS, Crosstales.RTVoice.Provider.VoiceProvider↩
IOS,   Crosstales.RTVoice.Provider.VoiceProviderAndroid,   Crosstales.RTVoice.Provider.VoiceProviderWindows,
Crosstales.RTVoice.Provider.VoiceProviderMary, and Crosstales.RTVoice.Provider.VoiceProviderWSA.

5.18.3.2   virtual void Crosstales.RTVoice.Provider.BaseVoiceProvider.Silence ( ) `[virtual]`

Silence all active TTS-providers.

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

Reimplemented   in   Crosstales.RTVoice.Provider.VoiceProviderAndroid,   Crosstales.RTVoice.Provider.Voice↩
ProviderMary, Crosstales.RTVoice.Provider.VoiceProviderIOS, and Crosstales.RTVoice.Provider.VoiceProvider↩
WSA.

5.18.3.3   virtual void Crosstales.RTVoice.Provider.BaseVoiceProvider.Silence (string *uid* **)** `[virtual]`

Silence the current TTS-provider (native mode).

Parameters

uid	UID of the speaker

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

5.18.3.4   abstract IEnumerator Crosstales.RTVoice.Provider.BaseVoiceProvider.Speak (Model.Wrapper *wrapper* **)** `[pure virtual]`

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

Implemented in Crosstales.RTVoice.Provider.VoiceProviderWindowsLegacy, Crosstales.RTVoice.Provider.Voice↩
ProviderIOS, Crosstales.RTVoice.Provider.VoiceProviderLinux, Crosstales.RTVoice.Provider.VoiceProviderMac↩
OS, Crosstales.RTVoice.Provider.VoiceProviderAndroid, Crosstales.RTVoice.Provider.VoiceProviderWindows,
Crosstales.RTVoice.Provider.VoiceProviderMary, and Crosstales.RTVoice.Provider.VoiceProviderWSA.

5.18.3.5 abstract IEnumerator Crosstales.RTVoice.Provider.BaseVoiceProvider.SpeakNative (Model.Wrapper *wrapper* **)**
`[pure virtual]`

The current provider speaks a text with a given voice (native mode).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.IVoiceProvider.

Implemented in Crosstales.RTVoice.Provider.VoiceProviderIOS, Crosstales.RTVoice.Provider.VoiceProvider↩
WindowsLegacy, Crosstales.RTVoice.Provider.VoiceProviderMary, Crosstales.RTVoice.Provider.VoiceProvider↩
Linux, Crosstales.RTVoice.Provider.VoiceProviderWindows, Crosstales.RTVoice.Provider.VoiceProviderWSA,
Crosstales.RTVoice.Provider.VoiceProviderMacOS, and Crosstales.RTVoice.Provider.VoiceProviderAndroid.

5.18.4 Property Documentation

5.18.4.1 ErrorInfo Crosstales.RTVoice.Provider.BaseVoiceProvider.OnErrorInfo `[static],[add],[remove]`

An event triggered whenever an error occurs.

5.18.4.2 SpeakAudioGenerationComplete Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakAudioGenerationComplete
`[static],[add],[remove]`

An event triggered whenever a speak audio generation is completed.

5.18.4.3 SpeakAudioGenerationStart Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakAudioGenerationStart
`[static],[add],[remove]`

An event triggered whenever a speak audio generation is started.

5.18.4.4 SpeakComplete Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakComplete `[static],[add],`
`[remove]`

An event triggered whenever a speak is completed.

5.18.4.5 SpeakCurrentPhoneme Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakCurrentPhoneme `[static]`, `[add]`,`[remove]`

An event triggered whenever a new phoneme is spoken (native mode, Windows only).

5.18.4.6 SpeakCurrentViseme Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakCurrentViseme `[static]`, `[add]`,`[remove]`

An event triggered whenever a new viseme is spoken (native mode, Windows only).

5.18.4.7 SpeakCurrentWord Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakCurrentWord `[static]`,`[add]`, `[remove]`

An event triggered whenever a new word is spoken (native, Windows and iOS only).

5.18.4.8 SpeakStart Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakStart `[static]`,`[add]`,`[remove]`

An event triggered whenever a speak is started.

5.18.4.9 VoicesReady Crosstales.RTVoice.Provider.BaseVoiceProvider.OnVoicesReady `[static]`,`[add]`,`[remove]`

An event triggered whenever the voices of a provider are ready.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Scripts/Provider/BaseVoiceProvider.cs

5.19 Crosstales.RTVoice.SALSA.Bots Class Reference

This is class for conversations between two SALSA-Bots.

Inheritance diagram for Crosstales.RTVoice.SALSA.Bots:

```
            ┌─────────────────────────────┐
            │        MonoBehaviour         │
            └─────────────────────────────┘
                          ▲
            ┌─────────────────────────────┐
            │ Crosstales.RTVoice.SALSA.Bots │
            └─────────────────────────────┘
```

Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **Update** ()

Public Attributes

- AudioSource **SourceA**
- AudioSource **SourceB**
- string[ ] **ConverstationsA**
- string[ ] **ConverstationsB**

5.19.1   Detailed Description

This is class for conversations between two SALSA-Bots.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd   party/RTVoice_3rd_party/Assets/Plugins/crosstales/RT↩
Voice/3rd party/SALSA/Scripts/Bots.cs

5.20   Crosstales.RTVoice.Tool.ChangeGender Class Reference

Change the gender of all voices (useful for eSpeak).

Inheritance diagram for Crosstales.RTVoice.Tool.ChangeGender:

```
                  ┌──────────────────────────────────────┐
                  │           MonoBehaviour                │
                  └──────────────────────────────────────┘
                                     ▲
                                     │
                  ┌──────────────────────────────────────┐
                  │  Crosstales.RTVoice.Tool.ChangeGender  │
                  └──────────────────────────────────────┘
```
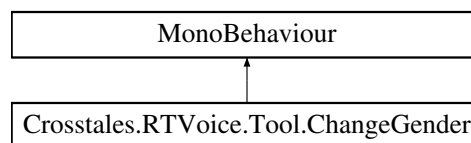
Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- void **GenderChanged** (System.Int32 index)
- void **Change** ()

Public Attributes

- Model.Enum.Gender NewGender

    The new gender for all voices.
- bool RefreshOnVoicesReady = true

    Refresh on voices ready (default: true).
- bool ESpeakOnly = true

    Change voices only when eSpeak is used (default: true).

5.20.1   Detailed Description

Change the gender of all voices (useful for eSpeak).

5.20.2 Member Data Documentation

5.20.2.1 bool Crosstales.RTVoice.Tool.ChangeGender.ESpeakOnly = true

Change voices only when eSpeak is used (default: true).

5.20.2.2 Model.Enum.Gender Crosstales.RTVoice.Tool.ChangeGender.NewGender

The new gender for all voices.

5.20.2.3 bool Crosstales.RTVoice.Tool.ChangeGender.RefreshOnVoicesReady = true

Refresh on voices ready (default: true).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Scripts/Tool/ChangeGender.cs

5.21 Crosstales.RTVoice.EditorExtension.ChangeGenderEditor Class Reference

Custom editor for the 'ChangeGender'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.ChangeGenderEditor:

```
┌─────────────────────────────────────────────────────────────┐
│                           Editor                            │
└─────────────────────────────────────────────────────────────┘
                               ▲
┌─────────────────────────────────────────────────────────────┐
│   Crosstales.RTVoice.EditorExtension.ChangeGenderEditor     │
└─────────────────────────────────────────────────────────────┘
```

Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

5.21.1 Detailed Description

Custom editor for the 'ChangeGender'-class.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Editor/Extension/ChangeGenderEditor.cs

5.22 Crosstales.RTVoice.EditorTask.CheckIL2CPP Class Reference

Checks if IL2CPP is enabled under standalone.

5.22.1 Detailed Description

Checks if IL2CPP is enabled under standalone.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Editor/Task/CheckIL2CPP.cs

5.23 Crosstales.RTVoice.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.RTVoice.EditorTask.CompileDefines:

```
┌─────────────────────────────────────────────────┐
│ Crosstales.Common.EditorTask.BaseCompileDefines  │
└─────────────────────────────────────────────────┘
                         ▲
┌─────────────────────────────────────────────────┐
│ Crosstales.RTVoice.EditorTask.CompileDefines     │
└─────────────────────────────────────────────────┘
```

Additional Inherited Members

5.23.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Editor/Task/CompileDefines.cs

5.24 Crosstales.RTVoice.Util.Config Class Reference

Configuration for the asset.

Static Public Member Functions

- static void Reset ()

    Resets all changable variables to their default value.
- static void Load ()

    Loads all changable variables.
- static void Save ()

    Saves all changable variables.

Static Public Attributes

- static string ASSET_PATH = "/Plugins/crosstales/RTVoice/"

    Path to the asset inside the Unity project.
- static bool DEBUG = Constants.DEFAULT_DEBUG

    Enable or disable debug logging for the asset.
- static bool AUDIOFILE_AUTOMATIC_DELETE = Constants.DEFAULT_AUDIOFILE_AUTOMATIC_DELE↩
  TE

    Automatically delete the generated audio files.
- static bool ENFORCE_32BIT_WINDOWS = Constants.DEFAULT_ENFORCE_32BIT_WINDOWS

    Enforce 32bit versions of voices under Windows.
- static string TTS_WINDOWS_BUILD = Constants.DEFAULT_TTS_WINDOWS_BUILD

    Location of the TTS-wrapper under Windows (stand-alone).
- static string TTS_MACOS = Constants.DEFAULT_TTS_MACOS

    Location of the TTS-system under MacOS.
- static string TTS_LINUX = Constants.DEFAULT_TTS_LINUX

    Location of the TTS-system under Linux.
- static string TTS_LINUX_DATA = Constants.DEFAULT_TTS_LINUX_DATA

    Location of the data for the TTS-system under Linux.
- static bool ENSURE_NAME = Constants.DEFAULT_ENSURE_NAME

    Enable or disable the ensuring the name of the RTVoice gameobject.
- static bool isLoaded = false

    Is the configuration loaded?

Properties

- static string AUDIOFILE_PATH `[get, set]`

    Path to the generated audio files.
- static string TTS_WINDOWS_EDITOR `[get]`

    Location of the TTS-wrapper under Windows (Editor).
- static string TTS_WINDOWS_EDITOR_x86 `[get]`

    Location of the TTS-wrapper (32bit) under Windows (Editor).

5.24.1   Detailed Description

Configuration for the asset.

5.24.2   Member Function Documentation

5.24.2.1   static void Crosstales.RTVoice.Util.Config.Load ( )   `[static]`

Loads all changable variables.

5.24.2.2   static void Crosstales.RTVoice.Util.Config.Reset ( )   `[static]`

Resets all changable variables to their default value.

5.24.2.3   static void Crosstales.RTVoice.Util.Config.Save ( )   `[static]`

Saves all changable variables.

5.24.3   Member Data Documentation

5.24.3.1   string Crosstales.RTVoice.Util.Config.ASSET_PATH = "/Plugins/crosstales/RTVoice/"   `[static]`

Path to the asset inside the Unity project.

5.24.3.2   bool Crosstales.RTVoice.Util.Config.AUDIOFILE_AUTOMATIC_DELETE = Constants.DEFAULT_AUDIOFILE_AUTOMA↩ TIC_DELETE   `[static]`

Automatically delete the generated audio files.

5.24.3.3   bool Crosstales.RTVoice.Util.Config.DEBUG = Constants.DEFAULT_DEBUG   `[static]`

Enable or disable debug logging for the asset.

5.24.3.4   bool Crosstales.RTVoice.Util.Config.ENFORCE_32BIT_WINDOWS = Constants.DEFAULT_ENFORCE_32BIT_WINDOWS   `[static]`

Enforce 32bit versions of voices under Windows.

5.24.3.5   bool Crosstales.RTVoice.Util.Config.ENSURE_NAME = Constants.DEFAULT_ENSURE_NAME   `[static]`

Enable or disable the ensuring the name of the RTVoice gameobject.

5.24.3.6   bool Crosstales.RTVoice.Util.Config.isLoaded = false   `[static]`

Is the configuration loaded?

5.24.3.7   string Crosstales.RTVoice.Util.Config.TTS_LINUX = Constants.DEFAULT_TTS_LINUX `[static]`

Location of the TTS-system under Linux.

5.24.3.8   string Crosstales.RTVoice.Util.Config.TTS_LINUX_DATA = Constants.DEFAULT_TTS_LINUX_DATA `[static]`

Location of the data for the TTS-system under Linux.

5.24.3.9   string Crosstales.RTVoice.Util.Config.TTS_MACOS = Constants.DEFAULT_TTS_MACOS `[static]`

Location of the TTS-system under MacOS.

5.24.3.10   string Crosstales.RTVoice.Util.Config.TTS_WINDOWS_BUILD = Constants.DEFAULT_TTS_WINDOWS_BUILD `[static]`

Location of the TTS-wrapper under Windows (stand-alone).

5.24.4   Property Documentation

5.24.4.1   string Crosstales.RTVoice.Util.Config.AUDIOFILE_PATH `[static]`,`[get]`,`[set]`

Path to the generated audio files.

5.24.4.2   string Crosstales.RTVoice.Util.Config.TTS_WINDOWS_EDITOR `[static]`,`[get]`

Location of the TTS-wrapper under Windows (Editor).

5.24.4.3   string Crosstales.RTVoice.Util.Config.TTS_WINDOWS_EDITOR_x86 `[static]`,`[get]`

Location of the TTS-wrapper (32bit) under Windows (Editor).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩ Scripts/Util/Config.cs

5.25   Crosstales.RTVoice.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.RTVoice.EditorIntegration.ConfigBase:

```
                    ┌─────────────────────────────────────────┐
                    │              EditorWindow               │
                    └─────────────────────────────────────────┘
                                        ▲
                    ┌─────────────────────────────────────────┐
                    │ Crosstales.RTVoice.EditorIntegration.ConfigBase │
                    └─────────────────────────────────────────┘
                          ▲                              ▲
┌──────────────────────────────────────────┐  ┌──────────────────────────────────────────┐
│ Crosstales.RTVoice.EditorIntegration.ConfigPreferences │  │ Crosstales.RTVoice.EditorIntegration.ConfigWindow │
└──────────────────────────────────────────┘  └──────────────────────────────────────────┘
```

Protected Member Functions

- void **showConfiguration** ()
- void **showHelp** ()
- void **showAbout** ()

Static Protected Member Functions

- static void **save** ()

5.25.1 Detailed Description

Base class for editor windows.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
Editor/Integration/ConfigBase.cs

5.26 Crosstales.RTVoice.EditorTask.ConfigLoader Class Reference

Loads the configuration at startup.

5.26.1 Detailed Description
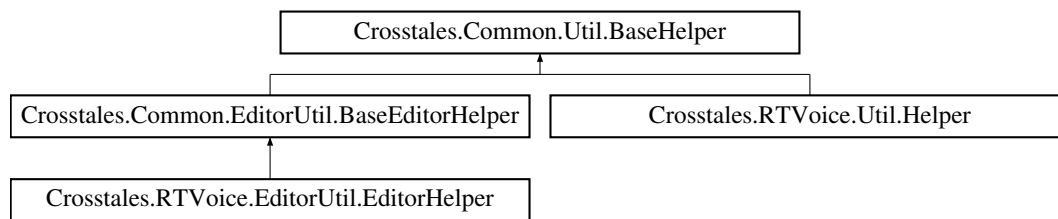
Loads the configuration at startup.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
Editor/Task/ConfigLoader.cs

5.27 Crosstales.RTVoice.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.RTVoice.EditorIntegration.ConfigPreferences:

```
                    ┌─────────────────────────────────────────────────┐
                    │                  EditorWindow                    │
                    └─────────────────────────────────────────────────┘
                                          ▲
                    ┌─────────────────────────────────────────────────┐
                    │  Crosstales.RTVoice.EditorIntegration.ConfigBase │
                    └─────────────────────────────────────────────────┘
                                          ▲
                    ┌─────────────────────────────────────────────────┐
                    │ Crosstales.RTVoice.EditorIntegration.ConfigPreferences │
                    └─────────────────────────────────────────────────┘
```

Additional Inherited Members

5.27.1   Detailed Description

Unity "Preferences" extension.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Editor/Integration/ConfigPreferences.cs

5.28   Crosstales.RTVoice.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.RTVoice.EditorIntegration.ConfigWindow:

```
                   ┌─────────────────────────────────────────────────────┐
                   │                   EditorWindow                        │
                   └─────────────────────────────────────────────────────┘
                                          ▲
                   ┌─────────────────────────────────────────────────────┐
                   │   Crosstales.RTVoice.EditorIntegration.ConfigBase     │
                   └─────────────────────────────────────────────────────┘
                                          ▲
                   ┌─────────────────────────────────────────────────────┐
                   │  Crosstales.RTVoice.EditorIntegration.ConfigWindow    │
                   └─────────────────────────────────────────────────────┘
```

Public Member Functions

- delegate void **StopPlayback** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **OnGUI** ()
- void **OnInspectorUpdate** ()

Static Public Member Functions

- static void **ShowWindow** ()
- static void **ShowWindow** (int tab)

Events

- static StopPlayback **OnStopPlayback**

Additional Inherited Members

5.28.1   Detailed Description

Editor window extension.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Editor/Integration/ConfigWindow.cs

5.29   Crosstales.RTVoice.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.RTVoice.Util.Constants:

```
┌─────────────────────────────────────────┐
│  Crosstales.Common.Util.BaseConstants    │
└─────────────────────────────────────────┘
                    ▲
                    │
┌─────────────────────────────────────────┐
│    Crosstales.RTVoice.Util.Constants     │
└─────────────────────────────────────────┘
```
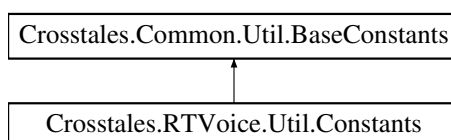
Public Attributes

- const string ASSET_NAME = "RT-Voice PRO"

  Name of the asset.
- const string ASSET_VERSION = "2019.2.0"

  Version of the asset.
- const int ASSET_BUILD = 20190312

  Build number of the asset.
- const string ASSET_PRO_URL = "https://www.assetstore.unity3d.com/#!/content/41068?aid=1011lNG↩
  T&pubref=" + ASSET_NAME

  URL of the PRO asset in UAS.
- const string ASSET_2019_URL = "https://www.assetstore.unity3d.com/#!/content/41068?aid=1011lNG↩
  T&pubref=" + ASSET_NAME

  URL of the 2019 asset in UAS.
- const string ASSET_3P_URL = "https://www.assetstore.unity3d.com/#!/list/42209-rt-voice-friends?aid=1011l↩
  NGT&pubref=" + ASSET_NAME

  URL of the 3rd party assets in UAS.
- const   string   ASSET_UPDATE_CHECK_URL   =   "https://www.crosstales.com/media/assets/rtvoice_↩
  versions.txt"

  URL for update-checks of the asset
- const string ASSET_CONTACT = "rtvoice@crosstales.com"

  Contact to the owner of the asset.
- const   string   ASSET_MANUAL_URL   =   "https://www.crosstales.com/media/data/assets/rtvoice/RTVoice-
  doc.pdf"

  URL of the asset manual.
- const string ASSET_API_URL = "http://goo.gl/6w4Fy0"

URL of the asset API.

- const string ASSET_FORUM_URL = "http://goo.gl/Z6MZMl"

  URL of the asset forum.

- const string ASSET_WEB_URL = "https://www.crosstales.com/en/portfolio/rtvoice/"

  URL of the asset in crosstales.

- const string ASSET_VIDEO_PROMO = "https://youtu.be/iVhTWDLY7g8?list=PLgtonIOr6Tb41XTMee↩
  Z836tjHlKgOO84S"

  URL of the promotion video of the asset (Youtube).

- const string ASSET_VIDEO_TUTORIAL = "https://youtu.be/OJyVgCmX3wU?list=PLgtonIOr6Tb41XTMee↩
  Z836tjHlKgOO84S"

  URL of the tutorial video of the asset (Youtube).

- const string ASSET_3P_ADVENTURE_CREATOR = "https://www.assetstore.unity3d.com/#!/content/11896?aid=1011l↩
  NGT&pubref=" + ASSET_NAME

  URL of the 3rd party asset "Adventure Creator".

- const string ASSET_3P_CINEMA_DIRECTOR = "https://www.assetstore.unity3d.com/#!/content/19779?aid=1011l↩
  NGT&pubref=" + ASSET_NAME

  URL of the 3rd party asset "Cinema Director".

- const string ASSET_3P_DIALOG_SYSTEM = "https://www.assetstore.unity3d.com/#!/content/11672?aid=1011l↩
  NGT&pubref=" + ASSET_NAME

  URL of the 3rd party asset "Dialogue System".

- const string ASSET_3P_LOCALIZED_DIALOGS = "https://www.assetstore.unity3d.com/#!/content/5020?aid=1011l↩
  NGT&pubref=" + ASSET_NAME

  URL of the 3rd party asset "Localized Dialogs".

- const string ASSET_3P_LIPSYNC = "https://www.assetstore.unity3d.com/#!/content/32117?aid=1011lNG↩
  T&pubref=" + ASSET_NAME

  URL of the 3rd party asset "LipSync Pro".

- const string ASSET_3P_NPC_CHAT = "https://www.assetstore.unity3d.com/#!/content/9723?aid=1011lNG↩
  T&pubref=" + ASSET_NAME

  URL of the 3rd party asset "NPC Chat".

- const string ASSET_3P_QUEST_SYSTEM = "https://www.assetstore.unity3d.com/#!/content/63460?aid=1011l↩
  NGT&pubref=" + ASSET_NAME

  URL of the 3rd party asset "Quest System Pro".

- const string ASSET_3P_SALSA = "https://www.assetstore.unity3d.com/#!/content/16944?aid=1011lNG↩
  T&pubref=" + ASSET_NAME

  URL of the 3rd party asset "SALSA".

- const string ASSET_3P_SLATE = "https://www.assetstore.unity3d.com/#!/content/56558?aid=1011lNG↩
  T&pubref=" + ASSET_NAME

  URL of the 3rd party asset "SLATE".

- const string ASSET_3P_DIALOGUE_ENGINE = "https://www.assetstore.unity3d.com/#!/content/42467?aid=1011l↩
  NGT&pubref=" + ASSET_NAME

  URL of the 3rd party asset "THE Dialogue Engine".

- const string ASSET_3P_USEQUENCER = "https://www.assetstore.unity3d.com/#!/content/3666?aid=1011l↩
  NGT&pubref=" + ASSET_NAME

  URL of the 3rd party asset "uSequencer".

- const string **KEY_PREFIX** = "RTVOICE_CFG_"
- const string **KEY_ASSET_PATH** = KEY_PREFIX + "ASSET_PATH"
- const string **KEY_DEBUG** = KEY_PREFIX + "DEBUG"
- const string **KEY_AUDIOFILE_PATH** = KEY_PREFIX + "AUDIOFILE_PATH"
- const string **KEY_AUDIOFILE_AUTOMATIC_DELETE** = KEY_PREFIX + "AUDIOFILE_AUTOMATIC_DE↩
  LETE"
- const string **KEY_ENFORCE_32BIT_WINDOWS** = KEY_PREFIX + "ENFORCE_32BIT_WINDOWS"
- const string **KEY_ENSURE_NAME** = KEY_PREFIX + "ENSURE_NAME"
- const bool **DEFAULT_AUDIOFILE_AUTOMATIC_DELETE** = true

- const bool **DEFAULT_ENFORCE_32BIT_WINDOWS** = false
- const string **DEFAULT_TTS_WINDOWS_BUILD** = @"/RTVoiceTTSWrapper.exe"
- const string **DEFAULT_TTS_MACOS** = "say"
- const string **DEFAULT_TTS_LINUX** = "espeak"
- const string **DEFAULT_TTS_LINUX_DATA** = ""
- const int **DEFAULT_TTS_KILL_TIME** = 7000
- const bool **DEFAULT_ENSURE_NAME** = true
- const string RTVOICE_SCENE_OBJECT_NAME = "RTVoice"

    RTVoice prefab scene name.

Static Public Attributes

- static readonly System.DateTime ASSET_CREATED = new System.DateTime(2015, 4, 29)

    Create date of the asset (YYYY, MM, DD).
- static readonly System.DateTime ASSET_CHANGED = new System.DateTime(2019, 3, 12)

    Change date of the asset (YYYY, MM, DD).
- static readonly string **DEFAULT_AUDIOFILE_PATH** = Helper.ValidatePath(Application.temporaryCache↩Path)
- static string TTS_WINDOWS_SUBPATH = "Wrapper/Windows/RTVoiceTTSWrapper.exe"

    Sub-path to the TTS-wrapper under Windows (Editor).
- static string TTS_WINDOWS_x86_SUBPATH = "Wrapper/Windows/RTVoiceTTSWrapper_x86.exe"

    Sub-path to the TTS-wrapper (32bit) under Windows (Editor).
- static string ESPEAK_FEMALE_MODIFIER = "+f3"

    Female modifier for eSpeak.
- static string AUDIOFILE_PREFIX = "rtvoice_"

    Audio file prefix to identify the files.
- static float SPEAK_CALL_SPEED = 0.5f

    Defines the speed of 'Speak'-calls in seconds.

Additional Inherited Members

5.29.1 Detailed Description

Collected constants of very general utility for the asset.

5.29.2 Member Data Documentation

5.29.2.1 const string Crosstales.RTVoice.Util.Constants.ASSET_2019_URL = "https://www.assetstore.unity3d.↩com/#!/content/41068?aid=1011lNGT&pubref=" + ASSET_NAME

URL of the 2019 asset in UAS.

5.29.2.2 const string Crosstales.RTVoice.Util.Constants.ASSET_3P_ADVENTURE_CREATOR = "https://www.assetstore.unity3d.com/#!/content/11896?aid=1011lNGT&pubref=" + ASSET_NAME

URL of the 3rd party asset "Adventure Creator".

5.29.2.3   **const string Crosstales.RTVoice.Util.Constants.ASSET_3P_CINEMA_DIRECTOR =**
          "https://www.assetstore.unity3d.com/#!/content/19779?aid=1011lNGT&pubref=" + ASSET_NAME

URL of the 3rd party asset "Cinema Director".

5.29.2.4   **const string Crosstales.RTVoice.Util.Constants.ASSET_3P_DIALOG_SYSTEM = "https://www.assetstore.unity3d.←**
          com/#!/content/11672?aid=1011lNGT&pubref=" + ASSET_NAME

URL of the 3rd party asset "Dialogue System".

5.29.2.5   **const string Crosstales.RTVoice.Util.Constants.ASSET_3P_DIALOGUE_ENGINE =**
          "https://www.assetstore.unity3d.com/#!/content/42467?aid=1011lNGT&pubref=" + ASSET_NAME

URL of the 3rd party asset "THE Dialogue Engine".

5.29.2.6   **const string Crosstales.RTVoice.Util.Constants.ASSET_3P_LIPSYNC = "https://www.assetstore.unity3d.←**
          com/#!/content/32117?aid=1011lNGT&pubref=" + ASSET_NAME

URL of the 3rd party asset "LipSync Pro".

5.29.2.7   **const string Crosstales.RTVoice.Util.Constants.ASSET_3P_LOCALIZED_DIALOGS =**
          "https://www.assetstore.unity3d.com/#!/content/5020?aid=1011lNGT&pubref=" + ASSET_NAME

URL of the 3rd party asset "Localized Dialogs".

5.29.2.8   **const string Crosstales.RTVoice.Util.Constants.ASSET_3P_NPC_CHAT = "https://www.assetstore.unity3d.←**
          com/#!/content/9723?aid=1011lNGT&pubref=" + ASSET_NAME

URL of the 3rd party asset "NPC Chat".

5.29.2.9   **const string Crosstales.RTVoice.Util.Constants.ASSET_3P_QUEST_SYSTEM = "https://www.assetstore.unity3d.←**
          com/#!/content/63460?aid=1011lNGT&pubref=" + ASSET_NAME

URL of the 3rd party asset "Quest System Pro".

5.29.2.10   **const string Crosstales.RTVoice.Util.Constants.ASSET_3P_SALSA = "https://www.assetstore.unity3d.←**
          com/#!/content/16944?aid=1011lNGT&pubref=" + ASSET_NAME

URL of the 3rd party asset "SALSA".

5.29.2.11   **const string Crosstales.RTVoice.Util.Constants.ASSET_3P_SLATE = "https://www.assetstore.unity3d.←**
          com/#!/content/56558?aid=1011lNGT&pubref=" + ASSET_NAME

URL of the 3rd party asset "SLATE".

5.29.2.12   const string Crosstales.RTVoice.Util.Constants.ASSET_3P_URL = "https://www.assetstore.unity3d.com/#!/list/42209-rt-voice-friends?aid=1011lNGT&pubref=" + ASSET_NAME

URL of the 3rd party assets in UAS.

5.29.2.13   const string Crosstales.RTVoice.Util.Constants.ASSET_3P_USEQUENCER = "https://www.assetstore.unity3d.↩ com/#!/content/3666?aid=1011lNGT&pubref=" + ASSET_NAME

URL of the 3rd party asset "uSequencer".

5.29.2.14   const string Crosstales.RTVoice.Util.Constants.ASSET_API_URL = "http://goo.gl/6w4Fy0"

URL of the asset API.

5.29.2.15   const int Crosstales.RTVoice.Util.Constants.ASSET_BUILD = 20190312

Build number of the asset.

5.29.2.16   readonly System.DateTime Crosstales.RTVoice.Util.Constants.ASSET_CHANGED = new System.DateTime(2019, 3, 12) `[static]`

Change date of the asset (YYYY, MM, DD).

5.29.2.17   const string Crosstales.RTVoice.Util.Constants.ASSET_CONTACT = "rtvoice@crosstales.com"

Contact to the owner of the asset.

5.29.2.18   readonly System.DateTime Crosstales.RTVoice.Util.Constants.ASSET_CREATED = new System.DateTime(2015, 4, 29) `[static]`

Create date of the asset (YYYY, MM, DD).

5.29.2.19   const string Crosstales.RTVoice.Util.Constants.ASSET_FORUM_URL = "http://goo.gl/Z6MZMl"

URL of the asset forum.

5.29.2.20   const string Crosstales.RTVoice.Util.Constants.ASSET_MANUAL_URL = "https://www.crosstales.↩ com/media/data/assets/rtvoice/RTVoice-doc.pdf"

URL of the asset manual.

5.29.2.21   const string Crosstales.RTVoice.Util.Constants.ASSET_NAME = "RT-Voice PRO"

Name of the asset.

**5.29.2.22   const string Crosstales.RTVoice.Util.Constants.ASSET_PRO_URL = "https://www.assetstore.unity3d.←↩
com/#!/content/41068?aid=1011lNGT&pubref=" + ASSET_NAME**

URL of the PRO asset in UAS.

**5.29.2.23   const string Crosstales.RTVoice.Util.Constants.ASSET_UPDATE_CHECK_URL =
"https://www.crosstales.com/media/assets/rtvoice_versions.txt"**

URL for update-checks of the asset

5.29.2.24   const string Crosstales.RTVoice.Util.Constants.ASSET_VERSION = "2019.2.0"

Version of the asset.

**5.29.2.25   const string Crosstales.RTVoice.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/iVhTWDLY7g8?list=P←↩
LgtonIOr6Tb41XTMeeZ836tjHlKgOO84S"**

URL of the promotion video of the asset (Youtube).

**5.29.2.26   const string Crosstales.RTVoice.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.be/OJyVgCm←↩
X3wU?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S"**

URL of the tutorial video of the asset (Youtube).

5.29.2.27   const string Crosstales.RTVoice.Util.Constants.ASSET_WEB_URL = "https://www.crosstales.com/en/portfolio/rtvoice/"

URL of the asset in crosstales.

5.29.2.28   string Crosstales.RTVoice.Util.Constants.AUDIOFILE_PREFIX = "rtvoice_" `[static]`

Audio file prefix to identify the files.

5.29.2.29   string Crosstales.RTVoice.Util.Constants.ESPEAK_FEMALE_MODIFIER = "+f3" `[static]`

Female modifier for eSpeak.

5.29.2.30   const string Crosstales.RTVoice.Util.Constants.RTVOICE_SCENE_OBJECT_NAME = "RTVoice"

RTVoice prefab scene name.

5.29.2.31 float Crosstales.RTVoice.Util.Constants.SPEAK_CALL_SPEED = 0.5f `[static]`

Defines the speed of 'Speak'-calls in seconds.

5.29.2.32 string Crosstales.RTVoice.Util.Constants.TTS_WINDOWS_SUBPATH = "Wrapper/Windows/RTVoiceTTSWrapper.exe" `[static]`

Sub-path to the TTS-wrapper under Windows (Editor).

5.29.2.33 string Crosstales.RTVoice.Util.Constants.TTS_WINDOWS_x86_SUBPATH = "Wrapper/Windows/RTVoiceTTS←
Wrapper_x86.exe" `[static]`

Sub-path to the TTS-wrapper (32bit) under Windows (Editor).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/←
  Scripts/Util/Constants.cs

5.30 Crosstales.Common.Util.CTPlayerPrefs Class Reference

Wrapper for the PlayerPrefs.

Static Public Member Functions

- static bool HasKey (string key)

  Exists the key?
- static void DeleteAll ()

  Deletes all keys.
- static void DeleteKey (string key)

  Delete the key.
- static void Save ()

  Saves all modifications.
- static string GetString (string key)

  Allows to get a string from a key.
- static float GetFloat (string key)

  Allows to get a float from a key.
- static int GetInt (string key)

  Allows to get an int from a key.
- static bool GetBool (string key)

  Allows to get a bool from a key.
- static System.DateTime GetDate (string key)

  Allows to get a DateTime from a key.
- static void SetString (string key, string value)

  Allows to set a string for a key.
- static void SetFloat (string key, float value)

  Allows to set a float for a key.
- static void SetInt (string key, int value)

  Allows to set an int for a key.
- static void SetBool (string key, bool value)

  Allows to set a bool for a key.
- static void SetDate (string key, System.DateTime value)

  Allows to set a DateTime for a key.

5.30.1   Detailed Description

Wrapper for the PlayerPrefs.

5.30.2   Member Function Documentation

5.30.2.1   static void Crosstales.Common.Util.CTPlayerPrefs.DeleteAll ( )   `[static]`

Deletes all keys.

5.30.2.2   static void Crosstales.Common.Util.CTPlayerPrefs.DeleteKey (string *key*)   `[static]`

Delete the key.

Parameters

key	Key to delete in the PlayerPrefs.

5.30.2.3   static bool Crosstales.Common.Util.CTPlayerPrefs.GetBool (string *key*)   `[static]`

Allows to get a bool from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.30.2.4   static System.DateTime Crosstales.Common.Util.CTPlayerPrefs.GetDate (string *key*)   `[static]`

Allows to get a DateTime from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.30.2.5   static float Crosstales.Common.Util.CTPlayerPrefs.GetFloat (string *key*) [static]

Allows to get a float from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.30.2.6   static int Crosstales.Common.Util.CTPlayerPrefs.GetInt (string *key*) [static]

Allows to get an int from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.30.2.7   static string Crosstales.Common.Util.CTPlayerPrefs.GetString (string *key*) [static]

Allows to get a string from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.30.2.8   static bool Crosstales.Common.Util.CTPlayerPrefs.HasKey (string *key*) [static]

Exists the key?

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

5.30.2.9 static void Crosstales.Common.Util.CTPlayerPrefs.Save ( ) `[static]`

Saves all modifications.

5.30.2.10 static void Crosstales.Common.Util.CTPlayerPrefs.SetBool (string *key,* bool *value*) `[static]`

Allows to set a bool for a key.

Parameters

key	Key for the PlayerPrefs.
value	Value for the PlayerPrefs.

5.30.2.11 static void Crosstales.Common.Util.CTPlayerPrefs.SetDate (string *key,* System.DateTime *value*) `[static]`

Allows to set a DateTime for a key.

Parameters

key	Key for the PlayerPrefs.
value	Value for the PlayerPrefs.

5.30.2.12 static void Crosstales.Common.Util.CTPlayerPrefs.SetFloat (string *key,* float *value*) `[static]`

Allows to set a float for a key.

Parameters

key	Key for the PlayerPrefs.
value	Value for the PlayerPrefs.

5.30.2.13 static void Crosstales.Common.Util.CTPlayerPrefs.SetInt (string *key,* int *value*) `[static]`

Allows to set an int for a key.

Parameters

key	Key for the PlayerPrefs.
value	Value for the PlayerPrefs.

5.30.2.14 static void Crosstales.Common.Util.CTPlayerPrefs.SetString (string *key,* string *value*) `[static]`

Allows to set a string for a key.

Parameters

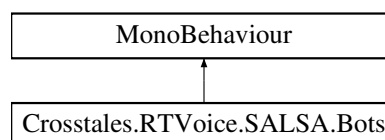| key	Key for the PlayerPrefs.
value	Value for the PlayerPrefs.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↩
  Scripts/Util/CTPlayerPrefs.cs

5.31 Crosstales.Common.Util.CTWebClient Class Reference

Specialized WebClient.

Inheritance diagram for Crosstales.Common.Util.CTWebClient:

```
┌─────────────────────────────────────────┐
│                WebClient                 │
└─────────────────────────────────────────┘
                     ▲
┌─────────────────────────────────────────┐
│   Crosstales.Common.Util.CTWebClient     │
└─────────────────────────────────────────┘
```
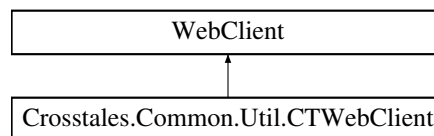
Public Member Functions

- **CTWebClient** (int timeout, int connectionLimit=20)
- System.Net.WebRequest **CTGetWebRequest** (string uri)

Protected Member Functions

- override System.Net.WebRequest **GetWebRequest** (System.Uri uri)

Properties

- int Timeout `[get, set]`
    Timeout in milliseconds
- int ConnectionLimit `[get, set]`
    Connection limit for all WebClients

5.31.1 Detailed Description

Specialized WebClient.

5.31.2 Property Documentation

5.31.2.1 int Crosstales.Common.Util.CTWebClient.ConnectionLimit `[get],[set]`

Connection limit for all WebClients

5.31.2.2 int Crosstales.Common.Util.CTWebClient.Timeout `[get],[set]`
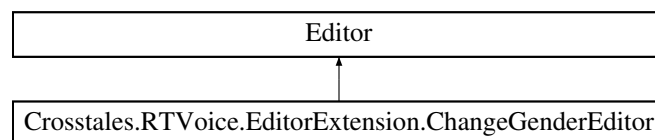
Timeout in milliseconds

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↩
  Scripts/Util/CTWebClient.cs

5.32 Crosstales.RTVoice.Demo.Dialog Class Reference

Simple dialog system with TTS voices.

Inheritance diagram for Crosstales.RTVoice.Demo.Dialog:
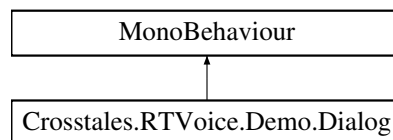
Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- IEnumerator **DialogSequence** ()

Public Attributes

- string **CultureA** = "en"
- string **CultureB** = "en"
- float **RateA** = 1f
- float **RateB** = 1f
- float **PitchA** = 1f
- float **PitchB** = 1f
- float **VolumeA** = 1f
- float **VolumeB** = 1f
- Model.Enum.Gender **GenderA** = Model.Enum.Gender.UNKNOWN
- Model.Enum.Gender **GenderB** = Model.Enum.Gender.UNKNOWN
- AudioSource **AudioPersonA**
- AudioSource **AudioPersonB**
- Model.Enum.SpeakMode **ModeA** = Model.Enum.SpeakMode.Speak
- Model.Enum.SpeakMode **ModeB** = Model.Enum.SpeakMode.Speak
- string[ ] **DialogPersonA**
- string[ ] **DialogPersonB**
- string **CurrentDialogA** = string.Empty
- string **CurrentDialogB** = string.Empty
- bool **Running** = false

5.32.1   Detailed Description
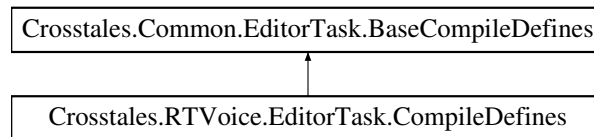
Simple dialog system with TTS voices.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩ Demo/Scripts/Dialog.cs

5.33   Crosstales.RTVoice.EditorUtil.EditorConfig Class Reference

Editor configuration for the asset.

Static Public Member Functions

- static void Reset ()

  Resets all changable variables to their default value.
- static void Load ()

  Loads all changable variables.
- static void Save ()

  Saves all changable variables.

Static Public Attributes

- static bool UPDATE_CHECK = EditorConstants.DEFAULT_UPDATE_CHECK

  Enable or disable update-checks for the asset.
- static bool REMINDER_CHECK = EditorConstants.DEFAULT_REMINDER_CHECK

  Enable or disable reminder-checks for the asset.
- static bool TRACER = EditorConstants.DEFAULT_TRACER

  Enable or disable anonymous tracer data.
- static bool PREFAB_AUTOLOAD = EditorConstants.DEFAULT_PREFAB_AUTOLOAD

  Automatically load and add the prefabs to the scene.
- static bool HIERARCHY_ICON = EditorConstants.DEFAULT_HIERARCHY_ICON

  Enable or disable the icon in the hierarchy.
- static bool isLoaded = false

  Is the configuration loaded?

Properties

- static string ASSET_PATH   `[get]`

  Returns the path to the asset inside the Unity project.
- static string PREFAB_PATH   `[get]`

  Returns the path of the prefabs.

5.33.1   Detailed Description

Editor configuration for the asset.

5.33.2   Member Function Documentation

5.33.2.1   static void Crosstales.RTVoice.EditorUtil.EditorConfig.Load ( ) `[static]`

Loads all changable variables.

5.33.2.2   static void Crosstales.RTVoice.EditorUtil.EditorConfig.Reset ( ) `[static]`

Resets all changable variables to their default value.

5.33.2.3   static void Crosstales.RTVoice.EditorUtil.EditorConfig.Save ( ) `[static]`

Saves all changable variables.

5.33.3   Member Data Documentation

5.33.3.1   bool Crosstales.RTVoice.EditorUtil.EditorConfig.HIERARCHY_ICON = EditorConstants.DEFAULT_HIERARCHY_ICON `[static]`

Enable or disable the icon in the hierarchy.

5.33.3.2   bool Crosstales.RTVoice.EditorUtil.EditorConfig.isLoaded = false `[static]`

Is the configuration loaded?

5.33.3.3   bool Crosstales.RTVoice.EditorUtil.EditorConfig.PREFAB_AUTOLOAD = EditorConstants.DEFAULT_PREFAB_AUTO↩LOAD `[static]`

Automatically load and add the prefabs to the scene.

5.33.3.4   bool Crosstales.RTVoice.EditorUtil.EditorConfig.REMINDER_CHECK = EditorConstants.DEFAULT_REMINDER_CHECK `[static]`

Enable or disable reminder-checks for the asset.

5.33.3.5   bool Crosstales.RTVoice.EditorUtil.EditorConfig.TRACER = EditorConstants.DEFAULT_TRACER `[static]`

Enable or disable anonymous tracer data.

5.33.3.6 bool Crosstales.RTVoice.EditorUtil.EditorConfig.UPDATE_CHECK = EditorConstants.DEFAULT_UPDATE_CHECK `[static]`

Enable or disable update-checks for the asset.

5.33.4 Property Documentation

5.33.4.1 string Crosstales.RTVoice.EditorUtil.EditorConfig.ASSET_PATH `[static],[get]`

Returns the path to the asset inside the Unity project.

Returns

> The path to the asset inside the Unity project.

5.33.4.2 string Crosstales.RTVoice.EditorUtil.EditorConfig.PREFAB_PATH `[static],[get]`

Returns the path of the prefabs.
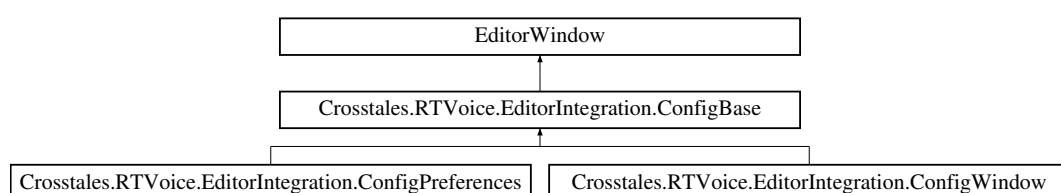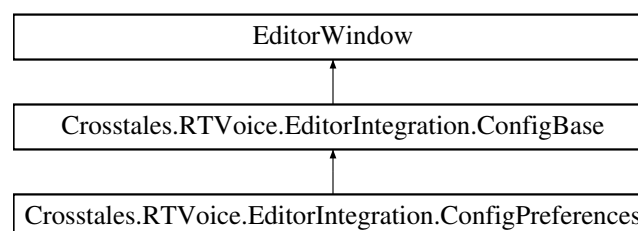
Returns

> The path of the prefabs.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Editor/Util/EditorConfig.cs

5.34 Crosstales.RTVoice.EditorUtil.EditorConstants Class Reference

Collected constants of very general utility for the asset.

Public Attributes

- const string **KEY_UPDATE_CHECK** = Util.Constants.KEY_PREFIX + "UPDATE_CHECK"
- const string **KEY_REMINDER_CHECK** = Util.Constants.KEY_PREFIX + "REMINDER_CHECK"
- const string **KEY_TRACER** = Util.Constants.KEY_PREFIX + "TRACER"
- const string **KEY_PREFAB_AUTOLOAD** = Util.Constants.KEY_PREFIX + "PREFAB_AUTOLOAD"
- const string **KEY_HIERARCHY_ICON** = Util.Constants.KEY_PREFIX + "HIERARCHY_ICON"
- const string **KEY_UPDATE_DATE** = Util.Constants.KEY_PREFIX + "UPDATE_DATE"
- const string **KEY_REMINDER_DATE** = Util.Constants.KEY_PREFIX + "REMINDER_DATE"
- const string **KEY_REMINDER_COUNT** = Util.Constants.KEY_PREFIX + "REMINDER_COUNT"
- const string **KEY_UNITY_DATE** = Util.Constants.KEY_PREFIX + "UNITY_DATE"
- const string **KEY_LAUNCH** = Util.Constants.KEY_PREFIX + "LAUNCH"
- const string **KEY_TRACER_DATE** = Util.Constants.KEY_PREFIX + "TRACER_DATE"
- const string **DEFAULT_ASSET_PATH** = "/Plugins/crosstales/RTVoice/"
- const bool **DEFAULT_UPDATE_CHECK** = true
- const bool **DEFAULT_UPDATE_OPEN_UAS** = false
- const bool **DEFAULT_REMINDER_CHECK** = true
- const bool **DEFAULT_TRACER** = true
- const bool **DEFAULT_PREFAB_AUTOLOAD** = false
- const bool **DEFAULT_HIERARCHY_ICON** = true

Static Public Attributes

- static string PREFAB_SUBPATH = "Prefabs/"

    Sub-path to the prefabs.

Properties

- static string ASSET_URL `[get]`

    Returns the URL of the asset in UAS.
- static string ASSET_ID `[get]`

    Returns the ID of the asset in UAS.
- static System.Guid ASSET_UID `[get]`

    Returns the UID of the asset.

5.34.1   Detailed Description

Collected constants of very general utility for the asset.

5.34.2   Member Data Documentation

5.34.2.1   string Crosstales.RTVoice.EditorUtil.EditorConstants.PREFAB_SUBPATH = "Prefabs/" `[static]`

Sub-path to the prefabs.

5.34.3   Property Documentation

5.34.3.1   string Crosstales.RTVoice.EditorUtil.EditorConstants.ASSET_ID `[static],[get]`

Returns the ID of the asset in UAS.

Returns

   The ID of the asset in UAS.

5.34.3.2   System.Guid Crosstales.RTVoice.EditorUtil.EditorConstants.ASSET_UID `[static],[get]`

Returns the UID of the asset.

Returns

   The UID of the asset.

5.34.3.3   string Crosstales.RTVoice.EditorUtil.EditorConstants.ASSET_URL `[static],[get]`

Returns the URL of the asset in UAS.

Returns
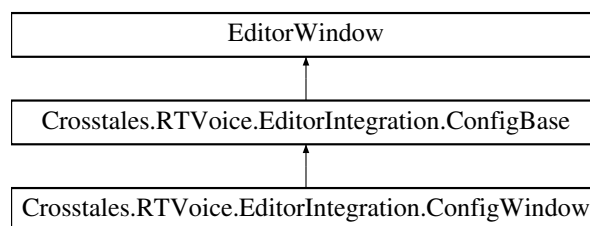
The URL of the asset in UAS.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Editor/Util/EditorConstants.cs

5.35   Crosstales.RTVoice.EditorUtil.EditorHelper Class Reference

Editor helper class.

Inheritance diagram for Crosstales.RTVoice.EditorUtil.EditorHelper:

```
┌─────────────────────────────────────────┐
│    Crosstales.Common.Util.BaseHelper     │
└─────────────────────────────────────────┘
                     ▲
┌─────────────────────────────────────────┐
│ Crosstales.Common.EditorUtil.BaseEditorHelper │
└─────────────────────────────────────────┘
                     ▲
┌─────────────────────────────────────────┐
│ Crosstales.RTVoice.EditorUtil.EditorHelper │
└─────────────────────────────────────────┘
```
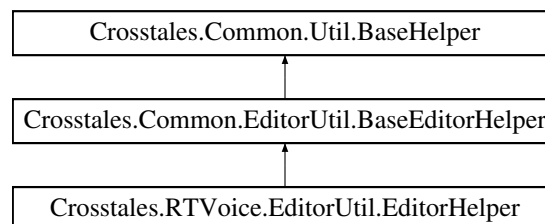
Static Public Member Functions

- static void NoVoicesUI ()

    Shows the "no voices found"-UI.
- static void InstantiatePrefab (string prefabName)

    Instantiates a prefab.
- static void BannerOC ()

    Shows a banner for "Online Check".

Public Attributes

- const int GO_ID = 20

    Start index inside the "GameObject"-menu.
- const int MENU_ID = 11820

    Start index inside the "Tools"-menu.

Properties

- static Texture2D **Logo_Asset** [get]
- static Texture2D **Logo_Asset_Small** [get]
- static Texture2D **Icon_Speak** [get]
- static Texture2D **Icon_Silence** [get]
- static Texture2D **Icon_Next** [get]
- static Texture2D **Icon_Previous** [get]
- static Texture2D **Store_AdventureCreator** [get]
- static Texture2D **Store_CinemaDirector** [get]
- static Texture2D **Store_DialogueSystem** [get]
- static Texture2D **Store_LDC** [get]
- static Texture2D **Store_LipSync** [get]
- static Texture2D **Store_NPC_Chat** [get]
- static Texture2D **Store_QuestSystem** [get]
- static Texture2D **Store_SALSA** [get]
- static Texture2D **Store_SLATE** [get]
- static Texture2D **Store_THE_Dialogue_Engine** [get]
- static Texture2D **Store_uSequencer** [get]
- static bool isRTVoiceInScene [get]
    Checks if the 'RTVoice'-prefab is in the scene.

Additional Inherited Members

5.35.1   Detailed Description

Editor helper class.

5.35.2   Member Function Documentation

5.35.2.1   static void Crosstales.RTVoice.EditorUtil.EditorHelper.BannerOC ( ) [static]

Shows a banner for "Online Check".

5.35.2.2   static void Crosstales.RTVoice.EditorUtil.EditorHelper.InstantiatePrefab (string *prefabName*) [static]

Instantiates a prefab.

Parameters

prefabName	Name of the prefab.

5.35.2.3   static void Crosstales.RTVoice.EditorUtil.EditorHelper.NoVoicesUI ( ) [static]

Shows the "no voices found"-UI.

5.35.3 Member Data Documentation

5.35.3.1 const int Crosstales.RTVoice.EditorUtil.EditorHelper.GO_ID = 20

Start index inside the "GameObject"-menu.

5.35.3.2 const int Crosstales.RTVoice.EditorUtil.EditorHelper.MENU_ID = 11820

Start index inside the "Tools"-menu.

5.35.4 Property Documentation

5.35.4.1 bool Crosstales.RTVoice.EditorUtil.EditorHelper.isRTVoiceInScene `[static],[get]`

Checks if the 'RTVoice'-prefab is in the scene.

Returns

True if the 'RTVoice'-prefab is in the scene.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Editor/Util/EditorHelper.cs

5.36 Crosstales.ExtensionMethods Class Reference

Various extension methods.

Static Public Member Functions

- static string CTToTitleCase (this string str)

  Extension method for strings. Converts a string to title case (first letter uppercase).
- static string CTReverse (this string str)

  Extension method for strings. Reverses a string.
- static string CTReplace (this string str, string oldString, string newString, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)

  Extension method for strings. Case insensitive 'Replace'.
- static bool CTEquals (this string str, string toCheck, System.StringComparison comp=System.String↩
  Comparison.OrdinalIgnoreCase)

  Extension method for strings. Case insensitive 'Equals'.
- static bool CTContains (this string str, string toCheck, System.StringComparison comp=System.String↩
  Comparison.OrdinalIgnoreCase)

  Extension method for strings. Case insensitive 'Contains'.
- static bool CTContainsAny (this string str, string searchTerms, char splitChar= ' ')

  Extension method for strings. Contains any given string.

- static bool CTContainsAll (this string str, string searchTerms, char splitChar= ' ')

    Extension method for strings. Contains all given strings.
- static void CTShuffle< T > (this T[ ] array, int seed=0)

    Extension method for Arrays. Shuffles an Array.
- static string CTDump< T > (this T[ ] array, string prefix="", string postfix="")

    Extension method for Arrays. Dumps an array to a string.
- static string CTDump (this Quaternion[ ] array)

    Extension method for Quaternion-Arrays. Dumps an array to a string.
- static string CTDump (this Vector2[ ] array)

    Extension method for Vector2-Arrays. Dumps an array to a string.
- static string CTDump (this Vector3[ ] array)

    Extension method for Vector3-Arrays. Dumps an array to a string.
- static string CTDump (this Vector4[ ] array)

    Extension method for Vector4-Arrays. Dumps an array to a string.
- static string[ ] CTToString< T > (this T[ ] array)

    Extension method for Arrays. Generates a string array with all entries (via ToString).
- static void CTShuffle< T > (this System.Collections.Generic.IList< T > list, int seed=0)

    Extension method for IList. Shuffles a List.
- static string CTDump< T > (this System.Collections.Generic.IList< T > list, string prefix="", string postfix="")

    Extension method for IList. Dumps a list to a string.
- static string CTDump (this System.Collections.Generic.IList< Quaternion > list)

    Extension method for Quaternion-IList. Dumps a list to a string.
- static string CTDump (this System.Collections.Generic.IList< Vector2 > list)

    Extension method for Vector2-IList. Dumps a list to a string.
- static string CTDump (this System.Collections.Generic.IList< Vector3 > list)

    Extension method for Vector3-IList. Dumps a list to a string.
- static string CTDump (this System.Collections.Generic.IList< Vector4 > list)

    Extension method for Vector4-IList. Dumps a list to a string.
- static System.Collections.Generic.List< string > CTToString< T > (this System.Collections.Generic.IList< T > list)

    Extension method for IList. Generates a string list with all entries (via ToString).
- static string CTDump< K, V > (this System.Collections.Generic.IDictionary< K, V > dict, string prefix="", string postfix="")

    Extension method for IDictionary. Dumps a dictionary to a string.
- static void CTAddRange< K, V > (this System.Collections.Generic.IDictionary< K, V > source, System.↩ Collections.Generic.IDictionary< K, V > collection)

    Extension method for IDictionary. Adds a dictionary to an existing one.
- static bool CTIsVisibleFrom (this Renderer renderer, Camera camera)

    Extension method for Renderer. Determines if the renderer is visible from a certain camera.

5.36.1   Detailed Description

Various extension methods.

5.36.2   Member Function Documentation

5.36.2.1   static void Crosstales.ExtensionMethods.CTAddRange< K, V > (this System.Collections.Generic.IDictionary< K, V > *source,* System.Collections.Generic.IDictionary< K, V > *collection*) [static]

Extension method for IDictionary. Adds a dictionary to an existing one.

Parameters

source	IDictionary-instance.
collection	Dictionary to add.

5.36.2.2   static bool Crosstales.ExtensionMethods.CTContains (this string *str,* string *toCheck,* System.StringComparison *comp =* `System.StringComparison.OrdinalIgnoreCase`) `[static]`

Extension method for strings. Case insensitive 'Contains'.

Parameters

str	String-instance.
toCheck	String to check.
comp	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

True if the string contains the given string.

5.36.2.3   static bool Crosstales.ExtensionMethods.CTContainsAll (this string *str,* string *searchTerms,* char *splitChar =* ' ') `[static]`

Extension method for strings. Contains all given strings.

Parameters

str	String-instance.
searchTerms	Search terms separated by the given split-character.
splitChar	Split-character (default: ' ', optional)

Returns

True if the string contains all parts of the given string.

5.36.2.4   static bool Crosstales.ExtensionMethods.CTContainsAny (this string *str,* string *searchTerms,* char *splitChar =* ' ') `[static]`

Extension method for strings. Contains any given string.

Parameters

str	String-instance.
searchTerms	Search terms separated by the given split-character.
splitChar	Split-character (default: ' ', optional)

Returns

True if the string contains any parts of the given string.

5.36.2.5   static string Crosstales.ExtensionMethods.CTDump (this Quaternion[ ] *array* **)** `[static]`

Extension method for Quaternion-Arrays. Dumps an array to a string.

Parameters

array	Quaternion-Array-instance to dump.

Returns

String with lines for all array entries.

5.36.2.6   static string Crosstales.ExtensionMethods.CTDump (this Vector2[ ] *array* **)** `[static]`

Extension method for Vector2-Arrays. Dumps an array to a string.

Parameters

array	Vector2-Array-instance to dump.

Returns

String with lines for all array entries.

5.36.2.7   static string Crosstales.ExtensionMethods.CTDump (this Vector3[ ] *array* **)** `[static]`

Extension method for Vector3-Arrays. Dumps an array to a string.

Parameters

array	Vector3-Array-instance to dump.

Returns

String with lines for all array entries.

5.36.2.8   static string Crosstales.ExtensionMethods.CTDump (this Vector4[ ] *array* **)** `[static]`

Extension method for Vector4-Arrays. Dumps an array to a string.

Parameters

array	Vector4-Array-instance to dump.

Returns

String with lines for all array entries.

5.36.2.9   **static string Crosstales.ExtensionMethods.CTDump (this System.Collections.Generic.IList< Quaternion > *list*)** `[static]`

Extension method for Quaternion-IList. Dumps a list to a string.

Parameters

list	Quaternion-IList-instance to dump.

Returns

String with lines for all list entries.

5.36.2.10   **static string Crosstales.ExtensionMethods.CTDump (this System.Collections.Generic.IList< Vector2 > *list*)** `[static]`

Extension method for Vector2-IList. Dumps a list to a string.

Parameters

list	Vector2-IList-instance to dump.

Returns

String with lines for all list entries.

5.36.2.11   **static string Crosstales.ExtensionMethods.CTDump (this System.Collections.Generic.IList< Vector3 > *list*)** `[static]`

Extension method for Vector3-IList. Dumps a list to a string.

Parameters

list	Vector3-IList-instance to dump.

Returns

String with lines for all list entries.

5.36.2.12 static string Crosstales.ExtensionMethods.CTDump (this System.Collections.Generic.IList< Vector4 > *list*)
`[static]`

Extension method for Vector4-IList. Dumps a list to a string.

Parameters

list	Vector4-IList-instance to dump.

Returns

String with lines for all list entries.

5.36.2.13 static string Crosstales.ExtensionMethods.CTDump< K, V > (this System.Collections.Generic.IDictionary<
K, V > *dict*, string *prefix* = " ", string *postfix* = " ") `[static]`

Extension method for IDictionary. Dumps a dictionary to a string.

Parameters

dict	IDictionary-instance to dump.
prefix	Prefix for every element (default: empty, optional).
postfix	Postfix for every element (default: empty, optional).

Returns

String with lines for all dictionary entries.

5.36.2.14 static string Crosstales.ExtensionMethods.CTDump< T > (this T[ ] *array*, string *prefix* = " ", string *postfix*
= " ") `[static]`

Extension method for Arrays. Dumps an array to a string.

Parameters

array	Array-instance to dump.
prefix	Prefix for every element (default: empty, optional).
postfix	Postfix for every element (default: empty, optional).

Returns

String with lines for all array entries.

5.36.2.15   static string Crosstales.ExtensionMethods.CTDump< **T** > **(this System.Collections.Generic.IList**< **T** > *list,* **string** *prefix* **= " ",** **string** *postfix* **= " ")** `[static]`

Extension method for IList. Dumps a list to a string.

Parameters

list	IList-instance to dump.
prefix	Prefix for every element (default: empty, optional).
postfix	Postfix for every element (default: empty, optional).

Returns

    String with lines for all list entries.

5.36.2.16   static bool Crosstales.ExtensionMethods.CTEquals (this string *str,* **string** *toCheck,* **System.StringComparison** *comp* **=** `System.StringComparison.OrdinalIgnoreCase` **)** `[static]`

Extension method for strings. Case insensitive 'Equals'.

Parameters

str	String-instance.
toCheck	String to check.
comp	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

    True if the string contains the given string.

5.36.2.17   static bool Crosstales.ExtensionMethods.CTIsVisibleFrom (this Renderer *renderer,* **Camera** *camera* **)** `[static]`

Extension method for Renderer. Determines if the renderer is visible from a certain camera.

Parameters

renderer	Renderer to test the visibility.
camera	Camera for the test.

Returns

    True if the renderer is visible by the given camera.

5.36.2.18   **static string Crosstales.ExtensionMethods.CTReplace (this string** *str,* **string** *oldString,* **string** *newString,* **System.StringComparison** *comp =* `System.StringComparison.OrdinalIgnoreCase` **)** `[static]`

Extension method for strings. Case insensitive 'Replace'.

Parameters

str	String-instance.
oldString	String to replace.
newString	New replacement string.
comp	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

Replaced string.

5.36.2.19   **static string Crosstales.ExtensionMethods.CTReverse (this string** *str* **)** `[static]`

Extension method for strings. Reverses a string.

Parameters

str	String-instance.

Returns

Reversed string.

5.36.2.20   **static void Crosstales.ExtensionMethods.CTShuffle< T > (this T[ ]** *array,* **int** *seed =* 0 **)** `[static]`

Extension method for Arrays. Shuffles an Array.

Parameters

array	Array-instance to shuffle.
seed	Seed for the PRNG (default: 0 (=standard), optional)

5.36.2.21   **static void Crosstales.ExtensionMethods.CTShuffle< T > (this System.Collections.Generic.IList< T >** *list,* **int** *seed* **=** 0 **)** `[static]`

Extension method for IList. Shuffles a List.

Parameters

list	IList-instance to shuffle.
seed	Seed for the PRNG (default: 0 (=standard), optional)

5.36.2.22   static string [ ] Crosstales.ExtensionMethods.CTToString< **T** > **(this T[ ]** *array* **)** `[static]`

Extension method for Arrays. Generates a string array with all entries (via ToString).

Parameters

array	Array-instance to ToString.

Returns

>   String array with all entries (via ToString).

5.36.2.23   static System.Collections.Generic.List<**string**> **Crosstales.ExtensionMethods.CTToString**< **T** > **(this System.Collections.Generic.IList**< **T** > *list* **)** `[static]`

Extension method for IList. Generates a string list with all entries (via ToString).

Parameters

list	IList-instance to ToString.

Returns

>   String list with all entries (via ToString).

5.36.2.24   static string Crosstales.ExtensionMethods.CTToTitleCase (this string *str* **)** `[static]`

Extension method for strings. Converts a string to title case (first letter uppercase).

Parameters

str	String-instance.

Returns

>   Converted string in title case.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↩ Scripts/ExtensionMethods.cs

5.37   Crosstales.Common.Util.FFTAnalyzer Class Reference

FFT analyzer for an audio channel.

Inheritance diagram for Crosstales.Common.Util.FFTAnalyzer:

```
┌─────────────────────────────────────┐
│           MonoBehaviour              │
└─────────────────────────────────────┘
                   ▲
┌─────────────────────────────────────┐
│  Crosstales.Common.Util.FFTAnalyzer  │
└─────────────────────────────────────┘
```
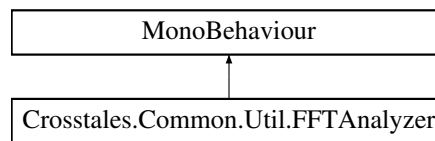
Public Member Functions

- void **Update** ()

Public Attributes

- float[ ] Samples = new float[256]

  Array for the samples. More samples mean better accuracy but it also needs more performance (default: 256).

- int Channel = 0

  summary>FFT-algorithm to analyze the audio (default: BlackmanHarris).

- FFTWindow **FFTMode** = FFTWindow.BlackmanHarris

5.37.1 Detailed Description

FFT analyzer for an audio channel.

5.37.2 Member Data Documentation

5.37.2.1 int Crosstales.Common.Util.FFTAnalyzer.Channel = 0

summary>FFT-algorithm to analyze the audio (default: BlackmanHarris).

5.37.2.2 float [ ] Crosstales.Common.Util.FFTAnalyzer.Samples = new float[256]

Array for the samples. More samples mean better accuracy but it also needs more performance (default: 256).

summary>Analyzed channel (0 = right, 1 = left, default: 0).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/←
  Scripts/Util/FFTAnalyzer.cs

5.38   Crosstales.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstales.UI.Util.FPSDisplay:

```
┌─────────────────────────────┐
│       MonoBehaviour         │
└─────────────────────────────┘
              ▲
┌─────────────────────────────┐
│ Crosstales.UI.Util.FPSDisplay │
└─────────────────────────────┘
```
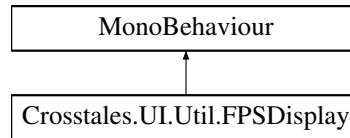
Public Member Functions

- void **Update** ()

Public Attributes

- Text FPS

  Text component to display the FPS.

5.38.1   Detailed Description

Simple FPS-Counter.

5.38.2   Member Data Documentation

5.38.2.1   Text Crosstales.UI.Util.FPSDisplay.FPS

Text component to display the FPS.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↩
  UI/Scripts/Util/FPSDisplay.cs

5.39   Crosstales.RTVoice.EditorUtil.GAApi Class Reference

GA-wrapper API.

Inheritance diagram for Crosstales.RTVoice.EditorUtil.GAApi:

```
┌──────────────────────────────────────┐
│  Crosstales.Common.EditorUtil.BaseGAApi │
└──────────────────────────────────────┘
                  ▲
┌──────────────────────────────────────┐
│  Crosstales.RTVoice.EditorUtil.GAApi   │
└──────────────────────────────────────┘
```
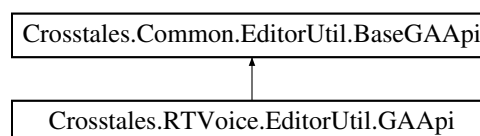
Static Public Member Functions

- static void **Event** (string category, string action, string label="", int value=0)

    Tracks an event from the asset.

Additional Inherited Members

5.39.1   Detailed Description

GA-wrapper API.

5.39.2   Member Function Documentation

5.39.2.1   static void Crosstales.RTVoice.EditorUtil.GAApi.Event (string *category,* string *action,* string *label = " ",* int *value =* 0) [static]

Tracks an event from the asset.

Parameters

category	Specifies the event category.
action	Specifies the event action.
label	Specifies the event label.
value	Specifies the event value.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Editor/Util/GAApi.cs

5.40   Crosstales.RTVoice.Demo.GUIAudioFilter Class Reference

Simple GUI for audio filters.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIAudioFilter:

```
                  ┌─────────────────────────────────────────┐
                  │              MonoBehaviour               │
                  └─────────────────────────────────────────┘
                                      ▲
                  ┌─────────────────────────────────────────┐
                  │  Crosstales.RTVoice.Demo.GUIAudioFilter  │
                  └─────────────────────────────────────────┘
```
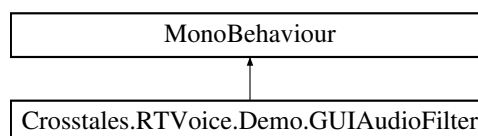
Public Member Functions

- void **Start** ()
- void **ResetFilters** ()
- void **ReverbFilterDropdownChanged** (System.Int32 index)
- void **ChorusFilterEnabled** (bool enabled)
- void **EchoFilterEnabled** (bool enabled)
- void **DistortionFilterEnabled** (bool enabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool enabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool enabled)
- void **HighPassFilterChanged** (float value)
- void **VolumeChanged** (float value)
- void **PitchChanged** (float value)

Public Attributes

- AudioSource **Source**
- AudioReverbFilter **ReverbFilter**
- AudioChorusFilter **ChorusFilter**
- AudioEchoFilter **EchoFilter**
- AudioDistortionFilter **DistortionFilter**
- AudioLowPassFilter **LowPassFilter**
- AudioHighPassFilter **HighPassFilter**
- Text **Distortion**
- Text **Lowpass**
- Text **Highpass**
- Text **Volume**
- Text **Pitch**
- Dropdown **ReverbFilterDropdown**

5.40.1   Detailed Description

Simple GUI for audio filters.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/←↩
  Demo/Scripts/GUIAudioFilter.cs

5.41   Crosstales.RTVoice.Demo.GUIDialog Class Reference

Simple GUI for runtime dialogs with all available OS voices.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIDialog:

```
┌─────────────────────────────────────┐
│            MonoBehaviour             │
└─────────────────────────────────────┘
                   ▲
                   │
┌─────────────────────────────────────┐
│  Crosstales.RTVoice.Demo.GUIDialog   │
└─────────────────────────────────────┘
```
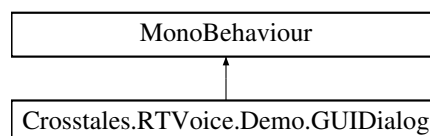
Public Member Functions

- void **Start** ()
- void **Update** ()
- void **StartDialog** ()
- void **Silence** ()
- void **ChangeRateA** (float value)
- void **ChangeRateB** (float value)
- void **ChangePitchA** (float value)
- void **ChangePitchB** (float value)
- void **ChangeVolumeA** (float value)
- void **ChangeVolumeB** (float value)
- void **GenderAChanged** (System.Int32 index)
- void **GenderBChanged** (System.Int32 index)

Public Attributes

- Dialog **DialogScript**
- Color32 **SpeakerColor** = new Color32(0, 255, 0, 192)
- Image **PanelPersonA**
- Image **PanelPersonB**
- Text **PersonA**
- Text **PersonB**

5.41.1   Detailed Description

Simple GUI for runtime dialogs with all available OS voices.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/←↩
Demo/Scripts/GUIDialog.cs

5.42   Crosstales.RTVoice.Demo.GUIMain Class Reference

Main GUI component for all demo scenes.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIMain:

```
             ┌─────────────────────────────────────┐
             │           MonoBehaviour              │
             └─────────────────────────────────────┘
                              ▲
             ┌─────────────────────────────────────┐
             │   Crosstales.RTVoice.Demo.GUIMain    │
             └─────────────────────────────────────┘
```
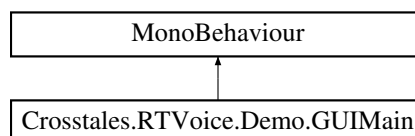
Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **OpenAssetURL** ()
- void **OpenCTURL** ()
- void **Silence** ()
- void **Quit** ()

Public Attributes

- Text **Name**
- Text **Version**
- Text **Scene**
- GameObject **NoVoices**
- Text **Errors**

5.42.1   Detailed Description

Main GUI component for all demo scenes.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↵
  Demo/Scripts/GUIMain.cs

5.43   **Crosstales.RTVoice.Demo.GUIMultiAudioFilter Class Reference**

Simple GUI for audio filters on multiple objects.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIMultiAudioFilter:

```
            ┌─────────────────────────────────────────┐
            │              MonoBehaviour              │
            └─────────────────────────────────────────┘
                              ▲
            ┌─────────────────────────────────────────┐
            │ Crosstales.RTVoice.Demo.GUIMultiAudioFilter │
            └─────────────────────────────────────────┘
```
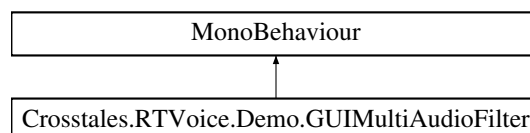
Public Member Functions

- void **Start** ()
- void **ResetFilters** ()
- void **ClearFilters** ()
- void **ReverbFilterDropdownChanged** (System.Int32 index)
- void **ChorusFilterEnabled** (bool enabled)
- void **EchoFilterEnabled** (bool enabled)
- void **DistortionFilterEnabled** (bool enabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool enabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool enabled)
- void **HighPassFilterChanged** (float value)
- void **VolumeChanged** (float value)
- void **PitchChanged** (float value)

Public Attributes

- System.Collections.Generic.List< AudioSource > **Sources** = new System.Collections.Generic.List<Audio↩
  Source>()
- System.Collections.Generic.List< AudioReverbFilter > **ReverbFilters** = new System.Collections.Generic.↩
  List<AudioReverbFilter>()
- System.Collections.Generic.List< AudioChorusFilter > **ChorusFilters** = new System.Collections.Generic.↩
  List<AudioChorusFilter>()
- System.Collections.Generic.List< AudioEchoFilter > **EchoFilters** = new System.Collections.Generic.↩
  List<AudioEchoFilter>()
- System.Collections.Generic.List< AudioDistortionFilter > **DistortionFilters** = new System.Collections.↩
  Generic.List<AudioDistortionFilter>()
- System.Collections.Generic.List< AudioLowPassFilter > **LowPassFilters** = new System.Collections.↩
  Generic.List<AudioLowPassFilter>()
- System.Collections.Generic.List< AudioHighPassFilter > **HighPassFilters** = new System.Collections.↩
  Generic.List<AudioHighPassFilter>()
- Text **Distortion**
- Text **Lowpass**
- Text **Highpass**
- Text **Volume**
- Text **Pitch**
- Dropdown **ReverbFilterDropdown**

5.43.1 Detailed Description

Simple GUI for audio filters on multiple objects.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Demo/Scripts/GUIMultiAudioFilter.cs

5.44 Crosstales.RTVoice.Demo.GUIScenes Class Reference

Main GUI scene manager for all demo scenes.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIScenes:

```
┌─────────────────────────────────────┐
│           MonoBehaviour              │
└─────────────────────────────────────┘
                  ▲
┌─────────────────────────────────────┐
│   Crosstales.RTVoice.Demo.GUIScenes  │
└─────────────────────────────────────┘
```
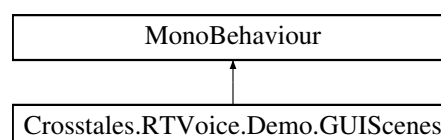
Public Member Functions

- void **LoadPrevoiusScene** ()
- void **LoadNextScene** ()

Public Attributes

- string **PreviousScene**
- string **PreviousSceneWebGL**
- string **NextScene**
- string **NextSceneWebGL**

5.44.1   Detailed Description

Main GUI scene manager for all demo scenes.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
Demo/Scripts/GUIScenes.cs

5.45   Crosstales.RTVoice.Demo.GUISpeech Class Reference

Simple GUI for runtime TTS with all available OS voices.

Inheritance diagram for Crosstales.RTVoice.Demo.GUISpeech:

```
┌─────────────────────────────────────┐
│            MonoBehaviour             │
└─────────────────────────────────────┘
                   ▲
┌─────────────────────────────────────┐
│  Crosstales.RTVoice.Demo.GUISpeech   │
└─────────────────────────────────────┘
```
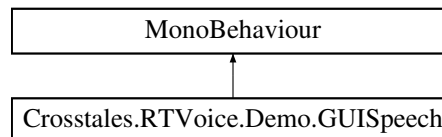
Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **OnDestroy** ()
- void **Silence** ()
- void **ChangeRate** (float rate)
- void **ChangeVolume** (float volume)
- void **ChangePitch** (float pitch)
- void **ChangeNative** (bool native)
- void **ChangeMaryTTS** (bool maryTTS)
- void **GenderChanged** (System.Int32 index)

Public Attributes

- bool **StartAsNative** = false
- GUIMultiAudioFilter **AudioFilter**
- GameObject **ItemPrefab**
- GameObject **Target**
- Scrollbar **Scroll**
- int **ColumnCount** = 1
- Vector2 **SpaceWidth** = new Vector2(8, 8)
- Vector2 **SpaceHeight** = new Vector2(8, 8)
- InputField **Input**
- InputField **Culture**
- Text **Cultures**
- Toggle **MaryToogle**
- Text **Voices**

Static Public Attributes

- static float **Rate** = 1f
- static float **Pitch** = 1f
- static float **Volume** = 1f
- static bool **isNative** = false

5.45.1   Detailed Description

Simple GUI for runtime TTS with all available OS voices.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
Demo/Scripts/GUISpeech.cs

5.46   Crosstales.RTVoice.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.RTVoice.Util.Helper:

```
┌─────────────────────────────────────┐
│   Crosstales.Common.Util.BaseHelper  │
└─────────────────────────────────────┘
                   ▲
┌─────────────────────────────────────┐
│    Crosstales.RTVoice.Util.Helper    │
└─────────────────────────────────────┘
```
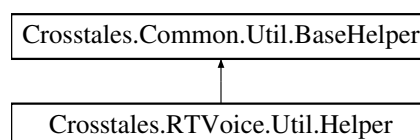
Static Public Member Functions

- static Model.Enum.Gender StringToGender (string gender)

    Converts a string to a Gender.

- static Model.Enum.Gender AppleVoiceNameToGender (string voiceName)

    Converts an Apple voice name to a Gender.

- static Model.Enum.Gender WSAVoiceNameToGender (string voiceName)

    Converts an WSA voice name to a Gender.

- static string CleanText (string text, bool removeTags=true, bool clearSpaces=true, bool clearLine↩ Endings=true)

    Cleans a given text to contain only letters or digits.

- static string MarkSpokenText (string[] speechTextArray, int wordIndex, bool markAllSpokenWords=false, string markPrefix="<color=green>", string markPostfix="</color>")

    Marks the current word or all spoken words from a given text array.

Static Public Attributes

- static System.Collections.Generic.Dictionary< int, string > **LocaleCodes** = new System.Collections.↩ Generic.Dictionary<int, string>(161)

Properties

- static bool hasBuiltInTTS `[get]`

    Checks if the current platform has built-in TTS.

- static Model.Enum.ProviderType CurrentProviderType `[get]`

    The current provider type.

Additional Inherited Members

5.46.1   Detailed Description

Various helper functions.

5.46.2   Member Function Documentation

5.46.2.1   static **Model.Enum.Gender Crosstales.RTVoice.Util.Helper.AppleVoiceNameToGender (** string *voiceName* **)** `[static]`

Converts an Apple voice name to a Gender.

Parameters

voiceName	Voice name.

Returns

Gender from the given Apple voice name.

5.46.2.2   static string Crosstales.RTVoice.Util.Helper.CleanText (string *text*, bool *removeTags =* true, bool *clearSpaces =* true, bool *clearLineEndings =* true) [static]

Cleans a given text to contain only letters or digits.

Parameters

text	Text to clean.
removeTags	Removes tags from text (default: true, optional).
clearSpaces	Clears multiple spaces from text (default: true, optional).
clearLineEndings	Clears line endings from text (default: true, optional).

Returns

Clean text with only letters and digits.

5.46.2.3   static string Crosstales.RTVoice.Util.Helper.MarkSpokenText (string[ ] *speechTextArray*, int *wordIndex*, bool *markAllSpokenWords =* false, string *markPrefix =* "<color=green>", string *markPostfix =* "</color>") [static]

Marks the current word or all spoken words from a given text array.

Parameters

speechTextArray	Array with all text fragments
wordIndex	Current word index
markAllSpokenWords	Mark the spoken words (default: false, optional)
markPrefix	Prefix for every marked word (default: green, optional)
markPostfix	Postfix for every marked word (default: green, optional)

Returns

Marked current word or all spoken words.

5.46.2.4   static Model.Enum.Gender Crosstales.RTVoice.Util.Helper.StringToGender (string *gender*) [static]

Converts a string to a Gender.

Parameters

gender	Gender as text.

Returns

> Gender from the given string.

5.46.2.5   static Model.Enum.Gender Crosstales.RTVoice.Util.Helper.WSAVoiceNameToGender (string *voiceName*) `[static]`

Converts an WSA voice name to a Gender.

Parameters

voiceName	Voice name.

Returns

> Gender from the given WSA voice name.

5.46.3   Property Documentation

5.46.3.1   Model.Enum.ProviderType Crosstales.RTVoice.Util.Helper.CurrentProviderType `[static],[get]`

The current provider type.

Returns

> Current provider type.

5.46.3.2   bool Crosstales.RTVoice.Util.Helper.hasBuiltInTTS `[static],[get]`

Checks if the current platform has built-in TTS.

Returns

> True if the current platform has built-in TTS.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/⏎
  Scripts/Util/Helper.cs

5.47   Crosstales.RTVoice.Demo.Util.iOSController Class Reference

Enables MaryTTS on iOS for specific scenes.

Inheritance diagram for Crosstales.RTVoice.Demo.Util.iOSController:

```
┌─────────────────────────────────────────────┐
│               MonoBehaviour                   │
└─────────────────────────────────────────────┘
                      ▲
                      │
┌─────────────────────────────────────────────┐
│  Crosstales.RTVoice.Demo.Util.iOSController   │
└─────────────────────────────────────────────┘
```
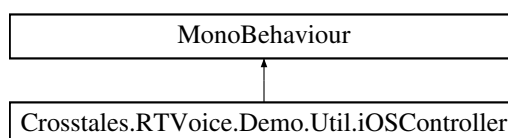
Public Member Functions

- void **Start** ()
- void **OnDestroy** ()

5.47.1   Detailed Description

Enables MaryTTS on iOS for specific scenes.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
Demo/Scripts/Util/iOSController.cs

5.48   Crosstales.RTVoice.Provider.IVoiceProvider Interface Reference

Interface for all voice providers.

Inheritance diagram for Crosstales.RTVoice.Provider.IVoiceProvider:
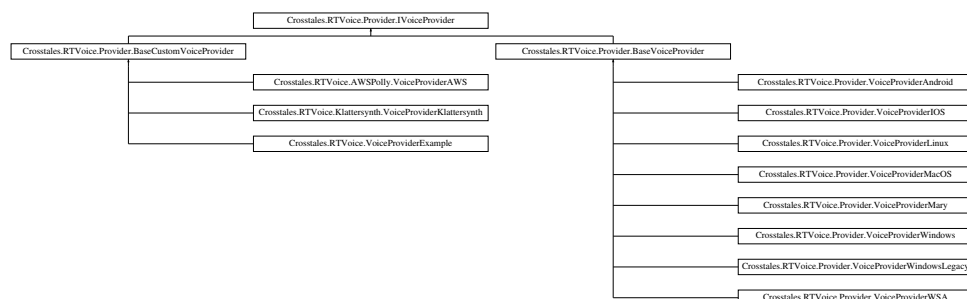
Public Member Functions

- void Silence ()

    Silence all active TTS-providers.
- void Silence (string uid)

    Silence the current TTS-provider (native mode).
- IEnumerator SpeakNative (Model.Wrapper wrapper)

    The current provider speaks a text with a given voice (native mode).
- IEnumerator Speak (Model.Wrapper wrapper)

    The current provider speaks a text with a given voice.
- IEnumerator Generate (Model.Wrapper wrapper)

    The current provider generates an audio file from a text with a given voice.

Properties

- string AudioFileExtension `[get]`

    Returns the extension of the generated audio files.
- AudioType AudioFileType `[get]`

    Returns the type of the generated audio files.
- string DefaultVoiceName `[get]`

    Returns the default voice name of the current TTS-provider.
- System.Collections.Generic.List< Model.Voice > Voices `[get]`

    Get all available voices from the current TTS-provider and fills it into a given list.
- int MaxTextLength `[get]`

    Maximal length of the speech text (in characters).
- bool isWorkingInEditor `[get]`

    Indicates if this provider is working directly inside the Unity Editor (without 'Play'-mode).
- bool isSpeakNativeSupported `[get]`

    Indicates if this provider is supporting SpeakNative.
- bool isSpeakSupported `[get]`

    Indicates if this provider is supporting Speak.
- bool isPlatformSupported `[get]`

    Indicates if this provider is supporting the current platform.
- bool isSSMLSupported `[get]`

    Indicates if this provider is supporting SSML.
- bool isOnlineService `[get]`

    Indicates if this provider is an online service like MaryTTS or AWS Polly.
- bool hasCoRoutines `[get]`

    Indicates if this provider uses co-routines.
- System.Collections.Generic.List< string > Cultures `[get]`

    Get all available cultures from the current provider (ISO 639-1).

5.48.1   Detailed Description

Interface for all voice providers.

5.48.2   Member Function Documentation

5.48.2.1   IEnumerator Crosstales.RTVoice.Provider.IVoiceProvider.Generate (Model.Wrapper *wrapper*)

The current provider generates an audio file from a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implemented in Crosstales.RTVoice.Provider.VoiceProviderWindowsLegacy, Crosstales.RTVoice.Provider.←↩
VoiceProviderLinux, Crosstales.RTVoice.Provider.VoiceProviderMacOS, Crosstales.RTVoice.Provider.Voice←↩
ProviderIOS, Crosstales.RTVoice.Provider.VoiceProviderAndroid, Crosstales.RTVoice.Provider.BaseVoice←↩
Provider, Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.Provider.BaseCustomVoice←↩
Provider, Crosstales.RTVoice.Provider.VoiceProviderWindows, Crosstales.RTVoice.Provider.VoiceProviderMary,

Crosstales.RTVoice.Provider.VoiceProviderWSA, Crosstales.RTVoice.VoiceProviderExample, and Crosstales.R↩
TVoice.Klattersynth.VoiceProviderKlattersynth.

5.48.2.2   void Crosstales.RTVoice.Provider.IVoiceProvider.Silence ( )

Silence all active TTS-providers.

Implemented in Crosstales.RTVoice.Provider.VoiceProviderAndroid, Crosstales.RTVoice.Provider.VoiceProvider↩
Mary,   Crosstales.RTVoice.Provider.VoiceProviderIOS,   Crosstales.RTVoice.Provider.BaseCustomVoiceProvider,
Crosstales.RTVoice.Provider.BaseVoiceProvider, and Crosstales.RTVoice.Provider.VoiceProviderWSA.

5.48.2.3   void Crosstales.RTVoice.Provider.IVoiceProvider.Silence (string *uid*)

Silence the current TTS-provider (native mode).

Parameters

uid	UID of the speaker

Implemented in Crosstales.RTVoice.Provider.BaseVoiceProvider, and Crosstales.RTVoice.Provider.BaseCustom↩
VoiceProvider.

5.48.2.4   IEnumerator Crosstales.RTVoice.Provider.IVoiceProvider.Speak (Model.Wrapper *wrapper*)

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implemented in Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.Provider.VoiceProvider↩
WindowsLegacy,   Crosstales.RTVoice.Provider.VoiceProviderIOS,   Crosstales.RTVoice.Provider.BaseVoice↩
Provider, Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, Crosstales.RTVoice.Provider.VoiceProvider↩
Linux,   Crosstales.RTVoice.Provider.VoiceProviderMacOS,   Crosstales.RTVoice.Provider.VoiceProviderAndroid,
Crosstales.RTVoice.VoiceProviderExample, Crosstales.RTVoice.Provider.VoiceProviderWindows, Crosstales.RT↩
Voice.Klattersynth.VoiceProviderKlattersynth, Crosstales.RTVoice.Provider.VoiceProviderMary, and Crosstales.R↩
TVoice.Provider.VoiceProviderWSA.

5.48.2.5   IEnumerator Crosstales.RTVoice.Provider.IVoiceProvider.SpeakNative (Model.Wrapper *wrapper*)

The current provider speaks a text with a given voice (native mode).

Parameters

wrapper	Wrapper containing the data.

Implemented in Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.Provider.VoiceProviderI↩

OS, Crosstales.RTVoice.VoiceProviderExample, Crosstales.RTVoice.Provider.BaseVoiceProvider, Crosstales.RT↩
Voice.Provider.BaseCustomVoiceProvider, Crosstales.RTVoice.Provider.VoiceProviderWindowsLegacy, Crosstales.↩
RTVoice.Klattersynth.VoiceProviderKlattersynth, Crosstales.RTVoice.Provider.VoiceProviderMary, Crosstales.↩
RTVoice.Provider.VoiceProviderLinux, Crosstales.RTVoice.Provider.VoiceProviderWindows, Crosstales.RT↩
Voice.Provider.VoiceProviderWSA, Crosstales.RTVoice.Provider.VoiceProviderMacOS, and Crosstales.RTVoice.↩
Provider.VoiceProviderAndroid.

5.48.3 Property Documentation

5.48.3.1 string Crosstales.RTVoice.Provider.IVoiceProvider.AudioFileExtension `[get]`

Returns the extension of the generated audio files.

Returns

Extension of the generated audio files.

5.48.3.2 AudioType Crosstales.RTVoice.Provider.IVoiceProvider.AudioFileType `[get]`

Returns the type of the generated audio files.

Returns

Type of the generated audio files.

5.48.3.3 System.Collections.Generic.List<string> Crosstales.RTVoice.Provider.IVoiceProvider.Cultures `[get]`

Get all available cultures from the current provider (ISO 639-1).

Returns

All available cultures (alphabetically ordered by 'Culture') as a list.

5.48.3.4 string Crosstales.RTVoice.Provider.IVoiceProvider.DefaultVoiceName `[get]`

Returns the default voice name of the current TTS-provider.

Returns

Default voice name of the current TTS-provider.

5.48.3.5 bool Crosstales.RTVoice.Provider.IVoiceProvider.hasCoRoutines `[get]`

Indicates if this provider uses co-routines.

Returns

Provider uses co-routines.

5.48.3.6   bool Crosstales.RTVoice.Provider.IVoiceProvider.isOnlineService `[get]`

Indicates if this provider is an online service like MaryTTS or AWS Polly.

Returns

Provider is an online service.

5.48.3.7   bool Crosstales.RTVoice.Provider.IVoiceProvider.isPlatformSupported `[get]`

Indicates if this provider is supporting the current platform.

Returns

Provider supports current platform.

5.48.3.8   bool Crosstales.RTVoice.Provider.IVoiceProvider.isSpeakNativeSupported `[get]`

Indicates if this provider is supporting SpeakNative.

Returns

Provider supports SpeakNative.

5.48.3.9   bool Crosstales.RTVoice.Provider.IVoiceProvider.isSpeakSupported `[get]`

Indicates if this provider is supporting Speak.

Returns

Provider supports Speak.

5.48.3.10   bool Crosstales.RTVoice.Provider.IVoiceProvider.isSSMLSupported `[get]`

Indicates if this provider is supporting SSML.

Returns

Provider supports SSML.

5.48.3.11   bool Crosstales.RTVoice.Provider.IVoiceProvider.isWorkingInEditor `[get]`

Indicates if this provider is working directly inside the Unity Editor (without 'Play'-mode).

Returns

The provider is working directly inside the Unity Editor.

5.48.3.12   int Crosstales.RTVoice.Provider.IVoiceProvider.MaxTextLength `[get]`

Maximal length of the speech text (in characters).

Returns

The maximal length of the speech text.

5.48.3.13   System.Collections.Generic.List<**Model.Voice**> **Crosstales.RTVoice.Provider.IVoiceProvider.Voices** `[get]`

Get all available voices from the current TTS-provider and fills it into a given list.

Returns

All available voices (alphabetically ordered by 'Name') as a list.

The documentation for this interface was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Scripts/Provider/IVoiceProvider.cs

5.49   Crosstales.RTVoice.EditorTask.Launch Class Reference

Show the configuration window on the first launch.

5.49.1   Detailed Description

Show the configuration window on the first launch.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Editor/Task/Launch.cs

5.50   Crosstales.RTVoice.LiveSpeaker Class Reference

Wrapper of the main component from RTVoice for MonoBehaviour-access (like "SendMessage").

Inheritance diagram for Crosstales.RTVoice.LiveSpeaker:

```
        MonoBehaviour
             ▲
             │
  Crosstales.RTVoice.LiveSpeaker
```
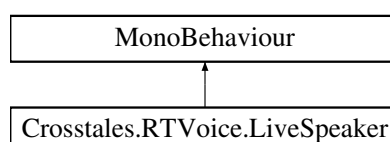
Public Member Functions

- void SpeakNative (Model.Wrapper wrapper)

    Speaks a text with a given wrapper -> native mode.
- void SpeakNative (string args)

    Speaks a text with a given array of arguments (native mode).
- void SpeakNative (string[ ] args)

    Speaks a text with a given array of arguments (native mode).
- void Speak (Model.Wrapper wrapper)

    Speaks a text with a given wrapper.
- void Speak (string args)

    Speaks a text with a given array of arguments.
- void Speak (string[ ] args)

    Speaks a text with a given array of arguments.
- void Silence ()

    Silence all active TTS-voices.
- void SetVoices (string voices)

    Sets all voices from iOS.
- void WordSpoken (string word)

    The current spoken word from iOS.
- void SetState (string state)

    Sets the state from iOS.

5.50.1   Detailed Description

Wrapper of the main component from RTVoice for MonoBehaviour-access (like "SendMessage").

5.50.2   Member Function Documentation

5.50.2.1   void Crosstales.RTVoice.LiveSpeaker.SetState (string *state*)

Sets the state from iOS.

Parameters

voices	State from iOS.

5.50.2.2   void Crosstales.RTVoice.LiveSpeaker.SetVoices (string *voices*)

Sets all voices from iOS.

Parameters

voices	All voices from iOS.

5.50.2.3   void Crosstales.RTVoice.LiveSpeaker.Silence ( )

Silence all active TTS-voices.

5.50.2.4   void Crosstales.RTVoice.LiveSpeaker.Speak (Model.Wrapper *wrapper* **)**

Speaks a text with a given wrapper.

Parameters

wrapper	Wrapper with the speech details.

5.50.2.5   void Crosstales.RTVoice.LiveSpeaker.Speak (string *args* **)**

Speaks a text with a given array of arguments.

Important: you can't specify the AudioSource with this method!

Parameters

args	Argument string delimited by ';': 0 = text, 1 = culture (optional), 2 = voiceName (optional), 3 = rate (optional), 4 = volume (optional), 5 = pitch (optional).

5.50.2.6   void Crosstales.RTVoice.LiveSpeaker.Speak (string[ ] *args* **)**

Speaks a text with a given array of arguments.

Important: you can't specify the AudioSource with this method!

Parameters

args	Argument index: 0 = text, 1 = culture (optional), 2 = voiceName (optional), 3 = rate (optional), 4 = pitch (optional), 5 = volume (optional).

5.50.2.7   void Crosstales.RTVoice.LiveSpeaker.SpeakNative (Model.Wrapper *wrapper* **)**

Speaks a text with a given wrapper -> native mode.

Parameters

wrapper	Wrapper with the speech details.

5.50.2.8   void Crosstales.RTVoice.LiveSpeaker.SpeakNative (string *args*)

Speaks a text with a given array of arguments (native mode).

Parameters

args	Argument string delimited by ';': 0 = text, 1 = culture (optional), 2 = voiceName (optional), 3 = rate (optional), 4 = volume (optional), 5 = pitch (optional).

5.50.2.9   void Crosstales.RTVoice.LiveSpeaker.SpeakNative (string[ ] *args*)

Speaks a text with a given array of arguments (native mode).

Parameters

args	Argument index: 0 = text, 1 = culture (optional), 2 = voiceName (optional), 3 = rate (optional), 4 = pitch (optional), 5 = volume (optional).

5.50.2.10   void Crosstales.RTVoice.LiveSpeaker.WordSpoken (string *word*)

The current spoken word from iOS.

Parameters

voices	Current spoken word from iOS.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩ Scripts/LiveSpeaker.cs

5.51   Crosstales.RTVoice.Tool.Loudspeaker Class Reference

Loudspeaker for an AudioSource.

Inheritance diagram for Crosstales.RTVoice.Tool.Loudspeaker:

```
┌─────────────────────────────────────┐
│           MonoBehaviour              │
└─────────────────────────────────────┘
                   ▲
                   │
┌─────────────────────────────────────┐
│  Crosstales.RTVoice.Tool.Loudspeaker │
└─────────────────────────────────────┘
```
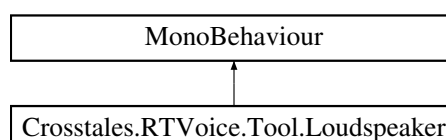
Public Member Functions

- void **Awake** ()
- void **Start** ()
- void **Update** ()
- void **FixedUpdate** ()
- void **OnDisable** ()

Public Attributes

- AudioSource Source

    Origin AudioSource.
- bool Synchronized = false

    Synchronize with the origin (default: false).
- bool SilenceSource = true

    Silence the origin (default: true).

Properties

- bool isSynchronized `[get, set]`

    Synchronize with the origin (main use is for UI).
- bool isSilenceSource `[get, set]`

    Silence the origin (main use is for UI).

5.51.1   Detailed Description

Loudspeaker for an AudioSource.

5.51.2   Member Data Documentation

5.51.2.1   bool Crosstales.RTVoice.Tool.Loudspeaker.SilenceSource = true

Silence the origin (default: true).

5.51.2.2   AudioSource Crosstales.RTVoice.Tool.Loudspeaker.Source

Origin AudioSource.

5.51.2.3   bool Crosstales.RTVoice.Tool.Loudspeaker.Synchronized = false

Synchronize with the origin (default: false).

5.51.3 Property Documentation

5.51.3.1 bool Crosstales.RTVoice.Tool.Loudspeaker.isSilenceSource `[get],[set]`

Silence the origin (main use is for UI).

5.51.3.2 bool Crosstales.RTVoice.Tool.Loudspeaker.isSynchronized `[get],[set]`

Synchronize with the origin (main use is for UI).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩ Scripts/Tool/Loudspeaker.cs

5.52 Crosstales.RTVoice.EditorExtension.LoudspeakerEditor Class Reference

Custom editor for the 'Loudspeaker'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.LoudspeakerEditor:

```
┌─────────────────────────────────────────────────────────┐
│                         Editor                           │
└─────────────────────────────────────────────────────────┘
                            ▲
                            │
┌─────────────────────────────────────────────────────────┐
│   Crosstales.RTVoice.EditorExtension.LoudspeakerEditor   │
└─────────────────────────────────────────────────────────┘
```
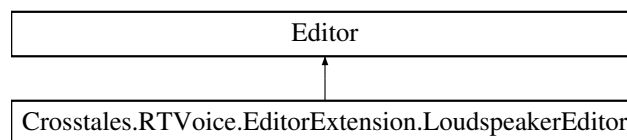
Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

5.52.1 Detailed Description

Custom editor for the 'Loudspeaker'-class.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩ Editor/Extension/LoudspeakerEditor.cs

5.53 Crosstales.RTVoice.Demo.Util.MaterialChanger Class Reference

Changes the material of a renderer while an AudioSource is playing.

Inheritance diagram for Crosstales.RTVoice.Demo.Util.MaterialChanger:

```
┌─────────────────────────────────────────────────┐
│                 MonoBehaviour                    │
└─────────────────────────────────────────────────┘
                        ▲
                        │
┌─────────────────────────────────────────────────┐
│   Crosstales.RTVoice.Demo.Util.MaterialChanger   │
└─────────────────────────────────────────────────┘
```
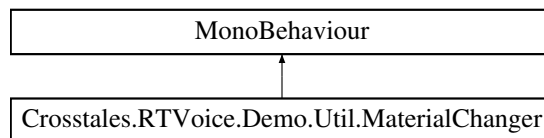
Public Member Functions

- void **Start** ()
- void **Update** ()

Public Attributes

- AudioSource **Source**
- Material **ActiveMaterial**

5.53.1 Detailed Description

Changes the material of a renderer while an AudioSource is playing.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Demo/Scripts/Util/MaterialChanger.cs

5.54 Crosstales.RTVoice.Demo.NativeAudio Class Reference

Simple example with native audio for exact timing.

Inheritance diagram for Crosstales.RTVoice.Demo.NativeAudio:

```
┌─────────────────────────────────────────────────┐
│                 MonoBehaviour                    │
└─────────────────────────────────────────────────┘
                        ▲
                        │
┌─────────────────────────────────────────────────┐
│        Crosstales.RTVoice.Demo.NativeAudio       │
└─────────────────────────────────────────────────┘
```

Public Member Functions

- void **Start** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **StartTTS** ()
- void **Silence** ()

Public Attributes

- string **SpeechText** = "This is an example with native audio for exact timing (e.g. animations)."
- bool **PlayOnStart** = false
- float **Delay** = 1f

5.54.1   Detailed Description

Simple example with native audio for exact timing.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Demo/Scripts/NativeAudio.cs

5.55   Crosstales.RTVoice.Demo.Util.NativeController Class Reference

Enables or disable game objects for native mode.

Inheritance diagram for Crosstales.RTVoice.Demo.Util.NativeController:

```
┌─────────────────────────────────────────────────┐
│                  MonoBehaviour                    │
└─────────────────────────────────────────────────┘
                         ▲
┌─────────────────────────────────────────────────┐
│  Crosstales.RTVoice.Demo.Util.NativeController    │
└─────────────────────────────────────────────────┘
```
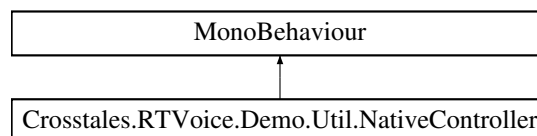
Public Member Functions

- void **Update** ()

Public Attributes

- bool Active = true
    Enable or disable the 'Objects' for native mode (default: true).
- GameObject[ ] Objects
    Selected objects for the controller.

5.55.1   Detailed Description

Enables or disable game objects for native mode.

5.55.2   Member Data Documentation

5.55.2.1   bool Crosstales.RTVoice.Demo.Util.NativeController.Active = true

Enable or disable the 'Objects' for native mode (default: true).

5.55.2.2   GameObject [ ] Crosstales.RTVoice.Demo.Util.NativeController.Objects

Selected objects for the controller.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/$\hookleftarrow$
  Demo/Scripts/Util/NativeController.cs

5.56   Crosstales.Common.EditorTask.NYCheck Class Reference

Checks if a 'Happy new year'-message must be displayed.

5.56.1   Detailed Description

Checks if a 'Happy new year'-message must be displayed.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/$\hookleftarrow$
  Editor/Task/NYCheck.cs

5.57   Crosstales.RTVoice.Tool.Paralanguage Class Reference

Para-language simulator with audio files.

Inheritance diagram for Crosstales.RTVoice.Tool.Paralanguage:
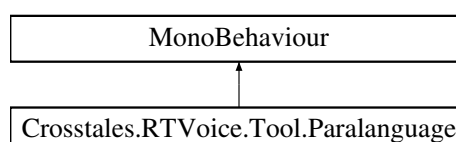
Public Member Functions

- void **Awake** ()
- void **Start** ()
- void **OnDestroy** ()
- void **OnValidate** ()
- void Speak ()

    Speak the text.
- void Silence ()

    Silence the speech.

Public Attributes

- string Text = string.Empty

    Text to speak.
- Model.VoiceAlias Voices

    Voices for the speech.
- Model.Enum.SpeakMode Mode = Model.Enum.SpeakMode.Speak

    Speak mode (default: 'Speak').
- AudioClip[ ] Clips

    Audio clips to play.
- float Rate = 1f

    Speech rate of the speaker in percent (1 = 100%, default: 1, optional).
- float Pitch = 1f

    Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).
- float Volume = 1f

    Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).
- bool PlayOnStart = false

    Enable speaking of the text on start (default: false).
- float Delay = 0f

    Delay until the speech for this text starts (default: 0).

Properties

- ParalanguageStart OnParalanguageStart

    An event triggered whenever a Paralanguage 'Speak' is started.
- ParalanguageComplete OnParalanguageComplete

    An event triggered whenever a Paralanguage 'Speak' is completed.
- string CurrentText `[get, set]`

    Text to speak (main use is for UI).
- float CurrentRate `[get, set]`

    Speech rate of the speaker in percent (main use is for UI).
- float CurrentPitch `[get, set]`

    Speech pitch of the speaker in percent (main use is for UI).
- float CurrentVolume `[get, set]`

    Volume of the speaker in percent (main use is for UI).

5.57.1   Detailed Description

Para-language simulator with audio files.

5.57.2   Member Function Documentation

5.57.2.1   void Crosstales.RTVoice.Tool.Paralanguage.Silence (   )

Silence the speech.

5.57.2.2   void Crosstales.RTVoice.Tool.Paralanguage.Speak (   )

Speak the text.

5.57.3   Member Data Documentation

5.57.3.1   AudioClip [ ] Crosstales.RTVoice.Tool.Paralanguage.Clips

Audio clips to play.

5.57.3.2   float Crosstales.RTVoice.Tool.Paralanguage.Delay = 0f

Delay until the speech for this text starts (default: 0).

5.57.3.3   Model.Enum.SpeakMode Crosstales.RTVoice.Tool.Paralanguage.Mode = Model.Enum.SpeakMode.Speak

Speak mode (default: 'Speak').

5.57.3.4   float Crosstales.RTVoice.Tool.Paralanguage.Pitch = 1f

Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).

5.57.3.5   bool Crosstales.RTVoice.Tool.Paralanguage.PlayOnStart = false

Enable speaking of the text on start (default: false).

5.57.3.6   float Crosstales.RTVoice.Tool.Paralanguage.Rate = 1f

Speech rate of the speaker in percent (1 = 100%, default: 1, optional).

5.57.3.7   string Crosstales.RTVoice.Tool.Paralanguage.Text = string.Empty

Text to speak.

5.57.3.8   Model.VoiceAlias Crosstales.RTVoice.Tool.Paralanguage.Voices

Voices for the speech.

5.57.3.9   float Crosstales.RTVoice.Tool.Paralanguage.Volume = 1f

Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).

5.57.4   Property Documentation

5.57.4.1   float Crosstales.RTVoice.Tool.Paralanguage.CurrentPitch `[get],[set]`

Speech pitch of the speaker in percent (main use is for UI).

5.57.4.2   float Crosstales.RTVoice.Tool.Paralanguage.CurrentRate `[get],[set]`

Speech rate of the speaker in percent (main use is for UI).

5.57.4.3   string Crosstales.RTVoice.Tool.Paralanguage.CurrentText `[get],[set]`

Text to speak (main use is for UI).

5.57.4.4   float Crosstales.RTVoice.Tool.Paralanguage.CurrentVolume `[get],[set]`

Volume of the speaker in percent (main use is for UI).

5.57.4.5   ParalanguageComplete Crosstales.RTVoice.Tool.Paralanguage.OnParalanguageComplete `[add],[remove]`

An event triggered whenever a Paralanguage 'Speak' is completed.

5.57.4.6   ParalanguageStart Crosstales.RTVoice.Tool.Paralanguage.OnParalanguageStart `[add],[remove]`

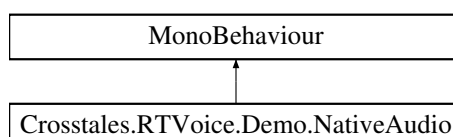An event triggered whenever a Paralanguage 'Speak' is started.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↵
  Scripts/Tool/Paralanguage.cs

5.58 HutongGames.PlayMaker.Actions.Paralanguage Class Reference

Paralanguage-action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.Paralanguage:

```
        ┌─────────────────────────────────────────────────────┐
        │                   FsmStateAction                    │
        └─────────────────────────────────────────────────────┘
                                 ▲
        ┌─────────────────────────────────────────────────────┐
        │     HutongGames.PlayMaker.Actions.BaseRTVAction      │
        └─────────────────────────────────────────────────────┘
                                 ▲
        ┌─────────────────────────────────────────────────────┐
        │     HutongGames.PlayMaker.Actions.Paralanguage       │
        └─────────────────────────────────────────────────────┘
```

Public Member Functions

- override void **OnEnter** ()
- override void **OnExit** ()

Public Attributes

- Crosstales.RTVoice.Tool.Paralanguage Obj
    Add a Paralanguage (default: first object in scene).

5.58.1 Detailed Description

Paralanguage-action for PlayMaker.

5.58.2 Member Data Documentation

5.58.2.1 Crosstales.RTVoice.Tool.Paralanguage HutongGames.PlayMaker.Actions.Paralanguage.Obj

Add a Paralanguage (default: first object in scene).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd   party/RTVoice_3rd_party/Assets/Plugins/crosstales/RT←
  Voice/3rd party/PlayMaker/Scripts/Paralanguage.cs

5.59 Crosstales.RTVoice.EditorExtension.ParalanguageEditor Class Reference

Custom editor for the 'Paralanguage'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.ParalanguageEditor:

```
        ┌─────────────────────────────────────────────────────┐
        │                       Editor                        │
        └─────────────────────────────────────────────────────┘
                                 ▲
        ┌─────────────────────────────────────────────────────┐
        │  Crosstales.RTVoice.EditorExtension.ParalanguageEditor  │
        └─────────────────────────────────────────────────────┘
```

Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- override void **OnInspectorGUI** ()

5.59.1 Detailed Description

Custom editor for the 'Paralanguage'-class.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
Editor/Extension/ParalanguageEditor.cs

5.60 Crosstales.RTVoice.PlayMaker.ParalanguageEditor Class Reference

Custom editor for the Paralanguage-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.ParalanguageEditor:

```
┌─────────────────────────────────────────────────────┐
│                 CustomActionEditor                  │
└─────────────────────────────────────────────────────┘
                          ▲
┌─────────────────────────────────────────────────────┐
│     Crosstales.RTVoice.PlayMaker.BaseRTVEditor      │
└─────────────────────────────────────────────────────┘
                          ▲
┌─────────────────────────────────────────────────────┐
│  Crosstales.RTVoice.PlayMaker.ParalanguageEditor    │
└─────────────────────────────────────────────────────┘
```

Additional Inherited Members

5.60.1 Detailed Description

Custom editor for the Paralanguage-action.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd   party/RTVoice_3rd_party/Assets/Plugins/crosstales/RT↩
Voice/3rd party/PlayMaker/Editor/ParalanguageEditor.cs

5.61   Crosstales.Common.Util.PlatformController Class Reference

Enables or disable game objects for a given platform.

Inheritance diagram for Crosstales.Common.Util.PlatformController:

```
┌─────────────────────────────────────────────────┐
│                 MonoBehaviour                    │
└─────────────────────────────────────────────────┘
                        ▲
                        │
┌─────────────────────────────────────────────────┐
│     Crosstales.Common.Util.PlatformController    │
└─────────────────────────────────────────────────┘
                        ▲
                        │
┌─────────────────────────────────────────────────┐
│  Crosstales.RTVoice.Demo.Util.PlatformController │
└─────────────────────────────────────────────────┘
```
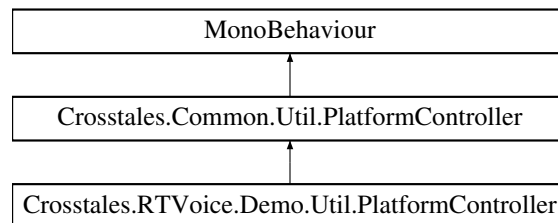
Public Member Functions

- virtual void **Start** ()

Public Attributes

- System.Collections.Generic.List< Model.Enum.Platform > Platforms
   Selected platforms for the controller.
- bool **Active** = true
- GameObject[ ] Objects
   Selected objects for the controller.

Protected Member Functions

- void **selectPlatform** ()
- void **activateGO** ()

Protected Attributes

- Model.Enum.Platform **currentPlatform**

5.61.1   Detailed Description

Enables or disable game objects for a given platform.

5.61.2   Member Data Documentation

5.61.2.1   GameObject [ ] Crosstales.Common.Util.PlatformController.Objects

Selected objects for the controller.

5.61.2.2 System.Collections.Generic.List<Model.Enum.Platform> Crosstales.Common.Util.PlatformController.Platforms

Selected platforms for the controller.

summary>Enable or disable the 'Objects' for the selected 'Platforms' (default: true).
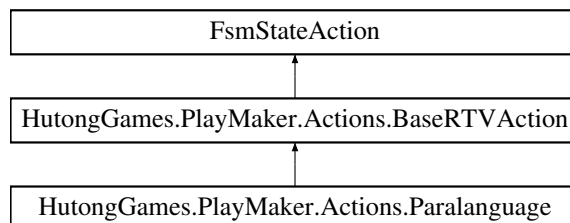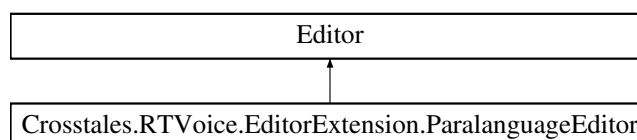
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↩
  Scripts/Util/PlatformController.cs

5.62 Crosstales.RTVoice.Demo.Util.PlatformController Class Reference

Enables or disable game objects for a given platform.

Inheritance diagram for Crosstales.RTVoice.Demo.Util.PlatformController:

MonoBehaviour

↑

Crosstales.Common.Util.PlatformController

↑

Crosstales.RTVoice.Demo.Util.PlatformController

Public Member Functions

- override void **Start** ()
- void **OnEnable** ()
- void **OnDisable** ()

Additional Inherited Members

5.62.1 Detailed Description

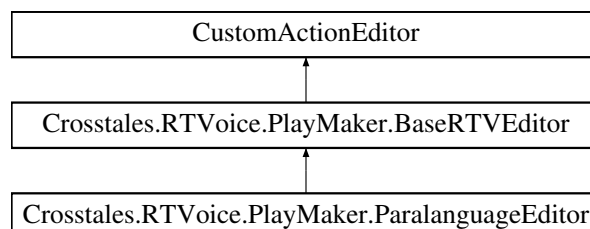Enables or disable game objects for a given platform.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Demo/Scripts/Util/PlatformController.cs

5.63   Crosstales.RTVoice.Demo.PreGeneratedAudio Class Reference

Simple example with pre-generated audio for exact timing.

Inheritance diagram for Crosstales.RTVoice.Demo.PreGeneratedAudio:

```
┌─────────────────────────────────────────────┐
│                MonoBehaviour                 │
└─────────────────────────────────────────────┘
                       ▲
┌─────────────────────────────────────────────┐
│  Crosstales.RTVoice.Demo.PreGeneratedAudio   │
└─────────────────────────────────────────────┘
```
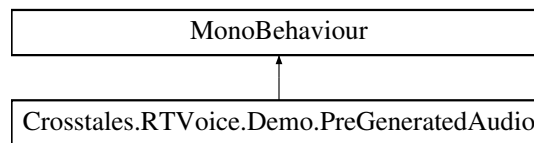
Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **Play** ()
- void **Silence** ()
- void **Stop** ()

Public Attributes

- string **SpeechText** = "This is an example with pre-generated audio for exact timing (e.g. animations)."
- bool **PlayOnStart** = false

5.63.1   Detailed Description

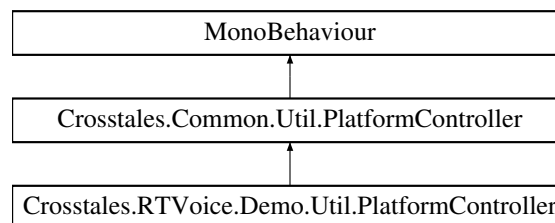Simple example with pre-generated audio for exact timing.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Demo/Scripts/PreGeneratedAudio.cs

5.64   Crosstales.Common.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstales.Common.Util.RandomColor:
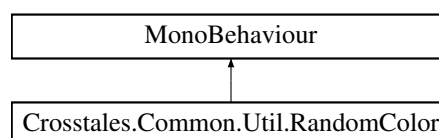
```
┌─────────────────────────────────────────────┐
│                MonoBehaviour                 │
└─────────────────────────────────────────────┘
                       ▲
┌─────────────────────────────────────────────┐
│       Crosstales.Common.Util.RandomColor     │
└─────────────────────────────────────────────┘
```

Public Member Functions

- void **Start** ()
- void **Update** ()

Public Attributes

- bool UseInterval = true

    Use intervals to change the color (default: true).
- Vector2 ChangeInterval = new Vector2(5, 10)

    summary>Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).
- Vector2 HueRange = new Vector2(0f, 1f)

    summary>Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 SaturationRange = new Vector2(1f, 1f)

    summary>Random value range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 ValueRange = new Vector2(1f, 1f)

    summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 AlphaRange = new Vector2(1f, 1f)

    summary>Use gray scale colors (default: false).
- bool GrayScale = false

    summary>Modify the color of a material instead of the Renderer (default: not set, optional).
- Material Material

    summary>Set the object to a random color at Start (default: false).
- bool **RandomColorAtStart** = false

5.64.1   Detailed Description

Random color changer.

5.64.2   Member Data Documentation

5.64.2.1   Vector2 Crosstales.Common.Util.RandomColor.AlphaRange = new Vector2(1f, 1f)

summary>Use gray scale colors (default: false).

5.64.2.2   Vector2 Crosstales.Common.Util.RandomColor.ChangeInterval = new Vector2(5, 10)

summary>Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).

5.64.2.3   bool Crosstales.Common.Util.RandomColor.GrayScale = false

summary>Modify the color of a material instead of the Renderer (default: not set, optional).

5.64.2.4   Vector2 Crosstales.Common.Util.RandomColor.HueRange = new Vector2(0f, 1f)

summary>Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).

5.64.2.5 Material Crosstales.Common.Util.RandomColor.Material

summary>Set the object to a random color at Start (default: false).

5.64.2.6 Vector2 Crosstales.Common.Util.RandomColor.SaturationRange = new Vector2(1f, 1f)

summary>Random value range between min (= x) and max (= y) (default: x = 1, y = 1).

5.64.2.7 bool Crosstales.Common.Util.RandomColor.UseInterval = true

Use intervals to change the color (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 5, y = 10).

5.64.2.8 Vector2 Crosstales.Common.Util.RandomColor.ValueRange = new Vector2(1f, 1f)

summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↩
  Scripts/Util/RandomColor.cs

5.65 Crosstales.Common.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.Common.Util.RandomRotator:

```
┌─────────────────────────────────────────────┐
│             MonoBehaviour                     │
└─────────────────────────────────────────────┘
                      ▲
┌─────────────────────────────────────────────┐
│   Crosstales.Common.Util.RandomRotator       │
└─────────────────────────────────────────────┘
```

Public Member Functions

- void **Start** ()
- void **Update** ()

Public Attributes

- bool UseInterval = true

    Use intervals to change the rotation (default: true).
- Vector2 ChangeInterval = new Vector2(10, 20)

    summary>Minimum rotation speed per axis (default: 5 for all axis).
- Vector3 SpeedMin = new Vector3(5, 5, 5)

    summary>Maximum rotation speed per axis (default: 15 for all axis).
- Vector3 SpeedMax = new Vector3(15, 15, 15)

    summary>Set the object to a random rotation at Start (default: false).
- bool **RandomRotationAtStart** = false

5.65.1   Detailed Description

Random rotation changer.

5.65.2   Member Data Documentation

5.65.2.1   Vector2 Crosstales.Common.Util.RandomRotator.ChangeInterval = new Vector2(10, 20)

summary>Minimum rotation speed per axis (default: 5 for all axis).

5.65.2.2   Vector3 Crosstales.Common.Util.RandomRotator.SpeedMax = new Vector3(15, 15, 15)

summary>Set the object to a random rotation at Start (default: false).

5.65.2.3   Vector3 Crosstales.Common.Util.RandomRotator.SpeedMin = new Vector3(5, 5, 5)

summary>Maximum rotation speed per axis (default: 15 for all axis).

5.65.2.4   bool Crosstales.Common.Util.RandomRotator.UseInterval = true

Use intervals to change the rotation (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).
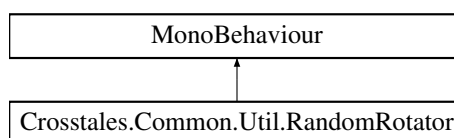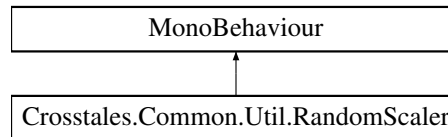
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/←
  Scripts/Util/RandomRotator.cs

5.66   Crosstales.Common.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.Common.Util.RandomScaler:

```
┌─────────────────────────────────────┐
│           MonoBehaviour             │
└─────────────────────────────────────┘
                   ▲
                   │
┌─────────────────────────────────────┐
│  Crosstales.Common.Util.RandomScaler │
└─────────────────────────────────────┘
```

Public Member Functions

- void **Start** ()
- void **Update** ()

Public Attributes

- bool UseInterval = true

    Use intervals to change the scale (default: true).
- Vector2 ChangeInterval = new Vector2(10, 20)

    summary>Minimum scale per axis (default: 0.1 for all axis).
- Vector3 ScaleMin = new Vector3(0.1f, 0.1f, 0.1f)

    summary>Maximum scale per axis (default: 0.1 for all axis).
- Vector3 ScaleMax = new Vector3(3, 3, 3)

    summary>Uniform scaling for all axis (x-axis values will be used, default: true).
- bool Uniform = true

    summary>Set the object to a random scale at Start (default: false).
- bool **RandomScaleAtStart** = false

5.66.1   Detailed Description

Random scale changer.

5.66.2   Member Data Documentation

5.66.2.1   Vector2 Crosstales.Common.Util.RandomScaler.ChangeInterval = new Vector2(10, 20)

summary>Minimum scale per axis (default: 0.1 for all axis).

5.66.2.2   Vector3 Crosstales.Common.Util.RandomScaler.ScaleMax = new Vector3(3, 3, 3)

summary>Uniform scaling for all axis (x-axis values will be used, default: true).

5.66.2.3 Vector3 Crosstales.Common.Util.RandomScaler.ScaleMin = new Vector3(0.1f, 0.1f, 0.1f)

summary>Maximum scale per axis (default: 0.1 for all axis).

5.66.2.4 bool Crosstales.Common.Util.RandomScaler.Uniform = true

summary>Set the object to a random scale at Start (default: false).

5.66.2.5 bool Crosstales.Common.Util.RandomScaler.UseInterval = true

Use intervals to change the scale (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↩
  Scripts/Util/RandomScaler.cs

5.67 Crosstales.RTVoice.EditorTask.ReminderCheck Class Reference

Reminds the customer to create an UAS review.

5.67.1 Detailed Description
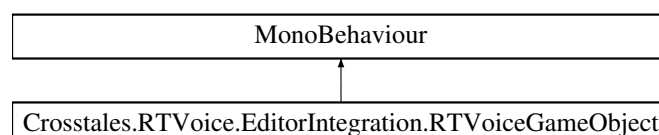
Reminds the customer to create an UAS review.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Editor/Task/ReminderCheck.cs

5.68 Crosstales.RTVoice.EditorIntegration.RTVoiceGameObject Class Reference

Editor component for the "Hierarchy"-menu.

Inheritance diagram for Crosstales.RTVoice.EditorIntegration.RTVoiceGameObject:

| MonoBehaviour |
| --- |
| Crosstales.RTVoice.EditorIntegration.RTVoiceGameObject |

5.68.1   Detailed Description

Editor component for the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/←
  Editor/Integration/RTVoiceGameObject.cs

5.69   RTVoiceIOSBridge Class Reference

Inheritance diagram for RTVoiceIOSBridge:

```
┌─────────────────────┐
│      NSObject        │
└─────────────────────┘
           ▲
           │
┌─────────────────────┐
│  RTVoiceIOSBridge   │
└─────────────────────┘
```
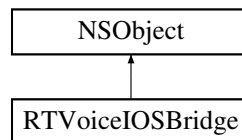
Instance Methods

- (void) - setVoices
- (void) - speak:text:rate:pitch:volume:
- (void) - stop

5.69.1   Method Documentation

5.69.1.1   - (void) setVoices

Collects and sends all voices to RTVoice.

5.69.1.2   - (void) speak: (NSString ∗) *id* text:(NSString ∗) *text* rate:(float) *rate* pitch:(float) *pitch* volume:(float) *volume*

Speaks the string with a given rate, pitch, volume and culture.

Parameters

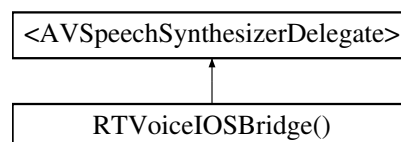|	
name	Name of the voice to speak
text	Text to speak
rate	Speech rate of the speaker in percent
pitch	Pitch of the speech in percent
volume	Volume of the speaker in percent

5.69.1.3 - (void) stop

Stops speaking

The documentation for this class was generated from the following files:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Wrapper/iOS/RTVoiceIOSBridge.h
- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Wrapper/iOS/RTVoiceIOSBridge.mm

5.70 RTVoiceIOSBridge() Category Reference

Inheritance diagram for RTVoiceIOSBridge():

```
        ┌──────────────────────────────┐
        │ <AVSpeechSynthesizerDelegate>│
        └──────────────────────────────┘
                       ▲
                       │
        ┌──────────────────────────────┐
        │     RTVoiceIOSBridge()        │
        └──────────────────────────────┘
```

Properties

- AVSpeechSynthesizer ∗ **synthesizer**

The documentation for this category was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Wrapper/iOS/RTVoiceIOSBridge.mm

5.71 Crosstales.RTVoice.EditorIntegration.RTVoiceMenu Class Reference

Editor component for the "Tools"-menu.

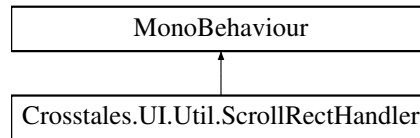### 5.71.1 Detailed Description

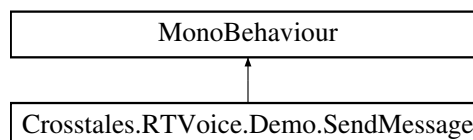Editor component for the "Tools"-menu.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Editor/Integration/RTVoiceMenu.cs

5.72   Crosstales.UI.Util.ScrollRectHandler Class Reference

Changes the sensitivity of ScrollRects under various platforms.

Inheritance diagram for Crosstales.UI.Util.ScrollRectHandler:

```
┌─────────────────────────────────────┐
│            MonoBehaviour             │
└─────────────────────────────────────┘
                   ▲
┌─────────────────────────────────────┐
│   Crosstales.UI.Util.ScrollRectHandler │
└─────────────────────────────────────┘
```

Public Member Functions

- void **Start** ()

Public Attributes

- ScrollRect **Scroll**

5.72.1   Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↩
  UI/Scripts/Util/ScrollRectHandler.cs

5.73   Crosstales.RTVoice.Demo.SendMessage Class Reference

Simple "SendMessage" example.

Inheritance diagram for Crosstales.RTVoice.Demo.SendMessage:

```
┌─────────────────────────────────────┐
│            MonoBehaviour             │
└─────────────────────────────────────┘
                   ▲
┌─────────────────────────────────────┐
│  Crosstales.RTVoice.Demo.SendMessage  │
└─────────────────────────────────────┘
```

Public Member Functions

- void **Start** ()
- void **Play** ()
- void **SpeakerA** ()
- IEnumerator **SpeakerB** ()
- void **Silence** ()

Public Attributes

- string **TextA** = "RT-Voice works great with PlayMaker, SALSA, Localized Dialogs/Cutscenes, Dialogue System for Unity and THE Dialogue Engine - that's awesome!"
- string **TextB** = "Absolutely true! RT-Voice is fantastic."
- float **DelayTextB** = 12.2f
- bool **PlayOnStart** = false

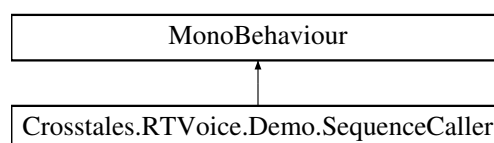### 5.73.1   Detailed Description

Simple "SendMessage" example.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↵
Demo/Scripts/SendMessage.cs

5.74   Crosstales.RTVoice.Model.Sequence Class Reference

Model for a sequence.

Public Member Functions

- override string **ToString** ()

Public Attributes

- string Text = string.Empty

    Text to speak.
- Model.VoiceAlias Voices

    Voices for the speech.
- Enum.SpeakMode Mode = Enum.SpeakMode.Speak

    Speak mode (default: 'Speak').
- AudioSource Source

    AudioSource for the output (optional).
- float Rate = 1f

    Speech rate of the speaker in percent (1 = 100%, default: 1, optional).
- float Pitch = 1f

    Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).
- float Volume = 1f

    Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).
- bool **initalized** = false

5.74.1   Detailed Description

Model for a sequence.

5.74.2   Member Data Documentation

5.74.2.1   Enum.SpeakMode Crosstales.RTVoice.Model.Sequence.Mode = Enum.SpeakMode.Speak

Speak mode (default: 'Speak').

5.74.2.2   float Crosstales.RTVoice.Model.Sequence.Pitch = 1f

Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).

5.74.2.3   float Crosstales.RTVoice.Model.Sequence.Rate = 1f

Speech rate of the speaker in percent (1 = 100%, default: 1, optional).

5.74.2.4   AudioSource Crosstales.RTVoice.Model.Sequence.Source

AudioSource for the output (optional).

5.74.2.5   string Crosstales.RTVoice.Model.Sequence.Text = string.Empty

Text to speak.

5.74.2.6   Model.VoiceAlias Crosstales.RTVoice.Model.Sequence.Voices

Voices for the speech.

5.74.2.7   float Crosstales.RTVoice.Model.Sequence.Volume = 1f

Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Scripts/Model/Sequence.cs

5.75   Crosstales.RTVoice.Demo.SequenceCaller Class Reference

Simple Sequence caller example.

Inheritance diagram for Crosstales.RTVoice.Demo.SequenceCaller:

```
                    ┌─────────────────────────────────────────┐
                    │             MonoBehaviour                │
                    └─────────────────────────────────────────┘
                                         ▲
                                         │
                    ┌─────────────────────────────────────────┐
                    │  Crosstales.RTVoice.Demo.SequenceCaller  │
                    └─────────────────────────────────────────┘
```

Public Member Functions

- void **Start** ()

Public Attributes

- GameObject **receiver**
- int **NumberOfSequences**
- float **SequenceDelay** = 1f

5.75.1   Detailed Description
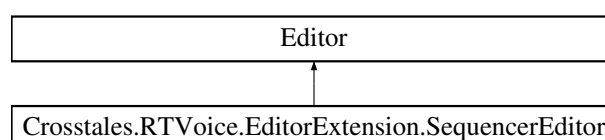
Simple Sequence caller example.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Demo/Scripts/SequenceCaller.cs

5.76   Crosstales.RTVoice.Tool.Sequencer Class Reference

Simple sequencer for dialogues.

Inheritance diagram for Crosstales.RTVoice.Tool.Sequencer:

```
┌─────────────────────────────────────┐
│            MonoBehaviour             │
└─────────────────────────────────────┘
                   ▲
┌─────────────────────────────────────┐
│  Crosstales.RTVoice.Tool.Sequencer   │
└─────────────────────────────────────┘
```
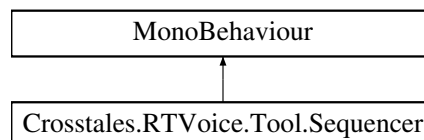
Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- void **OnValidate** ()
- void PlaySequence (int index=0)

  Plays a Sequence with a given index.
- void PlayNextSequence ()

  Plays the next Sequence in the array.
- void PlayAllSequences ()

  Plays all Sequences.
- void StopAllSequences ()

  Stops and silences all active Sequences.

Public Attributes

- Model.Sequence[ ] Sequences

    All available sequences.
- float Delay = 0f

    Delay in seconds before the Sequencer starts processing (default: 0).
- bool PlayOnStart = false

    Enable the Sequencer on start (default: false).

Properties

- Model.Sequence CurrentSequence `[get]`

    Returns the current Sequence.

5.76.1 Detailed Description

Simple sequencer for dialogues.

5.76.2 Member Function Documentation

5.76.2.1 void Crosstales.RTVoice.Tool.Sequencer.PlayAllSequences ( )

Plays all Sequences.

5.76.2.2 void Crosstales.RTVoice.Tool.Sequencer.PlayNextSequence ( )

Plays the next Sequence in the array.

5.76.2.3 void Crosstales.RTVoice.Tool.Sequencer.PlaySequence (int *index* = 0)

Plays a Sequence with a given index.

Parameters

index	Index of the Sequence (default: 0, optional).

5.76.2.4 void Crosstales.RTVoice.Tool.Sequencer.StopAllSequences ( )

Stops and silences all active Sequences.

5.76.3 Member Data Documentation

5.76.3.1   float Crosstales.RTVoice.Tool.Sequencer.Delay = 0f

Delay in seconds before the Sequencer starts processing (default: 0).

5.76.3.2   bool Crosstales.RTVoice.Tool.Sequencer.PlayOnStart = false

Enable the Sequencer on start (default: false).

5.76.3.3   Model.Sequence [ ] Crosstales.RTVoice.Tool.Sequencer.Sequences

All available sequences.

5.76.4   Property Documentation

5.76.4.1   Model.Sequence Crosstales.RTVoice.Tool.Sequencer.CurrentSequence   `[get]`

Returns the current Sequence.

Returns

> The current Sequence.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/←
  Scripts/Tool/Sequencer.cs

5.77   Crosstales.RTVoice.EditorExtension.SequencerEditor Class Reference

Custom editor for the 'Sequencer'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.SequencerEditor:

```
┌─────────────────────────────────────────────────────────┐
│                          Editor                          │
└─────────────────────────────────────────────────────────┘
                              ▲
                              │
┌─────────────────────────────────────────────────────────┐
│    Crosstales.RTVoice.EditorExtension.SequencerEditor    │
└─────────────────────────────────────────────────────────┘
```

Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

5.77.1 Detailed Description
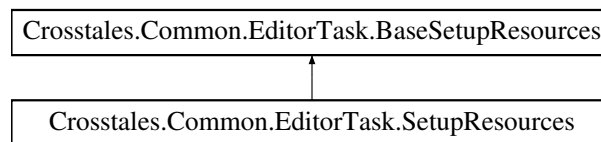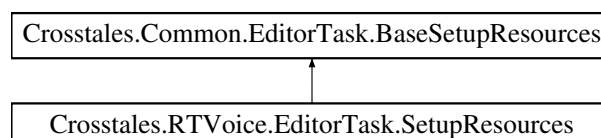
Custom editor for the 'Sequencer'-class.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩ Editor/Extension/SequencerEditor.cs

5.78 Crosstales.Common.Util.SerializableDictionary< TKey, TVal > Class Template Reference

Serializable Dictionary-class for XML.

Inheritance diagram for Crosstales.Common.Util.SerializableDictionary< TKey, TVal >:
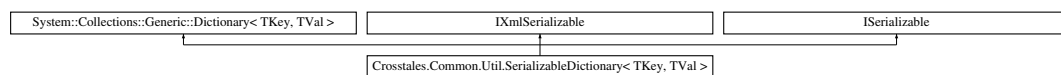
System::Collections::Generic::Dictionary< TKey, TVal >	IXmlSerializable	ISerializable

Crosstales.Common.Util.SerializableDictionary< TKey, TVal >

Public Member Functions

- **SerializableDictionary** (System.Collections.Generic.IDictionary< TKey, TVal > dictionary)
- **SerializableDictionary** (System.Collections.Generic.IEqualityComparer< TKey > comparer)
- **SerializableDictionary** (int capacity)
- **SerializableDictionary** (System.Collections.Generic.IDictionary< TKey, TVal > dictionary, System.↩ Collections.Generic.IEqualityComparer< TKey > comparer)
- **SerializableDictionary** (int capacity, System.Collections.Generic.IEqualityComparer< TKey > comparer)

Protected Member Functions

- **SerializableDictionary** (System.Runtime.Serialization.SerializationInfo info, System.Runtime.Serialization.↩ StreamingContext context)

Properties

- System.Xml.Serialization.XmlSerializer **ValueSerializer** [get]

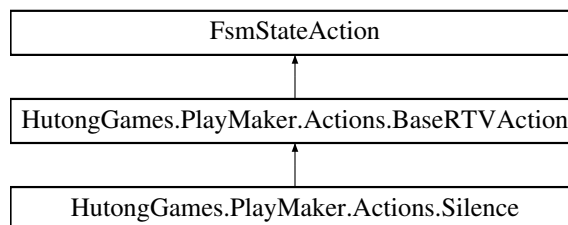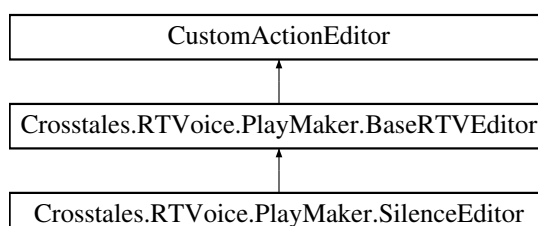### 5.78.1 Detailed Description

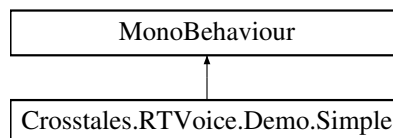Serializable Dictionary-class for XML.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↩ Scripts/Util/SerializableDictionary.cs

5.79   Crosstales.Common.Util.SerializeDeSerialize Class Reference

Serialize and deserialize objects to/from binary files.

Static Public Member Functions

- static void SerializeToFile< T > (T obj, string filename)
    Serialize an object to a byte-array.
- static byte[ ] SerializeToByteArray< T > (T obj)
    Serialize an object to a byte-array.
- static T DeserializeFromFile< T > (string filename)
    Deserialize a binary-file to an object.
- static T DeserializeFromByteArray< T > (byte[ ] data)
    Deserialize a byte-array to an object.

5.79.1   Detailed Description

Serialize and deserialize objects to/from binary files.

5.79.2   Member Function Documentation

5.79.2.1   static T Crosstales.Common.Util.SerializeDeSerialize.DeserializeFromByteArray< T > (byte[ ] *data*)   [static]

Deserialize a byte-array to an object.

Parameters

filename	Byte-array of the object

Returns

   Object

5.79.2.2   static T Crosstales.Common.Util.SerializeDeSerialize.DeserializeFromFile< T > (string *filename*)   [static]

Deserialize a binary-file to an object.

Parameters

filename	Binary-file of the object

Returns

   Object

5.79.2.3   static byte [ ] Crosstales.Common.Util.SerializeDeSerialize.SerializeToByteArray< **T** >**(T** *obj* **)**   `[static]`

Serialize an object to a byte-array.

Parameters

obj	Object to serialize.

Returns

Byte-array of the object

5.79.2.4   static void Crosstales.Common.Util.SerializeDeSerialize.SerializeToFile< **T** >**(T** *obj,* **string** *filename* **)**   `[static]`

Serialize an object to a byte-array.

Parameters

obj	Object to serialize.
filename	Binary-file for the object

Returns

Byte-array of the object

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↩
  Scripts/Util/SerializeDeSerialize.cs

5.80   Crosstales.Common.EditorTask.SetApiLevel Class Reference

Sets the required .NET API level.

5.80.1   Detailed Description
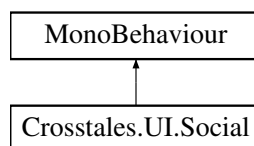
Sets the required .NET API level.
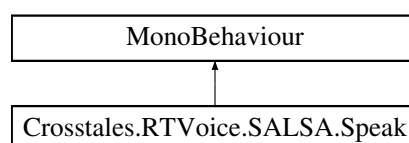
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↩
  Editor/Task/SetApiLevel.cs

5.81 Crosstales.Common.EditorTask.SetupResources Class Reference

Copies all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.SetupResources:

```
┌──────────────────────────────────────────────────────┐
│  Crosstales.Common.EditorTask.BaseSetupResources      │
└──────────────────────────────────────────────────────┘
                         ▲
┌──────────────────────────────────────────────────────┐
│  Crosstales.Common.EditorTask.SetupResources          │
└──────────────────────────────────────────────────────┘
```

Additional Inherited Members

5.81.1 Detailed Description

Copies all resources to 'Editor Default Resources'.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↩
  Editor/Task/SetupResources.cs

5.82 Crosstales.RTVoice.EditorTask.SetupResources Class Reference

Moves all needed resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.RTVoice.EditorTask.SetupResources:

```
┌──────────────────────────────────────────────────────┐
│  Crosstales.Common.EditorTask.BaseSetupResources      │
└──────────────────────────────────────────────────────┘
                         ▲
┌──────────────────────────────────────────────────────┐
│  Crosstales.RTVoice.EditorTask.SetupResources         │
└──────────────────────────────────────────────────────┘
```

Additional Inherited Members

5.82.1 Detailed Description

Moves all needed resources to 'Editor Default Resources'.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Editor/Task/SetupResources.cs

5.83 HutongGames.PlayMaker.Actions.Silence Class Reference

Silence-action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.Silence:

```
┌─────────────────────────────────────────────────┐
│                 FsmStateAction                  │
└─────────────────────────────────────────────────┘
                        ▲
┌─────────────────────────────────────────────────┐
│   HutongGames.PlayMaker.Actions.BaseRTVAction   │
└─────────────────────────────────────────────────┘
                        ▲
┌─────────────────────────────────────────────────┐
│     HutongGames.PlayMaker.Actions.Silence       │
└─────────────────────────────────────────────────┘
```

Public Member Functions

- override void **OnEnter** ()

Additional Inherited Members

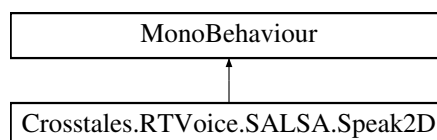### 5.83.1   Detailed Description

Silence-action for PlayMaker.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd   party/RTVoice_3rd_party/Assets/Plugins/crosstales/RT↩
  Voice/3rd party/PlayMaker/Scripts/Silence.cs

5.84   Crosstales.RTVoice.PlayMaker.SilenceEditor Class Reference

Custom editor for the Silence-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.SilenceEditor:

```
┌─────────────────────────────────────────────────┐
│                CustomActionEditor               │
└─────────────────────────────────────────────────┘
                        ▲
┌─────────────────────────────────────────────────┐
│    Crosstales.RTVoice.PlayMaker.BaseRTVEditor   │
└─────────────────────────────────────────────────┘
                        ▲
┌─────────────────────────────────────────────────┐
│   Crosstales.RTVoice.PlayMaker.SilenceEditor    │
└─────────────────────────────────────────────────┘
```

Additional Inherited Members

5.84.1 Detailed Description

Custom editor for the Silence-action.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RT↩
  Voice/3rd party/PlayMaker/Editor/SilenceEditor.cs

5.85 Crosstales.RTVoice.Demo.Simple Class Reference

Simple TTS example.

Inheritance diagram for Crosstales.RTVoice.Demo.Simple:

```
┌─────────────────────────────────────┐
│           MonoBehaviour             │
└─────────────────────────────────────┘
                  ▲
                  │
┌─────────────────────────────────────┐
│   Crosstales.RTVoice.Demo.Simple    │
└─────────────────────────────────────┘
```

Public Member Functions

- void **Start** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **Play** ()
- void **SpeakerA** ()
- void **SpeakerB** ()
- void **Silence** ()

Public Attributes

- AudioSource **SourceA**
- AudioSource **SourceB**
- float **RateSpeakerA** = 1.25f
- float **RateSpeakerB** = 1.75f
- bool **PlayOnStart** = false
- Text **TextSpeakerA**
- Text **TextSpeakerB**
- Text **PhonemeSpeakerA**
- Text **PhonemeSpeakerB**
- Text **VisemeSpeakerA**
- Text **VisemeSpeakerB**

5.85.1   Detailed Description
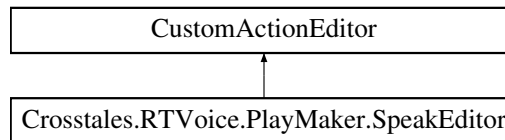
Simple TTS example.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩ Demo/Scripts/Simple.cs

5.86   Crosstales.RTVoice.Demo.SimpleNative Class Reference

Simple native TTS example.

Inheritance diagram for Crosstales.RTVoice.Demo.SimpleNative:
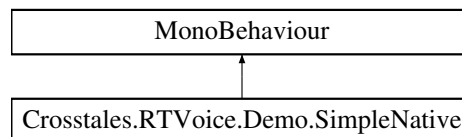
Public Member Functions

- void **Start** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **Play** ()
- void **SpeakerA** ()
- void **SpeakerB** ()
- void **SpeakerC** ()
- void **Silence** ()

Public Attributes

- float **RateSpeakerA** = 1.25f
- float **RateSpeakerB** = 1.75f
- float **RateSpeakerC** = 2.5f
- bool **PlayOnStart** = false
- Text **TextSpeakerA**
- Text **TextSpeakerB**
- Text **TextSpeakerC**
- Text **PhonemeSpeakerA**
- Text **PhonemeSpeakerB**
- Text **PhonemeSpeakerC**
- Text **VisemeSpeakerA**
- Text **VisemeSpeakerB**
- Text **VisemeSpeakerC**

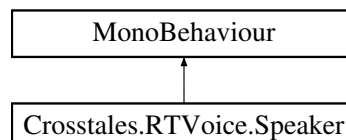### 5.86.1   Detailed Description

Simple native TTS example.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Demo/Scripts/SimpleNative.cs

5.87   Crosstales.UI.Social Class Reference

Crosstales social media links.

Inheritance diagram for Crosstales.UI.Social:

```
        ┌──────────────────────┐
        │    MonoBehaviour     │
        └──────────────────────┘
                   ▲
        ┌──────────────────────┐
        │  Crosstales.UI.Social │
        └──────────────────────┘
```

Public Member Functions

- void **Facebook** ()
- void **Twitter** ()
- void **LinkedIn** ()
- void **Xing** ()
- void **Youtube** ()
- void **Discord** ()

5.87.1   Detailed Description

Crosstales social media links.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↩
  UI/Scripts/Social.cs

5.88   Crosstales.RTVoice.SALSA.Speak Class Reference

Inheritance diagram for Crosstales.RTVoice.SALSA.Speak:

```
        ┌──────────────────────────────┐
        │        MonoBehaviour         │
        └──────────────────────────────┘
                       ▲
        ┌──────────────────────────────┐
        │ Crosstales.RTVoice.SALSA.Speak │
        └──────────────────────────────┘
```

Public Member Functions

- void **Start** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **Talk** ()

Public Attributes

- AudioSource **Source**
- CrazyMinnow.SALSA.Salsa3D **Salsa**
- InputField **EnterText**
- Slider **RateSlider**
- Slider **PitchSlider**

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd   party/RTVoice_3rd_party/Assets/Plugins/crosstales/RT↩
Voice/3rd party/SALSA/Scripts/Speak.cs

5.89   HutongGames.PlayMaker.Actions.Speak Class Reference

Speak-action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.Speak:

FsmStateAction

↑

HutongGames.PlayMaker.Actions.BaseRTVAction

↑

HutongGames.PlayMaker.Actions.SpeakBase

↑

HutongGames.PlayMaker.Actions.Speak
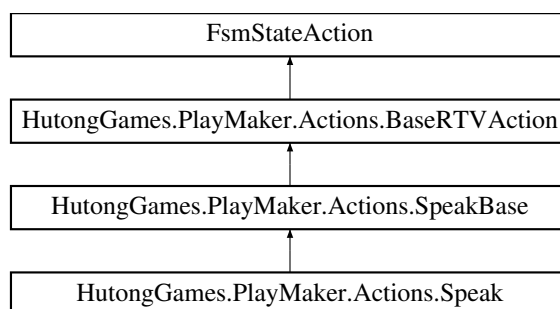
Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmString Text = "Hello world!"

  Text to speak.
- FsmString RTVoiceNameWindows = "David"

  Name of the RT-Voice under Windows.
- FsmString RTVoiceNameMac = "Alex"

  Name of the RT-Voice under macOS.
- FsmString RTVoiceNameAndroid = "en"

  Name of the RT-Voice under Android.
- FsmString RTVoiceNameIOS = "Daniel"

  Name of the RT-Voice under iOS.
- FsmString RTVoiceNameWSA = "David"

  Name of the RT-Voice under WSA.
- FsmString RTVoiceNameMaryTTS = "cms-rms-hsmm"

  Name of the RT-Voice under MaryTTS.
- FsmString RTVoiceNameCustom = string.Empty

  Name of the RT-Voice in a custom provider.
- FsmString Culture = "en"

  Fallback culture (e.g. 'en', optional).

Additional Inherited Members

5.89.1   Detailed Description

Speak-action for PlayMaker.

5.89.2   Member Data Documentation

5.89.2.1   FsmString HutongGames.PlayMaker.Actions.Speak.Culture = "en"

Fallback culture (e.g. 'en', optional).

5.89.2.2   FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameAndroid = "en"

Name of the RT-Voice under Android.

5.89.2.3   FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameCustom = string.Empty

Name of the RT-Voice in a custom provider.

5.89.2.4   FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameIOS = "Daniel"

Name of the RT-Voice under iOS.

5.89.2.5   FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameMac = "Alex"

Name of the RT-Voice under macOS.

5.89.2.6   FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameMaryTTS = "cms-rms-hsmm"

Name of the RT-Voice under MaryTTS.

5.89.2.7   FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameWindows = "David"

Name of the RT-Voice under Windows.

5.89.2.8   FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameWSA = "David"

Name of the RT-Voice under WSA.

5.89.2.9   FsmString HutongGames.PlayMaker.Actions.Speak.Text = "Hello world!"

Text to speak.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd   party/RTVoice_3rd_party/Assets/Plugins/crosstales/RT↩
  Voice/3rd party/PlayMaker/Scripts/Speak.cs

5.90   Crosstales.RTVoice.SALSA.Speak2D Class Reference

Inheritance diagram for Crosstales.RTVoice.SALSA.Speak2D:

```
        ┌─────────────────────────────────────┐
        │            MonoBehaviour             │
        └─────────────────────────────────────┘
                          ▲
        ┌─────────────────────────────────────┐
        │  Crosstales.RTVoice.SALSA.Speak2D    │
        └─────────────────────────────────────┘
```

Public Member Functions

- void **Start** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **Talk** ()

Public Attributes

- AudioSource **Source**
- CrazyMinnow.SALSA.Salsa2D **Salsa**
- InputField **EnterText**
- Slider **RateSlider**
- Slider **PitchSlider**

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd   party/RTVoice_3rd_party/Assets/Plugins/crosstales/RT↩
  Voice/3rd party/SALSA/Scripts/Speak2D.cs

5.91   HutongGames.PlayMaker.Actions.SpeakBase Class Reference

Base for Speak-actions in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.SpeakBase:

FsmStateAction

HutongGames.PlayMaker.Actions.BaseRTVAction

HutongGames.PlayMaker.Actions.SpeakBase

HutongGames.PlayMaker.Actions.Speak	HutongGames.PlayMaker.Actions.SpeakUI
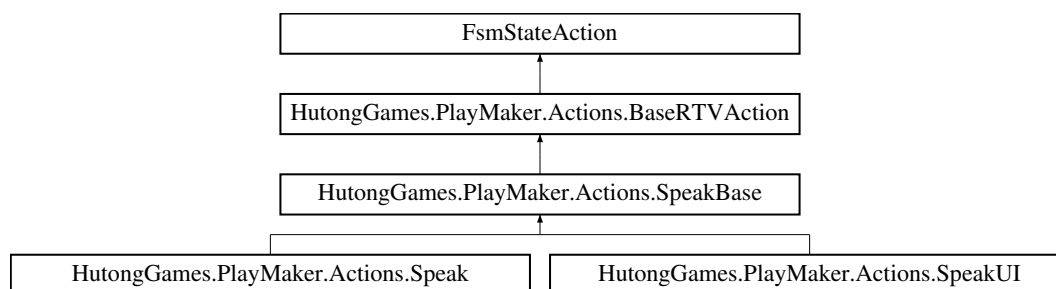
Public Member Functions

- override void **OnEnter** ()
- override void **OnExit** ()

Public Attributes

- Crosstales.RTVoice.Model.Enum.SpeakMode Mode

  Speak mode (default: 'Speak').
- FsmGameObject AudioSource

  AudioSource for the output (optional).
- FsmFloat Rate = 1

  Speech rate of the speaker in percent (1 = 100%, default: 1, optional).
- FsmFloat Pitch = 1f

  Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).
- FsmFloat Volume = 1

  Volume of the speaker in percent (1 = 100%, default: 1, optional).

Protected Member Functions

- void **subscribeEvents** ()
- void **unsubscribeEvents** ()

Protected Attributes

- string **uid**

5.91.1   Detailed Description

Base for Speak-actions in PlayMaker.

5.91.2   Member Data Documentation

5.91.2.1   FsmGameObject HutongGames.PlayMaker.Actions.SpeakBase.AudioSource

AudioSource for the output (optional).

5.91.2.2   Crosstales.RTVoice.Model.Enum.SpeakMode HutongGames.PlayMaker.Actions.SpeakBase.Mode

Speak mode (default: 'Speak').

5.91.2.3   FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Pitch = 1f

Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).

5.91.2.4   FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Rate = 1

Speech rate of the speaker in percent (1 = 100%, default: 1, optional).

5.91.2.5   FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Volume = 1

Volume of the speaker in percent (1 = 100%, default: 1, optional).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd   party/RTVoice_3rd_party/Assets/Plugins/crosstales/RT↩
  Voice/3rd party/PlayMaker/Scripts/SpeakBase.cs

5.92 Crosstales.RTVoice.PlayMaker.SpeakEditor Class Reference

Custom editor for the Speak-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.SpeakEditor:

```
┌─────────────────────────────────────────┐
│            CustomActionEditor            │
└─────────────────────────────────────────┘
                     ▲
                     │
┌─────────────────────────────────────────┐
│  Crosstales.RTVoice.PlayMaker.SpeakEditor│
└─────────────────────────────────────────┘
```

Public Member Functions

- override void **OnEnable** ()
- override bool **OnGUI** ()

5.92.1 Detailed Description

Custom editor for the Speak-action.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd   party/RTVoice_3rd_party/Assets/Plugins/crosstales/RT↩
Voice/3rd party/PlayMaker/Editor/SpeakEditor.cs

5.93 Crosstales.RTVoice.Speaker Class Reference

Main component of RTVoice.

Inheritance diagram for Crosstales.RTVoice.Speaker:

```
┌─────────────────────────────────────────┐
│              MonoBehaviour               │
└─────────────────────────────────────────┘
                     ▲
                     │
┌─────────────────────────────────────────┐
│         Crosstales.RTVoice.Speaker       │
└─────────────────────────────────────────┘
```

Public Member Functions

- void **Awake** ()
- void **OnEnable** ()
- void **Update** ()
- void **OnDisable** ()
- void **OnApplicationQuit** ()
- void **OnApplicationFocus** (bool hasFocus)

Static Public Member Functions

- static void Reset ()

  Resets this object.

- static float ApproximateSpeechLength (string text, float rate=1f, float wordsPerMinute=175f, float time↩
Factor=0.9f)

  Approximates the speech length in seconds of a given text and rate. Note: This is an experimental method and doesn't provide an exact value; +/- 15% is "normal"!

- static bool isVoiceForGenderAvailable (Model.Enum.Gender gender, string culture="")

  Is a voice available for a given gender and optional culture from the current TTS-system?

- static System.Collections.Generic.List< Model.Voice > VoicesForGender (Model.Enum.Gender gender, string culture="", bool isFuzzy=true)

  Get all available voices for a given gender and optional culture from the current TTS-system.

- static Model.Voice VoiceForGender (Model.Enum.Gender gender, string culture="", int index=0, string fallbackCulture="", bool isFuzzy=true)

  Get a voice from for a given gender and optional culture and optional index from the current TTS-system.

- static bool isVoiceForCultureAvailable (string culture)

  Is a voice available for a given culture from the current TTS-system?

- static System.Collections.Generic.List< Model.Voice > VoicesForCulture (string culture, bool isFuzzy=true)

  Get all available voices for a given culture from the current TTS-system.

- static Model.Voice VoiceForCulture (string culture, int index=0, string fallbackCulture="", bool isFuzzy=true)

  Get a voice from for a given culture and optional index from the current TTS-system.

- static bool isVoiceForNameAvailable (string name, bool isExact=false)

  Is a voice available for a given name from the current TTS-system?

- static Model.Voice VoiceForName (string name, bool isExact=false)

  Get a voice for a given name from the current TTS-system.

- static string SpeakNative (string text, Model.Voice voice=null, float rate=1f, float pitch=1f, float volume=1f, bool forceSSML=true)

  Speaks a text with a given voice (native mode).

- static void SpeakNativeWithUID (Model.Wrapper wrapper)

  Speaks a text with a given voice (native mode).

- static string SpeakNative (Model.Wrapper wrapper)

  Speaks a text with a given wrapper (native mode).

- static string Speak (string text, AudioSource source=null, Model.Voice voice=null, bool speak↩
Immediately=true, float rate=1f, float pitch=1f, float volume=1f, string outputFile="", bool forceSSML=true)

  Speaks a text with a given voice.

- static void SpeakWithUID (Model.Wrapper wrapper)

  Speaks a text with a given voice.

- static string Speak (Model.Wrapper wrapper)

  Speaks a text with a given wrapper.

- static void SpeakMarkedWordsWithUID (Model.Wrapper wrapper)

  Speaks and marks a text with a given wrapper.

- static void SpeakMarkedWordsWithUID (string uid, string text, AudioSource source, Model.Voice voice=null, float rate=1f, float pitch=1f, bool forceSSML=true)

  Speaks and marks a text with a given voice and tracks the word position.

- static string Generate (Model.Wrapper wrapper)

  Generates an audio file from a given wrapper.

- static string Generate (string text, string outputFile, Model.Voice voice=null, float rate=1f, float pitch=1f, float volume=1f, bool forceSSML=true)

  Generates an audio file from a text with a given voice.

- static void Silence ()

  Silence all active TTS-voices.

- static void Silence (string uid)

    Silence an active TTS-voice with a UID.

- static void Pause (string uid)

    Pause an active TTS-voice with a UID (only for 'Speak'-calls).

- static void UnPause (string uid)

    Un-Pause an active TTS-voice with a UID (only for 'Speak'-calls).

- static void ReloadProvider ()

    Reloads the provider.

- static void DeleteAudioFiles ()

    Deletes all generated audio files.

Public Attributes

- Provider.BaseCustomVoiceProvider CustomProvider

    Custom provider for RT-Voice.

- bool CustomMode = false

    Enables or disables the custom provider (default: false).

- bool MaryTTSMode = false

    Enables or disables MaryTTS (default: false).

- string MaryTTSUrl = "http://mary.dfki.de"

    Server URL for MaryTTS.

- int MaryTTSPort = 59125

    Server port for MaryTTS (default: 59125).

- string MaryTTSUser = string.Empty

    User name for MaryTTS (default: empty).

- string MaryTTSPassword = string.Empty

    User password for MaryTTS (default: empty).

- Model.Enum.MaryTTSType MaryTTSType = Model.Enum.MaryTTSType.RAWMARYXML

    Input type for MaryTTS (default: MaryTTSType.RAWMARYXML).

- bool ESpeakMode = false

    Enable or disable eSpeak for standalone platforms (default: false).

- Model.Enum.ESpeakModifiers ESpeakModifier = Model.Enum.ESpeakModifiers.none

    Active modifier for all eSpeak voices (default: none, m1-m6 = male, f1-f4 = female).

- bool AutoClearTags = false

    Automatically clear tags from speeches depending on the capabilities of the current TTS-system (default: false).

- bool WindowsLegacy = false

    Enable or disable the legacy Windows provider (default: false).

- bool SilenceOnDisable = false

    Silence any speeches if this component gets disabled (default: false).

- bool SilenceOnFocustLost = true

    Silence any speeches if the application loses the focus (default: true).

- bool DontDestroy = true

    Don't destroy gameobject during scene switches (default: true).

Properties

- static VoicesReady OnVoicesReady

    An event triggered whenever the voices of a provider are ready.

- static SpeakStart OnSpeakStart

    An event triggered whenever a speak is started.

- static SpeakComplete OnSpeakComplete

    An event triggered whenever a speak is completed.

- static SpeakCurrentWord OnSpeakCurrentWord

    An event triggered whenever a new word is spoken (native, Windows and iOS only).

- static SpeakCurrentPhoneme OnSpeakCurrentPhoneme

    An event triggered whenever a new phoneme is spoken (native, Windows only).

- static SpeakCurrentViseme OnSpeakCurrentViseme

    An event triggered whenever a new viseme is spoken (native, Windows only).

- static SpeakAudioGenerationStart OnSpeakAudioGenerationStart

    An event triggered whenever a speak audio generation is started.

- static SpeakAudioGenerationComplete OnSpeakAudioGenerationComplete

    An event triggered whenever a speak audio generation is completed.

- static ProviderChange OnProviderChange

    An event triggered whenever a provider chamges (e.g. Windows to MaryTTS).

- static ErrorInfo OnErrorInfo

    An event triggered whenever an error occurs.

- static int SpeechCount `[get]`

    Number of active speeches.

- static int BusyCount `[get]`

    Number of activies.

- static bool areVoicesReady `[get]`

    Are all voices ready to speak?

- static Provider.BaseCustomVoiceProvider CustomVoiceProvider `[get, set]`

    Enables or disables MaryTTS.

- static bool isCustomMode `[get, set]`

    Enables or disables the custom voice provider.

- static bool isMaryMode `[get, set]`

    Enables or disables MaryTTS.

- static string MaryUrl `[get, set]`

    Server URL for MaryTTS.

- static int MaryPort `[get, set]`

    Server port for MaryTTS.

- static string MaryUser `[get, set]`

    User name for MaryTTS.

- static string MaryPassword `[set]`

    Password for MaryTTS.

- static Model.Enum.MaryTTSType MaryType `[get, set]`

    Input type for MaryTTS.

- static bool isESpeakMode `[get, set]`

    Enable or disable eSpeak for standalone platforms.

- static Model.Enum.ESpeakModifiers ESpeakMod `[get, set]`

    Active modifier for all eSpeak voices (m1-m6 = male, f1-f4 = female).

- static bool isWindowsLegacy `[get, set]`

    Enable or disable the legacy Windows provider.

- static bool isAutoClearTags `[get, set]`

Automatically clear tags from speeches depending on the capabilities of the current TTS-system.

- static bool isSilenceOnDisable `[get, set]`

  Silence any speeches if this component gets disabled.

- static bool isSilenceOnFocustLost `[get, set]`

  Silence any speeches if the application loses the focus.

- static bool isTTSAvailable `[get]`

  Checks if TTS is available on this system.

- static bool isSpeaking `[get]`

  Checks if RT-Voice is speaking on this system.

- static bool isBusy `[get]`

  Checks if RT-Voice is busy on this system.

- static string AudioFileExtension `[get]`

  Returns the extension of the generated audio files.

- static string DefaultVoiceName `[get]`

  Returns the default voice name of the current TTS-provider.

- static System.Collections.Generic.List< Model.Voice > Voices `[get]`

  Get all available voices from the current TTS-system.

- static bool isWorkingInEditor `[get]`

  Indicates if this TTS-system is working directly inside the Unity Editor (without 'Play'-mode).

- static int MaxTextLength `[get]`

  Maximal length of the speech text (in characters) for the current TTS-system.

- static bool isSpeakNativeSupported `[get]`

  Indicates if this TTS-system is supporting SpeakNative.

- static bool isSpeakSupported `[get]`

  Indicates if this TTS-system is supporting Speak.

- static bool isPlatformSupported `[get]`

  Indicates if this TTS-system is supporting the current platform.

- static bool isSSMLSupported `[get]`

  Indicates if this TTS-system is supporting SSML.

- static bool isOnlineService `[get]`

  Indicates if this TTS-system is an online service like MaryTTS or AWS Polly.

- static bool hasCoRoutines `[get]`

  Indicates if this TTS-system uses co-routines.

- static System.Collections.Generic.List< string > Cultures `[get]`

  Get all available cultures from the current TTS-system (ISO 639-1).

5.93.1   Detailed Description

Main component of RTVoice.

5.93.2   Member Function Documentation

5.93.2.1   static float Crosstales.RTVoice.Speaker.ApproximateSpeechLength (string *text,* float *rate =* `1f`*,* float *wordsPerMinute =* `175f`*,* float *timeFactor =* `0.9f`) `[static]`

Approximates the speech length in seconds of a given text and rate. Note: This is an experimental method and doesn't provide an exact value; +/- 15% is "normal"!

Parameters

text	Text for the length approximation.
rate	Speech rate of the speaker in percent for the length approximation (1 = 100%, default: 1, optional).
wordsPerMinute	Words per minute (default: 175, optional).
timeFactor	Time factor for the calculated value (default: 0.9, optional).

Returns

Approximated speech length in seconds of the given text and rate.

5.93.2.2 static void Crosstales.RTVoice.Speaker.DeleteAudioFiles ( ) `[static]`

Deletes all generated audio files.

5.93.2.3 static string Crosstales.RTVoice.Speaker.Generate (Model.Wrapper *wrapper* **)** `[static]`

Generates an audio file from a given wrapper.

Parameters

wrapper	Speak wrapper.

Returns

UID of the generator.

5.93.2.4 static string Crosstales.RTVoice.Speaker.Generate (string *text,* **string** *outputFile,* **Model.Voice** *voice =* `null`*,* **float** *rate =* `1f`*,* **float** *pitch =* `1f`*,* **float** *volume =* `1f`*,* **bool** *forceSSML =* `true` **)** `[static]`

Generates an audio file from a text with a given voice.

Parameters

text	Text to generate.
outputFile	Saves the generated audio to an output file (without extension).
voice	Voice to speak (optional).
rate	Speech rate of the speaker in percent (1 = 100%, values: 0-3, default: 1, optional).
pitch	Pitch of the speech in percent (1 = 100%, values: 0-2, default: 1, optional).
volume	Volume of the speaker in percent (1 = 100%, values: 0-1, default: 1, optional).
forceSSML	Force SSML on supported platforms (default: true, optional).

Returns

UID of the generator.

5.93.2.5   static bool Crosstales.RTVoice.Speaker.isVoiceForCultureAvailable (string *culture*) `[static]`

Is a voice available for a given culture from the current TTS-system?

Parameters

culture	Culture of the voice (e.g. "en")

Returns

True if a voice is available for a given culture.

5.93.2.6   static bool Crosstales.RTVoice.Speaker.isVoiceForGenderAvailable (Model.Enum.Gender *gender*, string *culture =* " ") `[static]`

Is a voice available for a given gender and optional culture from the current TTS-system?

Parameters

gender	Gender of the voice
culture	Culture of the voice (e.g. "en", optional)

Returns

True if a voice is available for a given gender and culture.

5.93.2.7   static bool Crosstales.RTVoice.Speaker.isVoiceForNameAvailable (string *name*, bool *isExact =* false) `[static]`

Is a voice available for a given name from the current TTS-system?

Parameters

name	Name of the voice (e.g. "Alex")
isExact	Exact match for the voice name (default: false, optional)

Returns

True if a voice is available for a given name.

5.93.2.8   static void Crosstales.RTVoice.Speaker.Pause (string *uid*) `[static]`

Pause an active TTS-voice with a UID (only for 'Speak'-calls).

Parameters

uid	UID of the speaker

5.93.2.9   static void Crosstales.RTVoice.Speaker.ReloadProvider ( ) `[static]`

Reloads the provider.

5.93.2.10   static void Crosstales.RTVoice.Speaker.Reset ( ) `[static]`

Resets this object.

5.93.2.11   static void Crosstales.RTVoice.Speaker.Silence ( ) `[static]`

Silence all active TTS-voices.

5.93.2.12   static void Crosstales.RTVoice.Speaker.Silence (string *uid*) `[static]`

Silence an active TTS-voice with a UID.

Parameters

uid	UID of the speaker

5.93.2.13   static string Crosstales.RTVoice.Speaker.Speak (string *text,* AudioSource *source =* `null`*,* **Model.Voice *voice =* `null`*,* bool *speakImmediately =* `true`*,* float *rate =* `1f`*,* float *pitch =* `1f`*,* float *volume =* `1f`*,* string *outputFile =* `""`*,* bool *forceSSML =* `true` **)** `[static]`

Speaks a text with a given voice.

Parameters

text	Text to speak.
source	AudioSource for the output (optional).
voice	Voice to speak (optional).
speakImmediately	Speak the text immediately (default: true). Only works if 'Source' is not null.
rate	Speech rate of the speaker in percent (1 = 100%, values: 0-3, default: 1, optional).
pitch	Pitch of the speech in percent (1 = 100%, values: 0-2, default: 1, optional).
volume	Volume of the speaker in percent (1 = 100%, values: 0-1, default: 1, optional).
outputFile	Saves the generated audio to an output file (without extension, optional).
forceSSML	Force SSML on supported platforms (default: true, optional).

Returns

UID of the speaker.

5.93.2.14   static string Crosstales.RTVoice.Speaker.Speak (Model.Wrapper *wrapper*) `[static]`

Speaks a text with a given wrapper.

Parameters

wrapper	Speak wrapper.

Returns

UID of the speaker.

5.93.2.15   static void Crosstales.RTVoice.Speaker.SpeakMarkedWordsWithUID (Model.Wrapper *wrapper*) `[static]`

Speaks and marks a text with a given wrapper.

Parameters

wrapper	Speak wrapper.

5.93.2.16   static void Crosstales.RTVoice.Speaker.SpeakMarkedWordsWithUID (string *uid,* string *text,* AudioSource *source,* Model.Voice *voice =* `null`*,* float *rate =* `1f`*,* float *pitch =* `1f`*,* bool *forceSSML =* `true`) `[static]`

Speaks and marks a text with a given voice and tracks the word position.

Parameters

uid	UID of the speaker
text	Text to speak.
source	AudioSource for the output.
voice	Voice to speak (optional).
rate	Speech rate of the speaker in percent (1 = 100%, values: 0-3, default: 1, optional).
pitch	Pitch of the speech in percent (1 = 100%, values: 0-2, default: 1, optional).
forceSSML	Force SSML on supported platforms (default: true, optional).

5.93.2.17   static string Crosstales.RTVoice.Speaker.SpeakNative (string *text,* Model.Voice *voice =* `null`*,* float *rate =* `1f`*,* float *pitch =* `1f`*,* float *volume =* `1f`*,* bool *forceSSML =* `true`) `[static]`

Speaks a text with a given voice (native mode).

Parameters

text	Text to speak.
voice	Voice to speak (optional).
rate	Speech rate of the speaker in percent (1 = 100%, values: 0-3, default: 1, optional).
pitch	Pitch of the speech in percent (1 = 100%, values: 0-2, default: 1, optional).
volume	Volume of the speaker in percent (1 = 100%, values: 0-1, default: 1, optional).
forceSSML	Force SSML on supported platforms (default: true, optional).

Returns

UID of the speaker.

5.93.2.18   static string Crosstales.RTVoice.Speaker.SpeakNative (Model.Wrapper *wrapper* **)** `[static]`

Speaks a text with a given wrapper (native mode).

Parameters

wrapper	Speak wrapper.

Returns

UID of the speaker.

5.93.2.19   static void Crosstales.RTVoice.Speaker.SpeakNativeWithUID (Model.Wrapper *wrapper* **)** `[static]`

Speaks a text with a given voice (native mode).

Parameters

wrapper	Speak wrapper.

5.93.2.20   static void Crosstales.RTVoice.Speaker.SpeakWithUID (Model.Wrapper *wrapper* **)** `[static]`

Speaks a text with a given voice.

Parameters

wrapper	Speak wrapper.

5.93.2.21   static void Crosstales.RTVoice.Speaker.UnPause (string *uid* **)** `[static]`

Un-Pause an active TTS-voice with a UID (only for 'Speak'-calls).

Parameters

uid	UID of the speaker

5.93.2.22 static Model.Voice Crosstales.RTVoice.Speaker.VoiceForCulture (string *culture,* int *index =* 0*,* string *fallbackCulture =* " "*,* bool *isFuzzy =* true) [static]

Get a voice from for a given culture and optional index from the current TTS-system.

Parameters

culture	Culture of the voice (e.g. "en")
index	Index of the voice (default: 0, optional)
index	Fallback culture of the voice (e.g. "en", default "", optional)
isFuzzy	Always returns voices if there is no match with the culture (default: true, optional)

Returns

Voice for the given culture and index.

5.93.2.23 static Model.Voice Crosstales.RTVoice.Speaker.VoiceForGender (Model.Enum.Gender *gender,* string *culture =* " "*,* int *index =* 0*,* string *fallbackCulture =* " "*,* bool *isFuzzy =* true) [static]

Get a voice from for a given gender and optional culture and optional index from the current TTS-system.

Parameters

gender	Gender of the voice
culture	Culture of the voice (e.g. "en", optional)
index	Index of the voice (default: 0, optional)
index	Fallback culture of the voice (e.g. "en", default "", optional)
isFuzzy	Always returns voices if there is no match with the gender and/or culture (default: true, optional)

Returns

Voice for the given culture and index.

5.93.2.24 static Model.Voice Crosstales.RTVoice.Speaker.VoiceForName (string *name,* bool *isExact =* false) [static]

Get a voice for a given name from the current TTS-system.

Parameters

name	Name of the voice (e.g. "Alex")
isExact	Exact match for the voice name (default: false, optional)

Returns

Voice for the given name or null if not found.

5.93.2.25   static System.Collections.Generic.List<**Model.Voice**> **Crosstales.RTVoice.Speaker.VoicesForCulture (string**
culture, **bool** *isFuzzy =* `true` **)** `[static]`

Get all available voices for a given culture from the current TTS-system.

Parameters

culture	Culture of the voice (e.g. "en")
isFuzzy	Always returns voices if there is no match with the culture (default: true, optional)

Returns

All available voices (alphabetically ordered by 'Name') for a given culture as a list.

5.93.2.26   static System.Collections.Generic.List<**Model.Voice**> **Crosstales.RTVoice.Speaker.VoicesForGender (**
Model.Enum.Gender *gender,* **string** *culture =* `""`*,* **bool** *isFuzzy =* `true` **)** `[static]`

Get all available voices for a given gender and optional culture from the current TTS-system.

Parameters

gender	Gender of the voice
culture	Culture of the voice (e.g. "en", optional)
isFuzzy	Always returns voices if there is no match with the gender and/or culture (default: true, optional)

Returns

All available voices (alphabetically ordered by 'Name') for a given gender and culture as a list.

5.93.3   Member Data Documentation

5.93.3.1   bool Crosstales.RTVoice.Speaker.AutoClearTags = false

Automatically clear tags from speeches depending on the capabilities of the current TTS-system (default: false).

5.93.3.2   bool Crosstales.RTVoice.Speaker.CustomMode = false

Enables or disables the custom provider (default: false).

5.93.3.3   Provider.BaseCustomVoiceProvider Crosstales.RTVoice.Speaker.CustomProvider

Custom provider for RT-Voice.

5.93.3.4   bool Crosstales.RTVoice.Speaker.DontDestroy = true

Don't destroy gameobject during scene switches (default: true).

5.93.3.5   bool Crosstales.RTVoice.Speaker.ESpeakMode = false

Enable or disable eSpeak for standalone platforms (default: false).

5.93.3.6   Model.Enum.ESpeakModifiers Crosstales.RTVoice.Speaker.ESpeakModifier = Model.Enum.ESpeakModifiers.none

Active modifier for all eSpeak voices (default: none, m1-m6 = male, f1-f4 = female).

5.93.3.7   bool Crosstales.RTVoice.Speaker.MaryTTSMode = false

Enables or disables MaryTTS (default: false).

5.93.3.8   string Crosstales.RTVoice.Speaker.MaryTTSPassword = string.Empty

User password for MaryTTS (default: empty).

5.93.3.9   int Crosstales.RTVoice.Speaker.MaryTTSPort = 59125

Server port for MaryTTS (default: 59125).

**5.93.3.10   Model.Enum.MaryTTSType Crosstales.RTVoice.Speaker.MaryTTSType = Model.Enum.MaryTTSType.RAWMAR↩
YXML**

Input type for MaryTTS (default: MaryTTSType.RAWMARYXML).

5.93.3.11   string Crosstales.RTVoice.Speaker.MaryTTSUrl = "http://mary.dfki.de"

Server URL for MaryTTS.

5.93.3.12   string Crosstales.RTVoice.Speaker.MaryTTSUser = string.Empty

User name for MaryTTS (default: empty).

5.93.3.13   bool Crosstales.RTVoice.Speaker.SilenceOnDisable = false

Silence any speeches if this component gets disabled (default: false).

5.93.3.14   **bool Crosstales.RTVoice.Speaker.SilenceOnFocustLost = true**

Silence any speeches if the application loses the focus (default: true).

5.93.3.15   **bool Crosstales.RTVoice.Speaker.WindowsLegacy = false**

Enable or disable the legacy Windows provider (default: false).

5.93.4   Property Documentation

5.93.4.1   **bool Crosstales.RTVoice.Speaker.areVoicesReady**   `[static],[get]`

Are all voices ready to speak?

5.93.4.2   **string Crosstales.RTVoice.Speaker.AudioFileExtension**   `[static],[get]`

Returns the extension of the generated audio files.

Returns

> Extension of the generated audio files.

5.93.4.3   **int Crosstales.RTVoice.Speaker.BusyCount**   `[static],[get]`

Number of activies.

5.93.4.4   **System.Collections.Generic.List$<$string$>$ Crosstales.RTVoice.Speaker.Cultures**   `[static],[get]`

Get all available cultures from the current TTS-system (ISO 639-1).

Returns

> All available cultures (alphabetically ordered by 'Culture') as a list.

5.93.4.5   **Provider.BaseCustomVoiceProvider Crosstales.RTVoice.Speaker.CustomVoiceProvider**   `[static],` `[get],[set]`

Enables or disables MaryTTS.

5.93.4.6   **string Crosstales.RTVoice.Speaker.DefaultVoiceName**   `[static],[get]`

Returns the default voice name of the current TTS-provider.

Returns

     Default voice name of the current TTS-provider.

5.93.4.7   **Model.Enum.ESpeakModifiers Crosstales.RTVoice.Speaker.ESpeakMod**   `[static],[get],[set]`

Active modifier for all eSpeak voices (m1-m6 = male, f1-f4 = female).

5.93.4.8   **bool Crosstales.RTVoice.Speaker.hasCoRoutines**   `[static],[get]`

Indicates if this TTS-system uses co-routines.

Returns

     TTS-system uses co-routines.

5.93.4.9   **bool Crosstales.RTVoice.Speaker.isAutoClearTags**   `[static],[get],[set]`

Automatically clear tags from speeches depending on the capabilities of the current TTS-system.

5.93.4.10   **bool Crosstales.RTVoice.Speaker.isBusy**   `[static],[get]`

Checks if RT-Voice is busy on this system.

Returns

     True if RT-Voice is busy on this system.

5.93.4.11   **bool Crosstales.RTVoice.Speaker.isCustomMode**   `[static],[get],[set]`

Enables or disables the custom voice provider.

5.93.4.12   **bool Crosstales.RTVoice.Speaker.isESpeakMode**   `[static],[get],[set]`

Enable or disable eSpeak for standalone platforms.

5.93.4.13   **bool Crosstales.RTVoice.Speaker.isMaryMode**   `[static],[get],[set]`

Enables or disables MaryTTS.

5.93.4.14   **bool Crosstales.RTVoice.Speaker.isOnlineService**   `[static],[get]`

Indicates if this TTS-system is an online service like MaryTTS or AWS Polly.

Returns

     TTS-system is an online service.

5.93.4.15   **bool Crosstales.RTVoice.Speaker.isPlatformSupported**   `[static],[get]`

Indicates if this TTS-system is supporting the current platform.

Returns

     TTS-system supports current platform.

5.93.4.16   **bool Crosstales.RTVoice.Speaker.isSilenceOnDisable**   `[static],[get],[set]`

Silence any speeches if this component gets disabled.

5.93.4.17   **bool Crosstales.RTVoice.Speaker.isSilenceOnFocustLost**   `[static],[get],[set]`

Silence any speeches if the application loses the focus.

5.93.4.18   **bool Crosstales.RTVoice.Speaker.isSpeaking**   `[static],[get]`

Checks if RT-Voice is speaking on this system.

Returns

     True if RT-Voice is speaking on this system.

5.93.4.19   **bool Crosstales.RTVoice.Speaker.isSpeakNativeSupported**   `[static],[get]`

Indicates if this TTS-system is supporting SpeakNative.

Returns

     TTS-system supports SpeakNative.

5.93.4.20 bool Crosstales.RTVoice.Speaker.isSpeakSupported `[static],[get]`

Indicates if this TTS-system is supporting Speak.

Returns

TTS-system supports Speak.

5.93.4.21 bool Crosstales.RTVoice.Speaker.isSSMLSupported `[static],[get]`

Indicates if this TTS-system is supporting SSML.

Returns

TTS-system supports SSML.

5.93.4.22 bool Crosstales.RTVoice.Speaker.isTTSAvailable `[static],[get]`

Checks if TTS is available on this system.

Returns

True if TTS is available on this system.

5.93.4.23 bool Crosstales.RTVoice.Speaker.isWindowsLegacy `[static],[get],[set]`

Enable or disable the legacy Windows provider.

5.93.4.24 bool Crosstales.RTVoice.Speaker.isWorkingInEditor `[static],[get]`

Indicates if this TTS-system is working directly inside the Unity Editor (without 'Play'-mode).

Returns

The TTS-system is working directly inside the Unity Editor.

5.93.4.25 string Crosstales.RTVoice.Speaker.MaryPassword `[static],[set]`

Password for MaryTTS.

5.93.4.26 int Crosstales.RTVoice.Speaker.MaryPort `[static],[get],[set]`

Server port for MaryTTS.

5.93.4.27   Model.Enum.MaryTTSType Crosstales.RTVoice.Speaker.MaryType `[static],[get],[set]`

Input type for MaryTTS.

5.93.4.28   string Crosstales.RTVoice.Speaker.MaryUrl `[static],[get],[set]`

Server URL for MaryTTS.

5.93.4.29   string Crosstales.RTVoice.Speaker.MaryUser `[static],[get],[set]`

User name for MaryTTS.

5.93.4.30   int Crosstales.RTVoice.Speaker.MaxTextLength `[static],[get]`

Maximal length of the speech text (in characters) for the current TTS-system.

Returns

The maximal length of the speech text.

5.93.4.31   ErrorInfo Crosstales.RTVoice.Speaker.OnErrorInfo `[static],[add],[remove]`

An event triggered whenever an error occurs.

5.93.4.32   ProviderChange Crosstales.RTVoice.Speaker.OnProviderChange `[static],[add],[remove]`

An event triggered whenever a provider chamges (e.g. Windows to MaryTTS).

5.93.4.33   SpeakAudioGenerationComplete Crosstales.RTVoice.Speaker.OnSpeakAudioGenerationComplete `[static],`
`[add],[remove]`

An event triggered whenever a speak audio generation is completed.

5.93.4.34   SpeakAudioGenerationStart Crosstales.RTVoice.Speaker.OnSpeakAudioGenerationStart `[static],[add],`
`[remove]`

An event triggered whenever a speak audio generation is started.

5.93.4.35   SpeakComplete Crosstales.RTVoice.Speaker.OnSpeakComplete `[static],[add],[remove]`

An event triggered whenever a speak is completed.

5.93.4.36 SpeakCurrentPhoneme Crosstales.RTVoice.Speaker.OnSpeakCurrentPhoneme `[static],[add],` `[remove]`

An event triggered whenever a new phoneme is spoken (native, Windows only).

5.93.4.37 SpeakCurrentViseme Crosstales.RTVoice.Speaker.OnSpeakCurrentViseme `[static],[add],[remove]`

An event triggered whenever a new viseme is spoken (native, Windows only).

5.93.4.38 SpeakCurrentWord Crosstales.RTVoice.Speaker.OnSpeakCurrentWord `[static],[add],[remove]`

An event triggered whenever a new word is spoken (native, Windows and iOS only).

5.93.4.39 SpeakStart Crosstales.RTVoice.Speaker.OnSpeakStart `[static],[add],[remove]`

An event triggered whenever a speak is started.

5.93.4.40 VoicesReady Crosstales.RTVoice.Speaker.OnVoicesReady `[static],[add],[remove]`

An event triggered whenever the voices of a provider are ready.

5.93.4.41 int Crosstales.RTVoice.Speaker.SpeechCount `[static],[get]`

Number of active speeches.

5.93.4.42 System.Collections.Generic.List<**Model.Voice**> **Crosstales.RTVoice.Speaker.Voices** `[static],[get]`

Get all available voices from the current TTS-system.

Returns

All available voices (alphabetically ordered by 'Name') as a list.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩ Scripts/Speaker.cs

5.94   Crosstales.RTVoice.EditorExtension.SpeakerEditor Class Reference

Custom editor for the 'Speaker'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.SpeakerEditor:

```
┌─────────────────────────────────────────────────────┐
│                      Editor                          │
└─────────────────────────────────────────────────────┘
                          ▲
                          │
┌─────────────────────────────────────────────────────┐
│   Crosstales.RTVoice.EditorExtension.SpeakerEditor   │
└─────────────────────────────────────────────────────┘
```
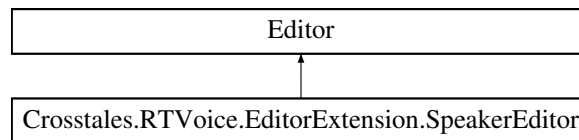
Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- override bool **RequiresConstantRepaint** ()
- override void **OnInspectorGUI** ()

5.94.1   Detailed Description

Custom editor for the 'Speaker'-class.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/←
  Editor/Extension/SpeakerEditor.cs

5.95   Crosstales.RTVoice.SALSA.SpeakSimple Class Reference

Inheritance diagram for Crosstales.RTVoice.SALSA.SpeakSimple:

```
┌─────────────────────────────────────────────────────┐
│                   MonoBehaviour                      │
└─────────────────────────────────────────────────────┘
                          ▲
                          │
┌─────────────────────────────────────────────────────┐
│       Crosstales.RTVoice.SALSA.SpeakSimple           │
└─────────────────────────────────────────────────────┘
```
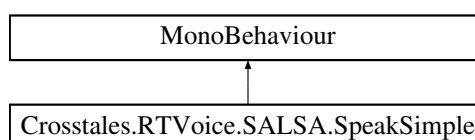
Public Member Functions

- void **Silence** ()
- void **Talk** ()

Public Attributes

- AudioSource **Source**
- InputField **EnterText**
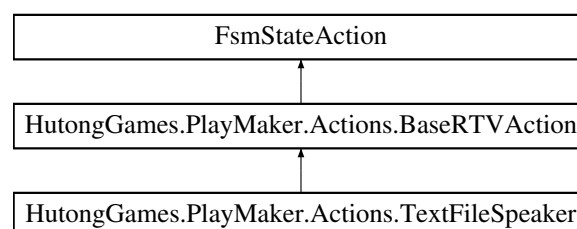- Slider **RateSlider**
- Slider **PitchSlider**

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd   party/RTVoice_3rd_party/Assets/Plugins/crosstales/RT↩
Voice/3rd party/SALSA/Scripts/SpeakSimple.cs

5.96   HutongGames.PlayMaker.Actions.SpeakUI Class Reference

Speak-action for UI-components in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.SpeakUI:

```
┌─────────────────────────────────────────────────────┐
│                    FsmStateAction                    │
└─────────────────────────────────────────────────────┘
                           ↑
┌─────────────────────────────────────────────────────┐
│     HutongGames.PlayMaker.Actions.BaseRTVAction      │
└─────────────────────────────────────────────────────┘
                           ↑
┌─────────────────────────────────────────────────────┐
│      HutongGames.PlayMaker.Actions.SpeakBase         │
└─────────────────────────────────────────────────────┘
                           ↑
┌─────────────────────────────────────────────────────┐
│       HutongGames.PlayMaker.Actions.SpeakUI          │
└─────────────────────────────────────────────────────┘
```
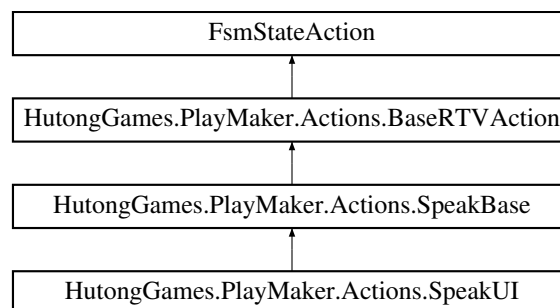
Public Member Functions

- override void **OnEnter** ()

Public Attributes

- InputField **Text**
    Text to speak.
- InputField **RTVoiceName**
    Name of the RT-Voice.
- FsmString **Culture** = "en"
    Fallback culture (e.g. 'en', optional).

Additional Inherited Members

5.96.1   Detailed Description

Speak-action for UI-components in PlayMaker.

5.96.2 Member Data Documentation

5.96.2.1 FsmString HutongGames.PlayMaker.Actions.SpeakUI.Culture = "en"

Fallback culture (e.g. 'en', optional).

5.96.2.2 InputField HutongGames.PlayMaker.Actions.SpeakUI.RTVoiceName

Name of the RT-Voice.

5.96.2.3 InputField HutongGames.PlayMaker.Actions.SpeakUI.Text

Text to speak.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RT↩
  Voice/3rd party/PlayMaker/Scripts/SpeakUI.cs

5.97 Crosstales.RTVoice.PlayMaker.SpeakUIEditor Class Reference

Custom editor for the SpeakUI-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.SpeakUIEditor:

```
┌─────────────────────────────────────────────┐
│              CustomActionEditor              │
└─────────────────────────────────────────────┘
                       ▲
┌─────────────────────────────────────────────┐
│  Crosstales.RTVoice.PlayMaker.SpeakUIEditor  │
└─────────────────────────────────────────────┘
```
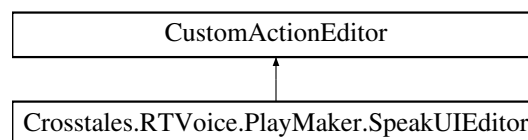
Public Member Functions

- override void **OnEnable** ()
- override bool **OnGUI** ()

5.97.1 Detailed Description

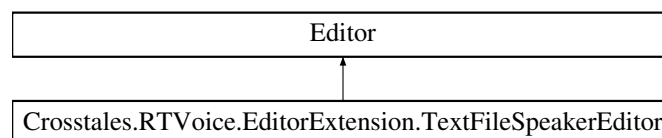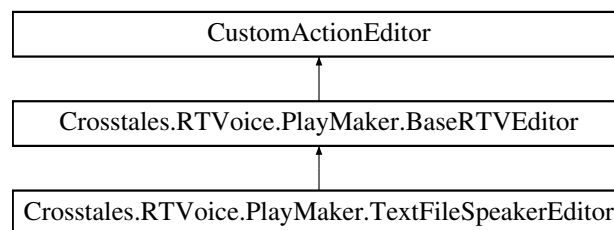Custom editor for the SpeakUI-action.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RT↩
  Voice/3rd party/PlayMaker/Editor/SpeakUIEditor.cs

5.98   Crosstales.RTVoice.Demo.SpeakWrapper Class Reference

Wrapper for the dynamic speakers.

Inheritance diagram for Crosstales.RTVoice.Demo.SpeakWrapper:

```
┌─────────────────────────────────────────┐
│             MonoBehaviour               │
└─────────────────────────────────────────┘
                    ▲
                    │
┌─────────────────────────────────────────┐
│  Crosstales.RTVoice.Demo.SpeakWrapper    │
└─────────────────────────────────────────┘
```
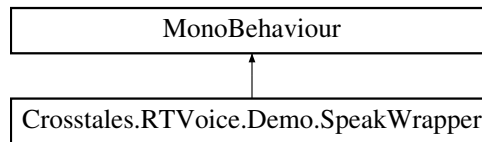
Public Member Functions

- void **Start** ()
- void **Speak** ()

Public Attributes

- Voice **SpeakerVoice**
- InputField **Input**
- Text **Label**
- AudioSource **Audio**

5.98.1   Detailed Description

Wrapper for the dynamic speakers.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Demo/Scripts/SpeakWrapper.cs

5.99   Crosstales.Common.Util.SpectrumVisualizer Class Reference

Simple spectrum visualizer.

Inheritance diagram for Crosstales.Common.Util.SpectrumVisualizer:

```
┌─────────────────────────────────────────┐
│             MonoBehaviour               │
└─────────────────────────────────────────┘
                    ▲
                    │
┌─────────────────────────────────────────┐
│  Crosstales.Common.Util.SpectrumVisualizer │
└─────────────────────────────────────────┘
```
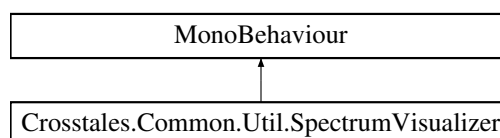
Public Member Functions

- void **Start** ()
- void **Update** ()

Public Attributes

- FFTAnalyzer Analyzer

    FFT-analyzer with the spectrum data.
- GameObject VisualPrefab

    summary>Width per prefab.
- float Width = 0.075f

    summary>Gain-power for the frequency.
- float Gain = 70f

    summary>Frequency band from left-to-right (default: true).
- bool LeftToRight = true

    summary>Opacity of the material of the prefab (default: 1).
- float **Opacity** = 1f

5.99.1   Detailed Description

Simple spectrum visualizer.

5.99.2   Member Data Documentation

5.99.2.1   FFTAnalyzer Crosstales.Common.Util.SpectrumVisualizer.Analyzer

FFT-analyzer with the spectrum data.

summary>Prefab for the frequency representation.

5.99.2.2   float Crosstales.Common.Util.SpectrumVisualizer.Gain = 70f

summary>Frequency band from left-to-right (default: true).

5.99.2.3   bool Crosstales.Common.Util.SpectrumVisualizer.LeftToRight = true

summary>Opacity of the material of the prefab (default: 1).

5.99.2.4   GameObject Crosstales.Common.Util.SpectrumVisualizer.VisualPrefab

summary>Width per prefab.

5.99.2.5 float Crosstales.Common.Util.SpectrumVisualizer.Width = 0.075f
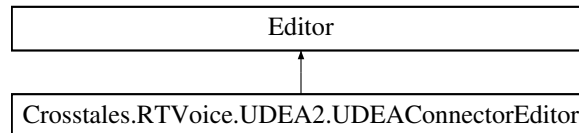
summary>Gain-power for the frequency.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↩
  Scripts/Util/SpectrumVisualizer.cs

5.100 HutongGames.PlayMaker.Actions.SpeechText Class Reference

SpeechText-action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.SpeechText:

```
                    ┌─────────────────────────────────────────┐
                    │              FsmStateAction               │
                    └─────────────────────────────────────────┘
                                        ▲
            ┌────────────────────────────────────────────────────┐
            │  HutongGames.PlayMaker.Actions.BaseRTVAction        │
            └────────────────────────────────────────────────────┘
                                        ▲
            ┌────────────────────────────────────────────────────┐
            │   HutongGames.PlayMaker.Actions.SpeechText          │
            └────────────────────────────────────────────────────┘
```
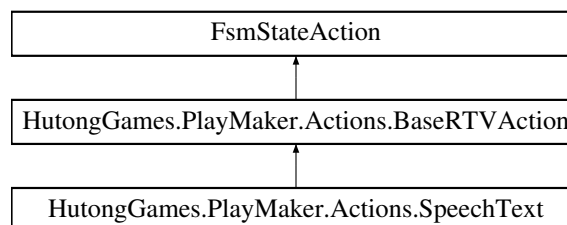
Public Member Functions

- override void **OnEnter** ()
- override void **OnExit** ()

Public Attributes

- Crosstales.RTVoice.Tool.SpeechText Obj
    Add a SpeechText (default: first object in scene).

5.100.1 Detailed Description

SpeechText-action for PlayMaker.

5.100.2 Member Data Documentation

5.100.2.1 Crosstales.RTVoice.Tool.SpeechText HutongGames.PlayMaker.Actions.SpeechText.Obj

Add a SpeechText (default: first object in scene).
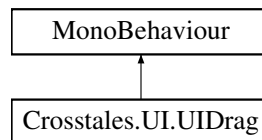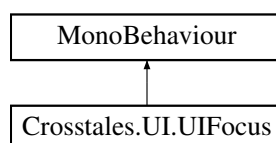
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd   party/RTVoice_3rd_party/Assets/Plugins/crosstales/RT↩
  Voice/3rd party/PlayMaker/Scripts/SpeechText.cs

5.101   Crosstales.RTVoice.Tool.SpeechText Class Reference

Allows to speak and store generated audio.

Inheritance diagram for Crosstales.RTVoice.Tool.SpeechText:

```
┌─────────────────────────────────────────┐
│              MonoBehaviour               │
└─────────────────────────────────────────┘
                     ▲
                     │
┌─────────────────────────────────────────┐
│   Crosstales.RTVoice.Tool.SpeechText     │
└─────────────────────────────────────────┘
```

Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- void **OnValidate** ()
- void Speak ()

    Speak the text.
- void Silence ()

    Silence the speech.

Public Attributes

- string Text = string.Empty

    Text to speak.
- Model.VoiceAlias Voices

    Voices for the speech.
- Model.Enum.SpeakMode Mode = Model.Enum.SpeakMode.Speak

    Speak mode (default: 'Speak').
- AudioSource Source

    AudioSource for the output (optional).
- float Rate = 1f

    Speech rate of the speaker in percent (1 = 100%, default: 1, optional).
- float Pitch = 1f

    Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).
- float Volume = 1f

    Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).
- bool PlayOnStart = false

    Enable speaking of the text on start (default: false).
- float Delay = 0f

    Delay in seconds until the speech for this text starts (default: 0).
- bool GenerateAudioFile = false

    Generate audio file on/off (default: false).
- string FileName = @"_generatedAudio/Speech01"

    File name (incl. path) for the generated audio.
- bool FileInsideAssets = true

    Is the generated file path inside the Assets-folder (current project)? If this option is enabled, it prefixes the path with 'Application.dataPath'.

Properties

- SpeechTextStart OnSpeechTextStart

    An event triggered whenever a SpeechText 'Speak' is started.
- SpeechTextComplete OnSpeechTextComplete

    An event triggered whenever a SpeechText 'Speak' is completed.
- string CurrentText `[get, set]`

    Text to speak (main use is for UI).
- float CurrentRate `[get, set]`

    Speech rate of the speaker in percent (main use is for UI).
- float CurrentPitch `[get, set]`

    Speech pitch of the speaker in percent (main use is for UI).
- float CurrentVolume `[get, set]`

    Volume of the speaker in percent (main use is for UI).

5.101.1 Detailed Description

Allows to speak and store generated audio.

5.101.2 Member Function Documentation

5.101.2.1 void Crosstales.RTVoice.Tool.SpeechText.Silence ( )

Silence the speech.

5.101.2.2 void Crosstales.RTVoice.Tool.SpeechText.Speak ( )

Speak the text.

5.101.3 Member Data Documentation

5.101.3.1 float Crosstales.RTVoice.Tool.SpeechText.Delay = 0f

Delay in seconds until the speech for this text starts (default: 0).

5.101.3.2 bool Crosstales.RTVoice.Tool.SpeechText.FileInsideAssets = true

Is the generated file path inside the Assets-folder (current project)? If this option is enabled, it prefixes the path with 'Application.dataPath'.

5.101.3.3 string Crosstales.RTVoice.Tool.SpeechText.FileName = @"_generatedAudio/Speech01"

File name (incl. path) for the generated audio.

5.101.3.4   bool Crosstales.RTVoice.Tool.SpeechText.GenerateAudioFile = false

Generate audio file on/off (default: false).

5.101.3.5   Model.Enum.SpeakMode Crosstales.RTVoice.Tool.SpeechText.Mode = Model.Enum.SpeakMode.Speak

Speak mode (default: 'Speak').

5.101.3.6   float Crosstales.RTVoice.Tool.SpeechText.Pitch = 1f

Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).

5.101.3.7   bool Crosstales.RTVoice.Tool.SpeechText.PlayOnStart = false

Enable speaking of the text on start (default: false).

5.101.3.8   float Crosstales.RTVoice.Tool.SpeechText.Rate = 1f

Speech rate of the speaker in percent (1 = 100%, default: 1, optional).

5.101.3.9   AudioSource Crosstales.RTVoice.Tool.SpeechText.Source

AudioSource for the output (optional).

5.101.3.10   string Crosstales.RTVoice.Tool.SpeechText.Text = string.Empty

Text to speak.

5.101.3.11   Model.VoiceAlias Crosstales.RTVoice.Tool.SpeechText.Voices

Voices for the speech.

5.101.3.12   float Crosstales.RTVoice.Tool.SpeechText.Volume = 1f

Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).

5.101.4   Property Documentation

5.101.4.1   float Crosstales.RTVoice.Tool.SpeechText.CurrentPitch `[get],[set]`

Speech pitch of the speaker in percent (main use is for UI).

5.101.4.2 float Crosstales.RTVoice.Tool.SpeechText.CurrentRate `[get],[set]`

Speech rate of the speaker in percent (main use is for UI).

5.101.4.3 string Crosstales.RTVoice.Tool.SpeechText.CurrentText `[get],[set]`

Text to speak (main use is for UI).

5.101.4.4 float Crosstales.RTVoice.Tool.SpeechText.CurrentVolume `[get],[set]`

Volume of the speaker in percent (main use is for UI).

5.101.4.5 SpeechTextComplete Crosstales.RTVoice.Tool.SpeechText.OnSpeechTextComplete `[add],[remove]`

An event triggered whenever a SpeechText 'Speak' is completed.

5.101.4.6 SpeechTextStart Crosstales.RTVoice.Tool.SpeechText.OnSpeechTextStart `[add],[remove]`

An event triggered whenever a SpeechText 'Speak' is started.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩ Scripts/Tool/SpeechText.cs

5.102 Crosstales.RTVoice.EditorExtension.SpeechTextEditor Class Reference

Custom editor for the 'SpeechText'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.SpeechTextEditor:

```
┌─────────────────────────────────────────────────────────┐
│                          Editor                          │
└─────────────────────────────────────────────────────────┘
                              ▲
┌─────────────────────────────────────────────────────────┐
│   Crosstales.RTVoice.EditorExtension.SpeechTextEditor    │
└─────────────────────────────────────────────────────────┘
```
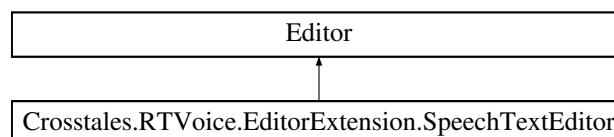
Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- override void **OnInspectorGUI** ()

5.102.1 Detailed Description

Custom editor for the 'SpeechText'-class.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
Editor/Extension/SpeechTextEditor.cs

5.103   Crosstales.RTVoice.PlayMaker.SpeechTextEditor Class Reference

Custom editor for the SpeechText-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.SpeechTextEditor:

```
┌─────────────────────────────────────────────┐
│              CustomActionEditor              │
└─────────────────────────────────────────────┘
                      ▲
┌─────────────────────────────────────────────┐
│   Crosstales.RTVoice.PlayMaker.BaseRTVEditor  │
└─────────────────────────────────────────────┘
                      ▲
┌─────────────────────────────────────────────┐
│  Crosstales.RTVoice.PlayMaker.SpeechTextEditor │
└─────────────────────────────────────────────┘
```
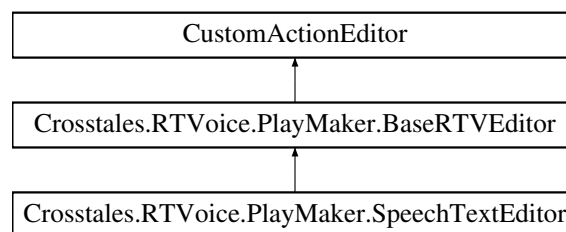
Additional Inherited Members

5.103.1 Detailed Description

Custom editor for the SpeechText-action.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd   party/RTVoice_3rd_party/Assets/Plugins/crosstales/RT↩
Voice/3rd party/PlayMaker/Editor/SpeechTextEditor.cs

5.104   Crosstales.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstales.UI.StaticManager:

```
┌─────────────────────────────────────────────┐
│               MonoBehaviour                  │
└─────────────────────────────────────────────┘
                      ▲
┌─────────────────────────────────────────────┐
│          Crosstales.UI.StaticManager          │
└─────────────────────────────────────────────┘
```
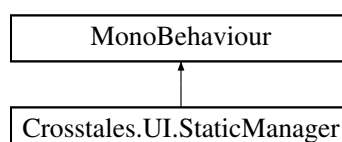
Public Member Functions

- void Quit ()

  Quit the application (stop playing inside the Editor).
- void OpenCrosstales ()

  summary>Open the Unity AssetStore homepage.
- void **OpenAssetstore** ()

5.104.1 Detailed Description

Static Button Manager.

5.104.2 Member Function Documentation

5.104.2.1 void Crosstales.UI.StaticManager.OpenCrosstales ( )

summary>Open the Unity AssetStore homepage.

5.104.2.2 void Crosstales.UI.StaticManager.Quit ( )

Quit the application (stop playing inside the Editor).

summary>Open the crosstales homepage.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/←
  UI/Scripts/StaticManager.cs

5.105 Crosstales.Common.Util.SurviveSceneSwitch Class Reference

Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

Inheritance diagram for Crosstales.Common.Util.SurviveSceneSwitch:

```
┌─────────────────────────────────────────────────┐
│                 MonoBehaviour                    │
└─────────────────────────────────────────────────┘
                        ▲
                        │
┌─────────────────────────────────────────────────┐
│   Crosstales.Common.Util.SurviveSceneSwitch      │
└─────────────────────────────────────────────────┘
```
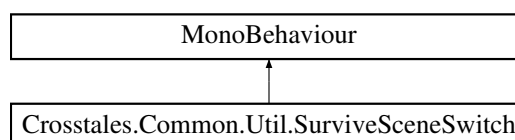
Public Member Functions

- void **Awake** ()
- void **Start** ()
- void **Update** ()

Public Attributes

- GameObject[ ] Survivors

    Objects which have to survive a scene switch.

5.105.1   Detailed Description

Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

5.105.2   Member Data Documentation

5.105.2.1   GameObject [ ] Crosstales.Common.Util.SurviveSceneSwitch.Survivors

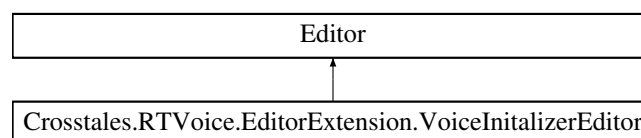Objects which have to survive a scene switch.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↩
    Scripts/Tool/SurviveSceneSwitch.cs

5.106   Crosstales.RTVoice.AWSPolly.Switcher Class Reference

Simple switcher to test the functionality of the AWS Polly provider.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.Switcher:

```
        ┌─────────────────────────────────────────────┐
        │               MonoBehaviour                 │
        └─────────────────────────────────────────────┘
                              ▲
        ┌─────────────────────────────────────────────┐
        │   Crosstales.RTVoice.AWSPolly.Switcher      │
        └─────────────────────────────────────────────┘
```
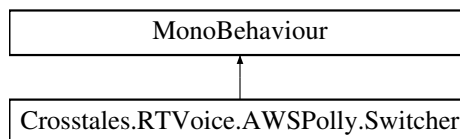
Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **Switch** ()

5.106.1   Detailed Description

Simple switcher to test the functionality of the AWS Polly provider.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd   party/RTVoice_3rd_party/Assets/Plugins/crosstales/RT↩
    Voice/3rd party/AWS Polly/Demo/Scripts/Switcher.cs

5.107   Crosstales.Common.Util.TakeScreenshot Class Reference

Take screen shots inside an application.

Inheritance diagram for Crosstales.Common.Util.TakeScreenshot:

```
┌──────────────────────────────────────────────┐
│              MonoBehaviour                     │
└──────────────────────────────────────────────┘
                      ▲
                      │
┌──────────────────────────────────────────────┐
│   Crosstales.Common.Util.TakeScreenshot        │
└──────────────────────────────────────────────┘
```
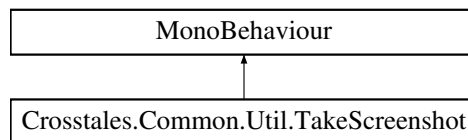
Public Member Functions

- void **Start** ()
- void Update ()
    summary>Capture the screen.
- void **Capture** ()

Public Attributes

- string Prefix = "CT_Screenshot"
    Prefix for the generate file names.
- int Scale = 1
    summary>Key-press to capture the screen (default: F8).
- KeyCode **KeyCode** = KeyCode.F8

5.107.1   Detailed Description

Take screen shots inside an application.

5.107.2   Member Function Documentation

5.107.2.1   **void Crosstales.Common.Util.TakeScreenshot.Update (   )**

summary>Capture the screen.

5.107.3   Member Data Documentation

5.107.3.1   **string Crosstales.Common.Util.TakeScreenshot.Prefix = "CT_Screenshot"**

Prefix for the generate file names.

summary>Factor by which to increase resolution (default: 1).

5.107.3.2   **int Crosstales.Common.Util.TakeScreenshot.Scale = 1**

summary>Key-press to capture the screen (default: F8).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↩ Scripts/Tool/TakeScreenshot.cs

5.108   Crosstales.RTVoice.Tool.TextFileSpeaker Class Reference

Allows to speak text files.

Inheritance diagram for Crosstales.RTVoice.Tool.TextFileSpeaker:

```
┌─────────────────────────────────────────────┐
│              MonoBehaviour                   │
└─────────────────────────────────────────────┘
                      ▲
                      │
┌─────────────────────────────────────────────┐
│  Crosstales.RTVoice.Tool.TextFileSpeaker     │
└─────────────────────────────────────────────┘
```
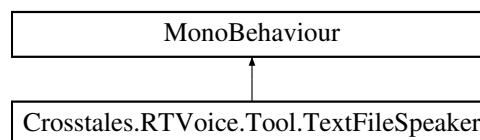
Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnDestroy** ()
- void **OnValidate** ()
- void SpeakAll ()

    Speaks all texts until StopAll is called.
- void StopAll ()

    Stops speaking all texts.
- void Next ()

    Speaks the next text (main use for UI).
- void Next (bool random)

    Speaks the next text.
- void Previous ()

    Speaks the previous text (main use for UI).
- void Previous (bool random)

    Speaks the previous text.
- void Speak ()

    Speaks a text (main use for UI).
- string SpeakText (int index=-1, bool random=false)

    Speaks a text with an optional index.
- void Silence ()

    Silence the speech.
- void Reload ()

    Reloads all text files (e.g. when new text files were added during runtime).

Public Attributes

- TextAsset[ ] TextFiles

  Text files to speak.
- Model.VoiceAlias Voices

  Voices for the speech.
- Model.Enum.SpeakMode Mode = Model.Enum.SpeakMode.Speak

  Speak mode (default: 'Speak').
- bool PlayOnStart = false

  Enable speaking of a random text file on start (default: false).
- bool PlayAllOnStart = false

  Enable speaking of a all random text files on start (default: false). NOTE: this can only be stopped with the "StopAll"-method
- bool SpeakRandom = false

  Speaks the text files in random order (default: false).
- float Delay = 0f

  Delay until the speech for this text starts (default: 0).
- AudioSource Source

  AudioSource for the output (optional).
- float Rate = 1f

  Speech rate of the speaker in percent (1 = 100%, default: 1, optional).
- float Pitch = 1f

  Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).
- float Volume = 1f

  Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).

Properties

- float CurrentRate   `[get, set]`

  Speech rate of the speaker in percent (main use is for UI).
- float CurrentPitch   `[get, set]`

  Speech pitch of the speaker in percent (main use is for UI).
- float CurrentVolume   `[get, set]`

  Volume of the speaker in percent (main use is for UI).

5.108.1   Detailed Description

Allows to speak text files.

5.108.2   Member Function Documentation

5.108.2.1   void Crosstales.RTVoice.Tool.TextFileSpeaker.Next ( )

Speaks the next text (main use for UI).

5.108.2.2   void Crosstales.RTVoice.Tool.TextFileSpeaker.Next (bool *random*)

Speaks the next text.

Parameters

random	Speak a random text

5.108.2.3   void Crosstales.RTVoice.Tool.TextFileSpeaker.Previous ( )

Speaks the previous text (main use for UI).

5.108.2.4   void Crosstales.RTVoice.Tool.TextFileSpeaker.Previous (bool *random*)

Speaks the previous text.

Parameters

random	Speak a random text

5.108.2.5   void Crosstales.RTVoice.Tool.TextFileSpeaker.Reload ( )

Reloads all text files (e.g. when new text files were added during runtime).

5.108.2.6   void Crosstales.RTVoice.Tool.TextFileSpeaker.Silence ( )

Silence the speech.

5.108.2.7   void Crosstales.RTVoice.Tool.TextFileSpeaker.Speak ( )

Speaks a text (main use for UI).

5.108.2.8   void Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakAll ( )

Speaks all texts until StopAll is called.

5.108.2.9   string Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakText (int *index =* −1, bool *random =* false)

Speaks a text with an optional index.

Parameters

index	Index of the text (default: -1 (random), optional).
random	Speak a random text (default: false, optional)

Returns

UID of the speaker.

5.108.2.10   void Crosstales.RTVoice.Tool.TextFileSpeaker.StopAll (   )

Stops speaking all texts.

5.108.3   Member Data Documentation

5.108.3.1   float Crosstales.RTVoice.Tool.TextFileSpeaker.Delay = 0f

Delay until the speech for this text starts (default: 0).

5.108.3.2   Model.Enum.SpeakMode Crosstales.RTVoice.Tool.TextFileSpeaker.Mode = Model.Enum.SpeakMode.Speak

Speak mode (default: 'Speak').

5.108.3.3   float Crosstales.RTVoice.Tool.TextFileSpeaker.Pitch = 1f

Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).

5.108.3.4   bool Crosstales.RTVoice.Tool.TextFileSpeaker.PlayAllOnStart = false

Enable speaking of a all random text files on start (default: false). NOTE: this can only be stopped with the "Stop↩
All"-method

5.108.3.5   bool Crosstales.RTVoice.Tool.TextFileSpeaker.PlayOnStart = false

Enable speaking of a random text file on start (default: false).

5.108.3.6   float Crosstales.RTVoice.Tool.TextFileSpeaker.Rate = 1f

Speech rate of the speaker in percent (1 = 100%, default: 1, optional).

5.108.3.7   AudioSource Crosstales.RTVoice.Tool.TextFileSpeaker.Source

AudioSource for the output (optional).

5.108.3.8   bool Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakRandom = false

Speaks the text files in random order (default: false).

5.108.3.9 TextAsset [ ] Crosstales.RTVoice.Tool.TextFileSpeaker.TextFiles

Text files to speak.

5.108.3.10 Model.VoiceAlias Crosstales.RTVoice.Tool.TextFileSpeaker.Voices

Voices for the speech.

5.108.3.11 float Crosstales.RTVoice.Tool.TextFileSpeaker.Volume = 1f

Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).

5.108.4 Property Documentation

5.108.4.1 float Crosstales.RTVoice.Tool.TextFileSpeaker.CurrentPitch `[get],[set]`

Speech pitch of the speaker in percent (main use is for UI).

5.108.4.2 float Crosstales.RTVoice.Tool.TextFileSpeaker.CurrentRate `[get],[set]`

Speech rate of the speaker in percent (main use is for UI).

5.108.4.3 float Crosstales.RTVoice.Tool.TextFileSpeaker.CurrentVolume `[get],[set]`

Volume of the speaker in percent (main use is for UI).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/←
  Scripts/Tool/TextFileSpeaker.cs

5.109 HutongGames.PlayMaker.Actions.TextFileSpeaker Class Reference

TextFileSpeaker-action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.TextFileSpeaker:

```
┌─────────────────────────────────────────────────────┐
│                   FsmStateAction                    │
└─────────────────────────────────────────────────────┘
                          ▲
                          │
┌─────────────────────────────────────────────────────┐
│    HutongGames.PlayMaker.Actions.BaseRTVAction      │
└─────────────────────────────────────────────────────┘
                          ▲
                          │
┌─────────────────────────────────────────────────────┐
│   HutongGames.PlayMaker.Actions.TextFileSpeaker     │
└─────────────────────────────────────────────────────┘
```

Public Member Functions

- override void **OnEnter** ()

Public Attributes

- Crosstales.RTVoice.Tool.TextFileSpeaker Obj
  Add a TextFileSpeaker (default: first object in scene).

5.109.1   Detailed Description

TextFileSpeaker-action for PlayMaker.

5.109.2   Member Data Documentation

5.109.2.1   **Crosstales.RTVoice.Tool.TextFileSpeaker** HutongGames.PlayMaker.Actions.TextFileSpeaker.Obj

Add a TextFileSpeaker (default: first object in scene).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd   party/RTVoice_3rd_party/Assets/Plugins/crosstales/RT↩
  Voice/3rd party/PlayMaker/Scripts/TextFileSpeaker.cs

5.110   Crosstales.RTVoice.EditorExtension.TextFileSpeakerEditor Class Reference

Custom editor for the 'TextFileSpeaker'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.TextFileSpeakerEditor:

Editor

Crosstales.RTVoice.EditorExtension.TextFileSpeakerEditor

Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- override void **OnInspectorGUI** ()

5.110.1 Detailed Description

Custom editor for the 'TextFileSpeaker'-class.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
Editor/Extension/TextFileSpeakerEditor.cs

5.111 Crosstales.RTVoice.PlayMaker.TextFileSpeakerEditor Class Reference

Custom editor for the TextFileSpeaker-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.TextFileSpeakerEditor:

CustomActionEditor

Crosstales.RTVoice.PlayMaker.BaseRTVEditor

Crosstales.RTVoice.PlayMaker.TextFileSpeakerEditor

Additional Inherited Members

5.111.1 Detailed Description

Custom editor for the TextFileSpeaker-action.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd   party/RTVoice_3rd_party/Assets/Plugins/crosstales/RT↩
Voice/3rd party/PlayMaker/Editor/TextFileSpeakerEditor.cs

5.112 Crosstales.RTVoice.EditorTask.Tracer Class Reference

Gather some tracing data for the asset.

5.112.1 Detailed Description

Gather some tracing data for the asset.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
Editor/Task/Tracer.cs

5.113 Crosstales.RTVoice.UDEA2.UDEAConnector Class Reference

Connects UDEA and RT-Voice. Must be placed on a dialogue prefab.

Inheritance diagram for Crosstales.RTVoice.UDEA2.UDEAConnector:

```
┌─────────────────────────────────────────┐
│              MonoBehaviour               │
└─────────────────────────────────────────┘
                     ▲
┌─────────────────────────────────────────┐
│  Crosstales.RTVoice.UDEA2.UDEAConnector  │
└─────────────────────────────────────────┘
```
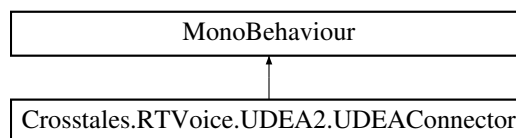
Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- void **OnValidate** ()
- void **SpeakRT** ()

Public Attributes

- UDEAVoiceWrapper[ ] Voices

    Voices for the UDEA-characters (optional).
- string Culture

    Fallback culture for all sequences (e.g. 'en', optional).

5.113.1 Detailed Description

Connects UDEA and RT-Voice. Must be placed on a dialogue prefab.

5.113.2 Member Data Documentation

5.113.2.1 string Crosstales.RTVoice.UDEA2.UDEAConnector.Culture

Fallback culture for all sequences (e.g. 'en', optional).

5.113.2.2 UDEAVoiceWrapper [ ] Crosstales.RTVoice.UDEA2.UDEAConnector.Voices

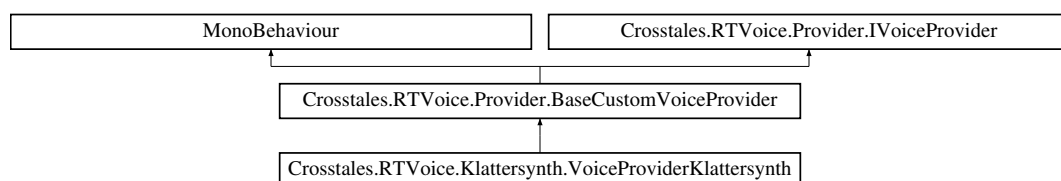Voices for the UDEA-characters (optional).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd   party/RTVoice_3rd_party/Assets/Plugins/crosstales/RT↩
Voice/3rd party/THE Dialogue Engine/Scripts/UDEAConnector.cs

5.114   Crosstales.RTVoice.UDEA2.UDEAConnectorEditor Class Reference

Custom editor for the 'UDEAConnector'-class.

Inheritance diagram for Crosstales.RTVoice.UDEA2.UDEAConnectorEditor:

```
┌─────────────────────────────────────────────────┐
│                     Editor                        │
└─────────────────────────────────────────────────┘
                         ▲
                         │
┌─────────────────────────────────────────────────┐
│   Crosstales.RTVoice.UDEA2.UDEAConnectorEditor   │
└─────────────────────────────────────────────────┘
```

Public Member Functions

- override void **OnInspectorGUI** ()

5.114.1   Detailed Description

Custom editor for the 'UDEAConnector'-class.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd   party/RTVoice_3rd_party/Assets/Plugins/crosstales/RT↩
  Voice/3rd party/THE Dialogue Engine/Editor/UDEAConnectorEditor.cs

5.115   Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper Class Reference

Wrapper for an UDEA-character to an RT-Voice.

Public Member Functions

- override string **ToString** ()

Public Attributes

- string UDEAVoiceName = string.Empty

  "Name of the UDEA-character on-screen.
- Model.VoiceAlias Voices

  Voices for the speech.
- AudioSource Source

  Origin AudioSource (optional).
- float Rate = 1f

  Speech rate of the speaker in percent (1 = 100%, default: 1, optional).
- float Pitch = 1f

  Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).
- float Volume = 1f

  Volume of the speaker in percent (1 = 100%, default: 1, optional).
- bool IgnoreCharacter = false

  Ignore this character (default: false).
- bool **initalized** = false

5.115.1 Detailed Description

Wrapper for an UDEA-character to an RT-Voice.

5.115.2 Member Data Documentation

5.115.2.1 bool Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.IgnoreCharacter = false

Ignore this character (default: false).

5.115.2.2 float Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Pitch = 1f

Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).

5.115.2.3 float Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Rate = 1f

Speech rate of the speaker in percent (1 = 100%, default: 1, optional).

5.115.2.4 AudioSource Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Source

Origin AudioSource (optional).

5.115.2.5 string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.UDEAVoiceName = string.Empty

"Name of the UDEA-character on-screen.

5.115.2.6 Model.VoiceAlias Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Voices

Voices for the speech.

5.115.2.7 float Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Volume = 1f

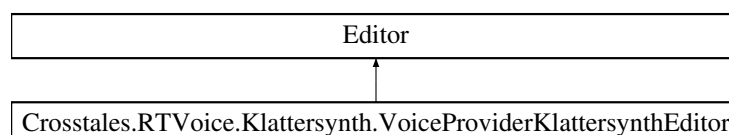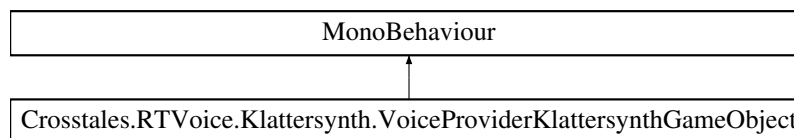Volume of the speaker in percent (1 = 100%, default: 1, optional).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RT↩
Voice/3rd party/THE Dialogue Engine/Scripts/UDEAVoiceWrapper.cs

5.116 Crosstales.UI.UIDrag Class Reference

Allow to Drag the Windows arround.

Inheritance diagram for Crosstales.UI.UIDrag:

```
┌──────────────────────┐
│    MonoBehaviour     │
└──────────────────────┘
           ▲
           │
┌──────────────────────┐
│  Crosstales.UI.UIDrag │
└──────────────────────┘
```

Public Member Functions

- void Start ()

    summary>Drag started.
- void BeginDrag ()

    summary>While dragging.
- void **OnDrag** ()

5.116.1 Detailed Description

Allow to Drag the Windows arround.

5.116.2 Member Function Documentation

5.116.2.1 void Crosstales.UI.UIDrag.BeginDrag ( )

summary>While dragging.

#### 5.116.2.2 void Crosstales.UI.UIDrag.Start ( )

summary>Drag started.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/←
  UI/Scripts/UIDrag.cs

5.117 Crosstales.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstales.UI.UIFocus:

```
┌──────────────────────┐
│    MonoBehaviour     │
└──────────────────────┘
           ▲
           │
┌──────────────────────┐
│ Crosstales.UI.UIFocus │
└──────────────────────┘
```

Public Member Functions

- void Start ()

    summary>Panel entered.
- void **OnPanelEnter** ()

Public Attributes

- string ManagerName = "Canvas"

    Name of the gameobject containing the UIWindowManager.

5.117.1   Detailed Description

Change the Focus on from a Window.

5.117.2   Member Function Documentation

5.117.2.1   void Crosstales.UI.UIFocus.Start (   )

summary>Panel entered.

5.117.3   Member Data Documentation

5.117.3.1   string Crosstales.UI.UIFocus.ManagerName = "Canvas"

Name of the gameobject containing the UIWindowManager.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/←
  UI/Scripts/UIFocus.cs

5.118   Crosstales.UI.UIHint Class Reference

Controls a UI group (hint).

Inheritance diagram for Crosstales.UI.UIHint:
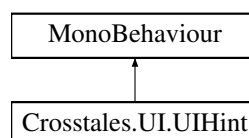
Public Member Functions

- void **Start** ()
- void **FadeUp** ()
- void **FadeDown** ()

Public Attributes

- CanvasGroup Group

    Group to fade.
- float Delay = 2f

    Delay in seconds before fading (default: 2).
- float FadeTime = 2f

    Fade time in seconds (default: 2).
- bool Disable = true

    Disable UI element after the fade (default: true).
- bool FadeAtStart = true

    Fade at Start (default: true).

5.118.1   Detailed Description

Controls a UI group (hint).

5.118.2   Member Data Documentation

5.118.2.1   float Crosstales.UI.UIHint.Delay = 2f

Delay in seconds before fading (default: 2).

5.118.2.2   bool Crosstales.UI.UIHint.Disable = true

Disable UI element after the fade (default: true).

5.118.2.3   bool Crosstales.UI.UIHint.FadeAtStart = true

Fade at Start (default: true).

5.118.2.4   float Crosstales.UI.UIHint.FadeTime = 2f

Fade time in seconds (default: 2).

Group to fade.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↩
  UI/Scripts/UIHint.cs

5.119 Crosstales.UI.UIResize Class Reference

Resize a UI element.

Inheritance diagram for Crosstales.UI.UIResize:

MonoBehaviour	IPointerDownHandler	IDragHandler

Crosstales.UI.UIResize
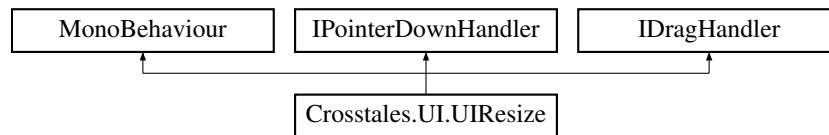
Public Member Functions

- void **Awake** ()
- void **OnPointerDown** (PointerEventData data)
- void **OnDrag** (PointerEventData data)

Public Attributes

- Vector2 MinSize = new Vector2(300, 160)

  Minimum size of the UI element.
- Vector2 MaxSize = new Vector2(800, 600)

  Maximum size of the UI element.

5.119.1 Detailed Description

Resize a UI element.

5.119.2 Member Data Documentation

5.119.2.1 Vector2 Crosstales.UI.UIResize.MaxSize = new Vector2(800, 600)

Maximum size of the UI element.

5.119.2.2   Vector2 Crosstales.UI.UIResize.MinSize = new Vector2(300, 160)

Minimum size of the UI element.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/$\hookleftarrow$
  UI/Scripts/UIResize.cs

5.120   Crosstales.UI.UIWindowManager Class Reference

Change the state of all Window panels.

Inheritance diagram for Crosstales.UI.UIWindowManager:

```
┌─────────────────────────────────────┐
│           MonoBehaviour             │
└─────────────────────────────────────┘
                   ▲
┌─────────────────────────────────────┐
│  Crosstales.UI.UIWindowManager      │
└─────────────────────────────────────┘
```
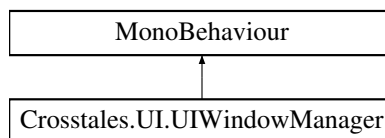
Public Member Functions

- void Start ()
- void **ChangeState** (GameObject active)

Public Attributes

- GameObject[ ] Windows
    All Windows of the scene.

5.120.1   Detailed Description

Change the state of all Window panels.

5.120.2   Member Function Documentation

5.120.2.1   void Crosstales.UI.UIWindowManager.Start (   )

summary>Change the state of all windows.

Parameters

active	Active window.

5.120.3 Member Data Documentation

5.120.3.1 GameObject [ ] Crosstales.UI.UIWindowManager.Windows

All Windows of the scene.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↩
  UI/Scripts/UIWindowManager.cs

5.121 Crosstales.RTVoice.EditorTask.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

- static void **UpdateCheckForEditor** (out string result, out UpdateStatus st)

Public Attributes

- const string **TEXT_NOT_CHECKED** = "Not checked."
- const string **TEXT_NO_UPDATE** = "No update available - you are using the latest version."

5.121.1 Detailed Description

Checks for updates of the asset.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Editor/Task/UpdateCheck.cs

5.122 Crosstales.RTVoice.Model.Voice Class Reference

Model for a voice.

Public Member Functions

- Voice (string name, string description, Enum.Gender gender, string age, string culture, string id="", string vendor="unknown")

  Instantiate the class.
- override string **ToString** ()

Public Attributes

- string **Name**

  Name of the voice.
- string **Description**

  Description of the voice.
- Enum.Gender **Gender**

  Gender of the voice.
- string **Age**

  Age of the voice.
- string **Identifier** = string.Empty

  Identifier of the voice.
- string **Vendor** = string.Empty

  Vendor of the voice.

Properties

- string **Culture**   `[get, set]`

  Culture of the voice (ISO 639-1).

5.122.1   Detailed Description

Model for a voice.

5.122.2   Constructor & Destructor Documentation

5.122.2.1   **Crosstales.RTVoice.Model.Voice.Voice (string *name,* string *description,* Enum.Gender *gender,* string *age,* string *culture,* string *id* = `" "`*,* string *vendor* = `"unknown"`)**

Instantiate the class.

Parameters

name	Name of the voice.
description	Description of the voice.
gender	Gender of the voice.
age	Age of the voice.
culture	Culture of the voice.
id	Identifier of the voice (optional).
vendor	Vendor of the voice (optional).

5.122.3   Member Data Documentation

5.122.3.1   **string Crosstales.RTVoice.Model.Voice.Age**

Age of the voice.

5.122.3.2   **string Crosstales.RTVoice.Model.Voice.Description**

Description of the voice.

5.122.3.3   **Enum.Gender Crosstales.RTVoice.Model.Voice.Gender**

Gender of the voice.

5.122.3.4   **string Crosstales.RTVoice.Model.Voice.Identifier = string.Empty**

Identifier of the voice.

5.122.3.5   **string Crosstales.RTVoice.Model.Voice.Name**

Name of the voice.

5.122.3.6   **string Crosstales.RTVoice.Model.Voice.Vendor = string.Empty**

Vendor of the voice.

5.122.4   Property Documentation

5.122.4.1   **string Crosstales.RTVoice.Model.Voice.Culture**   `[get],[set]`

Culture of the voice (ISO 639-1).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
Scripts/Model/Voice.cs

5.123   Crosstales.RTVoice.Model.VoiceAlias Class Reference

Alias for multiple voices on different platforms.

Public Member Functions

- override string **ToString** ()

Public Attributes

- string VoiceNameWindows = "David"

  Name of the voice under Windows.
- string VoiceNameMac = "Alex"

  Name of the voice under macOS.
- string VoiceNameLinux = "en"

  Name of the voice under Linux and for eSpeak.
- string VoiceNameAndroid = "en"

  Name of the voice under Android.
- string VoiceNameIOS = "Daniel"

  Name of the voice under iOS.
- string VoiceNameWSA = "David"

  Name of the voice under WSA.
- string VoiceNameMaryTTS = "cmu-rms-hsmm"

  Name of the voice under MaryTTS.
- string VoiceNameCustom = string.Empty

  Name of the voice for custom TTS-systems.
- string Culture = "en"

  Fallback culture for the text (e.g. 'en', optional).
- Enum.Gender Gender = Enum.Gender.UNKNOWN

  Fallback gender for the text.

Properties

- string VoiceName `[get]`

  Returns the name of the voice for the current platform.
- Voice Voice `[get]`

  Returns the voice for the current platform.

5.123.1 Detailed Description

Alias for multiple voices on different platforms.

5.123.2 Member Data Documentation

5.123.2.1 string Crosstales.RTVoice.Model.VoiceAlias.Culture = "en"

Fallback culture for the text (e.g. 'en', optional).

5.123.2.2 Enum.Gender Crosstales.RTVoice.Model.VoiceAlias.Gender = Enum.Gender.UNKNOWN

Fallback gender for the text.

5.123.2.3 string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameAndroid = "en"

Name of the voice under Android.

5.123.2.4   string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameCustom = string.Empty

Name of the voice for custom TTS-systems.

5.123.2.5   string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameIOS = "Daniel"

Name of the voice under iOS.

5.123.2.6   string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameLinux = "en"

Name of the voice under Linux and for eSpeak.

5.123.2.7   string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameMac = "Alex"

Name of the voice under macOS.

5.123.2.8   string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameMaryTTS = "cmu-rms-hsmm"

Name of the voice under MaryTTS.

5.123.2.9   string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameWindows = "David"

Name of the voice under Windows.

5.123.2.10   string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameWSA = "David"

Name of the voice under WSA.

5.123.3   Property Documentation

5.123.3.1   Voice Crosstales.RTVoice.Model.VoiceAlias.Voice `[get]`

Returns the voice for the current platform.

Returns

> The voice for the current platform.

5.123.3.2   string Crosstales.RTVoice.Model.VoiceAlias.VoiceName `[get]`

Returns the name of the voice for the current platform.

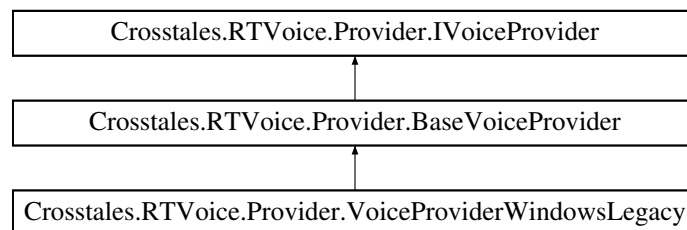**Returns**

The name of the voice for the current platform.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Scripts/Model/VoiceAlias.cs

5.124   Crosstales.RTVoice.Tool.VoiceInitalizer Class Reference

Allows to initalize voices (useful on Android).

Inheritance diagram for Crosstales.RTVoice.Tool.VoiceInitalizer:

```
          ┌──────────────────────────┐
          │      MonoBehaviour       │
          └──────────────────────────┘
                       ▲
          ┌──────────────────────────────────────┐
          │  Crosstales.RTVoice.Tool.VoiceInitalizer  │
          └──────────────────────────────────────┘
```
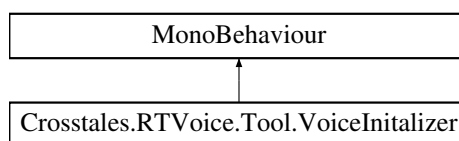
Public Member Functions

- void **Start** ()
- void **OnEnable** ()
- void **OnDisable** ()

Public Attributes

- Model.Enum.ProviderType Provider = Model.Enum.ProviderType.Android

    Selected provider to initalize the voices (default: Android).
- string[ ] VoiceNames

    Initialize voices by name.
- bool AllVoices = false

    Initialize all voices (default: false).
- bool DestroyWhenFinished = true

    Destroy the gameobject after initialize (default: true).

5.124.1   Detailed Description

Allows to initalize voices (useful on Android).

5.124.2 Member Data Documentation

5.124.2.1 bool Crosstales.RTVoice.Tool.VoiceInitalizer.AllVoices = false

Initialize all voices (default: false).

5.124.2.2 bool Crosstales.RTVoice.Tool.VoiceInitalizer.DestroyWhenFinished = true

Destroy the gameobject after initialize (default: true).

5.124.2.3 Model.Enum.ProviderType Crosstales.RTVoice.Tool.VoiceInitalizer.Provider = Model.Enum.ProviderType.Android

Selected provider to initalize the voices (default: Android).

5.124.2.4 string [ ] Crosstales.RTVoice.Tool.VoiceInitalizer.VoiceNames

Initialize voices by name.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/←
  Scripts/Tool/VoiceInitalizer.cs

5.125 Crosstales.RTVoice.EditorExtension.VoiceInitalizerEditor Class Reference

Custom editor for the 'VoiceInitalizer'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.VoiceInitalizerEditor:

```
                   ┌─────────────────────────────────────────────────┐
                   │                     Editor                      │
                   └─────────────────────────────────────────────────┘
                                          ▲
                                          │
  ┌────────────────────────────────────────────────────────────────────────┐
  │      Crosstales.RTVoice.EditorExtension.VoiceInitalizerEditor           │
  └────────────────────────────────────────────────────────────────────────┘
```

Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

5.125.1 Detailed Description

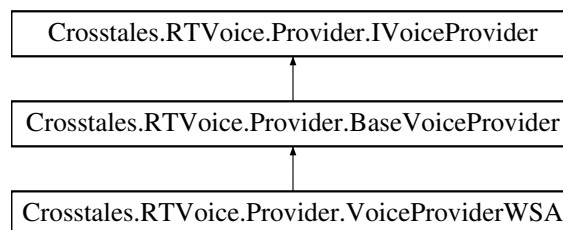Custom editor for the 'VoiceInitalizer'-class.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/←
  Editor/Extension/VoiceInitalizerEditor.cs

5.126   Crosstales.RTVoice.Provider.VoiceProviderAndroid Class Reference

Android voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderAndroid:

```
┌─────────────────────────────────────────────────┐
│   Crosstales.RTVoice.Provider.IVoiceProvider     │
└─────────────────────────────────────────────────┘
                        ▲
                        │
┌─────────────────────────────────────────────────┐
│  Crosstales.RTVoice.Provider.BaseVoiceProvider   │
└─────────────────────────────────────────────────┘
                        ▲
                        │
┌─────────────────────────────────────────────────┐
│ Crosstales.RTVoice.Provider.VoiceProviderAndroid │
└─────────────────────────────────────────────────┘
```
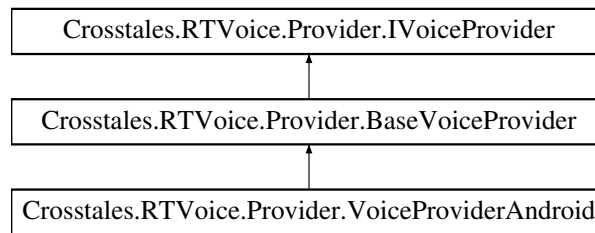
Public Member Functions

- VoiceProviderAndroid (MonoBehaviour obj)

    Constructor for VoiceProviderAndroid.
- override IEnumerator SpeakNative (Model.Wrapper wrapper)

    The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Model.Wrapper wrapper)

    The current provider speaks a text with a given voice.
- override IEnumerator Generate (Model.Wrapper wrapper)

    The current provider generates an audio file from a text with a given voice.
- override void Silence ()

    Silence all active TTS-providers.
- void **ShutdownTTS** ()

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isPlatformSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]

Additional Inherited Members

5.126.1   Detailed Description

Android voice provider.

5.126.2   Constructor & Destructor Documentation

5.126.2.1   Crosstales.RTVoice.Provider.VoiceProviderAndroid.VoiceProviderAndroid (MonoBehaviour *obj*)

Constructor for VoiceProviderAndroid.

Parameters

obj	Instance of the speaker

5.126.3   Member Function Documentation

5.126.3.1   override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderAndroid.Generate (Model.Wrapper *wrapper* **)**
          `[virtual]`

The current provider generates an audio file from a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.126.3.2   override void Crosstales.RTVoice.Provider.VoiceProviderAndroid.Silence ( ) `[virtual]`

Silence all active TTS-providers.

Reimplemented from Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.126.3.3   override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderAndroid.Speak (Model.Wrapper *wrapper* **)**
          `[virtual]`

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.126.3.4   override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderAndroid.SpeakNative (Model.Wrapper *wrapper* **)**
          `[virtual]`

The current provider speaks a text with a given voice (native mode).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Scripts/Provider/VoiceProviderAndroid.cs

5.127   Crosstales.RTVoice.AWSPolly.VoiceProviderAWS Class Reference

AWS Polly voice provider.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.VoiceProviderAWS:

```
┌─────────────────────┐        ┌──────────────────────────────────────────┐
│    MonoBehaviour    │        │  Crosstales.RTVoice.Provider.IVoiceProvider │
└─────────────────────┘        └──────────────────────────────────────────┘
            ▲                                       ▲
            └───────────────────┬───────────────────┘
            ┌──────────────────────────────────────────────┐
            │  Crosstales.RTVoice.Provider.BaseCustomVoiceProvider │
            └──────────────────────────────────────────────┘
                                ▲
            ┌──────────────────────────────────────────────┐
            │   Crosstales.RTVoice.AWSPolly.VoiceProviderAWS  │
            └──────────────────────────────────────────────┘
```
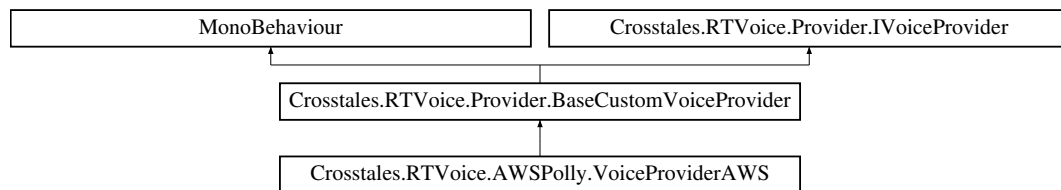
Public Member Functions

- void **Awake** ()
- override void Load ()

  Load the provider (e.g. all voices).
- override IEnumerator Generate (Model.Wrapper wrapper)

  The current provider generates an audio file from a text with a given voice.
- override IEnumerator SpeakNative (Model.Wrapper wrapper)

  The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Model.Wrapper wrapper)

  The current provider speaks a text with a given voice.

Public Attributes

- string CognitoCredentials = string.Empty

  Cognito credentials to access AWS Polly.
- Endpoint Endpoint = Endpoint.EUCentral1

  AWS endpoint for the connection.

Properties

- override string **AudioFileExtension** `[get]`
- override AudioType **AudioFileType** `[get]`
- override string **DefaultVoiceName** `[get]`
- override bool **isWorkingInEditor** `[get]`
- override bool **isPlatformSupported** `[get]`
- override int **MaxTextLength** `[get]`
- override bool **isSpeakNativeSupported** `[get]`
- override bool **isSpeakSupported** `[get]`
- override bool **isSSMLSupported** `[get]`
- override bool **isOnlineService** `[get]`
- override bool **hasCoRoutines** `[get]`
- Amazon.RegionEndpoint **getAWSEndpoint** `[get]`

Additional Inherited Members

5.127.1   Detailed Description

AWS Polly voice provider.

5.127.2   Member Function Documentation

5.127.2.1   override IEnumerator Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Generate (Model.Wrapper *wrapper*) `[virtual]`

The current provider generates an audio file from a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.127.2.2   override void Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Load ( ) `[virtual]`

Load the provider (e.g. all voices).

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.127.2.3   override IEnumerator Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Speak (Model.Wrapper *wrapper*) `[virtual]`

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.127.2.4   override IEnumerator Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.SpeakNative (Model.Wrapper *wrapper*) `[virtual]`

The current provider speaks a text with a given voice (native mode).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.127.3 Member Data Documentation

5.127.3.1 string Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.CognitoCredentials = string.Empty

Cognito credentials to access AWS Polly.

5.127.3.2 Endpoint Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Endpoint = Endpoint.EUCentral1

AWS endpoint for the connection.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RT←
  Voice/3rd party/AWS Polly/Scripts/VoiceProviderAWS.cs

5.128 Crosstales.RTVoice.AWSPolly.VoiceProviderAWSEditor Class Reference

Custom editor for the 'VoiceProviderAWS'-class.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.VoiceProviderAWSEditor:

```
┌─────────────────────────────────────────────────────┐
│                       Editor                         │
└─────────────────────────────────────────────────────┘
                          ▲
                          │
┌─────────────────────────────────────────────────────┐
│ Crosstales.RTVoice.AWSPolly.VoiceProviderAWSEditor   │
└─────────────────────────────────────────────────────┘
```
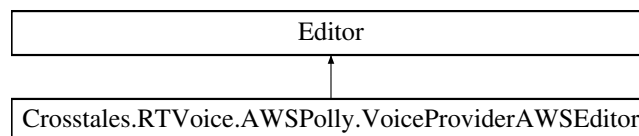
Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

5.128.1 Detailed Description

Custom editor for the 'VoiceProviderAWS'-class.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RT←
  Voice/3rd party/AWS Polly/Editor/VoiceProviderAWSEditor.cs

5.129 Crosstales.RTVoice.AWSPolly.VoiceProviderAWSGameObject Class Reference

Editor component for for adding the prefabs from 'AWS Polly' in the "Hierarchy"-menu.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.VoiceProviderAWSGameObject:

```
┌─────────────────────────────────────────────────────────┐
│                    MonoBehaviour                         │
└─────────────────────────────────────────────────────────┘
                            ▲
┌─────────────────────────────────────────────────────────┐
│  Crosstales.RTVoice.AWSPolly.VoiceProviderAWSGameObject  │
└─────────────────────────────────────────────────────────┘
```
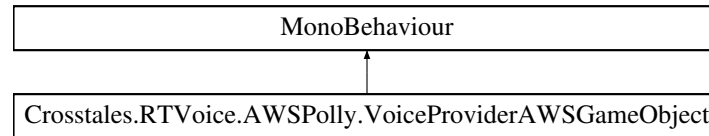
5.129.1 Detailed Description

Editor component for for adding the prefabs from 'AWS Polly' in the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RT↩Voice/3rd party/AWS Polly/Editor/VoiceProviderAWSGameObject.cs

5.130 Crosstales.RTVoice.AWSPolly.VoiceProviderAWSMenu Class Reference

Editor component for for adding the prefabs from 'AWS Polly' in the "Tools"-menu.

5.130.1 Detailed Description

Editor component for for adding the prefabs from 'AWS Polly' in the "Tools"-menu.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RT↩Voice/3rd party/AWS Polly/Editor/VoiceProviderAWSMenu.cs

5.131 Crosstales.RTVoice.VoiceProviderExample Class Reference

Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything). NOTE: please make sure you understand the Wrapper and its variables

Inheritance diagram for Crosstales.RTVoice.VoiceProviderExample:
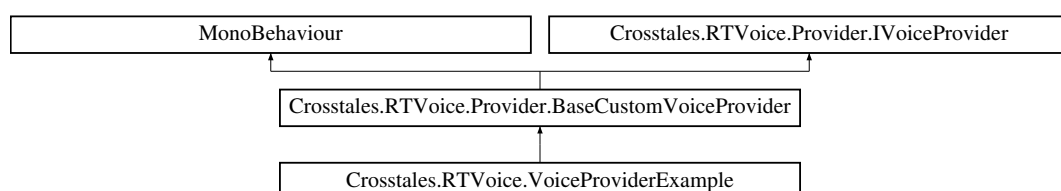
```
┌──────────────────────────┐   ┌────────────────────────────────────────┐
│      MonoBehaviour       │   │  Crosstales.RTVoice.Provider.IVoiceProvider │
└──────────────────────────┘   └────────────────────────────────────────┘
              ▲                              ▲
        ┌─────────────────────────────────────────────┐
        │ Crosstales.RTVoice.Provider.BaseCustomVoiceProvider │
        └─────────────────────────────────────────────┘
                            ▲
        ┌─────────────────────────────────────────────┐
        │   Crosstales.RTVoice.VoiceProviderExample    │
        └─────────────────────────────────────────────┘
```

Public Member Functions

- override void Load ()

    Load the provider (e.g. all voices).
- override IEnumerator Generate (Model.Wrapper wrapper)

    The current provider generates an audio file from a text with a given voice.
- override IEnumerator Speak (Model.Wrapper wrapper)

    The current provider speaks a text with a given voice.
- override IEnumerator SpeakNative (Model.Wrapper wrapper)

    The current provider speaks a text with a given voice (native mode).

Properties

- override string **AudioFileExtension** `[get]`
- override AudioType **AudioFileType** `[get]`
- override string **DefaultVoiceName** `[get]`
- override bool **isWorkingInEditor** `[get]`
- override bool **isPlatformSupported** `[get]`
- override int **MaxTextLength** `[get]`
- override bool **isSpeakNativeSupported** `[get]`
- override bool **isSpeakSupported** `[get]`
- override bool **isSSMLSupported** `[get]`
- override bool **isOnlineService** `[get]`
- override bool **hasCoRoutines** `[get]`

Additional Inherited Members

5.131.1   Detailed Description

Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything). NOTE: please make sure you understand the Wrapper and its variables

5.131.2   Member Function Documentation

5.131.2.1   override IEnumerator Crosstales.RTVoice.VoiceProviderExample.Generate (Model.Wrapper *wrapper* **)**
        `[virtual]`

The current provider generates an audio file from a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.131.2.2   override void Crosstales.RTVoice.VoiceProviderExample.Load ( ) `[virtual]`

Load the provider (e.g. all voices).

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.131.2.3   override IEnumerator Crosstales.RTVoice.VoiceProviderExample.Speak (**Model.Wrapper** *wrapper*)
```
[virtual]
```

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.131.2.4   override IEnumerator Crosstales.RTVoice.VoiceProviderExample.SpeakNative (**Model.Wrapper** *wrapper*)
```
[virtual]
```

The current provider speaks a text with a given voice (native mode).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/$\hookleftarrow$
  Scripts/VoiceProviderExample.cs

5.132   Crosstales.RTVoice.Provider.VoiceProviderIOS Class Reference

iOS voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderIOS:

```
┌─────────────────────────────────────────────────┐
│   Crosstales.RTVoice.Provider.IVoiceProvider     │
└─────────────────────────────────────────────────┘
                        ▲
┌─────────────────────────────────────────────────┐
│  Crosstales.RTVoice.Provider.BaseVoiceProvider   │
└─────────────────────────────────────────────────┘
                        ▲
┌─────────────────────────────────────────────────┐
│   Crosstales.RTVoice.Provider.VoiceProviderIOS   │
└─────────────────────────────────────────────────┘
```
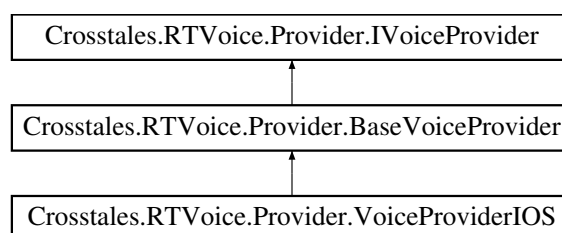
Public Member Functions

- VoiceProviderIOS (MonoBehaviour obj)

    Constructor for VoiceProviderIOS.
- override IEnumerator SpeakNative (Model.Wrapper wrapper)

    The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Model.Wrapper wrapper)

    The current provider speaks a text with a given voice.
- override IEnumerator Generate (Model.Wrapper wrapper)

    The current provider generates an audio file from a text with a given voice.
- override void Silence ()

    Silence all active TTS-providers.

Static Public Member Functions

- static void SetVoices (string voicesText)

    Receives all voices
- static void SetState (string state)

    Receives the state of the speaker.
- static void WordSpoken ()

    Called everytime a new word is spoken.

Properties

- override string **AudioFileExtension** `[get]`
- override AudioType **AudioFileType** `[get]`
- override string **DefaultVoiceName** `[get]`
- override bool **isWorkingInEditor** `[get]`
- override int **MaxTextLength** `[get]`
- override bool **isSpeakNativeSupported** `[get]`
- override bool **isSpeakSupported** `[get]`
- override bool **isPlatformSupported** `[get]`
- override bool **isSSMLSupported** `[get]`
- override bool **isOnlineService** `[get]`
- override bool **hasCoRoutines** `[get]`

Additional Inherited Members

5.132.1   Detailed Description

iOS voice provider.

5.132.2   Constructor & Destructor Documentation

5.132.2.1   Crosstales.RTVoice.Provider.VoiceProviderIOS.VoiceProviderIOS (MonoBehaviour *obj*)

Constructor for VoiceProviderIOS.

Parameters

obj	Instance of the speaker

5.132.3 Member Function Documentation

5.132.3.1 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderIOS.Generate (Model.Wrapper *wrapper*) `[virtual]`

The current provider generates an audio file from a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.132.3.2 static void Crosstales.RTVoice.Provider.VoiceProviderIOS.SetState (string *state*) `[static]`

Receives the state of the speaker.

Parameters

state	The state of the speaker.

5.132.3.3 static void Crosstales.RTVoice.Provider.VoiceProviderIOS.SetVoices (string *voicesText*) `[static]`

Receives all voices

Parameters

voicesText	All voices as text string.

5.132.3.4 override void Crosstales.RTVoice.Provider.VoiceProviderIOS.Silence ( ) `[virtual]`

Silence all active TTS-providers.

Reimplemented from Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.132.3.5 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderIOS.Speak (Model.Wrapper *wrapper*) `[virtual]`

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.132.3.6 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderIOS.SpeakNative (Model.Wrapper *wrapper* **)** `[virtual]`

The current provider speaks a text with a given voice (native mode).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.132.3.7 static void Crosstales.RTVoice.Provider.VoiceProviderIOS.WordSpoken ( ) `[static]`

Called everytime a new word is spoken.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Scripts/Provider/VoiceProviderIOS.cs

5.133   Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth Class Reference

Klattersynth voice provider.

Inheritance diagram for Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth:

MonoBehaviour	Crosstales.RTVoice.Provider.IVoiceProvider

Crosstales.RTVoice.Provider.BaseCustomVoiceProvider

Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth

Public Member Functions

- override void Load ()

  Load the provider (e.g. all voices).
- override IEnumerator Generate (Model.Wrapper wrapper)

  The current provider generates an audio file from a text with a given voice.
- override IEnumerator SpeakNative (Model.Wrapper wrapper)

  The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Model.Wrapper wrapper)

  The current provider speaks a text with a given voice.

Public Attributes

- Speech[ ] **Speeches**

  All available speeches (=voice configurations) from Klattersynth.
- Common.Model.Enum.SampleRate **SampleRate** = Common.Model.Enum.SampleRate._11025Hz

  Desired sample rate (default: 11025).

Properties

- override string **AudioFileExtension** `[get]`
- override AudioType **AudioFileType** `[get]`
- override string **DefaultVoiceName** `[get]`
- override bool **isWorkingInEditor** `[get]`
- override bool **isPlatformSupported** `[get]`
- override int **MaxTextLength** `[get]`
- override bool **isSpeakNativeSupported** `[get]`
- override bool **isSpeakSupported** `[get]`
- override bool **isSSMLSupported** `[get]`
- override bool **isOnlineService** `[get]`
- override bool **hasCoRoutines** `[get]`

Additional Inherited Members

5.133.1   Detailed Description

Klattersynth voice provider.

5.133.2   Member Function Documentation

5.133.2.1   override IEnumerator Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.Generate (Model.Wrapper *wrapper*) `[virtual]`

The current provider generates an audio file from a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.133.2.2   override void Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.Load ( ) `[virtual]`

Load the provider (e.g. all voices).

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.133.2.3 override IEnumerator Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.Speak (Model.Wrapper *wrapper* **)** `[virtual]`

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.133.2.4 override IEnumerator Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.SpeakNative (Model.Wrapper *wrapper* **)** `[virtual]`

The current provider speaks a text with a given voice (native mode).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

5.133.3 Member Data Documentation

5.133.3.1 Common.Model.Enum.SampleRate Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.SampleRate = Common.Model.Enum.SampleRate._11025Hz

Desired sample rate (default: 11025).

5.133.3.2 Speech [ ] Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.Speeches

All available speeches (=voice configurations) from Klattersynth.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd   party/RTVoice_3rd_party/Assets/Plugins/crosstales/RT↩
  Voice/3rd party/Klattersynth/Scripts/VoiceProviderKlattersynth.cs

5.134 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthEditor Class Reference

Custom editor for the 'VoiceProviderKlattersynth'-class.

Inheritance diagram for Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthEditor:

```
┌─────────────────────────────────────────────────────────────────────┐
│                              Editor                                   │
└─────────────────────────────────────────────────────────────────────┘
                                  ▲
                                  │
┌─────────────────────────────────────────────────────────────────────┐
│   Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthEditor    │
└─────────────────────────────────────────────────────────────────────┘
```

Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

5.134.1 Detailed Description

Custom editor for the 'VoiceProviderKlattersynth'-class.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RT←
  Voice/3rd party/Klattersynth/Editor/VoiceProviderKlattersynthEditor.cs

5.135 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthGameObject Class Reference

Editor component for for adding the prefabs from 'Klattersynth' in the "Hierarchy"-menu.

Inheritance diagram for Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthGameObject:

```
┌─────────────────────────────────────────────────────────────────────────┐
│                              MonoBehaviour                                │
└─────────────────────────────────────────────────────────────────────────┘
                                     ▲
                                     │
┌─────────────────────────────────────────────────────────────────────────┐
│  Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthGameObject      │
└─────────────────────────────────────────────────────────────────────────┘
```

5.135.1 Detailed Description

Editor component for for adding the prefabs from 'Klattersynth' in the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RT←
  Voice/3rd party/Klattersynth/Editor/VoiceProviderKlattersynthGameObject.cs

5.136 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthMenu Class Reference

Editor component for for adding the prefabs from 'Klattersynth' in the "Tools"-menu.

5.136.1 Detailed Description

Editor component for for adding the prefabs from 'Klattersynth' in the "Tools"-menu.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RT←
  Voice/3rd party/Klattersynth/Editor/VoiceProviderKlattersynthMenu.cs

5.137   Crosstales.RTVoice.Provider.VoiceProviderLinux Class Reference

Linux voice provider. Note: needs eSpeak to work: `=> http://espeak.sourceforge.net/`

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderLinux:

```
┌─────────────────────────────────────────────────┐
│   Crosstales.RTVoice.Provider.IVoiceProvider     │
└─────────────────────────────────────────────────┘
                        ▲
                        │
┌─────────────────────────────────────────────────┐
│  Crosstales.RTVoice.Provider.BaseVoiceProvider   │
└─────────────────────────────────────────────────┘
                        ▲
                        │
┌─────────────────────────────────────────────────┐
│  Crosstales.RTVoice.Provider.VoiceProviderLinux  │
└─────────────────────────────────────────────────┘
```
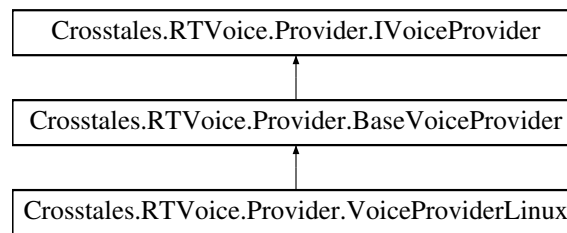
Public Member Functions

- VoiceProviderLinux (MonoBehaviour obj)
    Constructor for VoiceProviderLinux.
- override IEnumerator SpeakNative (Model.Wrapper wrapper)
    The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Model.Wrapper wrapper)
    The current provider speaks a text with a given voice.
- override IEnumerator Generate (Model.Wrapper wrapper)
    The current provider generates an audio file from a text with a given voice.

Protected Member Functions

- override string **getVoiceName** (Model.Wrapper wrapper)

Properties

- override string **AudioFileExtension** `[get]`
- override AudioType **AudioFileType** `[get]`
- override string **DefaultVoiceName** `[get]`
- override bool **isWorkingInEditor** `[get]`
- override int **MaxTextLength** `[get]`
- override bool **isSpeakNativeSupported** `[get]`
- override bool **isSpeakSupported** `[get]`
- override bool **isPlatformSupported** `[get]`
- override bool **isSSMLSupported** `[get]`
- override bool **isOnlineService** `[get]`
- override bool **hasCoRoutines** `[get]`

Additional Inherited Members

5.137.1   Detailed Description

Linux voice provider. Note: needs eSpeak to work: `=> http://espeak.sourceforge.net/`

5.137.2   Constructor & Destructor Documentation

5.137.2.1   Crosstales.RTVoice.Provider.VoiceProviderLinux.VoiceProviderLinux (MonoBehaviour *obj*)

Constructor for VoiceProviderLinux.

Parameters

obj	Instance of the speaker

5.137.3 Member Function Documentation

5.137.3.1 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderLinux.Generate (Model.Wrapper *wrapper*)
        [virtual]

The current provider generates an audio file from a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.137.3.2 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderLinux.Speak (Model.Wrapper *wrapper*)
        [virtual]

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.137.3.3 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderLinux.SpeakNative (Model.Wrapper *wrapper*)
        [virtual]

The current provider speaks a text with a given voice (native mode).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Scripts/Provider/VoiceProviderLinux.cs

5.138   Crosstales.RTVoice.Provider.VoiceProviderMacOS Class Reference

MacOS voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderMacOS:

```
┌─────────────────────────────────────────────────┐
│   Crosstales.RTVoice.Provider.IVoiceProvider     │
└─────────────────────────────────────────────────┘
                        ▲
                        │
┌─────────────────────────────────────────────────┐
│  Crosstales.RTVoice.Provider.BaseVoiceProvider   │
└─────────────────────────────────────────────────┘
                        ▲
                        │
┌─────────────────────────────────────────────────┐
│  Crosstales.RTVoice.Provider.VoiceProviderMacOS  │
└─────────────────────────────────────────────────┘
```
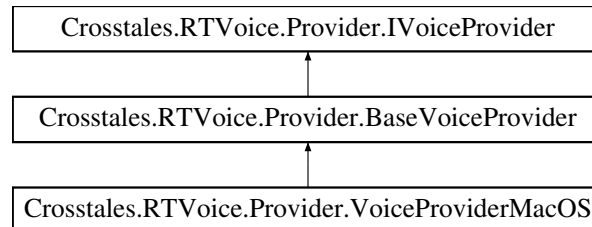
Public Member Functions

- VoiceProviderMacOS (MonoBehaviour obj)
    Constructor for VoiceProviderMacOS.
- override IEnumerator SpeakNative (Model.Wrapper wrapper)
    The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Model.Wrapper wrapper)
    The current provider speaks a text with a given voice.
- override IEnumerator Generate (Model.Wrapper wrapper)
    The current provider generates an audio file from a text with a given voice.

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isPlatformSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]

Additional Inherited Members

5.138.1   Detailed Description

MacOS voice provider.

5.138.2   Constructor & Destructor Documentation

5.138.2.1   Crosstales.RTVoice.Provider.VoiceProviderMacOS.VoiceProviderMacOS (MonoBehaviour *obj*)

Constructor for VoiceProviderMacOS.

Parameters

obj	Instance of the speaker

5.138.3 Member Function Documentation

5.138.3.1 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMacOS.Generate (Model.Wrapper *wrapper*)

`[virtual]`

The current provider generates an audio file from a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.138.3.2 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMacOS.Speak (Model.Wrapper *wrapper*)

`[virtual]`

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.138.3.3 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMacOS.SpeakNative (Model.Wrapper *wrapper*)

`[virtual]`

The current provider speaks a text with a given voice (native mode).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/←↩
  Scripts/Provider/VoiceProviderMacOS.cs

5.139   Crosstales.RTVoice.Provider.VoiceProviderMary Class Reference

MaryTTS voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderMary:

```
┌─────────────────────────────────────────────────┐
│   Crosstales.RTVoice.Provider.IVoiceProvider     │
└─────────────────────────────────────────────────┘
                        ▲
                        │
┌─────────────────────────────────────────────────┐
│  Crosstales.RTVoice.Provider.BaseVoiceProvider   │
└─────────────────────────────────────────────────┘
                        ▲
                        │
┌─────────────────────────────────────────────────┐
│  Crosstales.RTVoice.Provider.VoiceProviderMary   │
└─────────────────────────────────────────────────┘
```
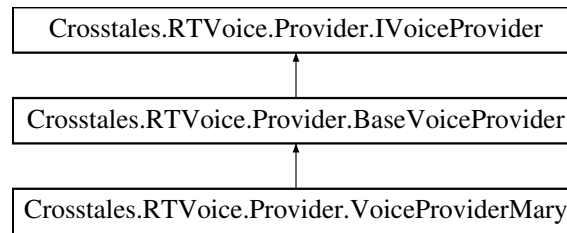
Public Member Functions

- VoiceProviderMary (MonoBehaviour obj, string url, int port, string user, string password)

  Constructor for VoiceProviderMary. Needed to pass IP and Port of the MaryTTS server to the Provider.
- override IEnumerator SpeakNative (Model.Wrapper wrapper)

  The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Model.Wrapper wrapper)

  The current provider speaks a text with a given voice.
- override IEnumerator Generate (Model.Wrapper wrapper)

  The current provider generates an audio file from a text with a given voice.
- override void Silence ()

  Silence all active TTS-providers.

Properties

- override string **AudioFileExtension** `[get]`
- override AudioType **AudioFileType** `[get]`
- override string **DefaultVoiceName** `[get]`
- override bool **isWorkingInEditor** `[get]`
- override int **MaxTextLength** `[get]`
- override bool **isSpeakNativeSupported** `[get]`
- override bool **isSpeakSupported** `[get]`
- override bool **isPlatformSupported** `[get]`
- override bool **isSSMLSupported** `[get]`
- override bool **isOnlineService** `[get]`
- override bool **hasCoRoutines** `[get]`

Additional Inherited Members

5.139.1   Detailed Description

MaryTTS voice provider.

5.139.2   Constructor & Destructor Documentation

5.139.2.1   Crosstales.RTVoice.Provider.VoiceProviderMary.VoiceProviderMary (MonoBehaviour *obj,* string *url,* int *port,* string *user,* string *password*)

Constructor for VoiceProviderMary. Needed to pass IP and Port of the MaryTTS server to the Provider.

Parameters

obj	Instance of the speaker
url	IP-Address of the MaryTTS-server
port	Port to connect to on the MaryTTS-server

5.139.3   Member Function Documentation

5.139.3.1   override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMary.Generate (**Model.Wrapper** *wrapper*)
`[virtual]`

The current provider generates an audio file from a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.139.3.2   override void Crosstales.RTVoice.Provider.VoiceProviderMary.Silence ( ) `[virtual]`

Silence all active TTS-providers.

Reimplemented from Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.139.3.3   override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMary.Speak (**Model.Wrapper** *wrapper*)
`[virtual]`

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.139.3.4   override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMary.SpeakNative (**Model.Wrapper** *wrapper*)
`[virtual]`

The current provider speaks a text with a given voice (native mode).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/←↩
Scripts/Provider/VoiceProviderMary.cs

5.140   Crosstales.RTVoice.Provider.VoiceProviderWindows Class Reference

Windows voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderWindows:

```
┌─────────────────────────────────────────────────┐
│   Crosstales.RTVoice.Provider.IVoiceProvider     │
└─────────────────────────────────────────────────┘
                         ▲
┌─────────────────────────────────────────────────┐
│  Crosstales.RTVoice.Provider.BaseVoiceProvider   │
└─────────────────────────────────────────────────┘
                         ▲
┌─────────────────────────────────────────────────┐
│ Crosstales.RTVoice.Provider.VoiceProviderWindows │
└─────────────────────────────────────────────────┘
```
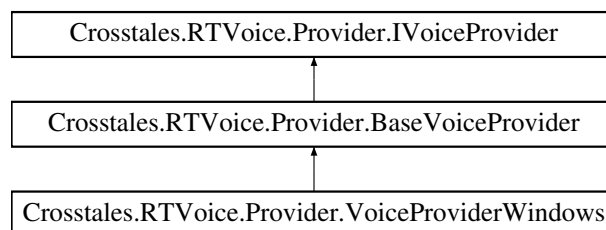
Public Member Functions

- VoiceProviderWindows (MonoBehaviour obj)

    Constructor for VoiceProviderWindows.
- override IEnumerator SpeakNative (Model.Wrapper wrapper)

    The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Model.Wrapper wrapper)

    The current provider speaks a text with a given voice.
- override IEnumerator Generate (Model.Wrapper wrapper)

    The current provider generates an audio file from a text with a given voice.

Properties

- override string **AudioFileExtension** `[get]`
- override AudioType **AudioFileType** `[get]`
- override string **DefaultVoiceName** `[get]`
- override bool **isWorkingInEditor** `[get]`
- override int **MaxTextLength** `[get]`
- override bool **isSpeakNativeSupported** `[get]`
- override bool **isSpeakSupported** `[get]`
- override bool **isPlatformSupported** `[get]`
- override bool **isSSMLSupported** `[get]`
- override bool **isOnlineService** `[get]`
- override bool **hasCoRoutines** `[get]`

Additional Inherited Members

5.140.1   Detailed Description

Windows voice provider.

5.140.2   Constructor & Destructor Documentation

5.140.2.1   Crosstales.RTVoice.Provider.VoiceProviderWindows.VoiceProviderWindows (MonoBehaviour *obj*)

Constructor for VoiceProviderWindows.

Parameters

obj	Instance of the speaker

5.140.3   Member Function Documentation

5.140.3.1   override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWindows.Generate (Model.Wrapper *wrapper*) `[virtual]`

The current provider generates an audio file from a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.140.3.2   override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWindows.Speak (Model.Wrapper *wrapper*) `[virtual]`

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.140.3.3   override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWindows.SpeakNative (Model.Wrapper *wrapper*) `[virtual]`

The current provider speaks a text with a given voice (native mode).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Scripts/Provider/VoiceProviderWindows.cs

5.141   Crosstales.RTVoice.Provider.VoiceProviderWindowsLegacy Class Reference

Windows voice provider (Legacy).

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderWindowsLegacy:

```
┌─────────────────────────────────────────────────────┐
│     Crosstales.RTVoice.Provider.IVoiceProvider       │
└─────────────────────────────────────────────────────┘
                          ▲
                          │
┌─────────────────────────────────────────────────────┐
│    Crosstales.RTVoice.Provider.BaseVoiceProvider     │
└─────────────────────────────────────────────────────┘
                          ▲
                          │
┌─────────────────────────────────────────────────────┐
│ Crosstales.RTVoice.Provider.VoiceProviderWindowsLegacy │
└─────────────────────────────────────────────────────┘
```

Public Member Functions

- VoiceProviderWindowsLegacy (MonoBehaviour obj)

  Constructor for VoiceProviderWindowsLegacy.
- override IEnumerator SpeakNative (Model.Wrapper wrapper)

  The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Model.Wrapper wrapper)

  The current provider speaks a text with a given voice.
- override IEnumerator Generate (Model.Wrapper wrapper)

  The current provider generates an audio file from a text with a given voice.

Properties

- override string **AudioFileExtension** `[get]`
- override AudioType **AudioFileType** `[get]`
- override string **DefaultVoiceName** `[get]`
- override bool **isWorkingInEditor** `[get]`
- override int **MaxTextLength** `[get]`
- override bool **isSpeakNativeSupported** `[get]`
- override bool **isSpeakSupported** `[get]`
- override bool **isPlatformSupported** `[get]`
- override bool **isSSMLSupported** `[get]`
- override bool **isOnlineService** `[get]`
- override bool **hasCoRoutines** `[get]`

Additional Inherited Members

5.141.1   Detailed Description

Windows voice provider (Legacy).

5.141.2   Constructor & Destructor Documentation

5.141.2.1   Crosstales.RTVoice.Provider.VoiceProviderWindowsLegacy.VoiceProviderWindowsLegacy (MonoBehaviour *obj*)

Constructor for VoiceProviderWindowsLegacy.

Parameters

obj	Instance of the speaker

5.141.3   Member Function Documentation

5.141.3.1   override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWindowsLegacy.Generate (Model.Wrapper *wrapper*) `[virtual]`

The current provider generates an audio file from a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.141.3.2   override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWindowsLegacy.Speak (Model.Wrapper *wrapper*) `[virtual]`

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.141.3.3   override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWindowsLegacy.SpeakNative (Model.Wrapper *wrapper*) `[virtual]`

The current provider speaks a text with a given voice (native mode).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩ Scripts/Provider/VoiceProviderWindowsLegacy.cs

5.142   Crosstales.RTVoice.Provider.VoiceProviderWSA Class Reference

WSA (UWP) voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderWSA:

```
┌────────────────────────────────────────────────┐
│  Crosstales.RTVoice.Provider.IVoiceProvider     │
└────────────────────────────────────────────────┘
                        ▲
                        │
┌────────────────────────────────────────────────┐
│  Crosstales.RTVoice.Provider.BaseVoiceProvider  │
└────────────────────────────────────────────────┘
                        ▲
                        │
┌────────────────────────────────────────────────┐
│  Crosstales.RTVoice.Provider.VoiceProviderWSA   │
└────────────────────────────────────────────────┘
```

Public Member Functions

- VoiceProviderWSA (MonoBehaviour obj)

  Constructor for VoiceProviderWSA.
- override IEnumerator SpeakNative (Model.Wrapper wrapper)

  The current provider speaks a text with a given voice (native mode).
- override IEnumerator Speak (Model.Wrapper wrapper)

  The current provider speaks a text with a given voice.
- override IEnumerator Generate (Model.Wrapper wrapper)

  The current provider generates an audio file from a text with a given voice.
- override void Silence ()

  Silence all active TTS-providers.

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isPlatformSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]

Additional Inherited Members

5.142.1   Detailed Description

WSA (UWP) voice provider.

5.142.2   Constructor & Destructor Documentation

5.142.2.1   Crosstales.RTVoice.Provider.VoiceProviderWSA.VoiceProviderWSA (MonoBehaviour *obj*)

Constructor for VoiceProviderWSA.

Parameters

obj	Instance of the speaker

5.142.3   Member Function Documentation

5.142.3.1   override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWSA.Generate (Model.Wrapper *wrapper*) [virtual]

The current provider generates an audio file from a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.142.3.2   override void Crosstales.RTVoice.Provider.VoiceProviderWSA.Silence ( ) [virtual]

Silence all active TTS-providers.

Reimplemented from Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.142.3.3   override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWSA.Speak (Model.Wrapper *wrapper*) [virtual]

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

5.142.3.4   **override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWSA.SpeakNative (Model.Wrapper** *wrapper* **)** `[virtual]`

The current provider speaks a text with a given voice (native mode).

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Scripts/Provider/VoiceProviderWSA.cs

5.143   Crosstales.RTVoice.Util.WavMaster Class Reference

Static Public Member Functions

- static AudioClip ToAudioClip (string filePath, string name="wav")

  Load PCM format ∗*.wav audio file (using Unity's Application data path) and convert to AudioClip.*
- static AudioClip ToAudioClip (byte[ ] fileBytes, int offsetSamples=0, string name="wav")

  Load PCM format byte-array and convert to AudioClip.
- static byte[ ] FromAudioClip (AudioClip audioClip)

  Convert an AudioClip to a byte-array.
- static byte[ ] FromAudioClip (AudioClip audioClip, out string filepath, bool saveAsFile=true, string dirname="rtv_audio")

  Convert an AudioClip to a byte-array and save it to a file.
- static ushort BitDepth (AudioClip audioClip)

  Calculates the bit depth of an AudioClip.

5.143.1   Member Function Documentation

5.143.1.1   **static ushort Crosstales.RTVoice.Util.WavMaster.BitDepth (AudioClip** *audioClip* **)**   `[static]`

Calculates the bit depth of an AudioClip.

Parameters

audioClip	Audio clip.

Returns

The bit depth. Should be 8 or 16 or 32 bit.

5.143.1.2   static byte [ ] Crosstales.RTVoice.Util.WavMaster.FromAudioClip (AudioClip *audioClip*) `[static]`

Convert an AudioClip to a byte-array.

Parameters

audioClip	AudioClip to convert

Returns

AudioClip as byte-array.

5.143.1.3   static byte [ ] Crosstales.RTVoice.Util.WavMaster.FromAudioClip (AudioClip *audioClip,* out string *filepath,* bool *saveAsFile =* `true`, string *dirname =* `"rtv_audio"`) `[static]`

Convert an AudioClip to a byte-array and save it to a file.

Parameters

audioClip	AudioClip to save
filepath	File path
saveAsFile	Save the file (default: true, optional)
dirname	Directory name for the files (default: rtv_audio, optional)

Returns

AudioClip as byte-array.

5.143.1.4   static AudioClip Crosstales.RTVoice.Util.WavMaster.ToAudioClip (string *filePath,* string *name =* `"wav"`) `[static]`

Load PCM format ∗.wav audio file (using Unity's Application data path) and convert to AudioClip.

Parameters

filePath	Local file path to .wav file
name	Name of the AudioClip (default: wav, optional)

Returns

AudioClip from the byte-array.

5.143.1.5 static AudioClip Crosstales.RTVoice.Util.WavMaster.ToAudioClip (byte[ ] *fileBytes,* **int** *offsetSamples =* 0*,* **string** *name =* "wav" **)** [static]

Load PCM format byte-array and convert to AudioClip.

Parameters

fileBytes	Byte array with the PCM data
offsetSamples	Offset samples inside the byte-array (default: 0, optional)
name	Name of the AudioClip (default: wav, optional)

Returns

AudioClip from the byte-array.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Scripts/Util/WavMaster.cs

5.144 Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.UI.WindowManager:

```
        MonoBehaviour
              ▲
              │
   Crosstales.UI.WindowManager
```
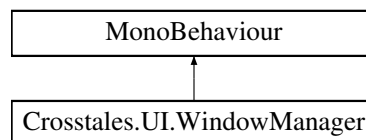
Public Member Functions

- void **Start** ()
- void Update ()

  summary>Switch between open and close.
- void SwitchPanel ()

  summary>Open the panel.
- void OpenPanel ()

  summary>Close the panel.
- void **ClosePanel** ()

Public Attributes

- float Speed = 3f

  Window movement speed (default: 3).
- GameObject[ ] Dependencies

  Dependent GameObjects (active == open).

5.144.1   Detailed Description

Manager for a Window.

5.144.2   Member Function Documentation

5.144.2.1   void Crosstales.UI.WindowManager.OpenPanel (   )

summary>Close the panel.

5.144.2.2   void Crosstales.UI.WindowManager.SwitchPanel (   )

summary>Open the panel.

5.144.2.3   void Crosstales.UI.WindowManager.Update (   )

summary>Switch between open and close.

5.144.3   Member Data Documentation

5.144.3.1   GameObject [ ] Crosstales.UI.WindowManager.Dependencies

Dependent GameObjects (active == open).

5.144.3.2   float Crosstales.UI.WindowManager.Speed = 3f

Window movement speed (default: 3).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↩
  UI/Scripts/WindowManager.cs

5.145   Crosstales.RTVoice.Model.Wrapper Class Reference

Wrapper for "Speak"-function calls.

Public Member Functions

- Wrapper ()

    Default.
- Wrapper (string text, Voice voice=null, float rate=1f, float pitch=1f, float volume=1f, bool forceSSML=true)

    Instantiate the class.
- Wrapper (string text, Voice voice=null, float rate=1f, float pitch=1f, float volume=1f, AudioSource source=null, bool speakImmediately=true, string outputFile="", bool forceSSML=true)

    Instantiate the class.
- Wrapper (string uid, string text, Voice voice=null, float rate=1f, float pitch=1f, float volume=1f, AudioSource source=null, bool speakImmediately=true, string outputFile="", bool forceSSML=true)

    Instantiate the class.
- override string **ToString** ()

Public Attributes

- string Uid

    UID of the speech.
- AudioSource Source

    AudioSource for the speech.
- Voice Voice

    Voice for the speech.
- bool SpeakImmediately = true

    Speak immediatlely after the audio generation. Only works if 'Source' is not null.
- string OutputFile

    Output file (without extension) for the generated audio.
- bool ForceSSML = true

    Force SSML on supported platforms.

Properties

- string Text `[get, set]`

    Text for the speech.
- float Rate `[get, set]`

    Rate of the speech (values: 0-3).
- float Pitch `[get, set]`

    Pitch of the speech (values: 0-2).
- float Volume `[get, set]`

    Volume of the speech (values: 0-1).
- System.DateTime Created `[get]`

    Returns the creation time of the RecordInfo.

5.145.1   Detailed Description

Wrapper for "Speak"-function calls.

5.145.2 Constructor & Destructor Documentation

5.145.2.1 Crosstales.RTVoice.Model.Wrapper.Wrapper ( )

Default.

5.145.2.2 Crosstales.RTVoice.Model.Wrapper.Wrapper (string *text,* **Voice** *voice =* `null`, **float** *rate =* `1f`, **float** *pitch =* `1f`, **float** *volume =* `1f`, **bool** *forceSSML =* `true`)

Instantiate the class.

Parameters

text	Text for the speech.
voice	Voice for the speech (default: null, optional).
rate	Rate of the speech (values: 0-3, default: 1, optional).
pitch	Pitch of the speech (values: 0-2, default: 1, optional).
volume	Volume of the speech (values: 0-1, default: 1, optional).
forceSSML	Force SSML on supported platforms (default: true, optional).

5.145.2.3 Crosstales.RTVoice.Model.Wrapper.Wrapper (string *text,* **Voice** *voice =* `null`, **float** *rate =* `1f`, **float** *pitch =* `1f`, **float** *volume =* `1f`, **AudioSource** *source =* `null`, **bool** *speakImmediately =* `true`, **string** *outputFile =* `""`, **bool** *forceSSML =* `true`)

Instantiate the class.

Parameters

text	Text for the speech.
voice	Voice for the speech (default: null, optional).
rate	Rate of the speech (values: 0-3, default: 1, optional).
pitch	Pitch of the speech (values: 0-2, default: 1, optional).
volume	Volume of the speech (values: 0-1, default: 1, optional).
source	AudioSource for the speech (default: null, optional).
speakImmediately	Speak immediatlely after the audio generation. Only works if 'Source' is not null (default: true, optional).
outputFile	Output file (without extension) for the generated audio (default: empty, optional).
forceSSML	Force SSML on supported platforms (default: true, optional).

5.145.2.4 Crosstales.RTVoice.Model.Wrapper.Wrapper (string *uid,* **string** *text,* **Voice** *voice =* `null`, **float** *rate =* `1f`, **float** *pitch =* `1f`, **float** *volume =* `1f`, **AudioSource** *source =* `null`, **bool** *speakImmediately =* `true`, **string** *outputFile =* `""`, **bool** *forceSSML =* `true`)

Instantiate the class.

Parameters

uid	UID of the speech.
voice	Voice for the speech (default: null, optional).
rate	Rate of the speech (values: 0-3, default: 1, optional).
pitch	Pitch of the speech (values: 0-2, default: 1, optional).
volume	Volume of the speech (values: 0-1, default: 1, optional).
source	AudioSource for the speech (default: null, optional).
speakImmediately	Speak immediatlely after the audio generation. Only works if 'Source' is not null (default: true, optional).
outputFile	Output file (without extension) for the generated audio (default: empty, optional).
forceSSML	Force SSML on supported platforms (default: true, optional).

5.145.3   Member Data Documentation

5.145.3.1   bool Crosstales.RTVoice.Model.Wrapper.ForceSSML = true

Force SSML on supported platforms.

5.145.3.2   string Crosstales.RTVoice.Model.Wrapper.OutputFile

Output file (without extension) for the generated audio.

5.145.3.3   AudioSource Crosstales.RTVoice.Model.Wrapper.Source

AudioSource for the speech.

5.145.3.4   bool Crosstales.RTVoice.Model.Wrapper.SpeakImmediately = true

Speak immediatlely after the audio generation. Only works if 'Source' is not null.

5.145.3.5   string Crosstales.RTVoice.Model.Wrapper.Uid

UID of the speech.

5.145.3.6   Voice Crosstales.RTVoice.Model.Wrapper.Voice

Voice for the speech.

5.145.4 Property Documentation

5.145.4.1 System.DateTime Crosstales.RTVoice.Model.Wrapper.Created   `[get]`

Returns the creation time of the RecordInfo.

Returns

> Creation time of the RecordInfo.

5.145.4.2 float Crosstales.RTVoice.Model.Wrapper.Pitch   `[get],[set]`

Pitch of the speech (values: 0-2).

5.145.4.3 float Crosstales.RTVoice.Model.Wrapper.Rate   `[get],[set]`

Rate of the speech (values: 0-3).

5.145.4.4 string Crosstales.RTVoice.Model.Wrapper.Text   `[get],[set]`

Text for the speech.

5.145.4.5 float Crosstales.RTVoice.Model.Wrapper.Volume   `[get],[set]`

Volume of the speech (values: 0-1).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/↩
  Scripts/Model/Wrapper.cs

5.146 Crosstales.Common.Util.XmlHelper Class Reference

Helper-class for XML.

Static Public Member Functions

- static void SerializeToFile< T > (T obj, string filename)
  - *Serialize an object to an XML-file.*
- static T DeserializeFromFile< T > (string filename, bool skipBOM=false)
  - *Deserialize a XML-file to an object.*
- static string SerializeToString< T > (T obj)
  - *Serialize an object to an XML-string.*
- static T DeserializeFromString< T > (string xmlAsString, bool skipBOM=true)
  - *Deserialize a XML-string to an object.*
- static T DeserializeFromResource< T > (string resourceName, bool skipBOM=true)
  - *Deserialize a Unity XML resource (TextAsset) to an object.*

5.146.1   Detailed Description

Helper-class for XML.

5.146.2   Member Function Documentation

5.146.2.1   static T Crosstales.Common.Util.XmlHelper.DeserializeFromFile< T > (string *filename,* bool *skipBOM =* `false`) `[static]`

Deserialize a XML-file to an object.

Parameters

filename	XML-file of the object
skipBOM	Skip BOM (optional, default: false)

Returns

> Object

5.146.2.2   static T Crosstales.Common.Util.XmlHelper.DeserializeFromResource< T > (string *resourceName,* bool *skipBOM =* `true`) `[static]`

Deserialize a Unity XML resource (TextAsset) to an object.

Parameters

resourceName	Name of the resource
skipBOM	Skip BOM (optional, default: true)

Returns

> Object

5.146.2.3   static T Crosstales.Common.Util.XmlHelper.DeserializeFromString< T > (string *xmlAsString,* bool *skipBOM =* `true`) `[static]`

Deserialize a XML-string to an object.

Parameters

xmlAsString	XML of the object
skipBOM	Skip BOM (optional, default: true)

Returns

    Object

5.146.2.4   **static void Crosstales.Common.Util.XmlHelper.SerializeToFile**< **T** > **(** **T** *obj,* **string** *filename* **)**   `[static]`

Serialize an object to an XML-file.

Parameters

obj	Object to serialize.
filename	File name of the XML.

5.146.2.5   **static string Crosstales.Common.Util.XmlHelper.SerializeToString**< **T** > **(** **T** *obj* **)**   `[static]`

Serialize an object to an XML-string.

Parameters

obj	Object to serialize.

Returns

    Object as XML-stringValid path

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/↩
  Scripts/Util/XmlHelper.cs

Chapter 6

More information

6.1 Homepage

`https://www.crosstales.com/en/portfolio/rtvoice/`

6.2 AssetStore

`https://goo.gl/qwtXyb`

6.3 Forum

`http://goo.gl/Z6MZMl`

6.4 Documentation

`https://www.crosstales.com/media/data/assets/rtvoice/RTVoice-doc.pdf`

6.5 Discord

`https://discord.gg/ZbZ2sh4`

6.6 Demos

6.6.1 WebGL

`https://www.crosstales.com/media/data/assets/rtvoice/webgl/`

6.6.2 Windows

```
https://www.crosstales.com/media/data/assets/rtvoice/downloads/RTVoice_
demo_win.zip
```

6.6.3 macOS

```
https://www.crosstales.com/media/data/assets/rtvoice/downloads/RTVoice_
demo_mac.zip
```

6.6.4 Android

```
https://www.crosstales.com/media/rtvoice/RTVoice.apk
```

6.7 Videos

```
https://www.youtube.com/c/Crosstales
```

6.7.1 Promotion

```
https://youtu.be/iVhTWDLY7g8?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S
```

6.7.2 Tutorial

```
https://youtu.be/OJyVgCmX3wU?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S
```

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