

RT-Voice

Hearing is understanding



API

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Contents

1	Namespace Index	1
1.1	Packages	1
2	Hierarchical Index	3
2.1	Class Hierarchy	3
3	Class Index	7
3.1	Class List	7
4	Namespace Documentation	11
4.1	Crosstales Namespace Reference	11
4.2	Crosstales.RTVoice Namespace Reference	11
4.3	Crosstales.RTVoice.AdventureCreator Namespace Reference	11
4.4	Crosstales.RTVoice.Demo Namespace Reference	12
4.5	Crosstales.RTVoice.Demo.Util Namespace Reference	12
4.5.1	Enumeration Type Documentation	13
4.5.1.1	Platform	13
4.6	Crosstales.RTVoice.EditorExt Namespace Reference	13
4.6.1	Enumeration Type Documentation	14
4.6.1.1	UpdateStatus	14
4.7	Crosstales.RTVoice.Model Namespace Reference	14
4.7.1	Enumeration Type Documentation	15
4.7.1.1	SpeakMode	15
4.8	Crosstales.RTVoice.Model.Event Namespace Reference	15
4.9	Crosstales.RTVoice.PlayMaker Namespace Reference	15
4.10	Crosstales.RTVoice.Provider Namespace Reference	15
4.11	Crosstales.RTVoice.SALSA Namespace Reference	16
4.12	Crosstales.RTVoice.SLATE Namespace Reference	16
4.13	Crosstales.RTVoice.Tool Namespace Reference	16
4.14	Crosstales.RTVoice.UDEA2 Namespace Reference	16
4.15	Crosstales.RTVoice.Util Namespace Reference	17
4.16	HutongGames Namespace Reference	17
4.17	HutongGames.PlayMaker Namespace Reference	17
4.18	HutongGames.PlayMaker.Actions Namespace Reference	17

5	Class Documentation	19
5.1	Crosstales.RTVoice.AdventureCreator.ACConnector Class Reference	19
5.1.1	Detailed Description	19
5.1.2	Member Data Documentation	20
5.1.2.1	CallOnStopSpeech	20
5.1.2.2	Culture	20
5.1.2.3	SimulateSkipSpeech	20
5.1.2.4	Voices	20
5.2	Crosstales.RTVoice.AdventureCreator.ACConnectorEditor Class Reference	20
5.2.1	Detailed Description	20
5.3	Crosstales.RTVoice.AdventureCreator.ACConnectorGameObject Class Reference	21
5.3.1	Detailed Description	21
5.4	Crosstales.RTVoice.AdventureCreator.ACConnectorMenu Class Reference	21
5.4.1	Detailed Description	21
5.5	Crosstales.RTVoice.AdventureCreator.ACSceneSwitcher Class Reference	21
5.5.1	Detailed Description	22
5.6	Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper Class Reference	22
5.6.1	Detailed Description	23
5.6.2	Member Data Documentation	23
5.6.2.1	ACVoiceName	23
5.6.2.2	IgnoreCharacter	23
5.6.2.3	Pitch	23
5.6.2.4	Rate	23
5.6.2.5	RTVoiceNameAndroid	23
5.6.2.6	RTVoiceNameIOS	23
5.6.2.7	RTVoiceNameMac	23
5.6.2.8	RTVoiceNameMaryTTS	23
5.6.2.9	RTVoiceNameWindows	24
5.6.2.10	RTVoiceNameWSA	24
5.6.2.11	Source	24

5.6.2.12	UseSpeechAudioSource	24
5.6.2.13	Volume	24
5.6.3	Property Documentation	24
5.6.3.1	RTVoiceName	24
5.7	Crosstales.RTVoice.Util.AudioExporter Class Reference	24
5.7.1	Detailed Description	25
5.8	Crosstales.RTVoice.Demo.Util.AudioVisualizer Class Reference	25
5.8.1	Detailed Description	25
5.9	Crosstales.RTVoice.EditorExt.AutoInitalize Class Reference	25
5.9.1	Detailed Description	26
5.10	Crosstales.RTVoice.Provider.BaseVoiceProvider Class Reference	26
5.10.1	Detailed Description	27
5.10.2	Member Function Documentation	27
5.10.2.1	Silence()	27
5.10.2.2	Silence(string uid)	27
5.10.2.3	Speak(Model.Wrapper wrapper)	28
5.10.2.4	SpeakNative(Model.Wrapper wrapper)	28
5.10.3	Property Documentation	28
5.10.3.1	AudioFileExtension	28
5.10.3.2	OnErrorInfo	28
5.10.3.3	OnSpeakAudioGenerationComplete	29
5.10.3.4	OnSpeakAudioGenerationStart	29
5.10.3.5	OnSpeakComplete	29
5.10.3.6	OnSpeakCurrentPhoneme	29
5.10.3.7	OnSpeakCurrentViseme	29
5.10.3.8	OnSpeakCurrentWord	29
5.10.3.9	OnSpeakStart	29
5.10.3.10	Voices	29
5.11	Crosstales.RTVoice.EditorExt.BuildPostprocessor Class Reference	30
5.11.1	Detailed Description	30

5.12	Crosstales.RTVoice.Util.Config Class Reference	30
5.12.1	Detailed Description	31
5.12.2	Member Function Documentation	31
5.12.2.1	Load()	31
5.12.2.2	Reset()	31
5.12.2.3	Save()	31
5.12.3	Member Data Documentation	32
5.12.3.1	ASSET_PATH	32
5.12.3.2	AUDIOFILE_AUTOMATIC_DELETE	32
5.12.3.3	AUDIOFILE_PATH	32
5.12.3.4	DEBUG	32
5.12.3.5	DONT_DESTROY_ON_LOAD	32
5.12.3.6	ENFORCE_32BIT_WINDOWS	32
5.12.3.7	HIERARCHY_ICON	32
5.12.3.8	PREFAB_AUTOLOAD	32
5.12.3.9	TTS_KILL_TIME	32
5.12.3.10	TTS_MACOS	33
5.12.3.11	TTS_WINDOWS_BUILD	33
5.12.3.12	UPDATE_CHECK	33
5.12.3.13	UPDATE_OPEN_UAS	33
5.12.4	Property Documentation	33
5.12.4.1	PREFAB_PATH	33
5.12.4.2	TTS_WINDOWS_EDITOR	33
5.12.4.3	TTS_WINDOWS_EDITOR_x86	33
5.13	Crosstales.RTVoice.EditorExt.ConfigBase Class Reference	34
5.13.1	Detailed Description	34
5.14	Crosstales.RTVoice.EditorExt.ConfigLoader Class Reference	34
5.14.1	Detailed Description	34
5.15	Crosstales.RTVoice.EditorExt.ConfigPreferences Class Reference	35
5.15.1	Detailed Description	35

5.16	Crosstales.RTVoice.EditorExt.ConfigWindow Class Reference	35
5.16.1	Detailed Description	36
5.17	Crosstales.RTVoice.Util.Constants Class Reference	36
5.17.1	Detailed Description	39
5.17.2	Member Data Documentation	39
5.17.2.1	ASSET_3P_ADVENTURE_CREATOR	39
5.17.2.2	ASSET_3P_CINEMA_DIRECTOR	39
5.17.2.3	ASSET_3P_DIALOG_SYSTEM	39
5.17.2.4	ASSET_3P_DIALOGUE_ENGINE	39
5.17.2.5	ASSET_3P_LIPSYNC	39
5.17.2.6	ASSET_3P_LOCALIZED_DIALOGS	39
5.17.2.7	ASSET_3P_NPC_CHAT	40
5.17.2.8	ASSET_3P_PLAYMAKER	40
5.17.2.9	ASSET_3P_QUEST_SYSTEM	40
5.17.2.10	ASSET_3P_SALSA	40
5.17.2.11	ASSET_3P_SLATE	40
5.17.2.12	ASSET_3P_URL	40
5.17.2.13	ASSET_3P_USEQUENCER	40
5.17.2.14	ASSET_API_URL	40
5.17.2.15	ASSET_AUTHOR	40
5.17.2.16	ASSET_AUTHOR_URL	41
5.17.2.17	ASSET_BUILD	41
5.17.2.18	ASSET_CHANGED	41
5.17.2.19	ASSET_CONTACT	41
5.17.2.20	ASSET_CREATED	41
5.17.2.21	ASSET_CT_URL	41
5.17.2.22	ASSET_FORUM_URL	41
5.17.2.23	ASSET_MANUAL_URL	41
5.17.2.24	ASSET_NAME	41
5.17.2.25	ASSET_PRO_URL	42

5.17.2.26 ASSET_UPDATE_CHECK_URL	42
5.17.2.27 ASSET_VERSION	42
5.17.2.28 ASSET_WEB_URL	42
5.17.2.29 DEV_DEBUG	42
5.17.2.30 INTERNET_CHECK_URL	42
5.17.2.31 INTERNET_CHECK_URL_APPLE	42
5.17.2.32 INTERNET_CHECK_URL_WINDOWS	42
5.17.2.33 INTERNETCHECK_SCENE_OBJECT_NAME	42
5.17.2.34 isPro	43
5.17.2.35 PREFAB_SUBPATH	43
5.17.2.36 PROXY_SCENE_OBJECT_NAME	43
5.17.2.37 RTVOICE_SCENE_OBJECT_NAME	43
5.17.2.38 TTS_WINDOWS_SUBPATH	43
5.17.2.39 TTS_WINDOWS_x86_SUBPATH	43
5.17.3 Property Documentation	43
5.17.3.1 ASSET_UID	43
5.17.3.2 ASSET_URL	43
5.18 Crosstales.RTVoice.Util.CTPlayerPrefs Class Reference	44
5.18.1 Detailed Description	44
5.18.2 Member Function Documentation	44
5.18.2.1 DeleteAll()	44
5.18.2.2 DeleteKey(string key)	44
5.18.2.3 GetBool(string key)	45
5.18.2.4 GetFloat(string key)	45
5.18.2.5 GetInt(string key)	45
5.18.2.6 GetString(string key)	45
5.18.2.7 HasKey(string key)	46
5.18.2.8 Save()	46
5.18.2.9 SetBool(string key, bool value)	46
5.18.2.10 SetFloat(string key, float value)	46

5.18.2.11 SetInt(string key, int value)	47
5.18.2.12 SetString(string key, string value)	47
5.19 Crosstales.RTVoice.Util.CTWebClient Class Reference	47
5.19.1 Detailed Description	48
5.19.2 Property Documentation	48
5.19.2.1 Timeout	48
5.20 Crosstales.RTVoice.Model.Event.CurrentPhonemeEventArgs Class Reference	48
5.20.1 Detailed Description	48
5.20.2 Member Data Documentation	49
5.20.2.1 Phoneme	49
5.21 Crosstales.RTVoice.Model.Event.CurrentVisemeEventArgs Class Reference	49
5.21.1 Detailed Description	49
5.21.2 Member Data Documentation	49
5.21.2.1 Viseme	49
5.22 Crosstales.RTVoice.Model.Event.CurrentWordEventArgs Class Reference	50
5.22.1 Detailed Description	50
5.22.2 Member Data Documentation	50
5.22.2.1 SpeechTextArray	50
5.22.2.2 WordIndex	50
5.23 Crosstales.RTVoice.SLATE.CutSceneStart Class Reference	51
5.24 Crosstales.RTVoice.Demo.Dialog Class Reference	51
5.24.1 Detailed Description	52
5.25 Crosstales.RTVoice.EditorExt.EditorHelper Class Reference	52
5.25.1 Detailed Description	53
5.25.2 Member Function Documentation	53
5.25.2.1 InstantiatePrefab(string prefabName)	53
5.25.2.2 NoVoicesUI()	54
5.25.2.3 SeparatorUI(int space=12)	54
5.25.3 Member Data Documentation	54
5.25.3.1 GO_ID	54

5.25.3.2	MENU_ID	54
5.25.4	Property Documentation	54
5.25.4.1	isInternetCheckInScene	54
5.25.4.2	isProxyInScene	54
5.25.4.3	isRTVoiceInScene	55
5.26	Crosstales.RTVoice.ExtensionMethods Class Reference	55
5.26.1	Detailed Description	55
5.26.2	Member Function Documentation	55
5.26.2.1	CTContains(this string str, string toCheck, System.StringComparison comp=↵ System.StringComparison.OrdinalIgnoreCase)	55
5.26.2.2	CTContainsAll(this string str, string searchTerms, char splitChar= ' ')	56
5.26.2.3	CTContainsAny(this string str, string searchTerms, char splitChar= ' ')	56
5.26.2.4	CTDump< T >(this T[] array)	56
5.26.2.5	CTDump< T >(this System.Collections.Generic.List< T > list)	57
5.26.2.6	CTEquals(this string str, string toCheck, System.StringComparison comp=↵ System.StringComparison.OrdinalIgnoreCase)	57
5.26.2.7	CTShuffle< T >(this System.Collections.Generic.IList< T > list)	57
5.26.2.8	CTShuffle< T >(this T[] array)	58
5.26.2.9	CTToString< T >(this T[] array)	58
5.26.2.10	CTToString< T >(this System.Collections.Generic.List< T > list)	58
5.27	Crosstales.RTVoice.Demo.Util.FFTAnalyzer Class Reference	58
5.27.1	Detailed Description	59
5.28	Crosstales.RTVoice.Demo.GUIAudioFilter Class Reference	59
5.28.1	Detailed Description	60
5.29	Crosstales.RTVoice.Demo.GUIDialog Class Reference	60
5.29.1	Detailed Description	61
5.30	Crosstales.RTVoice.Demo.GUIMain Class Reference	61
5.30.1	Detailed Description	62
5.31	Crosstales.RTVoice.Demo.GUIMultiAudioFilter Class Reference	62
5.31.1	Detailed Description	63
5.32	Crosstales.RTVoice.Demo.GUIScenes Class Reference	63

5.32.1 Detailed Description	63
5.33 Crosstales.RTVoice.Demo.GUISpeech Class Reference	64
5.33.1 Detailed Description	64
5.34 Crosstales.RTVoice.Util.Helper Class Reference	65
5.34.1 Detailed Description	66
5.34.2 Member Function Documentation	66
5.34.2.1 CleanText(string text, bool removePunctuation=true, bool clearSpaces=true, bool clearLineEndings=true)	66
5.34.2.2 ClearLineEndings(string text)	66
5.34.2.3 ClearSpaces(string text)	67
5.34.2.4 HSVToRGB(float h, float s, float v, float a=1f)	67
5.34.2.5 MarkSpokenText(string[] speechTextArray, int wordIndex, bool markAll← SpokenWords=false, string markPrefix=""<color=green>"", string mark← Postfix=""</color>")	67
5.34.2.6 RemoteCertificateValidationCallback(System.Object sender, System.Security.← Cryptography.X509Certificates.X509Certificate certificate, System.Security.← Cryptography.X509Certificates.X509Chain chain, System.Net.Security.Ssl← PolicyErrors sslPolicyErrors)	68
5.34.2.7 SplitStringToLines(string text)	68
5.34.2.8 ValidatePath(string path)	68
5.34.3 Property Documentation	68
5.34.3.1 hasBuiltInTTS	68
5.34.3.2 isAndroidPlatform	68
5.34.3.3 isAppleBasedPlatform	69
5.34.3.4 isEditor	69
5.34.3.5 isEditorMode	69
5.34.3.6 isIOSPlatform	69
5.34.3.7 isLinuxPlatform	69
5.34.3.8 isMacOSPlatform	69
5.34.3.9 isSupportedPlatform	70
5.34.3.10 isWebGLPlatform	70
5.34.3.11 isWebPlatform	70
5.34.3.12 isWebPlayerPlatform	70

5.34.3.13	isWindowsBasedPlatform	70
5.34.3.14	isWindowsPlatform	70
5.34.3.15	isWSAPlatform	71
5.35	Crosstales.RTVoice.Tool.InternetCheck Class Reference	71
5.35.1	Detailed Description	72
5.35.2	Member Data Documentation	72
5.35.2.1	CheckIntervalMax	72
5.35.2.2	CheckIntervalMin	72
5.35.2.3	Optimized	72
5.35.3	Property Documentation	72
5.35.3.1	isInternetAvailable	72
5.36	Crosstales.RTVoice.EditorExt.InternetCheckEditor Class Reference	72
5.36.1	Detailed Description	73
5.37	Crosstales.RTVoice.LiveSpeaker Class Reference	73
5.37.1	Detailed Description	73
5.37.2	Member Function Documentation	74
5.37.2.1	Silence()	74
5.37.2.2	Speak(Model.Wrapper wrapper)	74
5.37.2.3	Speak(string args)	74
5.37.2.4	Speak(string[] args)	74
5.37.2.5	SpeakNative(Model.Wrapper wrapper)	74
5.37.2.6	SpeakNative(string args)	75
5.37.2.7	SpeakNative(string[] args)	75
5.38	Crosstales.RTVoice.Tool.Loudspeaker Class Reference	75
5.38.1	Detailed Description	76
5.38.2	Member Data Documentation	76
5.38.2.1	SilenceSource	76
5.38.2.2	Source	76
5.38.2.3	Synchronized	76
5.39	Crosstales.RTVoice.Demo.Util.MaterialChanger Class Reference	76

5.39.1 Detailed Description	77
5.40 Crosstales.RTVoice.Demo.NativeAudio Class Reference	77
5.40.1 Detailed Description	77
5.41 Crosstales.RTVoice.Demo.Util.NativeDisabler Class Reference	78
5.41.1 Detailed Description	78
5.42 Crosstales.RTVoice.Demo.Util.PlatformEnabler Class Reference	78
5.42.1 Detailed Description	79
5.43 Crosstales.RTVoice.Demo.PreGeneratedAudio Class Reference	79
5.43.1 Detailed Description	79
5.44 Crosstales.RTVoice.Tool.Proxy Class Reference	80
5.44.1 Detailed Description	81
5.44.2 Member Function Documentation	81
5.44.2.1 DisableHTTPProxy()	81
5.44.2.2 DisableHTTPSPProxy()	81
5.44.2.3 EnableHTTPProxy(bool enabled=true)	81
5.44.2.4 EnableHTTPProxy(string url, int port, string username="","", string password="","", string urlProtocol="")	81
5.44.2.5 EnableHTTPSPProxy(bool enabled=true)	82
5.44.2.6 EnableHTTPSPProxy(string url, int port, string username="","", string pass- word="","", string urlProtocol="")	82
5.44.3 Member Data Documentation	82
5.44.3.1 EnableOnAwake	82
5.44.3.2 HTTPProxyPassword	82
5.44.3.3 HTTPProxyPort	82
5.44.3.4 HTTPProxyURL	82
5.44.3.5 HTTPProxyURLProtocol	82
5.44.3.6 HTTPProxyUsername	83
5.44.3.7 HTTPSPProxyPassword	83
5.44.3.8 HTTPSPProxyPort	83
5.44.3.9 HTTPSPProxyURL	83
5.44.3.10 HTTPSPProxyURLProtocol	83

5.44.3.11 HTTPSProxyUsername	83
5.44.4 Property Documentation	83
5.44.4.1 hasHTTPProxy	83
5.44.4.2 hasHTTPSProxy	83
5.45 Crosstales.RTVoice.EditorExt.ProxyEditor Class Reference	84
5.45.1 Detailed Description	84
5.46 Crosstales.RTVoice.Demo.Util.RandomColor Class Reference	84
5.46.1 Detailed Description	85
5.47 Crosstales.RTVoice.Demo.Util.RandomRotator Class Reference	85
5.47.1 Detailed Description	85
5.48 Crosstales.RTVoice.Demo.Util.RandomScaler Class Reference	85
5.48.1 Detailed Description	86
5.49 Crosstales.RTVoice.EditorExt.RTVoiceGameObject Class Reference	86
5.49.1 Detailed Description	86
5.50 RTVoiceIOSBridge Class Reference	87
5.50.1 Method Documentation	87
5.50.1.1 setVoices()	87
5.50.1.2 speak:rate:pitch:volume:culture:(NSString *text,[rate] float rate,[pitch] float pitch,[volume] float volume,[culture] NSString *culture)	87
5.50.1.3 stop()	87
5.51 RTVoiceIOSBridge() Category Reference	88
5.52 Crosstales.RTVoice.EditorExt.RTVoiceMenu Class Reference	88
5.52.1 Detailed Description	88
5.53 Crosstales.RTVoice.Demo.Util.ScrollRectHandler Class Reference	88
5.53.1 Detailed Description	89
5.54 Crosstales.RTVoice.Demo.SendMessage Class Reference	89
5.54.1 Detailed Description	90
5.55 Crosstales.RTVoice.Model.Sequence Class Reference	90
5.55.1 Detailed Description	91
5.55.2 Member Data Documentation	91
5.55.2.1 Mode	91

5.55.2.2	Pitch	91
5.55.2.3	Rate	91
5.55.2.4	RTVoiceNameAndroid	91
5.55.2.5	RTVoiceNameIOS	91
5.55.2.6	RTVoiceNameMac	91
5.55.2.7	RTVoiceNameWindows	91
5.55.2.8	RTVoiceNameWSA	91
5.55.2.9	Source	91
5.55.2.10	Text	92
5.55.2.11	Volume	92
5.55.3	Property Documentation	92
5.55.3.1	RTVoiceName	92
5.56	Crosstales.RTVoice.Demo.SequenceCaller Class Reference	92
5.56.1	Detailed Description	93
5.57	Crosstales.RTVoice.Tool.Sequencer Class Reference	93
5.57.1	Detailed Description	94
5.57.2	Member Function Documentation	94
5.57.2.1	PlayAllSequences()	94
5.57.2.2	PlayNextSequence()	94
5.57.2.3	PlaySequence(int index=0)	94
5.57.2.4	StopAllSequences()	94
5.57.3	Member Data Documentation	94
5.57.3.1	Culture	94
5.57.3.2	Delay	94
5.57.3.3	PlayOnStart	95
5.57.3.4	Sequences	95
5.57.4	Property Documentation	95
5.57.4.1	CurrentSequence	95
5.58	Crosstales.RTVoice.EditorExt.SequencerEditor Class Reference	95
5.58.1	Detailed Description	95

5.59	Crosstales.RTVoice.EditorExt.SetupResources Class Reference	96
5.59.1	Detailed Description	96
5.60	HutongGames.PlayMaker.Actions.Silence Class Reference	96
5.60.1	Detailed Description	96
5.61	Crosstales.RTVoice.Demo.Simple Class Reference	96
5.61.1	Detailed Description	97
5.62	Crosstales.RTVoice.Demo.SimpleNative Class Reference	97
5.62.1	Detailed Description	98
5.63	Crosstales.RTVoice.SALSA.Speak Class Reference	98
5.64	HutongGames.PlayMaker.Actions.Speak Class Reference	99
5.64.1	Detailed Description	100
5.64.2	Member Data Documentation	100
5.64.2.1	Culture	100
5.64.2.2	RTVoiceNameAndroid	100
5.64.2.3	RTVoiceNameIOS	100
5.64.2.4	RTVoiceNameMac	100
5.64.2.5	RTVoiceNameMaryTTS	100
5.64.2.6	RTVoiceNameWindows	100
5.64.2.7	RTVoiceNameWSA	100
5.64.2.8	Text	100
5.65	HutongGames.PlayMaker.Actions.SpeakBase Class Reference	101
5.65.1	Detailed Description	101
5.65.2	Member Data Documentation	102
5.65.2.1	AudioSource	102
5.65.2.2	Mode	102
5.65.2.3	Pitch	102
5.65.2.4	Rate	102
5.65.2.5	Volume	102
5.66	Crosstales.RTVoice.PlayMaker.SpeakEditor Class Reference	102
5.66.1	Detailed Description	103

5.67	Crosstales.RTVoice.Speaker Class Reference	103
5.67.1	Detailed Description	105
5.67.2	Member Function Documentation	105
5.67.2.1	ApproximateSpeechLength(string text, float rate=1f, float wordsPerMinute=175f, float timeFactor=0.9f)	105
5.67.2.2	Silence()	105
5.67.2.3	Silence(string uid)	106
5.67.2.4	Speak(string text, AudioSource source=null, Model.Voice voice=null, bool speakImmediately=true, float rate=1f, float volume=1f, string outputFile="","", float pitch=1f)	107
5.67.2.5	Speak(Model.Wrapper wrapper)	107
5.67.2.6	SpeakMarkedWordsWithUID(Model.Wrapper wrapper)	107
5.67.2.7	SpeakMarkedWordsWithUID(string uid, string text, AudioSource source, Model.Voice voice=null, float rate=1f, float pitch=1f)	108
5.67.2.8	SpeakNative(string text, Model.Voice voice=null, float rate=1f, float volume=1f, float pitch=1f)	108
5.67.2.9	SpeakNative(Model.Wrapper wrapper)	108
5.67.2.10	SpeakNativeWithUID(Model.Wrapper wrapper)	109
5.67.2.11	SpeakWithUID(Model.Wrapper wrapper)	109
5.67.2.12	VoiceForCulture(string culture, int index=0)	109
5.67.2.13	VoiceForName(string name)	109
5.67.2.14	VoicesForCulture(string culture)	110
5.67.3	Member Data Documentation	110
5.67.3.1	MaryTTSTMode	110
5.67.3.2	MaryTTSPort	110
5.67.3.3	MaryTTSURL	110
5.67.4	Property Documentation	110
5.67.4.1	AudioFileExtension	110
5.67.4.2	Cultures	110
5.67.4.3	isTTSAvailable	111
5.67.4.4	MaryMode	111
5.67.4.5	MaryPort	111
5.67.4.6	MaryURL	111

5.67.4.7	OnErrorInfo	111
5.67.4.8	OnProviderChange	111
5.67.4.9	OnSpeakAudioGenerationComplete	111
5.67.4.10	OnSpeakAudioGenerationStart	111
5.67.4.11	OnSpeakComplete	111
5.67.4.12	OnSpeakCurrentPhoneme	112
5.67.4.13	OnSpeakCurrentViseme	112
5.67.4.14	OnSpeakCurrentWord	112
5.67.4.15	OnSpeakStart	112
5.67.4.16	Voices	112
5.68	Crosstales.RTVoice.EditorExt.SpeakerEditor Class Reference	112
5.68.1	Detailed Description	113
5.69	Crosstales.RTVoice.Model.Event.SpeakEventArgs Class Reference	113
5.69.1	Detailed Description	113
5.69.2	Member Data Documentation	113
5.69.2.1	Wrapper	113
5.70	HutongGames.PlayMaker.Actions.SpeakUI Class Reference	114
5.70.1	Detailed Description	114
5.70.2	Member Data Documentation	114
5.70.2.1	Culture	114
5.70.2.2	RTVoiceName	114
5.70.2.3	Text	115
5.71	Crosstales.RTVoice.PlayMaker.SpeakUIEditor Class Reference	115
5.71.1	Detailed Description	115
5.72	Crosstales.RTVoice.Demo.SpeakWrapper Class Reference	115
5.72.1	Detailed Description	116
5.73	Crosstales.RTVoice.Tool.SpeechText Class Reference	116
5.73.1	Detailed Description	117
5.73.2	Member Function Documentation	118
5.73.2.1	Silence()	118

5.73.2.2	Speak()	118
5.73.3	Member Data Documentation	118
5.73.3.1	Culture	118
5.73.3.2	FileInsideAssets	118
5.73.3.3	FileName	118
5.73.3.4	FilePath	118
5.73.3.5	GenerateAudioFile	118
5.73.3.6	Mode	118
5.73.3.7	Pitch	118
5.73.3.8	PlayOnStart	119
5.73.3.9	Rate	119
5.73.3.10	RTVoiceNameAndroid	119
5.73.3.11	RTVoiceNameIOS	119
5.73.3.12	RTVoiceNameMac	119
5.73.3.13	RTVoiceNameMaryTTS	119
5.73.3.14	RTVoiceNameWindows	119
5.73.3.15	RTVoiceNameWSA	119
5.73.3.16	Source	119
5.73.3.17	Text	119
5.73.3.18	Volume	120
5.73.4	Property Documentation	120
5.73.4.1	RTVoiceName	120
5.74	Crosstales.RTVoice.EditorExt.SpeechTextEditor Class Reference	120
5.74.1	Detailed Description	120
5.75	Crosstales.RTVoice.Tool.TextFileSpeaker Class Reference	121
5.75.1	Detailed Description	122
5.75.2	Member Function Documentation	122
5.75.2.1	Silence()	122
5.75.2.2	Speak()	122
5.75.2.3	SpeakText(int index=-1)	122

5.75.3	Member Data Documentation	122
5.75.3.1	Culture	122
5.75.3.2	Mode	122
5.75.3.3	Pitch	122
5.75.3.4	PlayOnStart	123
5.75.3.5	Rate	123
5.75.3.6	RTVoiceNameAndroid	123
5.75.3.7	RTVoiceNameIOS	123
5.75.3.8	RTVoiceNameMac	123
5.75.3.9	RTVoiceNameMaryTTS	123
5.75.3.10	RTVoiceNameWindows	123
5.75.3.11	RTVoiceNameWSA	123
5.75.3.12	Source	123
5.75.3.13	TextFiles	123
5.75.3.14	Volume	124
5.75.4	Property Documentation	124
5.75.4.1	RTVoiceName	124
5.76	Crosstales.RTVoice.EditorExt.TextFileSpeakerEditor Class Reference	124
5.76.1	Detailed Description	124
5.77	Crosstales.RTVoice.UDEA2.UDEAConnector Class Reference	125
5.77.1	Detailed Description	125
5.77.2	Member Data Documentation	125
5.77.2.1	Culture	125
5.77.2.2	Voices	125
5.78	Crosstales.RTVoice.UDEA2.UDEAConnectorEditor Class Reference	126
5.78.1	Detailed Description	126
5.79	Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper Class Reference	126
5.79.1	Detailed Description	127
5.79.2	Member Data Documentation	127
5.79.2.1	IgnoreCharacter	127

5.79.2.2	Pitch	127
5.79.2.3	Rate	127
5.79.2.4	RTVoiceNameAndroid	127
5.79.2.5	RTVoiceNameIOS	128
5.79.2.6	RTVoiceNameMac	128
5.79.2.7	RTVoiceNameMaryTTS	128
5.79.2.8	RTVoiceNameWindows	128
5.79.2.9	RTVoiceNameWSA	128
5.79.2.10	Source	128
5.79.2.11	UDEAVoiceName	128
5.79.2.12	Volume	128
5.79.3	Property Documentation	128
5.79.3.1	RTVoiceName	128
5.80	Crosstales.RTVoice.EditorExt.UpdateCheck Class Reference	129
5.80.1	Detailed Description	129
5.81	Crosstales.RTVoice.Model.Voice Class Reference	129
5.81.1	Detailed Description	130
5.81.2	Constructor & Destructor Documentation	130
5.81.2.1	Voice(string name, string description, string gender, string age, string culture)	130
5.81.2.2	Voice(string name, string description, string culture)	130
5.81.3	Member Data Documentation	130
5.81.3.1	Age	130
5.81.3.2	Culture	131
5.81.3.3	Description	131
5.81.3.4	Gender	131
5.81.3.5	Name	131
5.82	Crosstales.RTVoice.Provider.VoiceProviderAndroid Class Reference	131
5.82.1	Detailed Description	132
5.82.2	Member Function Documentation	132
5.82.2.1	Silence()	132

5.82.2.2	Speak(Model.Wrapper wrapper)	132
5.82.2.3	SpeakNative(Model.Wrapper wrapper)	132
5.83	Crosstales.RTVoice.Provider.VoiceProviderIOS Class Reference	133
5.83.1	Detailed Description	133
5.83.2	Member Function Documentation	133
5.83.2.1	SetState(string state)	133
5.83.2.2	SetVoices(string voicesText)	134
5.83.2.3	Silence()	134
5.83.2.4	Speak(Model.Wrapper wrapper)	134
5.83.2.5	SpeakNative(Model.Wrapper wrapper)	134
5.83.2.6	WordSpoken()	134
5.84	Crosstales.RTVoice.Provider.VoiceProviderMacOS Class Reference	135
5.84.1	Detailed Description	135
5.84.2	Member Function Documentation	135
5.84.2.1	Speak(Model.Wrapper wrapper)	135
5.84.2.2	SpeakNative(Model.Wrapper wrapper)	136
5.85	Crosstales.RTVoice.Provider.VoiceProviderMary Class Reference	136
5.85.1	Detailed Description	137
5.85.2	Constructor & Destructor Documentation	137
5.85.2.1	VoiceProviderMary(string url, int port)	137
5.85.3	Member Function Documentation	137
5.85.3.1	Silence()	137
5.85.3.2	Speak(Model.Wrapper wrapper)	137
5.85.3.3	SpeakNative(Model.Wrapper wrapper)	137
5.86	Crosstales.RTVoice.Provider.VoiceProviderWindows Class Reference	138
5.86.1	Detailed Description	138
5.86.2	Member Function Documentation	138
5.86.2.1	Speak(Model.Wrapper wrapper)	138
5.86.2.2	SpeakNative(Model.Wrapper wrapper)	139
5.87	Crosstales.RTVoice.Provider.VoiceProviderWSA Class Reference	139

5.87.1	Member Function Documentation	140
5.87.1.1	Silence()	140
5.87.1.2	Speak(Model.Wrapper wrapper)	140
5.87.1.3	SpeakNative(Model.Wrapper wrapper)	140
5.88	Crosstales.RTVoice.Model.Wrapper Class Reference	140
5.88.1	Detailed Description	141
5.88.2	Constructor & Destructor Documentation	141
5.88.2.1	Wrapper(string text, Voice voice=null, float rate=1f, float pitch=1f, float volume=1f, AudioSource source=null, bool speakImmediately=true, string outputFile="")	141
5.88.2.2	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="")	142
5.88.3	Member Data Documentation	142
5.88.3.1	OutputFile	142
5.88.3.2	Source	142
5.88.3.3	SpeakImmediately	142
5.88.3.4	Text	142
5.88.3.5	Uid	143
5.88.3.6	Voice	143
5.88.4	Property Documentation	143
5.88.4.1	Created	143
5.88.4.2	Pitch	143
5.88.4.3	Rate	143
5.88.4.4	Volume	143
6	More information	145
6.1	Homepage	145
6.2	AssetStore	145
6.3	Forum	145
6.4	Documentation	145
6.5	Demos	145
6.5.1	Windows	145
6.5.2	macOS	145
6.5.3	Android	145
	Index	147

Chapter 1

Namespace Index

1.1 Packages

Here are the packages with brief descriptions (if available):

Crosstales	11
Crosstales.RTVoice	11
Crosstales.RTVoice.AdventureCreator	11
Crosstales.RTVoice.Demo	12
Crosstales.RTVoice.Demo.Util	12
Crosstales.RTVoice.EditorExt	13
Crosstales.RTVoice.Model	14
Crosstales.RTVoice.Model.Event	15
Crosstales.RTVoice.PlayMaker	15
Crosstales.RTVoice.Provider	15
Crosstales.RTVoice.SALSA	16
Crosstales.RTVoice.SLATE	16
Crosstales.RTVoice.Tool	16
Crosstales.RTVoice.UDEA2	16
Crosstales.RTVoice.Util	17
HutongGames	17
HutongGames.PlayMaker	17
HutongGames.PlayMaker.Actions	17

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Crosstales.RTVoice.AdventureCreator.ACConnectorMenu	21
Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper	22
Crosstales.RTVoice.Util.AudioExporter	24
Crosstales.RTVoice.EditorExt.AutoInitalize	25
<AVSpeechSynthesizerDelegate>	
RTVoiceIOSBridge()	88
Crosstales.RTVoice.Provider.BaseVoiceProvider	26
Crosstales.RTVoice.Provider.VoiceProviderAndroid	131
Crosstales.RTVoice.Provider.VoiceProviderIOS	133
Crosstales.RTVoice.Provider.VoiceProviderMacOS	135
Crosstales.RTVoice.Provider.VoiceProviderMary	136
Crosstales.RTVoice.Provider.VoiceProviderWindows	138
Crosstales.RTVoice.Provider.VoiceProviderWSA	139
Crosstales.RTVoice.EditorExt.BuildPostprocessor	30
Crosstales.RTVoice.Util.Config	30
Crosstales.RTVoice.EditorExt.ConfigLoader	34
Crosstales.RTVoice.Util.Constants	36
Crosstales.RTVoice.Util.CTPlayerPrefs	44
CustomActionEditor	
Crosstales.RTVoice.PlayMaker.SpeakEditor	102
Crosstales.RTVoice.PlayMaker.SpeakUIEditor	115
Editor	
Crosstales.RTVoice.AdventureCreator.ACConnectorEditor	20
Crosstales.RTVoice.EditorExt.InternetCheckEditor	72
Crosstales.RTVoice.EditorExt.ProxyEditor	84
Crosstales.RTVoice.EditorExt.SequencerEditor	95
Crosstales.RTVoice.EditorExt.SpeakerEditor	112
Crosstales.RTVoice.EditorExt.SpeechTextEditor	120
Crosstales.RTVoice.EditorExt.TextFileSpeakerEditor	124
Crosstales.RTVoice.UDEA2.UDEAConnectorEditor	126
Crosstales.RTVoice.EditorExt.EditorHelper	52
EditorWindow	
Crosstales.RTVoice.EditorExt.ConfigBase	34
Crosstales.RTVoice.EditorExt.ConfigPreferences	35
Crosstales.RTVoice.EditorExt.ConfigWindow	35

EventArgs	
Crosstales.RTVoice.Model.Event.SpeakEventArgs	113
Crosstales.RTVoice.Model.Event.CurrentPhonemeEventArgs	48
Crosstales.RTVoice.Model.Event.CurrentVisemeEventArgs	49
Crosstales.RTVoice.Model.Event.CurrentWordEventArgs	50
Crosstales.RTVoice.ExtensionMethods	55
FsmStateAction	
HutongGames.PlayMaker.Actions.Silence	96
HutongGames.PlayMaker.Actions.SpeakBase	101
HutongGames.PlayMaker.Actions.Speak	99
HutongGames.PlayMaker.Actions.SpeakUI	114
Crosstales.RTVoice.Util.Helper	65
MonoBehaviour	
Crosstales.RTVoice.AdventureCreator.ACConnector	19
Crosstales.RTVoice.AdventureCreator.ACConnectorGameObject	21
Crosstales.RTVoice.AdventureCreator.ACSceneSwitcher	21
Crosstales.RTVoice.Demo.Dialog	51
Crosstales.RTVoice.Demo.GUIAudioFilter	59
Crosstales.RTVoice.Demo.GUIDialog	60
Crosstales.RTVoice.Demo.GUIMain	61
Crosstales.RTVoice.Demo.GUIMultiAudioFilter	62
Crosstales.RTVoice.Demo.GUIScenes	63
Crosstales.RTVoice.Demo.GUISpeech	64
Crosstales.RTVoice.Demo.NativeAudio	77
Crosstales.RTVoice.Demo.PreGeneratedAudio	79
Crosstales.RTVoice.Demo.SendMessage	89
Crosstales.RTVoice.Demo.SequenceCaller	92
Crosstales.RTVoice.Demo.Simple	96
Crosstales.RTVoice.Demo.SimpleNative	97
Crosstales.RTVoice.Demo.SpeakWrapper	115
Crosstales.RTVoice.Demo.Util.AudioVisualizer	25
Crosstales.RTVoice.Demo.Util.FFTAnalyzer	58
Crosstales.RTVoice.Demo.Util.MaterialChanger	76
Crosstales.RTVoice.Demo.Util.NativeDisabler	78
Crosstales.RTVoice.Demo.Util.PlatformEnabler	78
Crosstales.RTVoice.Demo.Util.RandomColor	84
Crosstales.RTVoice.Demo.Util.RandomRotator	85
Crosstales.RTVoice.Demo.Util.RandomScaler	85
Crosstales.RTVoice.Demo.Util.ScrollRectHandler	88
Crosstales.RTVoice.EditorExt.RTVoiceGameObject	86
Crosstales.RTVoice.LiveSpeaker	73
Crosstales.RTVoice.SALSA.Speak	98
Crosstales.RTVoice.SLATE.CutSceneStart	51
Crosstales.RTVoice.Speaker	103
Crosstales.RTVoice.Tool.InternetCheck	71
Crosstales.RTVoice.Tool.Loudspeaker	75
Crosstales.RTVoice.Tool.Proxy	80
Crosstales.RTVoice.Tool.Sequencer	93
Crosstales.RTVoice.Tool.SpeechText	116
Crosstales.RTVoice.Tool.TextFileSpeaker	121
Crosstales.RTVoice.UDEA2.UDEAConnector	125
NSObject	
RTVoiceIOSBridge	87
Crosstales.RTVoice.EditorExt.RTVoiceMenu	88
Crosstales.RTVoice.Model.Sequence	90
Crosstales.RTVoice.EditorExt.SetupResources	96
Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper	126
Crosstales.RTVoice.EditorExt.UpdateCheck	129

Crosstales.RTVoice.Model.Voice	129
WebClient	
Crosstales.RTVoice.Util.CTWebClient	47
Crosstales.RTVoice.Model.Wrapper	140

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Crosstales.RTVoice.AdventureCreator.ACConnector	
Connects Adventure Creator and RT-Voice. It listens to AC-events and speaks when needed.	19
Crosstales.RTVoice.AdventureCreator.ACConnectorEditor	
Custom editor for the 'ACConnector'-class.	20
Crosstales.RTVoice.AdventureCreator.ACConnectorGameObject	
Editor component for for adding the prefabs from 'Adventure Creator' in the "Hierarchy"-menu.	21
Crosstales.RTVoice.AdventureCreator.ACConnectorMenu	
Editor component for for adding the prefabs from 'Adventure Creator' in the "Tools"-menu.	21
Crosstales.RTVoice.AdventureCreator.ACSwitcher	
Allows to switch scenes with Adventure Creator.	21
Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper	
Wrapper for an AC-character to an RT-Voice.	22
Crosstales.RTVoice.Util.AudioExporter	
AudioClip exporter class. Partially based on: https://gist.github.com/darktable/2317063	24
Crosstales.RTVoice.Demo.Util.AudioVisualizer	
Simple audio visualizer.	25
Crosstales.RTVoice.EditorExt.AutoInitialize	
Automatically adds the necessary RTVoice-prefabs to the current scene.	25
Crosstales.RTVoice.Provider.BaseVoiceProvider	
Base class for voice providers.	26
Crosstales.RTVoice.EditorExt.BuildPostprocessor	
BuildPostprocessor for Windows. Adds the TTS-wrapper to the build.	30
Crosstales.RTVoice.Util.Config	
Configuration for the asset.	30
Crosstales.RTVoice.EditorExt.ConfigBase	
Base class for editor windows.	34
Crosstales.RTVoice.EditorExt.ConfigLoader	
Loads the configuration of the asset.	34
Crosstales.RTVoice.EditorExt.ConfigPreferences	
Unity "Preferences" extension.	35
Crosstales.RTVoice.EditorExt.ConfigWindow	
Editor window extension.	35
Crosstales.RTVoice.Util.Constants	
Collected constants of very general utility for the asset.	36

Crosstales.RTVoice.Util.CTPlayerPrefs	
Wrapper for the PlayerPrefs.	44
Crosstales.RTVoice.Util.CTWebClient	
Specialised WebClient.	47
Crosstales.RTVoice.Model.Event.CurrentPhonemeEventArgs	
EventArgs for the current phoneme.	48
Crosstales.RTVoice.Model.Event.CurrentVisemeEventArgs	
EventArgs for the current viseme.	49
Crosstales.RTVoice.Model.Event.CurrentWordEventArgs	
EventArgs for the current word.	50
Crosstales.RTVoice.SLATE.CutSceneStart	51
Crosstales.RTVoice.Demo.Dialog	
Simple dialog system with TTS voices.	51
Crosstales.RTVoice.EditorExt.EditorHelper	
Editor helper class.	52
Crosstales.RTVoice.ExtensionMethods	
Various extension methods.	55
Crosstales.RTVoice.Demo.Util.FFTAnalyzer	
FFT analyzer for an audio channel.	58
Crosstales.RTVoice.Demo.GUIAudioFilter	
Simple GUI for audio filters.	59
Crosstales.RTVoice.Demo.GUIDialog	
Simple GUI for runtime dialogs with all available OS voices.	60
Crosstales.RTVoice.Demo.GUIMain	
Main GUI component for all demo scenes.	61
Crosstales.RTVoice.Demo.GUIMultiAudioFilter	
Simple GUI for audio filters on multiple objects.	62
Crosstales.RTVoice.Demo.GUIScenes	
Main GUI scene manager for all demo scenes.	63
Crosstales.RTVoice.Demo.GUISpeech	
Simple GUI for runtime TTS with all available OS voices.	64
Crosstales.RTVoice.Util.Helper	
Various helper functions.	65
Crosstales.RTVoice.Tool.InternetCheck	
Checks the Internet availability.	71
Crosstales.RTVoice.EditorExt.InternetCheckEditor	
Custom editor for the 'InternetCheck'-class.	72
Crosstales.RTVoice.LiveSpeaker	
Wrapper of the main component from RTVoice for MonoBehaviour-access (like "SendMessage").	73
Crosstales.RTVoice.Tool.Loudspeaker	
Loudspeaker for an AudioSource.	75
Crosstales.RTVoice.Demo.Util.MaterialChanger	
Changes the material of a renderer while an AudioSource is playing.	76
Crosstales.RTVoice.Demo.NativeAudio	
Simple example with native audio for exact timing.	77
Crosstales.RTVoice.Demo.Util.NativeDisabler	
Disable game objects for native mode.	78
Crosstales.RTVoice.Demo.Util.PlatformEnabler	
Enables game objects for a given platform.	78
Crosstales.RTVoice.Demo.PreGeneratedAudio	
Simple example with pre-generated audio for exact timing.	79
Crosstales.RTVoice.Tool.Proxy	
Handles HTTP/HTTPS Internet connections via proxy server.	80
Crosstales.RTVoice.EditorExt.ProxyEditor	
Custom editor for the 'Proxy'-class.	84
Crosstales.RTVoice.Demo.Util.RandomColor	
Random color changer.	84

Crosstales.RTVoice.Demo.Util.RandomRotator	
Random rotation changer.	85
Crosstales.RTVoice.Demo.Util.RandomScaler	
Random scale changer.	85
Crosstales.RTVoice.EditorExt.RTVoiceGameObject	
Editor component for the "Hierarchy"-menu.	86
RTVoiceIOSBridge	87
RTVoiceIOSBridge()	88
Crosstales.RTVoice.EditorExt.RTVoiceMenu	
Editor component for the "Tools"-menu.	88
Crosstales.RTVoice.Demo.Util.ScrollRectHandler	
Changes the sensitivity of ScrollRects under various platforms.	88
Crosstales.RTVoice.Demo.SendMessage	
Simple "SendMessage" example.	89
Crosstales.RTVoice.Model.Sequence	
Model for a sequence.	90
Crosstales.RTVoice.Demo.SequenceCaller	
Simple Sequence caller example.	92
Crosstales.RTVoice.Tool.Sequencer	
Simple sequencer for dialogues.	93
Crosstales.RTVoice.EditorExt.SequencerEditor	
Custom editor for the 'Sequencer'-class.	95
Crosstales.RTVoice.EditorExt.SetupResources	
Copies all resources to 'Editor Default Resources'.	96
HutongGames.PlayMaker.Actions.Silence	
Silence-action for PlayMaker	96
Crosstales.RTVoice.Demo.Simple	
Simple TTS example.	96
Crosstales.RTVoice.Demo.SimpleNative	
Simple native TTS example.	97
Crosstales.RTVoice.SALSA.Speak	98
HutongGames.PlayMaker.Actions.Speak	
Speak-action for PlayMaker	99
HutongGames.PlayMaker.Actions.SpeakBase	
Base for Speak-actions in PlayMaker	101
Crosstales.RTVoice.PlayMaker.SpeakEditor	
Custom editor for the Speak-action.	102
Crosstales.RTVoice.Speaker	
Main component of RTVoice	103
Crosstales.RTVoice.EditorExt.SpeakerEditor	
Custom editor for the 'Speaker'-class.	112
Crosstales.RTVoice.Model.Event.SpeakEventArgs	
EventArgs and base class for all speaker events.	113
HutongGames.PlayMaker.Actions.SpeakUI	
Speak-action for UI-components in PlayMaker	114
Crosstales.RTVoice.PlayMaker.SpeakUIEditor	
Custom editor for the SpeakUI-action.	115
Crosstales.RTVoice.Demo.SpeakWrapper	
Wrapper for the dynamic speakers.	115
Crosstales.RTVoice.Tool.SpeechText	
Allows to speak and store generated audio.	116
Crosstales.RTVoice.EditorExt.SpeechTextEditor	
Custom editor for the 'SpeechText'-class.	120
Crosstales.RTVoice.Tool.TextFileSpeaker	
Allows to speak text files.	121
Crosstales.RTVoice.EditorExt.TextFileSpeakerEditor	
Custom editor for the 'TextFileSpeaker'-class.	124

Crosstales.RTVoice.UDEA2.UDEAConnector	
Connects UDEA and RT-Voice. Must be placed on a dialogue prefab.	125
Crosstales.RTVoice.UDEA2.UDEAConnectorEditor	
Custom editor for the 'UDEAConnector'-class.	126
Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper	
Wrapper for an UDEA-character to an RT-Voice.	126
Crosstales.RTVoice.EditorExt.UpdateCheck	
Checks for updates of the asset.	129
Crosstales.RTVoice.Model.Voice	
Model for a voice.	129
Crosstales.RTVoice.Provider.VoiceProviderAndroid	
Android voice provider.	131
Crosstales.RTVoice.Provider.VoiceProviderIOS	
iOS voice provider.	133
Crosstales.RTVoice.Provider.VoiceProviderMacOS	
MacOS voice provider.	135
Crosstales.RTVoice.Provider.VoiceProviderMary	
MaryTTS voice provider.	136
Crosstales.RTVoice.Provider.VoiceProviderWindows	
Windows voice provider.	138
Crosstales.RTVoice.Provider.VoiceProviderWSA	
.	139
Crosstales.RTVoice.Model.Wrapper	
Wrapper for "Speak"-function calls.	140

Chapter 4

Namespace Documentation

4.1 Crosstales Namespace Reference

Namespaces

4.2 Crosstales.RTVoice Namespace Reference

Namespaces

Classes

- class [ExtensionMethods](#)
Various extension methods.
- class [LiveSpeaker](#)
Wrapper of the main component from [RTVoice](#) for MonoBehaviour-access (like "SendMessage").
- class [Speaker](#)
Main component of [RTVoice](#).

4.3 Crosstales.RTVoice.AdventureCreator Namespace Reference

Classes

- class [ACConnector](#)
Connects Adventure Creator and RT-Voice. It listens to AC-events and speaks when needed.
- class [ACConnectorEditor](#)
Custom editor for the '[ACConnector](#)'-class.
- class [ACConnectorGameObject](#)
Editor component for for adding the prefabs from 'Adventure Creator' in the "Hierarchy"-menu.
- class [ACConnectorMenu](#)
Editor component for for adding the prefabs from 'Adventure Creator' in the "Tools"-menu.
- class [ACSceneSwitcher](#)
Allows to switch scenes with Adventure Creator.
- class [ACVoiceWrapper](#)
Wrapper for an AC-character to an RT-Voice.

4.4 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.

4.5 Crosstales.RTVoice.Demo.Util Namespace Reference

Classes

- class [AudioVisualizer](#)
Simple audio visualizer.
- class [FFTAalyzer](#)
FFT analyzer for an audio channel.
- class [MaterialChanger](#)
Changes the material of a renderer while an AudioSource is playing.
- class [NativeDisabler](#)
Disable game objects for native mode.
- class [PlatformEnabler](#)

- *Enables game objects for a given platform.*
- class [RandomColor](#)
Random color changer.
- class [RandomRotator](#)
Random rotation changer.
- class [RandomScaler](#)
Random scale changer.
- class [ScrollRectHandler](#)
Changes the sensitivity of ScrollRects under various platforms.

Enumerations

- enum [Platform](#) {
OSX, Windows, IOS, Android,
WSA, MaryTTS, Unsupported }
All available platforms.

4.5.1 Enumeration Type Documentation

4.5.1.1 enum `Crosstales.RTVoice.Demo.Util.Platform` [strong]

All available platforms.

4.6 Crosstales.RTVoice.EditorExt Namespace Reference

Classes

- class [AutoInitialize](#)
Automatically adds the necessary RTVoice-prefabs to the current scene.
- class [BuildPostprocessor](#)
BuildPostprocessor for Windows. Adds the TTS-wrapper to the build.
- class [ConfigBase](#)
Base class for editor windows.
- class [ConfigLoader](#)
Loads the configuration of the asset.
- class [ConfigPreferences](#)
Unity "Preferences" extension.
- class [ConfigWindow](#)
Editor window extension.
- class [EditorHelper](#)
Editor helper class.
- class [InternetCheckEditor](#)
Custom editor for the 'InternetCheck'-class.
- class [ProxyEditor](#)
Custom editor for the 'Proxy'-class.
- class [RTVoiceGameObject](#)
Editor component for the "Hierarchy"-menu.

- class [RTVoiceMenu](#)
Editor component for the "Tools"-menu.
- class [SequencerEditor](#)
Custom editor for the 'Sequencer'-class.
- class [SetupResources](#)
Copies all resources to 'Editor Default Resources'.
- 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 [UpdateCheck](#)
Checks for updates of the asset.

Enumerations

- enum [UpdateStatus](#) {
 NOT_CHECKED, **NO_UPDATE**, **UPDATE**, **UPDATE_PRO**,
 UPDATE_VERSION, **DEPRECATED** }
All possible update stati.

4.6.1 Enumeration Type Documentation

4.6.1.1 enum Crosstales.RTVoice.EditorExt.UpdateStatus [strong]

All possible update stati.

4.7 Crosstales.RTVoice.Model Namespace Reference

Namespaces

Classes

- class [Sequence](#)
Model for a sequence.
- class [Voice](#)
Model for a voice.
- class [Wrapper](#)
Wrapper for "Speak"-function calls.

Enumerations

- enum [SpeakMode](#) { **Speak**, **SpeakNative** }
Available Speak-modes.

4.7.1 Enumeration Type Documentation

4.7.1.1 enum `Crosstales.RTVoice.Model.SpeakMode` [strong]

Available Speak-modes.

4.8 Crosstales.RTVoice.Model.Event Namespace Reference

Classes

- class [CurrentPhonemeEventArgs](#)
EventArgs for the current phoneme.
- class [CurrentVisemeEventArgs](#)
EventArgs for the current viseme.
- class [CurrentWordEventArgs](#)
EventArgs for the current word.
- class [SpeakEventArgs](#)
EventArgs and base class for all speaker events.

4.9 Crosstales.RTVoice.PlayMaker Namespace Reference

Classes

- class [SpeakEditor](#)
Custom editor for the Speak-action.
- class [SpeakUIEditor](#)
Custom editor for the SpeakUI-action.

4.10 Crosstales.RTVoice.Provider Namespace Reference

Classes

- class [BaseVoiceProvider](#)
Base class for voice providers.
- class [VoiceProviderAndroid](#)
Android voice provider.
- class [VoiceProviderIOS](#)
iOS voice provider.
- class [VoiceProviderMacOS](#)
MacOS voice provider.
- class [VoiceProviderMary](#)
MaryTTS voice provider.
- class [VoiceProviderWindows](#)
Windows voice provider.
- class [VoiceProviderWSA](#)

4.11 Crosstales.RTVoice.SALSA Namespace Reference

Classes

- class [Speak](#)

4.12 Crosstales.RTVoice.SLATE Namespace Reference

Classes

- class [CutSceneStart](#)

4.13 Crosstales.RTVoice.Tool Namespace Reference

Classes

- class [InternetCheck](#)
Checks the Internet availabilty.
- class [Loudspeaker](#)
Loudspeaker for an AudioSource.
- class [Proxy](#)
Handles HTTP/HTTPS Internet connections via proxy server.
- class [Sequencer](#)
Simple sequencer for dialogues.
- class [SpeechText](#)
Allows to speak and store generated audio.
- class [TextFileSpeaker](#)
Allows to speak text files.

4.14 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.

4.15 Crosstales.RTVoice.Util Namespace Reference

Classes

- class [AudioExporter](#)
AudioClip exporter class. Partially based on: <https://gist.github.com/darktable/2317063>
- class [Config](#)
Configuration for the asset.
- class [Constants](#)
Collected constants of very general utility for the asset.
- class [CTPlayerPrefs](#)
Wrapper for the PlayerPrefs.
- class [CTWebClient](#)
Specialised WebClient.
- class [Helper](#)
Various helper functions.

4.16 HutongGames Namespace Reference

Namespaces

4.17 HutongGames.PlayMaker Namespace Reference

Namespaces

4.18 HutongGames.PlayMaker.Actions Namespace Reference

Classes

- 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](#).

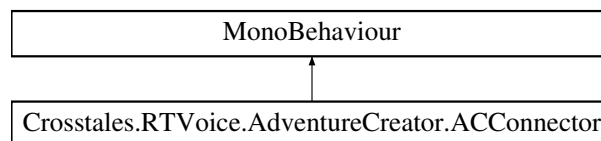
Chapter 5

Class Documentation

5.1 Crosstales.RTVoice.AdventureCreator.ACConnector Class Reference

Connects Adventure Creator and RT-Voice. It listens to AC-events and speaks when needed.

Inheritance diagram for Crosstales.RTVoice.AdventureCreator.ACConnector:



Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- void **OnValidate** ()

Public Attributes

- [ACVoiceWrapper\[\] Voices](#)
Voices for the AC-characters (optional).
- string [Culture](#)
Fallback culture for all sequences (e.g. 'en', optional).
- bool [CallOnStopSpeech](#) = true
Calls a AC-'OnStopSpeech' at the end of a speech (default: on).
- bool [SimulateSkipSpeech](#) = false
Simulates AC-'SkipSpeech' at the end of a speech (default: off).

5.1.1 Detailed Description

Connects Adventure Creator and RT-Voice. It listens to AC-events and speaks when needed.

5.1.2 Member Data Documentation

5.1.2.1 bool Crosstales.RTVoice.AdventureCreator.ACConnector.CallOnStopSpeech = true

Calls a AC-'OnStopSpeech' at the end of a speech (default: on).

5.1.2.2 string Crosstales.RTVoice.AdventureCreator.ACConnector.Culture

Fallback culture for all sequences (e.g. 'en', optional).

5.1.2.3 bool Crosstales.RTVoice.AdventureCreator.ACConnector.SimulateSkipSpeech = false

Simulates AC-'SkipSpeech' at the end of a speech (default: off).

5.1.2.4 ACVoiceWrapper [] Crosstales.RTVoice.AdventureCreator.ACConnector.Voices

Voices for the AC-characters (optional).

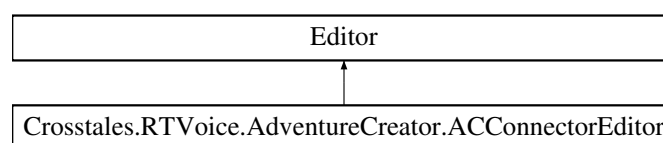
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/Adventure Creator/Scripts/ACConnector.cs

5.2 Crosstales.RTVoice.AdventureCreator.ACConnectorEditor Class Reference

Custom editor for the '[ACConnector](#)'-class.

Inheritance diagram for Crosstales.RTVoice.AdventureCreator.ACConnectorEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.2.1 Detailed Description

Custom editor for the '[ACConnector](#)'-class.

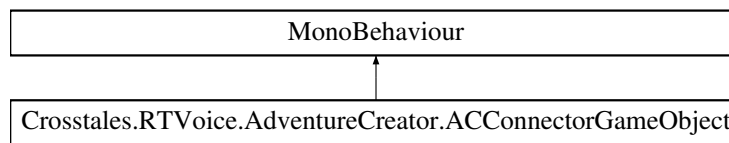
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/Adventure Creator/Editor/ACConnectorEditor.cs

5.3 Crosstales.RTVoice.AdventureCreator.ACConnectorGameObject Class Reference

Editor component for for adding the prefabs from 'Adventure Creator' in the "Hierarchy"-menu.

Inheritance diagram for Crosstales.RTVoice.AdventureCreator.ACConnectorGameObject:



5.3.1 Detailed Description

Editor component for for adding the prefabs from 'Adventure Creator' 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/crosstales/RTVoice/3rd party/Adventure Creator/Editor/ACConnectorGameObject.cs

5.4 Crosstales.RTVoice.AdventureCreator.ACConnectorMenu Class Reference

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

5.4.1 Detailed Description

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

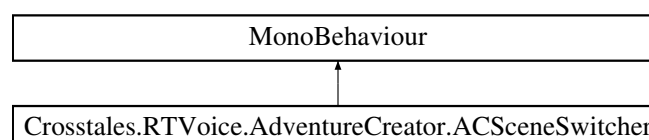
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/Adventure Creator/Editor/ACConnectorMenu.cs

5.5 Crosstales.RTVoice.AdventureCreator.ACSwitcher Class Reference

Allows to switch scenes with Adventure Creator.

Inheritance diagram for Crosstales.RTVoice.AdventureCreator.ACSwitcher:



Public Member Functions

- void **Awake** ()
- void **OnDestroy** ()

5.5.1 Detailed Description

Allows to switch scenes with Adventure Creator.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/Adventure Creator/Scripts/ACSceneSwitcher.cs

5.6 Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper Class Reference

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

Public Member Functions

- override string **ToString** ()

Public Attributes

- string **ACVoiceName** = string.Empty
Name of the AC-character on-screen.
- string **RTVoiceNameWindows** = string.Empty
"Name of the RT-Voice under Windows.
- string **RTVoiceNameMac** = string.Empty
Name of the RT-Voice under macOS.
- string **RTVoiceNameAndroid** = string.Empty
Name of the RT-Voice under Android.
- string **RTVoiceNameIOS** = string.Empty
Name of the RT-Voice under iOS.
- string **RTVoiceNameWSA** = string.Empty
Name of the RT-Voice under WSA.
- string **RTVoiceNameMaryTTS** = string.Empty
Name of the RT-Voice under MaryTTS.
- bool **UseSpeechAudioSource** = true
Use speech AudioSource of the character (default: on).
- 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: off).
- bool **initialized** = false

Properties

- string [RTVoiceName](#) [get]
Returns the name of the RT-Voice for the current platform.

5.6.1 Detailed Description

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

5.6.2 Member Data Documentation

5.6.2.1 string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.ACVoiceName = string.Empty

Name of the AC-character on-screen.

5.6.2.2 bool Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.IgnoreCharacter = false

Ignore this character (default: off).

5.6.2.3 float Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Pitch = 1f

Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).

5.6.2.4 float Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Rate = 1f

Speech rate of the speaker in percent (1 = 100%, default: 1, optional).

5.6.2.5 string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.RTVoiceNameAndroid = string.Empty

Name of the RT-Voice under Android.

5.6.2.6 string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.RTVoiceNameIOS = string.Empty

Name of the RT-Voice under iOS.

5.6.2.7 string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.RTVoiceNameMac = string.Empty

Name of the RT-Voice under macOS.

5.6.2.8 string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.RTVoiceNameMaryTTS = string.Empty

Name of the RT-Voice under MaryTTS.

5.6.2.9 `string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.RTVoiceNameWindows = string.Empty`

"Name of the RT-Voice under Windows.

5.6.2.10 `string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.RTVoiceNameWSA = string.Empty`

Name of the RT-Voice under WSA.

5.6.2.11 `AudioSource Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Source`

Origin AudioSource (optional).

5.6.2.12 `bool Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.UseSpeechAudioSource = true`

Use speech AudioSource of the character (default: on).

5.6.2.13 `float Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Volume = 1f`

Volume of the speaker in percent (1 = 100%, default: 1, optional).

5.6.3 Property Documentation

5.6.3.1 `string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.RTVoiceName` `[get]`

Returns the name of the RT-Voice for the current platform.

Returns

The name of the RT-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/crosstales/RTVoice/3rd party/Adventure Creator/Scripts/ACVoiceWrapper.cs`

5.7 Crosstales.RTVoice.Util.AudioExporter Class Reference

AudioClip exporter class. Partially based on: <https://gist.github.com/darktable/2317063>

Static Public Member Functions

- static bool **SaveAsWav** (string filename, AudioClip clip)

5.7.1 Detailed Description

AudioClip exporter class. Partially based on: <https://gist.github.com/darktable/2317063>

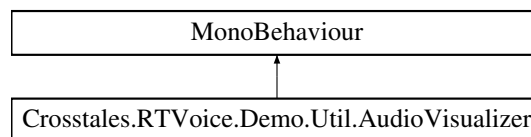
The documentation for this class was generated from the following file:

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

5.8 Crosstales.RTVoice.Demo.Util.AudioVisualizer Class Reference

[Simple](#) audio visualizer.

Inheritance diagram for Crosstales.RTVoice.Demo.Util.AudioVisualizer:



Public Member Functions

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

Public Attributes

- [FFTAnalyzer](#) **Analyzer**
- GameObject **VisualPrefab**
- float **Width** = 0.075f
- float **Gain** = 70f
- bool **LeftToRight** = true

5.8.1 Detailed Description

[Simple](#) audio visualizer.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/Util/AudioVisualizer.cs

5.9 Crosstales.RTVoice.EditorExt.AutoInitalize Class Reference

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

5.9.1 Detailed Description

Automatically adds the necessary 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/crosstales/RTVoice/Plugins/↔ Editor/AutoInitialize.cs

5.10 Crosstales.RTVoice.Provider.BaseVoiceProvider Class Reference

Base class for voice providers.

Inheritance diagram for Crosstales.RTVoice.Provider.BaseVoiceProvider:



Public Member Functions

- delegate void **SpeakStart** ([Model.Event.SpeakEventArgs](#) e)
- delegate void **SpeakComplete** ([Model.Event.SpeakEventArgs](#) e)
- delegate void **SpeakCurrentWord** ([Model.Event.CurrentWordEventArgs](#) e)
- delegate void **SpeakCurrentPhoneme** ([Model.Event.CurrentPhonemeEventArgs](#) e)
- delegate void **SpeakCurrentViseme** ([Model.Event.CurrentVisemeEventArgs](#) e)
- delegate void **SpeakAudioGenerationStart** ([Model.Event.SpeakEventArgs](#) e)
- delegate void **SpeakAudioGenerationComplete** ([Model.Event.SpeakEventArgs](#) e)
- delegate void **ErrorInfo** ([Model.Event.SpeakEventArgs](#) e, string info)
- 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.

Protected Member Functions

- void **fileCopy** (string inputFile, string outputFile, bool move=false)

Static Protected Member Functions

- 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.Dictionary< string, System.Diagnostics.Process > **processes** = new System.Collections.Generic.Dictionary<string, System.Diagnostics.Process>()
- bool **silence** = false

Static Protected Attributes

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

Properties

- abstract string [AudioFileExtension](#) [get]
Returns the extension of the generated audio files.
- abstract System.Collections.Generic.List< [Model.Voice](#) > [Voices](#) [get]
Get all available voices from the current TTS-provider and fills it into a given list.
- 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.

5.10.1 Detailed Description

Base class for voice providers.

5.10.2 Member Function Documentation

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

Silence all active TTS-providers.

Reimplemented in [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), [Crosstales.RTVoice.Provider.VoiceProviderIOS](#), [Crosstales.RTVoice.Provider.VoiceProviderMary](#), and [Crosstales.RTVoice.Provider.VoiceProviderWSA](#).

5.10.2.2 virtual void Crosstales.RTVoice.Provider.BaseVoiceProvider.Silence (string uid) [virtual]

Silence the current TTS-provider (native mode).

Parameters

<i>uid</i>	UID of the speaker
------------	--------------------

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

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implemented in [Crosstales.RTVoice.Provider.VoiceProviderIOS](#), [Crosstales.RTVoice.Provider.VoiceProviderWindows](#), [Crosstales.RTVoice.Provider.VoiceProviderMacOS](#), [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), [Crosstales.RTVoice.Provider.VoiceProviderMary](#), and [Crosstales.RTVoice.Provider.VoiceProviderWSA](#).

5.10.2.4 `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

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implemented in [Crosstales.RTVoice.Provider.VoiceProviderIOS](#), [Crosstales.RTVoice.Provider.VoiceProviderWindows](#), [Crosstales.RTVoice.Provider.VoiceProviderMary](#), [Crosstales.RTVoice.Provider.VoiceProviderWSA](#), [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), and [Crosstales.RTVoice.Provider.VoiceProviderMacOS](#).

5.10.3 Property Documentation

5.10.3.1 `abstract string Crosstales.RTVoice.Provider.BaseVoiceProvider.AudioFileExtension` `[get]`

Returns the extension of the generated audio files.

Returns

Extension of the generated audio files.

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

An event triggered whenever an error occurs.

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

An event triggered whenever a speak audio generation is completed.

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

An event triggered whenever a speak audio generation is started.

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

An event triggered whenever a speak is completed.

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

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

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

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

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

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

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

An event triggered whenever a speak is started.

5.10.3.10 abstract System.Collections.Generic.List<Model.Voice> Crosstales.RTVoice.Provider.BaseVoiceProvider.Voices
[get]

Get all available voices from the current TTS-provider and fills it into a given list.

Returns

All available voices from the current TTS-provider as list.

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

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

5.11 Crosstales.RTVoice.EditorExt.BuildPostprocessor Class Reference

[BuildPostprocessor](#) for Windows. Adds the TTS-wrapper to the build.

Static Public Member Functions

- static void **OnPostprocessBuild** (BuildTarget target, string pathToBuiltProject)

5.11.1 Detailed Description

[BuildPostprocessor](#) for Windows. Adds the TTS-wrapper to the build.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Editor/BuildPostprocessor.cs

5.12 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](#) = Constants.DEFAULT_ASSET_PATH
Path to the asset inside the Unity project.
- static bool [DEBUG](#) = Constants.DEFAULT_DEBUG
Enable or disable debug logging for the asset.
- static bool [UPDATE_CHECK](#) = Constants.DEFAULT_UPDATE_CHECK
<summaryEnable or disable update-checks for the asset.
- static bool [UPDATE_OPEN_UAS](#) = Constants.DEFAULT_UPDATE_OPEN_UAS
<summaryOpen the UAS-site when an update is found.
- static bool [DONT_DESTROY_ON_LOAD](#) = Constants.DEFAULT_DONT_DESTROY_ON_LOAD
Don't destroy the objects during scene switches.
- static bool [PREFAB_AUTOLOAD](#) = Constants.DEFAULT_PREFAB_AUTOLOAD
Automatically load and add the prefabs to the scene.
- static string [AUDIOFILE_PATH](#) = Constants.DEFAULT_AUDIOFILE_PATH

Path to the generated audio files.

- static bool [AUDIOFILE_AUTOMATIC_DELETE](#) = Constants.DEFAULT_AUDIOFILE_AUTOMATIC_DELETE

Automatically delete the generated audio files.

- static bool [HIERARCHY_ICON](#) = Constants.DEFAULT_HIERARCHY_ICON

Enable or disable the icon in the hierarchy.

- 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 int [TTS_KILL_TIME](#) = Constants.DEFAULT_TTS_KILL_TIME

Kill processes after 3000 milliseconds.

Properties

- static string [PREFAB_PATH](#) [get]
Returns the path of the prefabs.
- 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).

5.12.1 Detailed Description

Configuration for the asset.

5.12.2 Member Function Documentation

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

Loads all changable variables.

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

Resets all changable variables to their default value.

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

Saves all changable variables.

5.12.3 Member Data Documentation

5.12.3.1 `string Crosstales.RTVoice.Util.Config.ASSET_PATH = Constants.DEFAULT_ASSET_PATH` `[static]`

Path to the asset inside the Unity project.

5.12.3.2 `bool Crosstales.RTVoice.Util.Config.AUDIOFILE_AUTOMATIC_DELETE = Constants.DEFAULT_AUDIOFILE_AUTOMATIC_DELETE` `[static]`

Automatically delete the generated audio files.

5.12.3.3 `string Crosstales.RTVoice.Util.Config.AUDIOFILE_PATH = Constants.DEFAULT_AUDIOFILE_PATH` `[static]`

Path to the generated audio files.

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

Enable or disable debug logging for the asset.

5.12.3.5 `bool Crosstales.RTVoice.Util.Config.DONT_DESTROY_ON_LOAD = Constants.DEFAULT_DONT_DESTROY_ON_LOAD` `[static]`

Don't destroy the objects during scene switches.

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

Enforce 32bit versions of voices under Windows.

5.12.3.7 `bool Crosstales.RTVoice.Util.Config.HIERARCHY_ICON = Constants.DEFAULT_HIERARCHY_ICON` `[static]`

Enable or disable the icon in the hierarchy.

5.12.3.8 `bool Crosstales.RTVoice.Util.Config.PREFAB_AUTOLOAD = Constants.DEFAULT_PREFAB_AUTOLOAD` `[static]`

Automatically load and add the prefabs to the scene.

5.12.3.9 `int Crosstales.RTVoice.Util.Config.TTS_KILL_TIME = Constants.DEFAULT_TTS_KILL_TIME` `[static]`

Kill processes after 3000 milliseconds.

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

Location of the TTS-system under MacOS.

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

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

5.12.3.12 `bool Crosstales.RTVoice.Util.Config.UPDATE_CHECK = Constants.DEFAULT_UPDATE_CHECK` `[static]`

<summaryEnable or disable update-checks for the asset.

5.12.3.13 `bool Crosstales.RTVoice.Util.Config.UPDATE_OPEN_UAS = Constants.DEFAULT_UPDATE_OPEN_UAS`
`[static]`

<summaryOpen the UAS-site when an update is found.

5.12.4 Property Documentation

5.12.4.1 `string Crosstales.RTVoice.Util.Config.PREFAB_PATH` `[static], [get]`

Returns the path of the prefabs.

Returns

The path of the prefabs.

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

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

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

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

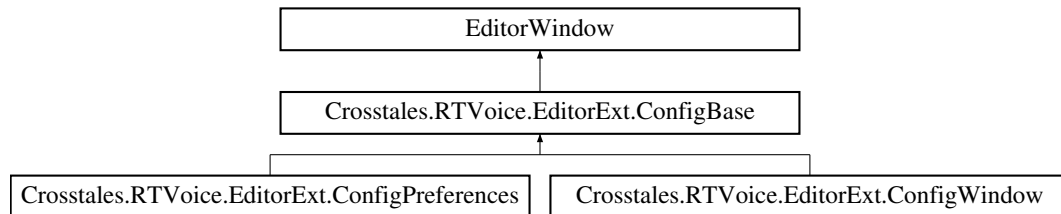
The documentation for this class was generated from the following file:

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

5.13 Crosstales.RTVoice.EditorExt.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.RTVoice.EditorExt.ConfigBase:



Static Protected Member Functions

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

Static Protected Attributes

- static string **updateText** = UpdateCheck.TEXT_NOT_CHECKED

5.13.1 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/crosstales/RTVoice/Plugins/↔ Editor/ConfigBase.cs

5.14 Crosstales.RTVoice.EditorExt.ConfigLoader Class Reference

Loads the configuration of the asset.

5.14.1 Detailed Description

Loads the configuration of the asset.

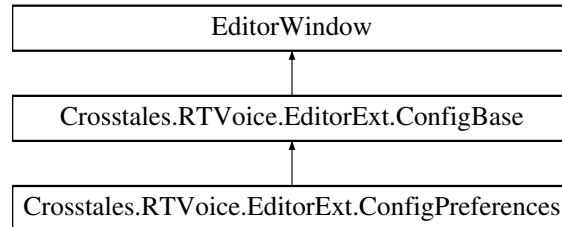
The documentation for this class was generated from the following file:

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

5.15 Crosstales.RTVoice.EditorExt.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.RTVoice.EditorExt.ConfigPreferences:



Additional Inherited Members

5.15.1 Detailed Description

Unity "Preferences" extension.

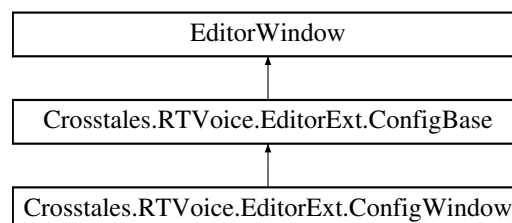
The documentation for this class was generated from the following file:

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

5.16 Crosstales.RTVoice.EditorExt.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.RTVoice.EditorExt.ConfigWindow:



Public Member Functions

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

Static Public Member Functions

- static void **ShowWindow** ()

Events

- static StopPlayback **OnStopPlayback**

Additional Inherited Members

5.16.1 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/crosstales/RTVoice/Plugins/↵ Editor/ConfigWindow.cs

5.17 Crosstales.RTVoice.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Public Attributes

- const string **ASSET_NAME** = "RTVoice PRO"
Name of the asset.
- const string **ASSET_VERSION** = "2.7.2"
Version of the asset.
- const int **ASSET_BUILD** = 272
Build number of the asset.
- 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://www.assetstore.unity3d.com/#!/list/42213-crosstales?aid=1011ING↵ GT&pubref=" + ASSET_NAME
URL of the crosstales assets in UAS.
- const string **ASSET_PRO_URL** = "https://www.assetstore.unity3d.com/#!/content/41068?aid=1011ING↵ T&pubref=" + ASSET_NAME
URL of the PRO asset in UAS.
- const string **ASSET_3P_URL** = "https://www.assetstore.unity3d.com/en/#!/list/42209-rt-voice-friends?aid=1011ING↵ 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/Z6MZMI"
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_3P_PLAYMAKER** = "https://www.assetstore.unity3d.com/en/#!/content/368?aid=10111↵NGT&pubref=" + ASSET_NAME
URL of the 3rd party asset "PlayMaker".
- const string **ASSET_3P_ADVENTURE_CREATOR** = "https://www.assetstore.unity3d.com/en/#!/content/11896?aid=10111↵NGT&pubref=" + ASSET_NAME
URL of the 3rd party asset "Adventure Creator".
- const string **ASSET_3P_CINEMA_DIRECTOR** = "https://www.assetstore.unity3d.com/en/#!/content/19779?aid=10111↵NGT&pubref=" + ASSET_NAME
URL of the 3rd party asset "Cinema Director".
- const string **ASSET_3P_DIALOG_SYSTEM** = "https://www.assetstore.unity3d.com/en/#!/content/11672?aid=10111↵NGT&pubref=" + ASSET_NAME
URL of the 3rd party asset "Dialogue System".
- const string **ASSET_3P_LOCALIZED_DIALOGS** = "https://www.assetstore.unity3d.com/en/#!/content/5020?aid=10111↵NGT&pubref=" + ASSET_NAME
URL of the 3rd party asset "Localized Dialogs".
- const string **ASSET_3P_LIPSYNC** = "https://www.assetstore.unity3d.com/en/#!/content/32117?aid=10111↵NGT&pubref=" + ASSET_NAME
URL of the 3rd party asset "LipSync Pro".
- const string **ASSET_3P_NPC_CHAT** = "https://www.assetstore.unity3d.com/en/#!/content/9723?aid=10111↵NGT&pubref=" + ASSET_NAME
URL of the 3rd party asset "NPC Chat".
- const string **ASSET_3P_QUEST_SYSTEM** = "https://www.assetstore.unity3d.com/en/#!/content/63460?aid=10111↵NGT&pubref=" + ASSET_NAME
URL of the 3rd party asset "Quest System Pro".
- const string **ASSET_3P_SALSA** = "https://www.assetstore.unity3d.com/en/#!/content/16944?aid=10111ING↵T&pubref=" + ASSET_NAME
URL of the 3rd party asset "SALSA".
- const string **ASSET_3P_SLATE** = "https://www.assetstore.unity3d.com/en/#!/content/56558?aid=10111ING↵T&pubref=" + ASSET_NAME
URL of the 3rd party asset "SLATE".
- const string **ASSET_3P_DIALOGUE_ENGINE** = "https://www.assetstore.unity3d.com/en/#!/content/42467?aid=10111↵NGT&pubref=" + ASSET_NAME
URL of the 3rd party asset "THE Dialogue Engine".
- const string **ASSET_3P_USEQUENCER** = "https://www.assetstore.unity3d.com/en/#!/content/3666?aid=10111↵NGT&pubref=" + ASSET_NAME
URL of the 3rd party asset "uSequencer".
- const string **INTERNET_CHECK_URL** = "http://start.ubuntu.com/connectivity-check"
URL of the Internet availability check for all systems.
- const string **INTERNET_CHECK_URL_WINDOWS** = "http://www.msftncsi.com/ncsi.txt"
URL of the Internet availability check for Windows-based systems.
- const string **INTERNET_CHECK_URL_APPLE** = "https://www.apple.com/library/test/success.html"

URL of the Internet availability check for Apple-based systems.

- const string **KEY_ASSET_PATH** = KEY_PREFIX + "ASSET_PATH"
- const string **KEY_DEBUG** = KEY_PREFIX + "DEBUG"
- const string **KEY_UPDATE_CHECK** = KEY_PREFIX + "UPDATE_CHECK"
- const string **KEY_UPDATE_OPEN_UAS** = KEY_PREFIX + "UPDATE_OPEN_UAS"
- const string **KEY_PREFAB_AUTOLOAD** = KEY_PREFIX + "PREFAB_AUTOLOAD"
- const string **KEY_AUDIOFILE_PATH** = KEY_PREFIX + "AUDIOFILE_PATH"
- const string **KEY_AUDIOFILE_AUTOMATIC_DELETE** = KEY_PREFIX + "AUDIOFILE_AUTOMATIC_DELETE"
- const string **KEY_HIERARCHY_ICON** = KEY_PREFIX + "HIERARCHY_ICON"
- const string **KEY_ENFORCE_32BIT_WINDOWS** = KEY_PREFIX + "ENFORCE_32BIT_WINDOWS"
- const string **KEY_UPDATE_DATE** = KEY_PREFIX + "UPDATE_DATE"
- const string **DEFAULT_ASSET_PATH** = "/crosstales/RTVoice/"
- const bool **DEFAULT_DEBUG** = false
- const bool **DEFAULT_UPDATE_CHECK** = true
- const bool **DEFAULT_UPDATE_OPEN_UAS** = false
- const bool **DEFAULT_DONT_DESTROY_ON_LOAD** = true
- const bool **DEFAULT_PREFAB_AUTOLOAD** = false
- const bool **DEFAULT_AUDIOFILE_AUTOMATIC_DELETE** = true
- const bool **DEFAULT_HIERARCHY_ICON** = true
- const bool **DEFAULT_ENFORCE_32BIT_WINDOWS** = false
- const string **DEFAULT_TTS_WINDOWS_BUILD** = @"/RTVoiceTTSTWrapper.exe"
- const string **DEFAULT_TTS_MACOS** = "say"
- const int **DEFAULT_TTS_KILL_TIME** = 3000
- const string **RTVOICE_SCENE_OBJECT_NAME** = "RTVoice"

RTVoice prefab scene name.

- const string **INTERNETCHECK_SCENE_OBJECT_NAME** = "InternetCheck"

InternetCheck prefab scene name.

- const string **PROXY_SCENE_OBJECT_NAME** = "Proxy"

Proxy prefab scene name.

Static Public Attributes

- static readonly bool **isPro** = true
Is PRO-version?
- 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(2017, 5, 19)
Change date of the asset (YYYY, MM, DD).
- static readonly string **DEFAULT_AUDIOFILE_PATH** = System.IO.Path.GetTempPath()
- static bool **DEV_DEBUG** = false
Development debug logging for the asset.
- static string **PREFAB_SUBPATH** = "Prefabs/"
Sub-path to the prefabs.
- static string **TTS_WINDOWS_SUBPATH** = "Plugins/Windows/RTVoiceTTSTWrapper.exe"
Sub-path to the TTS-wrapper under Windows (Editor).
- static string **TTS_WINDOWS_x86_SUBPATH** = "Plugins/Windows/RTVoiceTTSTWrapper_x86.exe"
Sub-path to the TTS-wrapper (32bit) under Windows (Editor).
- static string **TEXT_TOSTRING_START** = "{"
- static string **TEXT_TOSTRING_END** = "}"
- static string **TEXT_TOSTRING_DELIMITER** = ", "
- static string **TEXT_TOSTRING_DELIMITER_END** = ""

Properties

- static string [ASSET_URL](#) [get]
Returns the URL of the asset in UAS.
- static System.Guid [ASSET_UID](#) [get]
Returns the UID of the asset.

5.17.1 Detailed Description

Collected constants of very general utility for the asset.

5.17.2 Member Data Documentation

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

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

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

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

5.17.2.3 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_DIALOG_SYSTEM = "https://www.assetstore.unity3d.com/en/#!/content/11672?aid=1011INGT&pubref=" + ASSET_NAME`

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

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

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

5.17.2.5 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_LIPSYNC = "https://www.assetstore.unity3d.com/en/#!/content/32117?aid=1011INGT&pubref=" + ASSET_NAME`

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

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

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

5.17.2.7 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_NPC_CHAT = "https://www.assetstore.unity3d.com/en/#!/content/9723?aid=1011INGT&pubref=" + ASSET_NAME`

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

5.17.2.8 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_PLAYMAKER = "https://www.assetstore.unity3d.com/en/#!/content/368?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the 3rd party asset "PlayMaker".

5.17.2.9 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_QUEST_SYSTEM = "https://www.assetstore.unity3d.com/en/#!/content/63460?aid=1011INGT&pubref=" + ASSET_NAME`

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

5.17.2.10 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_SALSA = "https://www.assetstore.unity3d.com/en/#!/content/16944?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the 3rd party asset "SALSA".

5.17.2.11 `const string Crosstales.RTVoice.Util.Constants.ASSET_3P_SLATE = "https://www.assetstore.unity3d.com/en/#!/content/56558?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the 3rd party asset "SLATE".

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

URL of the 3rd party assets in UAS.

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

URL of the 3rd party asset "uSequencer".

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

URL of the asset API.

5.17.2.15 `const string Crosstales.RTVoice.Util.Constants.ASSET_AUTHOR = "crosstales LLC"`

Author of the asset.

5.17.2.16 `const string Crosstales.RTVoice.Util.Constants.ASSET_AUTHOR_URL = "https://www.crosstales.com"`

URL of the asset author.

5.17.2.17 `const int Crosstales.RTVoice.Util.Constants.ASSET_BUILD = 272`

Build number of the asset.

5.17.2.18 `readonly System.DateTime Crosstales.RTVoice.Util.Constants.ASSET_CHANGED = new System.DateTime(2017, 5, 19)`
`[static]`

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

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

Contact to the owner of the asset.

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

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

5.17.2.21 `const string Crosstales.RTVoice.Util.Constants.ASSET_CT_URL = "https://www.assetstore.unity3d.com/#!/list/42213-crosstales?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the crosstales assets in UAS.

5.17.2.22 `const string Crosstales.RTVoice.Util.Constants.ASSET_FORUM_URL = "http://goo.gl/Z6MZMI"`

URL of the asset forum.

5.17.2.23 `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.

5.17.2.24 `const string Crosstales.RTVoice.Util.Constants.ASSET_NAME = "RTVoice PRO"`

Name of the asset.

5.17.2.25 `const string Crosstales.RTVoice.Util.Constants.ASSET_PRO_URL = "https://www.assetstore.unity3d.com/#!/content/41068?aid=1011INGT&pubref=" + ASSET_NAME`

URL of the PRO asset in UAS.

5.17.2.26 `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

5.17.2.27 `const string Crosstales.RTVoice.Util.Constants.ASSET_VERSION = "2.7.2"`

Version of the asset.

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

URL of the asset in crosstales.

5.17.2.29 `bool Crosstales.RTVoice.Util.Constants.DEV_DEBUG = false` `[static]`

Development debug logging for the asset.

5.17.2.30 `const string Crosstales.RTVoice.Util.Constants.INTERNET_CHECK_URL = "http://start.ubuntu.com/connectivity-check"`

URL of the Internet availability check for all systems.

5.17.2.31 `const string Crosstales.RTVoice.Util.Constants.INTERNET_CHECK_URL_APPLE = "https://www.apple.com/library/test/success.html"`

URL of the Internet availability check for Apple-based systems.

5.17.2.32 `const string Crosstales.RTVoice.Util.Constants.INTERNET_CHECK_URL_WINDOWS = "http://www.msftncsi.com/ncsi.txt"`

URL of the Internet availability check for Windows-based systems.

5.17.2.33 `const string Crosstales.RTVoice.Util.Constants.INTERNETCHECK_SCENE_OBJECT_NAME = "InternetCheck"`

InternetCheck prefab scene name.

5.17.2.34 readonly bool Crosstales.RTVoice.Util.Constants.isPro = true [static]

Is PRO-version?

5.17.2.35 string Crosstales.RTVoice.Util.Constants.PREFAB_SUBPATH = "Prefabs/" [static]

Sub-path to the prefabs.

5.17.2.36 const string Crosstales.RTVoice.Util.Constants.PROXY_SCENE_OBJECT_NAME = "Proxy"

Proxy prefab scene name.

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

RTVoice prefab scene name.

5.17.2.38 string Crosstales.RTVoice.Util.Constants.TTS_WINDOWS_SUBPATH = "Plugins/Windows/RTVoiceTTSWrapper.exe" [static]

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

5.17.2.39 string Crosstales.RTVoice.Util.Constants.TTS_WINDOWS_x86_SUBPATH = "Plugins/Windows/RTVoiceTTSWrapper_x86.exe" [static]

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

5.17.3 Property Documentation

5.17.3.1 System.Guid Crosstales.RTVoice.Util.Constants.ASSET_UID [static], [get]

Returns the UID of the asset.

Returns

The UID of the asset.

5.17.3.2 string Crosstales.RTVoice.Util.Constants.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/crosstales/RTVoice/Plugins/Scripts/Util/Constants.cs

5.18 Crosstales.RTVoice.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 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.

5.18.1 Detailed Description

Wrapper for the PlayerPrefs.

5.18.2 Member Function Documentation

5.18.2.1 static void Crosstales.RTVoice.Util.CTPlayerPrefs.DeleteAll () [static]

Deletes all keys.

5.18.2.2 static void Crosstales.RTVoice.Util.CTPlayerPrefs.DeleteKey (string key) [static]

Delete the key.

Parameters

<i>key</i>	Key to delete in the PlayerPrefs.
------------	-----------------------------------

5.18.2.3 static bool Crosstales.RTVoice.Util.CTPlayerPrefs.GetBool (string *key*) [static]

Allows to get a bool from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.18.2.4 static float Crosstales.RTVoice.Util.CTPlayerPrefs.GetFloat (string *key*) [static]

Allows to get a float from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.18.2.5 static int Crosstales.RTVoice.Util.CTPlayerPrefs.GetInt (string *key*) [static]

Allows to get an int from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.18.2.6 static string Crosstales.RTVoice.Util.CTPlayerPrefs.GetString (string *key*) [static]

Allows to get a string from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.18.2.7 `static bool Crosstales.RTVoice.Util.CTPlayerPrefs.HasKey (string key) [static]`

Exists the key?

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.18.2.8 `static void Crosstales.RTVoice.Util.CTPlayerPrefs.Save () [static]`

Saves all modifications.

5.18.2.9 `static void Crosstales.RTVoice.Util.CTPlayerPrefs.SetBool (string key, bool value) [static]`

Allows to set a bool for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.18.2.10 `static void Crosstales.RTVoice.Util.CTPlayerPrefs.SetFloat (string key, float value) [static]`

Allows to set a float for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.18.2.11 `static void Crosstales.RTVoice.Util.CTPlayerPrefs.SetInt (string key, int value) [static]`

Allows to set an int for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.18.2.12 `static void Crosstales.RTVoice.Util.CTPlayerPrefs.SetString (string key, string value) [static]`

Allows to set a string for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

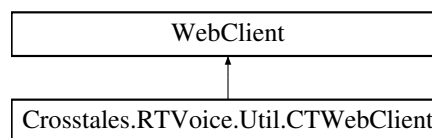
The documentation for this class was generated from the following file:

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

5.19 Crosstales.RTVoice.Util.CTWebClient Class Reference

Specialised WebClient.

Inheritance diagram for Crosstales.RTVoice.Util.CTWebClient:



Public Member Functions

- **CTWebClient** (int timeout)

Protected Member Functions

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

Properties

- int [Timeout](#) [get, set]
Timeout in milliseconds

5.19.1 Detailed Description

Specialised WebClient.

5.19.2 Property Documentation

5.19.2.1 int Crosstales.RTVoice.Util.CTWebClient.Timeout [get], [set]

Timeout in milliseconds

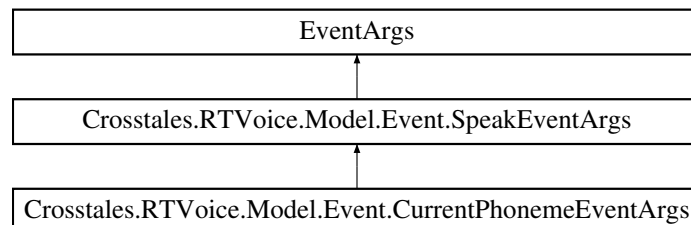
The documentation for this class was generated from the following file:

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

5.20 Crosstales.RTVoice.Model.Event.CurrentPhonemeEventArgs Class Reference

EventArgs for the current phoneme.

Inheritance diagram for Crosstales.RTVoice.Model.Event.CurrentPhonemeEventArgs:



Public Member Functions

- **CurrentPhonemeEventArgs** ([Wrapper](#) wrapper, string phoneme)

Public Attributes

- string [Phoneme](#)
Current phoneme.

5.20.1 Detailed Description

EventArgs for the current phoneme.

5.20.2 Member Data Documentation

5.20.2.1 string Crosstales.RTVoice.Model.Event.CurrentPhonemeEventArgs.Phoneme

Current phoneme.

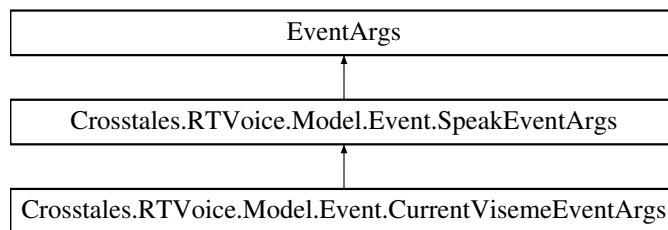
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Model/Event/CurrentPhonemeEventArgs.cs

5.21 Crosstales.RTVoice.Model.Event.CurrentVisemeEventArgs Class Reference

EventArgs for the current viseme.

Inheritance diagram for Crosstales.RTVoice.Model.Event.CurrentVisemeEventArgs:



Public Member Functions

- **CurrentVisemeEventArgs** ([Wrapper](#) wrapper, string viseme)

Public Attributes

- string [Viseme](#)
Current viseme.

5.21.1 Detailed Description

EventArgs for the current viseme.

5.21.2 Member Data Documentation

5.21.2.1 string Crosstales.RTVoice.Model.Event.CurrentVisemeEventArgs.Viseme

Current viseme.

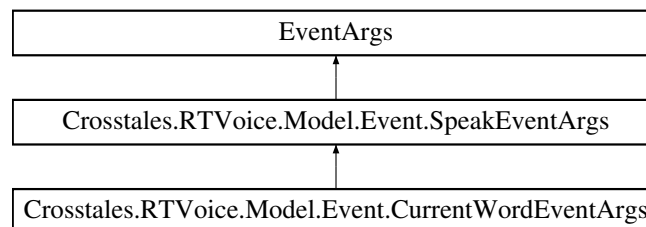
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Model/Event/CurrentVisemeEventArgs.cs

5.22 Crosstales.RTVoice.Model.Event.CurrentWordEventArgs Class Reference

EventArgs for the current word.

Inheritance diagram for Crosstales.RTVoice.Model.Event.CurrentWordEventArgs:



Public Member Functions

- **CurrentWordEventArgs** ([Wrapper](#) wrapper, `string[]` speechTextArray, `int` wordIndex)

Public Attributes

- `string[]` [SpeechTextArray](#)
Array with the text splitted into words.
- `int` [WordIndex](#)
Current word index.

5.22.1 Detailed Description

EventArgs for the current word.

5.22.2 Member Data Documentation

5.22.2.1 `string []` Crosstales.RTVoice.Model.Event.CurrentWordEventArgs.SpeechTextArray

Array with the text splitted into words.

5.22.2.2 `int` Crosstales.RTVoice.Model.Event.CurrentWordEventArgs.WordIndex

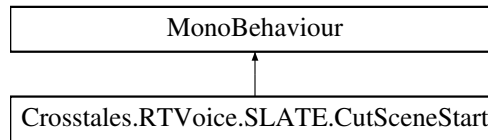
Current word index.

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

- `D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Model/Event/CurrentWordEventArgs.cs`

5.23 Crosstales.RTVoice.SLATE.CutSceneStart Class Reference

Inheritance diagram for Crosstales.RTVoice.SLATE.CutSceneStart:



Public Member Functions

- void **Start** ()

Public Attributes

- Slate.Cutscene **Cut**

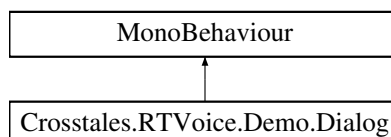
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/SLATE/Scripts/CutSceneStart.cs

5.24 Crosstales.RTVoice.Demo.Dialog Class Reference

[Simple](#) dialog system with TTS voices.

Inheritance diagram for Crosstales.RTVoice.Demo.Dialog:



Public Member Functions

- void **Start** ()
- IEnumerator **DialogSequence** ()

Public Attributes

- string **Culture** = "en"
- AudioSource **AudioPersonA**
- AudioSource **AudioPersonB**
- GameObject **VisualsA**
- GameObject **VisualsB**
- string[] **DialogPersonA**
- string[] **DialogPersonB**
- string **CurrentDialogA** = string.Empty
- string **CurrentDialogB** = string.Empty
- bool **Running** = false
- float **RateA** = 1f
- float **RateB** = 1f
- float **VolumeA** = 1f
- float **VolumeB** = 1f

5.24.1 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/crosstales/RTVoice/Demo/↵ Scripts/Dialog.cs

5.25 Crosstales.RTVoice.EditorExt.EditorHelper Class Reference

Editor helper class.

Static Public Member Functions

- static void [NoVoicesUI](#) ()
Shows the "no voices found"-UI.
- static void [SeparatorUI](#) (int space=12)
Shows a separator-UI.
- static void [InstantiatePrefab](#) (string prefabName)
Instantiates a prefab.

Public Attributes

- const int [GO_ID](#) = 20
Start index inside the "GameObject"-menu.
- const int [MENU_ID](#) = 2000
Start index inside the "Tools"-menu.

Properties

- static Texture2D **Logo_Asset** [get]
- static Texture2D **Logo_Asset_Small** [get]
- static Texture2D **Logo_CT** [get]
- static Texture2D **Logo_Unity** [get]
- static Texture2D **Icon_Save** [get]
- static Texture2D **Icon_Reset** [get]
- static Texture2D **Icon_Plus** [get]
- static Texture2D **Icon_Minus** [get]
- static Texture2D **Icon_Refresh** [get]
- static Texture2D **Icon_Speak** [get]
- static Texture2D **Icon_Silence** [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 **Store_PlayMaker** [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 Texture2D **Icon_3p_Assets** [get]
- static bool **isRTVoiceInScene** [get]
Checks if the 'RTVoice'-prefab is in the scene.
- static bool **isInternetCheckInScene** [get]
Checks if the 'InternetCheck'-prefab is in the scene.
- static bool **isProxyInScene** [get]
Checks if the 'Proxy'-prefab is in the scene.

5.25.1 Detailed Description

Editor helper class.

5.25.2 Member Function Documentation

5.25.2.1 static void Crosstales.RTVoice.EditorExt.EditorHelper.InstantiatePrefab (string *prefabName*) [static]

Instantiates a prefab.

Parameters

<i>prefabName</i>	Name of the prefab.
-------------------	---------------------

5.25.2.2 `static void Crosstales.RTVoice.EditorExt.EditorHelper.NoVoicesUI () [static]`

Shows the "no voices found"-UI.

5.25.2.3 `static void Crosstales.RTVoice.EditorExt.EditorHelper.SeparatorUI (int space = 12) [static]`

Shows a separator-UI.

Parameters

<i>space</i>	Space in pixels between the component and the seperator line (default: 12, optional).
--------------	---

5.25.3 Member Data Documentation

5.25.3.1 `const int Crosstales.RTVoice.EditorExt.EditorHelper.GO_ID = 20`

Start index inside the "GameObject"-menu.

5.25.3.2 `const int Crosstales.RTVoice.EditorExt.EditorHelper.MENU_ID = 2000`

Start index inside the "Tools"-menu.

5.25.4 Property Documentation

5.25.4.1 `bool Crosstales.RTVoice.EditorExt.EditorHelper.isInternetCheckInScene [static], [get]`

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

Returns

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

5.25.4.2 `bool Crosstales.RTVoice.EditorExt.EditorHelper.isProxyInScene [static], [get]`

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

Returns

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

5.25.4.3 bool Crosstales.RTVoice.EditorExt.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/crosstales/RTVoice/Plugins/↵ Editor/EditorHelper.cs

5.26 Crosstales.RTVoice.ExtensionMethods Class Reference

Various extension methods.

Static Public Member Functions

- 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 System.Collections.Generic.IList< T > list)
Extension method for Lists. Shuffles a List.
- static void **CTShuffle< T >** (this T[] array)
Extension method for Arrays. Shuffles an Array.
- static string **CTDump< T >** (this T[] array)
Extension method for 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 string **CTDump< T >** (this System.Collections.Generic.List< T > list)
Extension method for Lists. Dumps a list to a string.
- static System.Collections.Generic.List< string > **CTToString< T >** (this System.Collections.Generic.List< T > list)
Extension method for Lists. Generates a string list with all entries (via ToString).

5.26.1 Detailed Description

Various extension methods.

5.26.2 Member Function Documentation

- #### 5.26.2.1 static bool Crosstales.RTVoice.ExtensionMethods.CTContains (this string str, string toCheck, System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase) [static]

Extension method for strings. Case insensitive 'Contains'.

Parameters

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

Returns

True if the string contains the given string.

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

Extension method for strings. Contains all given strings.

Parameters

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

Returns

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

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

Extension method for strings. Contains any given string.

Parameters

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

Returns

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

5.26.2.4 `static string Crosstales.RTVoice.ExtensionMethods.CTDump< T > (this T[] array) [static]`

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

Parameters

<i>array</i>	Array-instance to dump.
--------------	-------------------------

Returns

String with lines for all array entries.

5.26.2.5 `static string Crosstales.RTVoice.ExtensionMethods.CTDump< T > (this System.Collections.Generic.List< T > list)`
[static]

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

Parameters

<i>list</i>	List-instance to dump.
-------------	------------------------

Returns

String with lines for all list entries.

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

Extension method for strings. Case insensitive 'Equals'.

Parameters

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

Returns

True if the string contains the given string.

5.26.2.7 `static void Crosstales.RTVoice.ExtensionMethods.CTShuffle< T > (this System.Collections.Generic.IList< T > list)`
[static]

Extension method for Lists. Shuffles a List.

Parameters

<i>list</i>	List-instance to shuffle.
-------------	---------------------------

5.26.2.8 `static void Crosstales.RTVoice.ExtensionMethods.CTShuffle< T > (this T[] array) [static]`

Extension method for Arrays. Shuffles an Array.

Parameters

<i>array</i>	Array-instance to shuffle.
--------------	----------------------------

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

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

Parameters

<i>array</i>	Array-instance to ToString.
--------------	-----------------------------

Returns

String array with all entries (via ToString).

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

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

Parameters

<i>list</i>	List-instance to ToString.
-------------	----------------------------

Returns

String list with all entries (via ToString).

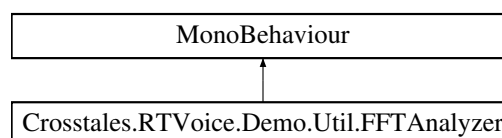
The documentation for this class was generated from the following file:

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

5.27 Crosstales.RTVoice.Demo.Util.FFTAnalyzer Class Reference

FFT analyzer for an audio channel.

Inheritance diagram for Crosstales.RTVoice.Demo.Util.FFTAnalyzer:



Public Member Functions

- void **Update** ()

Public Attributes

- float[] **Samples** = new float[256]
- int **Channel** = 0
- FFTWindow **FFTMode** = FFTWindow.BlackmanHarris

5.27.1 Detailed Description

FFT analyzer for an audio channel.

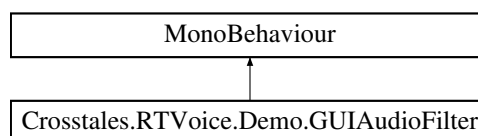
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/Scripts/Util/FFTAnalyzer.cs

5.28 Crosstales.RTVoice.Demo.GUIAudioFilter Class Reference

Simple GUI for audio filters.

Inheritance diagram for 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**

5.28.1 Detailed Description

[Simple](#) GUI for audio filters.

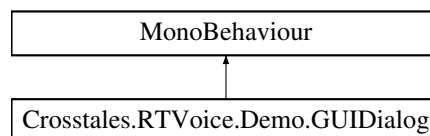
The documentation for this class was generated from the following file:

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

5.29 Crosstales.RTVoice.Demo.GUIDialog Class Reference

[Simple](#) GUI for runtime dialogs with all available OS voices.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIDialog:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **StartDialog** ()
- void **Silence** ()
- void **ChangeRateA** (float value)
- void **ChangeRateB** (float value)
- void **ChangeVolumeA** (float value)
- void **ChangeVolumeB** (float value)

Public Attributes

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

5.29.1 Detailed Description

[Simple](#) GUI for runtime dialogs with all available OS voices.

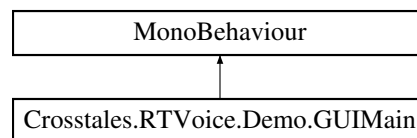
The documentation for this class was generated from the following file:

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

5.30 Crosstales.RTVoice.Demo.GUIMain Class Reference

Main GUI component for all demo scenes.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIMain:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnDestroy** ()
- void **OpenAssetURL** ()
- void **OpenCTURL** ()
- void **Silence** ()
- void **Quit** ()

Public Attributes

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

5.30.1 Detailed Description

Main GUI component for all demo scenes.

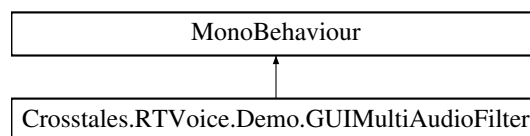
The documentation for this class was generated from the following file:

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

5.31 Crosstales.RTVoice.Demo.GUIMultiAudioFilter Class Reference

Simple GUI for audio filters on multiple objects.

Inheritance diagram for 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<AudioSource>()
- 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**

5.31.1 Detailed Description

[Simple](#) GUI for audio filters on multiple objects.

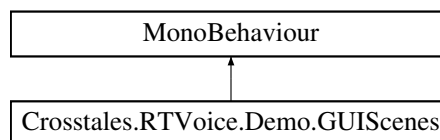
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/Scripts/GUIMultiAudioFilter.cs`

5.32 Crosstales.RTVoice.Demo.GUIScenes Class Reference

Main GUI scene manager for all demo scenes.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIScenes:



Public Member Functions

- void **LoadPrevoiusScene** ()
- void **LoadNextScene** ()

Public Attributes

- string **PreviousScene**
- string **NextScene**

5.32.1 Detailed Description

Main GUI scene manager for all demo scenes.

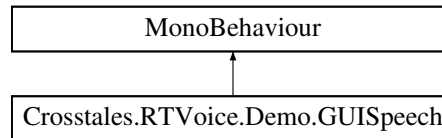
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/Scripts/GUIScenes.cs`

5.33 Crosstales.RTVoice.Demo.GUISpeech Class Reference

[Simple](#) GUI for runtime TTS with all available OS voices.

Inheritance diagram for Crosstales.RTVoice.Demo.GUISpeech:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnDestroy** ()
- void **Silence** ()
- void **ChangeRate** (float rate)
- void **ChangeVolume** (float volume)
- void **ChangePitch** (float pitch)
- void **ChangeNative** (bool native)
- void **ChangeMaryTTS** (bool maryTTS)

Public Attributes

- 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**
- bool **StartAsNative** = false
- [GUIMultiAudioFilter](#) **AudioFilter**

Static Public Attributes

- static float **Rate** = 1f
- static float **Pitch** = 1f
- static float **Volume** = 1f
- static bool **isNative** = false

5.33.1 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/crosstales/RTVoice/Demo/↔ Scripts/GUISpeech.cs

5.34 Crosstales.RTVoice.Util.Helper Class Reference

Various helper functions.

Static Public Member Functions

- 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 [CleanText](#) (string text, bool removePunctuation=true, bool clearSpaces=true, bool clearLineEndings=true)
Cleans a given text to contain only letters or digits.
- 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 string [ValidatePath](#) (string path)
Validates a given path and add missing slash.
- static System.Collections.Generic.List< string > [SplitStringToLines](#) (string text)
Split the given text to lines and return it as list.
- 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 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.

Properties

- static bool [isWindowsPlatform](#) [get]
Checks if the current platform is Windows.
- static bool [isMacOSPlatform](#) [get]
Checks if the current platform is macOS.
- static bool [isLinuxPlatform](#) [get]
Checks if the current platform is 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 [isWebPlayerPlatform](#) [get]
Checks if the current platform is WebPlayer.
- 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 `hasBuiltInTTS` [get]
Checks if the current platform has built-in TTS.
- static bool `isEditor` [get]
Checks if we are inside the Editor.
- static bool `isEditorMode` [get]
Checks if we are in Editor mode.
- static bool `isSupportedPlatform` [get]
Checks if the current platform is supported.

5.34.1 Detailed Description

Various helper functions.

5.34.2 Member Function Documentation

5.34.2.1 static string `Crosstales.RTVoice.Util.Helper.CleanText (string text, bool removePunctuation = true, bool clearSpaces = true, bool clearLineEndings = true)` [static]

Cleans a given text to contain only letters or digits.

Parameters

<i>text</i>	Text to clean.
<i>removePunctuation</i>	Remove punctuation from text (default: true, optional).
<i>clearSpaces</i>	Clears multiple spaces from text (default: true, optional).
<i>clearLineEndings</i>	Clears line endings from text (default: true, optional).

Returns

Clean text with only letters and digits.

5.34.2.2 static string `Crosstales.RTVoice.Util.Helper.ClearLineEndings (string text)` [static]

Cleans a given text from line endings.

Parameters

<i>text</i>	Text to clean.
-------------	----------------

Returns

Clean text without line endings.

5.34.2.3 static string Crosstales.RTVoice.Util.Helper.ClearSpaces (string *text*) [static]

Cleans a given text from multiple spaces.

Parameters

<i>text</i>	Text to clean.
-------------	----------------

Returns

Clean text without multiple spaces.

5.34.2.4 static Color Crosstales.RTVoice.Util.Helper.HSVToRGB (float *h*, float *s*, float *v*, float *a* = 1f) [static]

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

Parameters

<i>h</i>	Hue
<i>s</i>	Saturation
<i>v</i>	Value
<i>a</i>	Alpha (optional)

Returns

True if the current platform is supported.

5.34.2.5 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

<i>speechTextArray</i>	Array with all text fragments
<i>wordIndex</i>	Current word index
<i>markAllSpokenWords</i>	Mark the spoken words (default: false, optional)
<i>markPrefix</i>	Prefix for every marked word (default: green, optional)
<i>markPostfix</i>	Postfix for every marked word (default: green, optional)

Returns

Marked current word or all spoken words.

5.34.2.6 `static bool Crosstales.RTVoice.Util.Helper.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.

5.34.2.7 `static System.Collections.Generic.List<string> Crosstales.RTVoice.Util.Helper.SplitStringToLines (string text)` `[static]`

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

Parameters

<i>text</i>	Complete text fragment
-------------	------------------------

Returns

Splitted lines as array

5.34.2.8 `static string Crosstales.RTVoice.Util.Helper.ValidatePath (string path)` `[static]`

Validates a given path and add missing slash.

Parameters

<i>path</i>	Path to validate
-------------	------------------

Returns

Valid path

5.34.3 Property Documentation

5.34.3.1 `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.

5.34.3.2 `bool Crosstales.RTVoice.Util.Helper.isAndroidPlatform` `[static], [get]`

Checks if the current platform is Android.

Returns

True if the current platform is Android.

5.34.3.3 `bool Crosstales.RTVoice.Util.Helper.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).

5.34.3.4 `bool Crosstales.RTVoice.Util.Helper.isEditor` `[static]`, `[get]`

Checks if we are inside the Editor.

Returns

True if we are inside the Editor.

5.34.3.5 `bool Crosstales.RTVoice.Util.Helper.isEditorMode` `[static]`, `[get]`

Checks if we are in Editor mode.

Returns

True if in Editor mode.

5.34.3.6 `bool Crosstales.RTVoice.Util.Helper.isIOSPlatform` `[static]`, `[get]`

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

5.34.3.7 `bool Crosstales.RTVoice.Util.Helper.isLinuxPlatform` `[static]`, `[get]`

Checks if the current platform is Linux.

Returns

True if the current platform is Linux.

5.34.3.8 `bool Crosstales.RTVoice.Util.Helper.isMacOSPlatform` `[static]`, `[get]`

Checks if the current platform is macOS.

Returns

True if the current platform is macOS.

5.34.3.9 bool Crosstales.RTVoice.Util.Helper.isSupportedPlatform [static], [get]

Checks if the current platform is supported.

Returns

True if the current platform is supported.

5.34.3.10 bool Crosstales.RTVoice.Util.Helper.isWebGLPlatform [static], [get]

Checks if the current platform is WebGL.

Returns

True if the current platform is WebGL.

5.34.3.11 bool Crosstales.RTVoice.Util.Helper.isWebPlatform [static], [get]

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

Returns

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

5.34.3.12 bool Crosstales.RTVoice.Util.Helper.isWebPlayerPlatform [static], [get]

Checks if the current platform is WebPlayer.

Returns

True if the current platform is WebPlayer.

5.34.3.13 bool Crosstales.RTVoice.Util.Helper.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).

5.34.3.14 bool Crosstales.RTVoice.Util.Helper.isWindowsPlatform [static], [get]

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

5.34.3.15 bool Crosstales.RTVoice.Util.Helper.isWSAPlatform [static], [get]

Checks if the current platform is WSA.

Returns

True if the current platform is WSA.

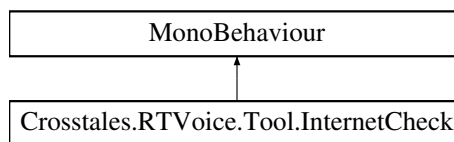
The documentation for this class was generated from the following file:

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

5.35 Crosstales.RTVoice.Tool.InternetCheck Class Reference

Checks the Internet availabilty.

Inheritance diagram for Crosstales.RTVoice.Tool.InternetCheck:



Public Member Functions

- void **OnEnable** ()
- void **Update** ()
- void **OnApplicationQuit** ()

Static Public Member Functions

- static void **Refresh** ()

Public Attributes

- bool **Optimized** = true
Optimized check routines (default: on).
- float **CheckIntervalMin** = 20f
Check interval minimum in seconds (default: 20).
- float **CheckIntervalMax** = 40f
Check interval minimum in seconds (default: 40).

Properties

- static bool **isInternetAvailable** [get]
Checks if a Internet connection is available.

5.35.1 Detailed Description

Checks the Internet availability.

5.35.2 Member Data Documentation

5.35.2.1 float Crosstales.RTVoice.Tool.InternetCheck.CheckIntervalMax = 40f

Check interval minimum in seconds (default: 40).

5.35.2.2 float Crosstales.RTVoice.Tool.InternetCheck.CheckIntervalMin = 20f

Check interval minimum in seconds (default: 20).

5.35.2.3 bool Crosstales.RTVoice.Tool.InternetCheck.Optimized = true

Optimized check routines (default: on).

5.35.3 Property Documentation

5.35.3.1 bool Crosstales.RTVoice.Tool.InternetCheck.isInternetAvailable [static], [get]

Checks if a Internet connection is available.

Returns

True if a Internet connection is available.

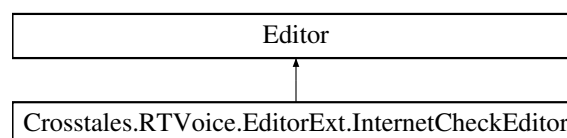
The documentation for this class was generated from the following file:

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

5.36 Crosstales.RTVoice.EditorExt.InternetCheckEditor Class Reference

Custom editor for the 'InternetCheck'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExt.InternetCheckEditor:



Public Member Functions

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

5.36.1 Detailed Description

Custom editor for the 'InternetCheck'-class.

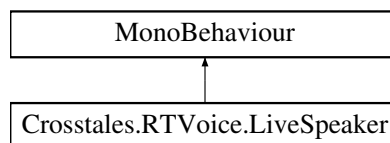
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Editor/InternetCheckEditor.cs

5.37 Crosstales.RTVoice.LiveSpeaker Class Reference

Wrapper of the main component from [RTVoice](#) for MonoBehaviour-access (like "SendMessage").

Inheritance diagram for 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.

5.37.1 Detailed Description

Wrapper of the main component from [RTVoice](#) for MonoBehaviour-access (like "SendMessage").

5.37.2 Member Function Documentation

5.37.2.1 void Crosstales.RTVoice.LiveSpeaker.Silence ()

Silence all active TTS-voices.

5.37.2.2 void Crosstales.RTVoice.LiveSpeaker.Speak (**Model.Wrapper** *wrapper*)

Speaks a text with a given wrapper.

Parameters

<i>wrapper</i>	Wrapper with the speech details.
----------------	----------------------------------

5.37.2.3 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

<i>args</i>	Argument string delimited by ';': 0 = text, 1 = culture (optional), 2 = voiceName (optional), 3 = rate (optional), 4 = volume (optional), 5 = pitch (optional).
-------------	---

5.37.2.4 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

<i>args</i>	Argument index: 0 = text, 1 = culture (optional), 2 = voiceName (optional), 3 = rate (optional), 4 = volume (optional), 5 = pitch (optional).
-------------	---

5.37.2.5 void Crosstales.RTVoice.LiveSpeaker.SpeakNative (**Model.Wrapper** *wrapper*)

Speaks a text with a given wrapper -> native mode.

Parameters

<i>wrapper</i>	Wrapper with the speech details.
----------------	----------------------------------

5.37.2.6 void Crosstales.RTVoice.LiveSpeaker.SpeakNative (string *args*)

Speaks a text with a given array of arguments (native mode).

Parameters

<i>args</i>	Argument string delimited by ';': 0 = text, 1 = culture (optional), 2 = voiceName (optional), 3 = rate (optional), 4 = volume (optional), 5 = pitch (optional).
-------------	---

5.37.2.7 void Crosstales.RTVoice.LiveSpeaker.SpeakNative (string[] *args*)

Speaks a text with a given array of arguments (native mode).

Parameters

<i>args</i>	Argument index: 0 = text, 1 = culture (optional), 2 = voiceName (optional), 3 = rate (optional), 4 = volume (optional), 5 = pitch (optional).
-------------	---

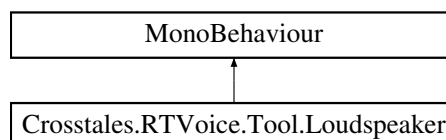
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/LiveSpeaker.cs

5.38 Crosstales.RTVoice.Tool.Loudspeaker Class Reference

[Loudspeaker](#) for an AudioSource.

Inheritance diagram for Crosstales.RTVoice.Tool.Loudspeaker:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnDisable** ()

Public Attributes

- AudioSource [Source](#)
Origin AudioSource.
- bool [Synchronized](#) = true
Synchronize with the origin (default: on).
- bool [SilenceSource](#) = false
Silence the origin (default: off).

5.38.1 Detailed Description

[Loudspeaker](#) for an AudioSource.

5.38.2 Member Data Documentation

5.38.2.1 bool Crosstales.RTVoice.Tool.Loudspeaker.SilenceSource = false

Silence the origin (default: off).

5.38.2.2 AudioSource Crosstales.RTVoice.Tool.Loudspeaker.Source

Origin AudioSource.

5.38.2.3 bool Crosstales.RTVoice.Tool.Loudspeaker.Synchronized = true

Synchronize with the origin (default: on).

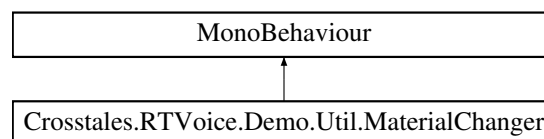
The documentation for this class was generated from the following file:

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

5.39 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:



Public Member Functions

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

Public Attributes

- AudioSource **Source**
- Material **ActiveMaterial**

5.39.1 Detailed Description

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

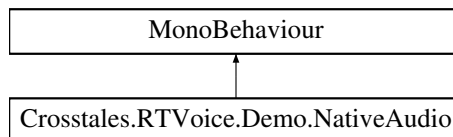
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/Util/MaterialChanger.cs

5.40 Crosstales.RTVoice.Demo.NativeAudio Class Reference

[Simple](#) example with native audio for exact timing.

Inheritance diagram for Crosstales.RTVoice.Demo.NativeAudio:



Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- 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

5.40.1 Detailed Description

[Simple](#) example with native audio for exact timing.

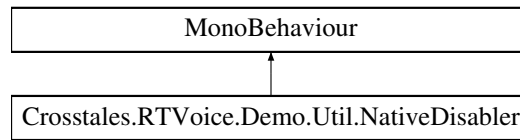
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/NativeAudio.cs

5.41 Crosstales.RTVoice.Demo.Util.NativeDisabler Class Reference

Disable game objects for native mode.

Inheritance diagram for Crosstales.RTVoice.Demo.Util.NativeDisabler:



Public Member Functions

- void **Update** ()

Public Attributes

- GameObject[] **Objects**

5.41.1 Detailed Description

Disable game objects for native mode.

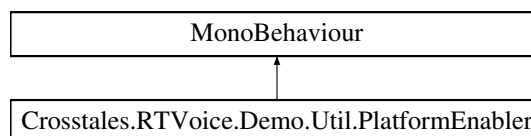
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/Util/NativeDisabler.cs

5.42 Crosstales.RTVoice.Demo.Util.PlatformEnabler Class Reference

Enables game objects for a given platform.

Inheritance diagram for Crosstales.RTVoice.Demo.Util.PlatformEnabler:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnDestroy** ()

Public Attributes

- System.Collections.Generic.List< [Platform](#) > **EnabledPlatforms**
- GameObject[] **Objects**

5.42.1 Detailed Description

Enables game objects for a given platform.

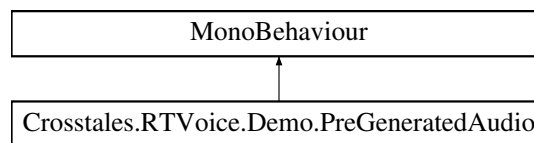
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/Util/PlatformEnabler.cs

5.43 Crosstales.RTVoice.Demo.PreGeneratedAudio Class Reference

[Simple](#) example with pre-generated audio for exact timing.

Inheritance diagram for Crosstales.RTVoice.Demo.PreGeneratedAudio:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnDestroy** ()
- 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

5.43.1 Detailed Description

[Simple](#) example with pre-generated audio for exact timing.

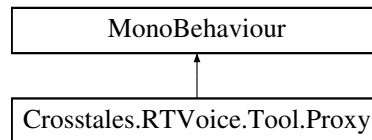
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/PreGeneratedAudio.cs

5.44 Crosstales.RTVoice.Tool.Proxy Class Reference

Handles HTTP/HTTPS Internet connections via proxy server.

Inheritance diagram for Crosstales.RTVoice.Tool.Proxy:



Public Member Functions

- void **Awake** ()
- void **Update** ()
- void **EnableHTTPProxy** (bool enabled=true)
Enables or disables a proxy server for HTTPS connections with the current instance variables as parameters.
- void **EnableHTTPSProxy** (bool enabled=true)
Enables or disables a proxy server for HTTPS connections with the current instance variables as parameters.
- void **EnableHTTPProxy** (string url, int port, string username="", string password="", string urlProtocol="")
Enables or disables a proxy server for HTTP connections.
- void **EnableHTTPSProxy** (string url, int port, string username="", string password="", string urlProtocol="")
Enables or disables a proxy server for HTTPS connections.
- void **DisableHTTPProxy** ()
Disables the proxy server for HTTP connections.
- void **DisableHTTPSProxy** ()
Disables the proxy server for HTTPS connections.

Public Attributes

- string **HTTPProxyURL**
URL (without protocol) or IP of the proxy server.
- int **HTTPProxyPort**
Port of the proxy server.
- string **HTTPProxyUsername** = string.Empty
Username for the proxy server (optional).
- string **HTTPProxyPassword** = string.Empty
Password for the proxy server (optional).
- string **HTTPProxyURLProtocol** = string.Empty
Protocol (e.g. 'http://') for the proxy server (optional).
- string **HTTPSProxyURL**
URL (without protocol) or IP of the proxy server.
- int **HTTPSProxyPort**
Port of the proxy server.
- string **HTTPSProxyUsername** = string.Empty
Username for the proxy server (optional).
- string **HTTPSProxyPassword** = string.Empty
Password for the proxy server (optional).
- string **HTTPSProxyURLProtocol** = string.Empty
Protocol (e.g. 'http://') for the proxy server (optional).
- bool **EnableOnAwake** = false
Enable the proxy on awake (default: off).

Properties

- static bool `hasHTTPProxy` [get]
Is HTTP-proxy enabled?
- static bool `hasHTTPSProxy` [get]
Is HTTPS-proxy enabled?

5.44.1 Detailed Description

Handles HTTP/HTTPS Internet connections via proxy server.

5.44.2 Member Function Documentation

5.44.2.1 void Crosstales.RTVoice.Tool.Proxy.DisableHTTPProxy ()

Disables the proxy server for HTTP connections.

5.44.2.2 void Crosstales.RTVoice.Tool.Proxy.DisableHTTPSProxy ()

Disables the proxy server for HTTPS connections.

5.44.2.3 void Crosstales.RTVoice.Tool.Proxy.EnableHTTPProxy (bool *enabled* = true)

Enables or disables a proxy server for HTTPS connections with the current instance variables as parameters.

Parameters

<i>enabled</i>	Enable the proxy server (default: true, optional)
----------------	---

5.44.2.4 void Crosstales.RTVoice.Tool.Proxy.EnableHTTPProxy (string *url*, int *port*, string *username* = "", string *password* = "", string *urlProtocol* = "")

Enables or disables a proxy server for HTTP connections.

Parameters

<i>url</i>	URL (without protocol) or IP of the proxy server
<i>port</i>	Port of the proxy server
<i>username</i>	"Username for the proxy server (optional)</param> <param name="password">Password for the proxy server (optional)</param> <param name="urlProtocol">Protocol (e.g. 'http://') for the proxy server (optional)

5.44.2.5 void Crosstales.RTVoice.Tool.Proxy.EnableHTTPSProxy (bool *enabled* = true)

Enables or disables a proxy server for HTTPS connections with the current instance variables as parameters.

Parameters

<i>enabled</i>	Enable the proxy server (default: true, optional)
----------------	---

5.44.2.6 void Crosstales.RTVoice.Tool.Proxy.EnableHTTPSProxy (string *url*, int *port*, string *username* = " ", string *password* = " ", string *urlProtocol* = " ")

Enables or disables a proxy server for HTTPS connections.

Parameters

<i>url</i>	URL (without protocol) or IP of the proxy server
<i>port</i>	Port of the proxy server
<i>username</i>	"Username for the proxy server (optional)</param> <param name="password">Password for the proxy server (optional)</param> <param name="urlProtocol">Protocol (e.g. 'http://') for the proxy server (optional)

5.44.3 Member Data Documentation

5.44.3.1 bool Crosstales.RTVoice.Tool.Proxy.EnableOnAwake = false

Enable the proxy on awake (default: off).

5.44.3.2 string Crosstales.RTVoice.Tool.Proxy.HTTPProxyPassword = string.Empty

Password for the proxy server (optional).

5.44.3.3 int Crosstales.RTVoice.Tool.Proxy.HTTPProxyPort

Port of the proxy server.

5.44.3.4 string Crosstales.RTVoice.Tool.Proxy.HTTPProxyURL

URL (without protocol) or IP of the proxy server.

5.44.3.5 string Crosstales.RTVoice.Tool.Proxy.HTTPProxyURLProtocol = string.Empty

Protocol (e.g. 'http://') for the proxy server (optional).

5.44.3.6 `string Crosstales.RTVoice.Tool.Proxy.HTTPProxyUsername = string.Empty`

Username for the proxy server (optional).

5.44.3.7 `string Crosstales.RTVoice.Tool.Proxy.HTTPSProxyPassword = string.Empty`

Password for the proxy server (optional).

5.44.3.8 `int Crosstales.RTVoice.Tool.Proxy.HTTPSProxyPort`

Port of the proxy server.

5.44.3.9 `string Crosstales.RTVoice.Tool.Proxy.HTTPSProxyURL`

URL (without protocol) or IP of the proxy server.

5.44.3.10 `string Crosstales.RTVoice.Tool.Proxy.HTTPSProxyURLProtocol = string.Empty`

Protocol (e.g. `'http://'`) for the proxy server (optional).

5.44.3.11 `string Crosstales.RTVoice.Tool.Proxy.HTTPSProxyUsername = string.Empty`

Username for the proxy server (optional).

5.44.4 Property Documentation

5.44.4.1 `bool Crosstales.RTVoice.Tool.Proxy.hasHTTPProxy` `[static], [get]`

Is HTTP-proxy enabled?

Returns

True if the HTTP-proxy is enabled.

5.44.4.2 `bool Crosstales.RTVoice.Tool.Proxy.hasHTTPSProxy` `[static], [get]`

Is HTTPS-proxy enabled?

Returns

True if the HTTPS-proxy is enabled.

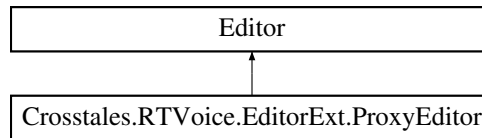
The documentation for this class was generated from the following file:

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

5.45 Crosstales.RTVoice.EditorExt.ProxyEditor Class Reference

Custom editor for the 'Proxy'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExt.ProxyEditor:



Public Member Functions

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

5.45.1 Detailed Description

Custom editor for the 'Proxy'-class.

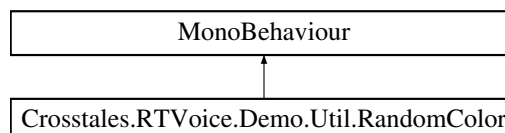
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↵ Editor/ProxyEditor.cs

5.46 Crosstales.RTVoice.Demo.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstales.RTVoice.Demo.Util.RandomColor:



Public Member Functions

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

Public Attributes

- Vector2 **ChangeInterval** = new Vector2(5, 15)

5.46.1 Detailed Description

Random color changer.

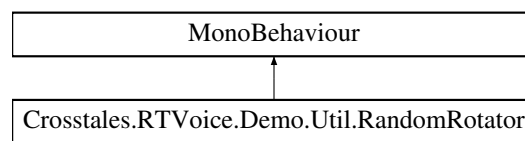
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/Scripts/Util/RandomColor.cs`

5.47 Crosstales.RTVoice.Demo.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.RTVoice.Demo.Util.RandomRotator:



Public Member Functions

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

Public Attributes

- Vector3 **Speed**
- Vector2 **ChangeInterval** = new Vector2(10, 45)

5.47.1 Detailed Description

Random rotation changer.

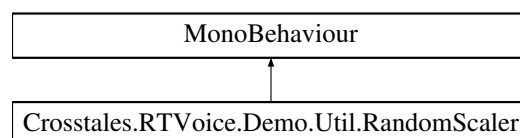
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/Scripts/Util/RandomRotator.cs`

5.48 Crosstales.RTVoice.Demo.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.RTVoice.Demo.Util.RandomScaler:



Public Member Functions

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

Public Attributes

- Vector3 **ScaleMin** = Vector3.zero
- Vector3 **ScaleMax** = Vector3.one
- bool **Uniform** = false
- Vector2 **ChangeInterval** = new Vector2(10, 45)

5.48.1 Detailed Description

Random scale changer.

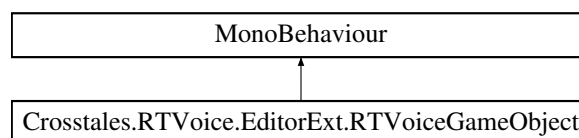
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/Util/RandomScaler.cs

5.49 Crosstales.RTVoice.EditorExt.RTVoiceGameObject Class Reference

Editor component for the "Hierarchy"-menu.

Inheritance diagram for Crosstales.RTVoice.EditorExt.RTVoiceGameObject:



5.49.1 Detailed Description

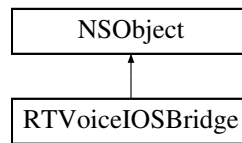
Editor component for the "Hierarchy"-menu.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Editor/RTVoiceGameObject.cs

5.50 RTVoiceIOSBridge Class Reference

Inheritance diagram for RTVoiceIOSBridge:



Instance Methods

- (void) - [setVoices](#)
- (void) - [speak:rate:pitch:volume:culture:](#)
- (void) - [stop](#)

5.50.1 Method Documentation

5.50.1.1 - (void) setVoices

Collects and sends all voices to RTVoice.

5.50.1.2 - (void) speak: (NSString *) text rate:(float) rate pitch:(float) pitch volume:(float) volume culture:(NSString *) culture

Speaks the string with a given rate, pitch, volume and culture.

Parameters

<i>text</i>	Text to speak
<i>rate</i>	Speech rate of the speaker in percent
<i>pitch</i>	Pitch of the speech in percent
<i>volume</i>	Volume of the speaker in percent
<i>culture</i>	Culture of the voice to speak

5.50.1.3 - (void) stop

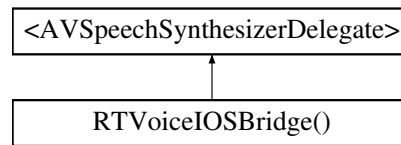
Stops speaking

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstailes/RTVoice/↵
Plugins/iOS/RTVoiceIOSBridge.h
- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstailes/RTVoice/↵
Plugins/iOS/RTVoiceIOSBridge.mm

5.51 RTVoiceIOSBridge() Category Reference

Inheritance diagram for 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/crosstales/RTVoice/Plugins/iOS/RTVoiceIOSBridge.mm ↩

5.52 Crosstales.RTVoice.EditorExt.RTVoiceMenu Class Reference

Editor component for the "Tools"-menu.

5.52.1 Detailed Description

Editor component for the "Tools"-menu.

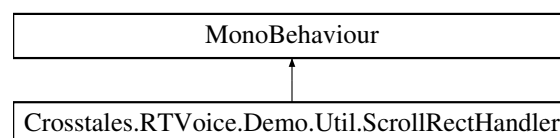
The documentation for this class was generated from the following file:

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

5.53 Crosstales.RTVoice.Demo.Util.ScrollRectHandler Class Reference

Changes the sensitivity of ScrollRects under various platforms.

Inheritance diagram for Crosstales.RTVoice.Demo.Util.ScrollRectHandler:



Public Member Functions

- void **Start** ()

Public Attributes

- ScrollRect **Scroll**

5.53.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

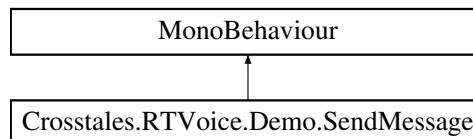
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/Scripts/Util/ScrollRectHandler.cs

5.54 Crosstales.RTVoice.Demo.SendMessage Class Reference

[Simple](#) "SendMessage" example.

Inheritance diagram for 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

5.54.1 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/crosstales/RTVoice/Demo/↔ Scripts/SendMessage.cs

5.55 Crosstales.RTVoice.Model.Sequence Class Reference

Model for a sequence.

Public Member Functions

- override string **ToString** ()

Public Attributes

- string **Text**
Text to speak.
- string **RTVoiceNameWindows** = string.Empty
Name of the RT-Voice under Windows (optional).
- string **RTVoiceNameMac** = string.Empty
Name of the RT-Voice under macOS (optional).
- string **RTVoiceNameAndroid** = string.Empty
Name of the RT-Voice under Android.
- string **RTVoiceNameIOS** = string.Empty
Name of the RT-Voice under iOS.
- string **RTVoiceNameWSA** = string.Empty
Name of the RT-Voice under WSA.
- **SpeakMode** **Mode** = SpeakMode.Speak
Speak mode (default: 'Speak').
- AudioSource **Source**
AudioSource for the output (optional).
- float **Rate** = 1f
<summary>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 **initialized** = false

Properties

- string **RTVoiceName** [get]
Returns the name of the RT-Voice for the current platform.

5.55.1 Detailed Description

[Model](#) for a sequence.

5.55.2 Member Data Documentation

5.55.2.1 **SpeakMode** Crosstales.RTVoice.Model.Sequence.Mode = SpeakMode.Speak

Speak mode (default: 'Speak').

5.55.2.2 **float** Crosstales.RTVoice.Model.Sequence.Pitch = 1f

Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).

5.55.2.3 **float** Crosstales.RTVoice.Model.Sequence.Rate = 1f

<summarySpeech rate of the speaker in percent (1 = 100%, default: 1, optional).

5.55.2.4 **string** Crosstales.RTVoice.Model.Sequence.RTVoiceNameAndroid = string.Empty

Name of the RT-Voice under Android.

5.55.2.5 **string** Crosstales.RTVoice.Model.Sequence.RTVoiceNameIOS = string.Empty

Name of the RT-Voice under iOS.

5.55.2.6 **string** Crosstales.RTVoice.Model.Sequence.RTVoiceNameMac = string.Empty

Name of the RT-Voice under macOS (optional).

5.55.2.7 **string** Crosstales.RTVoice.Model.Sequence.RTVoiceNameWindows = string.Empty

Name of the RT-Voice under Windows (optional).

5.55.2.8 **string** Crosstales.RTVoice.Model.Sequence.RTVoiceNameWSA = string.Empty

Name of the RT-Voice under WSA.

5.55.2.9 **AudioSource** Crosstales.RTVoice.Model.Sequence.Source

AudioSource for the output (optional).

5.55.2.10 string Crosstales.RTVoice.Model.Sequence.Text

Text to speak.

5.55.2.11 float Crosstales.RTVoice.Model.Sequence.Volume = 1f

Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).

5.55.3 Property Documentation

5.55.3.1 string Crosstales.RTVoice.Model.Sequence.RTVoiceName [get]

Returns the name of the RT-Voice for the current platform.

Returns

The name of the RT-Voice for the current platform.

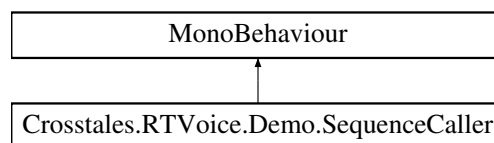
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Model/Sequence.cs

5.56 Crosstales.RTVoice.Demo.SequenceCaller Class Reference

[Simple](#) Sequence caller example.

Inheritance diagram for Crosstales.RTVoice.Demo.SequenceCaller:



Public Member Functions

- void **Start** ()

Public Attributes

- GameObject **receiver**
- int **NumberOfSequences**
- float **SequenceDelay** = 1f

5.56.1 Detailed Description

[Simple](#) Sequence caller example.

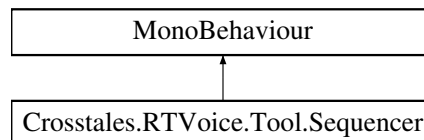
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/SequenceCaller.cs

5.57 Crosstales.RTVoice.Tool.Sequencer Class Reference

Simple sequencer for dialogues.

Inheritance diagram for 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.
- string [Culture](#)
Fallback culture for all sequences (e.g. 'en', optional).
- float [Delay](#) = 0f
Delay in seconds before the [Sequencer](#) starts processing (default: 0).
- bool [PlayOnStart](#) = false
Run the [Sequencer](#) on start on/off (default: off).

Properties

- [Model.Sequence CurrentSequence](#) [get]
Returns the current Sequence.

5.57.1 Detailed Description

Simple sequencer for dialogues.

5.57.2 Member Function Documentation

5.57.2.1 void Crosstales.RTVoice.Tool.Sequencer.PlayAllSequences ()

Plays all Sequences.

5.57.2.2 void Crosstales.RTVoice.Tool.Sequencer.PlayNextSequence ()

Plays the next Sequence in the array.

5.57.2.3 void Crosstales.RTVoice.Tool.Sequencer.PlaySequence (int *index* = 0)

Plays a Sequence with a given index.

Parameters

<i>index</i>	Index of the Sequence (default: 0, optional).
--------------	---

5.57.2.4 void Crosstales.RTVoice.Tool.Sequencer.StopAllSequences ()

Stops and silences all active Sequences.

5.57.3 Member Data Documentation

5.57.3.1 string Crosstales.RTVoice.Tool.Sequencer.Culture

Fallback culture for all sequences (e.g. 'en', optional).

5.57.3.2 float Crosstales.RTVoice.Tool.Sequencer.Delay = 0f

Delay in seconds before the [Sequencer](#) starts processing (default: 0).

5.57.3.3 `bool Crosstales.RTVoice.Tool.Sequencer.PlayOnStart = false`

Run the [Sequencer](#) on start on/off (default: off).

5.57.3.4 `Model.Sequence [] Crosstales.RTVoice.Tool.Sequencer.Sequences`

All available sequences.

5.57.4 Property Documentation

5.57.4.1 `Model.Sequence Crosstales.RTVoice.Tool.Sequencer.CurrentSequence` `[get]`

Returns the current Sequence.

Returns

The current Sequence.

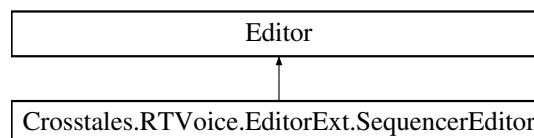
The documentation for this class was generated from the following file:

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

5.58 Crosstales.RTVoice.EditorExt.SequencerEditor Class Reference

Custom editor for the 'Sequencer'-class.

Inheritance diagram for `Crosstales.RTVoice.EditorExt.SequencerEditor`:



Public Member Functions

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

5.58.1 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/crosstales/RTVoice/Plugins/↔ Editor/SequencerEditor.cs`

5.59 Crosstales.RTVoice.EditorExt.SetupResources Class Reference

Copies all resources to 'Editor Default Resources'.

5.59.1 Detailed Description

Copies all resources to 'Editor Default Resources'.

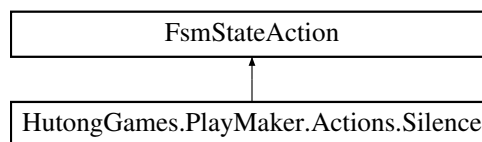
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Editor/SetupResources.cs

5.60 HutongGames.PlayMaker.Actions.Silence Class Reference

Silence-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.Silence:



Public Member Functions

- override void **OnEnter** ()

5.60.1 Detailed Description

Silence-action for [PlayMaker](#).

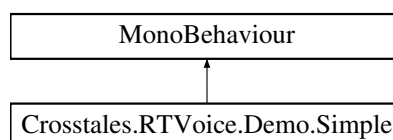
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/PlayMaker/Scripts/Silence.cs

5.61 Crosstales.RTVoice.Demo.Simple Class Reference

[Simple](#) TTS example.

Inheritance diagram for Crosstales.RTVoice.Demo.Simple:



Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- void **Play** ()
- void **SpeakerA** ()
- void **SpeakerB** ()
- void **Silence** ()

Public Attributes

- AudioSource **SourceA**
- AudioSource **SourceB**
- Text **TextSpeakerA**
- Text **TextSpeakerB**
- Text **PhonemeSpeakerA**
- Text **PhonemeSpeakerB**
- Text **VisemeSpeakerA**
- Text **VisemeSpeakerB**
- float **RateSpeakerA** = 1.25f
- float **RateSpeakerB** = 1.75f
- bool **PlayOnStart** = false

5.61.1 Detailed Description

[Simple](#) TTS example.

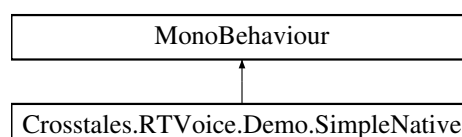
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/Simple.cs

5.62 Crosstales.RTVoice.Demo.SimpleNative Class Reference

[Simple](#) native TTS example.

Inheritance diagram for Crosstales.RTVoice.Demo.SimpleNative:



Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- void **Play** ()
- void **SpeakerA** ()
- void **SpeakerB** ()
- void **SpeakerC** ()
- void **Silence** ()

Public Attributes

- Text **TextSpeakerA**
- Text **TextSpeakerB**
- Text **TextSpeakerC**
- Text **PhonemeSpeakerA**
- Text **PhonemeSpeakerB**
- Text **PhonemeSpeakerC**
- Text **VisemeSpeakerA**
- Text **VisemeSpeakerB**
- Text **VisemeSpeakerC**
- float **RateSpeakerA** = 1.25f
- float **RateSpeakerB** = 1.75f
- float **RateSpeakerC** = 2.5f
- bool **PlayOnStart** = false

5.62.1 Detailed Description

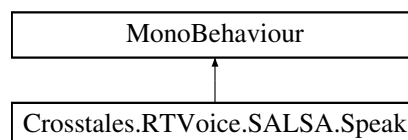
[Simple](#) native TTS example.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↔
Scripts/SimpleNative.cs

5.63 Crosstales.RTVoice.SALSA.Speak Class Reference

Inheritance diagram for Crosstales.RTVoice.SALSA.Speak:



Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- void **Talk** ()

Public Attributes

- AudioSource **Source**
- CrazyMinnow.SALSA.Salsa3D **Salsa**
- InputField **EnterText**
- Slider **RateSlider**
- Slider **PitchSlider**

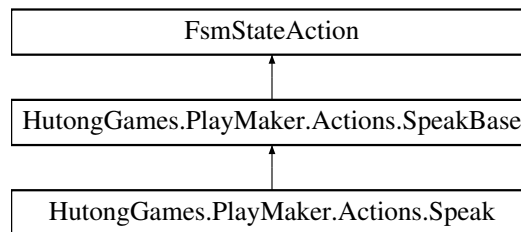
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstailes/RTVoice/3rd party/SALSA/Scripts/Speak.cs

5.64 HutongGames.PlayMaker.Actions.Speak Class Reference

Speak-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.Speak:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmString **Text** = "Hello world!"
Text to speak.
- FsmString **RTVoiceNameWindows** = "Microsoft David Desktop"
Name of the RT-Voice under Windows.
- FsmString **RTVoiceNameMac** = "Alex"
Name of the RT-Voice under macOS.
- FsmString **RTVoiceNameAndroid** = string.Empty
Name of the RT-Voice under Android.
- FsmString **RTVoiceNameIOS** = "Daniel"
Name of the RT-Voice under iOS.
- FsmString **RTVoiceNameWSA** = string.Empty
Name of the RT-Voice under WSA.
- FsmString **RTVoiceNameMaryTTS** = string.Empty
Name of the RT-Voice under MaryTTS.
- FsmString **Culture** = "en"
Fallback culture (e.g. 'en', optional).

Additional Inherited Members

5.64.1 Detailed Description

Speak-action for [PlayMaker](#).

5.64.2 Member Data Documentation

5.64.2.1 FsmString HutongGames.PlayMaker.Actions.Speak.Culture = "en"

Fallback culture (e.g. 'en', optional).

5.64.2.2 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameAndroid = string.Empty

Name of the RT-Voice under Android.

5.64.2.3 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameIOS = "Daniel"

Name of the RT-Voice under iOS.

5.64.2.4 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameMac = "Alex"

Name of the RT-Voice under macOS.

5.64.2.5 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameMaryTTS = string.Empty

Name of the RT-Voice under MaryTTS.

5.64.2.6 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameWindows = "Microsoft David Desktop"

Name of the RT-Voice under Windows.

5.64.2.7 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameWSA = string.Empty

Name of the RT-Voice under WSA.

5.64.2.8 FsmString HutongGames.PlayMaker.Actions.Speak.Text = "Hello world!"

Text to speak.

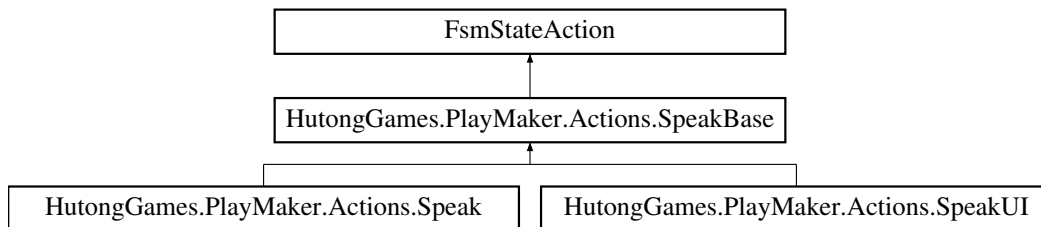
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/PlayMaker/Scripts/Speak.cs

5.65 HutongGames.PlayMaker.Actions.SpeakBase Class Reference

Base for Speak-actions in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.SpeakBase:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmEvent **sendEvent**
- [Crosstales.RTVoice.Model.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**

5.65.1 Detailed Description

Base for Speak-actions in [PlayMaker](#).

5.65.2 Member Data Documentation

5.65.2.1 FsmGameObject HutongGames.PlayMaker.Actions.SpeakBase.AudioSource

AudioSource for the output (optional).

5.65.2.2 Crosstailes.RTVoice.Model.SpeakMode HutongGames.PlayMaker.Actions.SpeakBase.Mode

[Speak](#) mode (default: '[Speak](#)').

5.65.2.3 FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Pitch = 1f

Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).

5.65.2.4 FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Rate = 1

Speech rate of the speaker in percent (1 = 100%, default: 1, optional).

5.65.2.5 FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Volume = 1

Volume of the speaker in percent (1 = 100%, default: 1, optional).

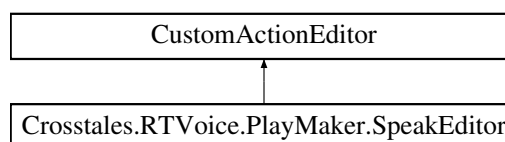
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstailes/RTVoice/3rd party/PlayMaker/Scripts/SpeakBase.cs

5.66 Crosstailes.RTVoice.PlayMaker.SpeakEditor Class Reference

Custom editor for the Speak-action.

Inheritance diagram for Crosstailes.RTVoice.PlayMaker.SpeakEditor:



Public Member Functions

- override void **OnEnable** ()
- override bool **OnGUI** ()

5.66.1 Detailed Description

Custom editor for the Speak-action.

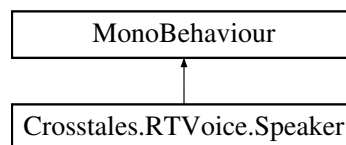
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/PlayMaker/Editor/SpeakEditor.cs

5.67 Crosstales.RTVoice.Speaker Class Reference

Main component of [RTVoice](#).

Inheritance diagram for Crosstales.RTVoice.Speaker:



Public Member Functions

- delegate void **SpeakStart** ([Model.Event.SpeakEventArgs](#) e)
- delegate void **SpeakComplete** ([Model.Event.SpeakEventArgs](#) e)
- delegate void **SpeakCurrentWord** ([Model.Event.CurrentWordEventArgs](#) e)
- delegate void **SpeakCurrentPhoneme** ([Model.Event.CurrentPhonemeEventArgs](#) e)
- delegate void **SpeakCurrentViseme** ([Model.Event.CurrentVisemeEventArgs](#) e)
- delegate void **SpeakAudioGenerationStart** ([Model.Event.SpeakEventArgs](#) e)
- delegate void **SpeakAudioGenerationComplete** ([Model.Event.SpeakEventArgs](#) e)
- delegate void **ProviderChange** (string provider)
- delegate void **ErrorInfo** ([Model.Event.SpeakEventArgs](#) e, string info)
- void **OnEnable** ()
- void **Update** ()
- void **OnDisable** ()
- void **OnDestroy** ()
- void **OnApplicationQuit** ()

Static Public Member Functions

- 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 System.Collections.Generic.List< [Model.Voice](#) > **VoicesForCulture** (string culture)
Get all available voices for a given culture from the current TTS-system.
- static [Model.Voice](#) **VoiceForCulture** (string culture, int index=0)
Get a voice from for a given culture and otional index from the current TTS-system.
- static [Model.Voice](#) **VoiceForName** (string name)

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 volume=1f, float pitch=1f)
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 volume=1f, string outputFile="", float pitch=1f)
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)
Speaks and marks a text with a given voice and tracks the word position.
- static void [Silence](#) ()
Silence all active TTS-voices.
- static void [Silence](#) (string uid)
Silence an active TTS-voice with a UID.

Public Attributes

- bool [MaryTTSMMode](#) = false
Enables or disables MaryTTS (default: off).
- string [MaryTTSURL](#) = "http://mary.dfki.de"
Server URL for MaryTTS.
- int [MaryTTSPort](#) = 59125
Server port for MaryTTS (default: 59125).

Properties

- 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 changes (e.g. Windows to MaryTTS).*
- static ErrorInfo [OnErrorInfo](#)
An event triggered whenever an error occurs.
 - static bool [MaryMode](#) [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 [AudioFileExtension](#) [get]
Returns the extension of the generated audio files.
 - static System.Collections.Generic.List< [Model.Voice](#) > [Voices](#) [get]
Get all available voices from the current TTS-system.
 - static System.Collections.Generic.List< string > [Cultures](#) [get]
Get all available cultures from the current TTS-system..
 - static bool [isTTSAvailable](#) [get]
Checks if TTS is available on this system.

5.67.1 Detailed Description

Main component of [RTVoice](#).

5.67.2 Member Function Documentation

5.67.2.1 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

<i>text</i>	Text for the length approximation.
<i>rate</i>	Speech rate of the speaker in percent for the length approximation (1 = 100%, default: 1, optional).
<i>wordsPerMinute</i>	Words per minute (default: 175, optional).
<i>timeFactor</i>	Time factor for the calculated value (default: 0.9, optional).

Returns

Approximated speech length in seconds of the given text and rate.

5.67.2.2 static void Crosstales.RTVoice.Speaker.Silence () [static]

Silence all active TTS-voices.

5.67.2.3 `static void Crosstales.RTVoice.Speaker.Silence (string uid) [static]`

Silence an active TTS-voice with a UID.

Parameters

<i>uid</i>	UID of the speaker
------------	--------------------

5.67.2.4 `static string Crosstales.RTVoice.Speaker.Speak (string text, AudioSource source = null, Model.Voice voice = null, bool speakImmediately = true, float rate = 1f, float volume = 1f, string outputFile = "", float pitch = 1f) [static]`

Speaks a text with a given voice.

Parameters

<i>text</i>	Text to speak.
<i>source</i>	AudioSource for the output (optional).
<i>voice</i>	Voice to speak (optional).
<i>speakImmediately</i>	Speak the text immediately (default: true). Only works if 'Source' is not null.
<i>rate</i>	Speech rate of the speaker in percent (1 = 100%, default: 1, optional).
<i>volume</i>	Volume of the speaker in percent (1 = 100%, default: 1, optional).

///

Parameters

<i>outputFile</i>	Saves the generated audio to an output file (without extension, optional).
<i>pitch</i>	Pitch of the speech in percent (1 = 100%, default: 1, optional).

Returns

UID of the speaker.

5.67.2.5 `static string Crosstales.RTVoice.Speaker.Speak (Model.Wrapper wrapper) [static]`

Speaks a text with a given wrapper.

Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

Returns

UID of the speaker.

5.67.2.6 `static void Crosstales.RTVoice.Speaker.SpeakMarkedWordsWithUID (Model.Wrapper wrapper) [static]`

Speaks and marks a text with a given wrapper.

Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

5.67.2.7 `static void Crosstales.RTVoice.Speaker.SpeakMarkedWordsWithUID (string uid, string text, AudioSource source, Model.Voice voice = null, float rate = 1f, float pitch = 1f) [static]`

Speaks and marks a text with a given voice and tracks the word position.

Parameters

<i>uid</i>	UID of the speaker
<i>text</i>	Text to speak.
<i>source</i>	AudioSource for the output.
<i>voice</i>	Voice to speak (optional).
<i>rate</i>	Speech rate of the speaker in percent (1 = 100%, default: 1, optional).
<i>pitch</i>	Pitch of the speech in percent (1 = 100%, default: 1, optional).

5.67.2.8 `static string Crosstales.RTVoice.Speaker.SpeakNative (string text, Model.Voice voice = null, float rate = 1f, float volume = 1f, float pitch = 1f) [static]`

Speaks a text with a given voice (native mode).

Parameters

<i>text</i>	Text to speak.
<i>voice</i>	Voice to speak (optional).
<i>rate</i>	Speech rate of the speaker in percent (1 = 100%, default: 1, optional).
<i>volume</i>	Volume of the speaker in percent (1 = 100%, default: 1, optional).
<i>pitch</i>	Pitch of the speech in percent (1 = 100%, default: 1, optional).

Returns

UID of the speaker.

5.67.2.9 `static string Crosstales.RTVoice.Speaker.SpeakNative (Model.Wrapper wrapper) [static]`

Speaks a text with a given wrapper (native mode).

Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

Returns

UID of the speaker.

5.67.2.10 `static void Crosstales.RTVoice.Speaker.SpeakNativeWithUID (Model.Wrapper wrapper)` `[static]`

Speaks a text with a given voice (native mode).

Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

5.67.2.11 `static void Crosstales.RTVoice.Speaker.SpeakWithUID (Model.Wrapper wrapper)` `[static]`

Speaks a text with a given voice.

Parameters

<i>wrapper</i>	Speak wrapper.
----------------	----------------

5.67.2.12 `static Model.Voice Crosstales.RTVoice.Speaker.VoiceForCulture (string culture, int index = 0)` `[static]`

Get a voice from for a given culture and otional index from the current TTS-system.

Parameters

<i>culture</i>	Culture of the voice (e.g. "en")
<i>index</i>	Index of the voice (default: 0, optional)

Returns

Voice for the given culture and index.

5.67.2.13 `static Model.Voice Crosstales.RTVoice.Speaker.VoiceForName (string name)` `[static]`

Get a voice for a given name from the current TTS-system.

Parameters

<i>name</i>	Name of the voice (e.g. "Alex")
-------------	---------------------------------

Returns

Voice for the given name or null if not found.

5.67.2.14 `static System.Collections.Generic.List<Model.Voice> Crosstales.RTVoice.Speaker.VoicesForCulture (string culture) [static]`

Get all available voices for a given culture from the current TTS-system.

Parameters

<i>culture</i>	Culture of the voice (e.g. "en")
----------------	----------------------------------

Returns

All available voices (alphabetically ordered by 'Name') for a given culture as a list.

5.67.3 Member Data Documentation

5.67.3.1 `bool Crosstales.RTVoice.Speaker.MaryTTSMODE = false`

Enables or disables MaryTTS (default: off).

5.67.3.2 `int Crosstales.RTVoice.Speaker.MaryTTSPort = 59125`

Server port for MaryTTS (default: 59125).

5.67.3.3 `string Crosstales.RTVoice.Speaker.MaryTTSURL = "http://mary.dfki.de"`

Server URL for MaryTTS.

5.67.4 Property Documentation

5.67.4.1 `string Crosstales.RTVoice.Speaker.AudioFileExtension [static], [get]`

Returns the extension of the generated audio files.

Returns

Extension of the generated audio files.

5.67.4.2 `System.Collections.Generic.List<string> Crosstales.RTVoice.Speaker.Cultures [static], [get]`

Get all available cultures from the current TTS-system..

Returns

All available cultures (alphabetically ordered by 'Culture') as a list.

5.67.4.3 bool Crosstales.RTVoice.Speaker.isTTSAvailable [static], [get]

Checks if TTS is available on this system.

Returns

True if TTS is available on this system.

5.67.4.4 bool Crosstales.RTVoice.Speaker.MaryMode [static], [get], [set]

Enables or disables MaryTTS.

5.67.4.5 int Crosstales.RTVoice.Speaker.MaryPort [static], [get], [set]

Server port for MaryTTS.

5.67.4.6 string Crosstales.RTVoice.Speaker.MaryURL [static], [get], [set]

Server URL for MaryTTS.

5.67.4.7 ErrorInfo Crosstales.RTVoice.Speaker.OnErrorInfo [static], [add], [remove]

An event triggered whenever an error occurs.

5.67.4.8 ProviderChange Crosstales.RTVoice.Speaker.OnProviderChange [static], [add], [remove]

An event triggered whenever a provider changes (e.g. Windows to MaryTTS).

5.67.4.9 SpeakAudioGenerationComplete Crosstales.RTVoice.Speaker.OnSpeakAudioGenerationComplete [static], [add], [remove]

An event triggered whenever a speak audio generation is completed.

5.67.4.10 SpeakAudioGenerationStart Crosstales.RTVoice.Speaker.OnSpeakAudioGenerationStart [static], [add], [remove]

An event triggered whenever a speak audio generation is started.

5.67.4.11 SpeakComplete Crosstales.RTVoice.Speaker.OnSpeakComplete [static], [add], [remove]

An event triggered whenever a speak is completed.

5.67.4.12 SpeakCurrentPhoneme `Crosstales.RTVoice.Speaker.OnSpeakCurrentPhoneme` `[static], [add], [remove]`

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

5.67.4.13 SpeakCurrentViseme `Crosstales.RTVoice.Speaker.OnSpeakCurrentViseme` `[static], [add], [remove]`

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

5.67.4.14 SpeakCurrentWord `Crosstales.RTVoice.Speaker.OnSpeakCurrentWord` `[static], [add], [remove]`

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

5.67.4.15 SpeakStart `Crosstales.RTVoice.Speaker.OnSpeakStart` `[static], [add], [remove]`

An event triggered whenever a speak is started.

5.67.4.16 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.

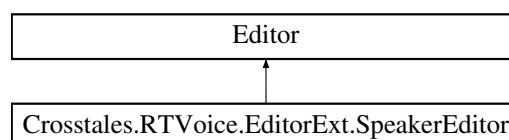
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Speaker.cs`

5.68 Crosstales.RTVoice.EditorExt.SpeakerEditor Class Reference

Custom editor for the '[Speaker](#)'-class.

Inheritance diagram for `Crosstales.RTVoice.EditorExt.SpeakerEditor`:



Public Member Functions

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

5.68.1 Detailed Description

Custom editor for the '[Speaker](#)'-class.

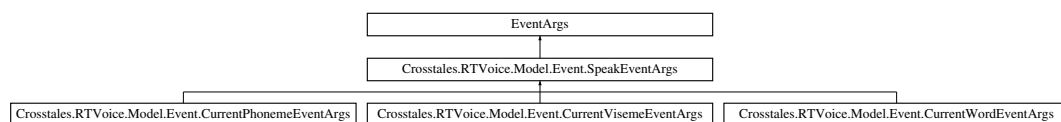
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Editor/SpeakerEditor.cs

5.69 Crosstales.RTVoice.Model.Event.SpeakEventArgs Class Reference

EventArgs and base class for all speaker events.

Inheritance diagram for Crosstales.RTVoice.Model.Event.SpeakEventArgs:



Public Member Functions

- **SpeakEventArgs** ([Wrapper](#) wrapper)
- override string **ToString** ()

Public Attributes

- [Wrapper](#) [Wrapper](#)
[Wrapper](#) with "Speak"-function call.

5.69.1 Detailed Description

EventArgs and base class for all speaker events.

5.69.2 Member Data Documentation

5.69.2.1 Wrapper Crosstales.RTVoice.Model.Event.SpeakEventArgs.Wrapper

[Wrapper](#) with "Speak"-function call.

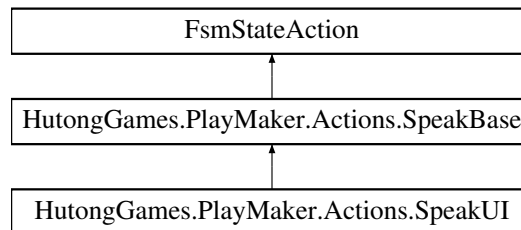
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Model/Event/SpeakEventArgs.cs

5.70 HutongGames.PlayMaker.Actions.SpeakUI Class Reference

Speak-action for UI-components in [PlayMaker](#).

Inheritance diagram for 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

5.70.1 Detailed Description

Speak-action for UI-components in [PlayMaker](#).

5.70.2 Member Data Documentation

5.70.2.1 FsmString HutongGames.PlayMaker.Actions.SpeakUI.Culture = "en"

Fallback culture (e.g. 'en', optional).

5.70.2.2 InputField HutongGames.PlayMaker.Actions.SpeakUI.RTVoiceName

Name of the RT-Voice.

5.70.2.3 InputField HutongGames.PlayMaker.Actions.SpeakUI.Text

Text to speak.

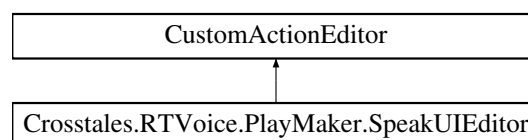
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/PlayMaker/Scripts/SpeakUI.cs

5.71 Crosstales.RTVoice.PlayMaker.SpeakUIEditor Class Reference

Custom editor for the SpeakUI-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.SpeakUIEditor:



Public Member Functions

- override void **OnEnable** ()
- override bool **OnGUI** ()

5.71.1 Detailed Description

Custom editor for the SpeakUI-action.

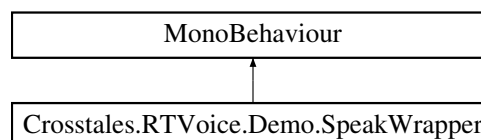
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/PlayMaker/Editor/SpeakUIEditor.cs

5.72 Crosstales.RTVoice.Demo.SpeakWrapper Class Reference

Wrapper for the dynamic speakers.

Inheritance diagram for Crosstales.RTVoice.Demo.SpeakWrapper:



Public Member Functions

- void **Start** ()
- void **Speak** ()

Public Attributes

- Voice **SpeakerVoice**
- InputField **Input**
- Text **Label**
- AudioSource **Audio**

5.72.1 Detailed Description

Wrapper for the dynamic speakers.

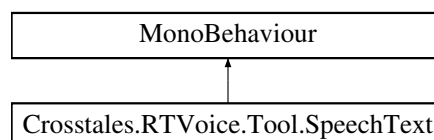
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/SpeakWrapper.cs

5.73 Crosstales.RTVoice.Tool.SpeechText Class Reference

Allows to speak and store generated audio.

Inheritance diagram for Crosstales.RTVoice.Tool.SpeechText:



Public Member Functions

- void **Start** ()
- void **Speak** ()
Speak the text.
- void **Silence** ()
Silence the speech.

Public Attributes

- string `Text` = "Hello world!"
Text to speak.
- string `RTVoiceNameWindows` = "Microsoft David Desktop"
Name of the RT-Voice under Windows (optional).
- string `RTVoiceNameMac` = "Alex"
Name of the RT-Voice under macOS (optional).
- string `RTVoiceNameAndroid` = string.Empty
Name of the RT-Voice under Android.
- string `RTVoiceNameIOS` = "Daniel"
Name of the RT-Voice under iOS.
- string `RTVoiceNameWSA` = string.Empty
Name of the RT-Voice under WSA.
- string `RTVoiceNameMaryTTS` = string.Empty
Name of the RT-Voice under MaryTTS.
- `Model.SpeakMode Mode` = Model.SpeakMode.Speak
Speak mode (default: 'Speak').
- string `Culture` = "en"
Fallback culture for the text (e.g. 'en', optional).
- 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
Speak this text on start on/off (default: off).
- bool `GenerateAudioFile` = false
Generate audio file on/off (default: off).
- string `FilePath` = @"_generatedAudio/"
File path for the generated audio.
- string `FileName` = "RTVGeneratedAudio"
File name of 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

- string `RTVoiceName` [get]
Returns the name of the RT-Voice for the current platform.

5.73.1 Detailed Description

Allows to speak and store generated audio.

5.73.2 Member Function Documentation

5.73.2.1 void Crosstales.RTVoice.Tool.SpeechText.Silence ()

Silence the speech.

5.73.2.2 void Crosstales.RTVoice.Tool.SpeechText.Speak ()

Speak the text.

5.73.3 Member Data Documentation

5.73.3.1 string Crosstales.RTVoice.Tool.SpeechText.Culture = "en"

Fallback culture for the text (e.g. 'en', optional).

5.73.3.2 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'.

5.73.3.3 string Crosstales.RTVoice.Tool.SpeechText.FileName = "RTVGeneratedAudio"

File name of the generated audio.

5.73.3.4 string Crosstales.RTVoice.Tool.SpeechText.FilePath = @"_generatedAudio/"

File path for the generated audio.

5.73.3.5 bool Crosstales.RTVoice.Tool.SpeechText.GenerateAudioFile = false

Generate audio file on/off (default: off).

5.73.3.6 Model.SpeakMode Crosstales.RTVoice.Tool.SpeechText.Mode = Model.SpeakMode.Speak

Speak mode (default: 'Speak').

5.73.3.7 float Crosstales.RTVoice.Tool.SpeechText.Pitch = 1f

Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).

5.73.3.8 `bool Crosstales.RTVoice.Tool.SpeechText.PlayOnStart = false`

Speak this text on start on/off (default: off).

5.73.3.9 `float Crosstales.RTVoice.Tool.SpeechText.Rate = 1f`

Speech rate of the speaker in percent (1 = 100%, default: 1, optional).

5.73.3.10 `string Crosstales.RTVoice.Tool.SpeechText.RTVoiceNameAndroid = string.Empty`

Name of the RT-Voice under Android.

5.73.3.11 `string Crosstales.RTVoice.Tool.SpeechText.RTVoiceNameIOS = "Daniel"`

Name of the RT-Voice under iOS.

5.73.3.12 `string Crosstales.RTVoice.Tool.SpeechText.RTVoiceNameMac = "Alex"`

Name of the RT-Voice under macOS (optional).

5.73.3.13 `string Crosstales.RTVoice.Tool.SpeechText.RTVoiceNameMaryTTS = string.Empty`

Name of the RT-Voice under MaryTTS.

5.73.3.14 `string Crosstales.RTVoice.Tool.SpeechText.RTVoiceNameWindows = "Microsoft David Desktop"`

Name of the RT-Voice under Windows (optional).

5.73.3.15 `string Crosstales.RTVoice.Tool.SpeechText.RTVoiceNameWSA = string.Empty`

Name of the RT-Voice under WSA.

5.73.3.16 `AudioSource Crosstales.RTVoice.Tool.SpeechText.Source`

AudioSource for the output (optional).

5.73.3.17 `string Crosstales.RTVoice.Tool.SpeechText.Text = "Hello world!"`

Text to speak.

5.73.3.18 float Crosstales.RTVoice.Tool.SpeechText.Volume = 1f

Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).

5.73.4 Property Documentation

5.73.4.1 string Crosstales.RTVoice.Tool.SpeechText.RTVoiceName [get]

Returns the name of the RT-Voice for the current platform.

Returns

The name of the RT-Voice for the current platform.

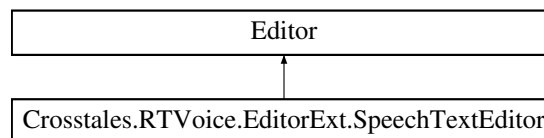
The documentation for this class was generated from the following file:

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

5.74 Crosstales.RTVoice.EditorExt.SpeechTextEditor Class Reference

Custom editor for the 'SpeechText'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExt.SpeechTextEditor:



Public Member Functions

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

5.74.1 Detailed Description

Custom editor for the 'SpeechText'-class.

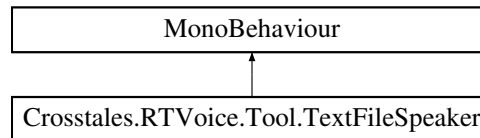
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Editor/SpeechTextEditor.cs

5.75 Crosstales.RTVoice.Tool.TextFileSpeaker Class Reference

Allows to speak text files.

Inheritance diagram for Crosstales.RTVoice.Tool.TextFileSpeaker:



Public Member Functions

- void **Start** ()
- void **Speak** ()
Speaks a random text.
- string **SpeakText** (int index=-1)
Speaks a text with an optional index.
- void **Silence** ()
Silence the speech.

Public Attributes

- TextAsset[] **TextFiles**
Text files to speak.
- string **RTVoiceNameWindows** = "Microsoft David Desktop"
Name of the RT-Voice under Windows (optional).
- string **RTVoiceNameMac** = "Alex"
Name of the RT-Voice under macOS (optional).
- string **RTVoiceNameAndroid** = string.Empty
Name of the RT-Voice under Android.
- string **RTVoiceNameIOS** = "Daniel"
Name of the RT-Voice under iOS.
- string **RTVoiceNameWSA** = string.Empty
Name of the RT-Voice under WSA.
- string **RTVoiceNameMaryTTS** = string.Empty
Name of the RT-Voice under MaryTTS.
- **Model.SpeakMode Mode** = Model.SpeakMode.Speak
Speak mode (default: 'Speak').
- bool **PlayOnStart** = false
Speak a random text file on start on/off (default: off).
- string **Culture** = "en"
Fallback culture for the text (e.g. 'en', optional).
- 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

- string `RTVoiceName` `[get]`
Returns the name of the RT-Voice for the current platform.

5.75.1 Detailed Description

Allows to speak text files.

5.75.2 Member Function Documentation

5.75.2.1 void Crosstales.RTVoice.Tool.TextFileSpeaker.Silence ()

Silence the speech.

5.75.2.2 void Crosstales.RTVoice.Tool.TextFileSpeaker.Speak ()

Speaks a random text.

5.75.2.3 string Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakText (int *index* = -1)

Speaks a text with an optional index.

Parameters

<i>index</i>	Index of the text (default: -1 (random), optional).
--------------	---

Returns

UID of the speaker.

5.75.3 Member Data Documentation

5.75.3.1 string Crosstales.RTVoice.Tool.TextFileSpeaker.Culture = "en"

Fallback culture for the text (e.g. 'en', optional).

5.75.3.2 Model.SpeakMode Crosstales.RTVoice.Tool.TextFileSpeaker.Mode = Model.SpeakMode.Speak

Speak mode (default: 'Speak').

5.75.3.3 float Crosstales.RTVoice.Tool.TextFileSpeaker.Pitch = 1f

Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).

5.75.3.4 `bool Crosstales.RTVoice.Tool.TextFileSpeaker.PlayOnStart = false`

Speak a random text file on start on/off (default: off).

5.75.3.5 `float Crosstales.RTVoice.Tool.TextFileSpeaker.Rate = 1f`

Speech rate of the speaker in percent (1 = 100%, default: 1, optional).

5.75.3.6 `string Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceNameAndroid = string.Empty`

Name of the RT-Voice under Android.

5.75.3.7 `string Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceNameIOS = "Daniel"`

Name of the RT-Voice under iOS.

5.75.3.8 `string Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceNameMac = "Alex"`

Name of the RT-Voice under macOS (optional).

5.75.3.9 `string Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceNameMaryTTS = string.Empty`

Name of the RT-Voice under MaryTTS.

5.75.3.10 `string Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceNameWindows = "Microsoft David Desktop"`

Name of the RT-Voice under Windows (optional).

5.75.3.11 `string Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceNameWSA = string.Empty`

Name of the RT-Voice under WSA.

5.75.3.12 `AudioSource Crosstales.RTVoice.Tool.TextFileSpeaker.Source`

AudioSource for the output (optional).

5.75.3.13 `TextAsset [] Crosstales.RTVoice.Tool.TextFileSpeaker.TextFiles`

Text files to speak.

5.75.3.14 float Crosstales.RTVoice.Tool.TextFileSpeaker.Volume = 1f

Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).

5.75.4 Property Documentation

5.75.4.1 string Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceName [get]

Returns the name of the RT-Voice for the current platform.

Returns

The name of the RT-Voice for the current platform.

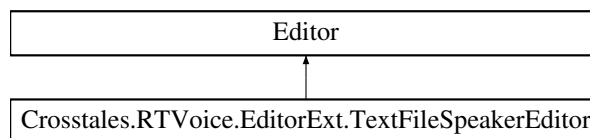
The documentation for this class was generated from the following file:

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

5.76 Crosstales.RTVoice.EditorExt.TextFileSpeakerEditor Class Reference

Custom editor for the 'TextFileSpeaker'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExt.TextFileSpeakerEditor:



Public Member Functions

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

5.76.1 Detailed Description

Custom editor for the 'TextFileSpeaker'-class.

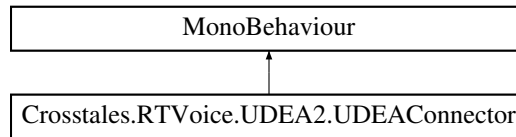
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Editor/TextFileSpeakerEditor.cs

5.77 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:



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).

5.77.1 Detailed Description

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

5.77.2 Member Data Documentation

5.77.2.1 string Crosstales.RTVoice.UDEA2.UDEAConnector.Culture

Fallback culture for all sequences (e.g. 'en', optional).

5.77.2.2 UDEAVoiceWrapper [] Crosstales.RTVoice.UDEA2.UDEAConnector.Voices

Voices for the UDEA-characters (optional).

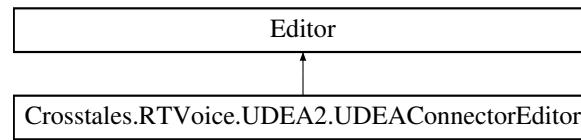
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/THE Dialogue Engine/Scripts/UDEAConnector.cs

5.78 Crosstales.RTVoice.UDEA2.UDEAConnectorEditor Class Reference

Custom editor for the 'UDEAConnector'-class.

Inheritance diagram for Crosstales.RTVoice.UDEA2.UDEAConnectorEditor:



Public Member Functions

- override void **OnInspectorGUI** ()

5.78.1 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/crosstales/RTVoice/3rd party/THE Dialogue Engine/Editor/UDEAConnectorEditor.cs

5.79 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."
- string **RTVoiceNameWindows** = string.Empty
"Name of the RT-Voice under Windows."
- string **RTVoiceNameMac** = string.Empty
Name of the RT-Voice under macOS.
- string **RTVoiceNameAndroid** = string.Empty
Name of the RT-Voice under Android.
- string **RTVoiceNameIOS** = string.Empty
Name of the RT-Voice under iOS.
- string **RTVoiceNameWSA** = string.Empty

- Name of the RT-Voice under WSA.*

 - string `RTVoiceNameMaryTTS` = string.Empty

Name of the RT-Voice under MaryTTS.
- 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: off).
- bool `initialized` = false

Properties

- string `RTVoiceName` [get]

Returns the name of the RT-Voice for the current platform.

5.79.1 Detailed Description

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

5.79.2 Member Data Documentation

5.79.2.1 bool Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.IgnoreCharacter = false

Ignore this character (default: off).

5.79.2.2 float Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Pitch = 1f

Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).

5.79.2.3 float Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Rate = 1f

Speech rate of the speaker in percent (1 = 100%, default: 1, optional).

5.79.2.4 string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameAndroid = string.Empty

Name of the RT-Voice under Android.

5.79.2.5 `string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameIOS = string.Empty`

Name of the RT-Voice under iOS.

5.79.2.6 `string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameMac = string.Empty`

Name of the RT-Voice under macOS.

5.79.2.7 `string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameMaryTTS = string.Empty`

Name of the RT-Voice under MaryTTS.

5.79.2.8 `string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameWindows = string.Empty`

"Name of the RT-Voice under Windows.

5.79.2.9 `string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameWSA = string.Empty`

Name of the RT-Voice under WSA.

5.79.2.10 `AudioSource Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Source`

Origin AudioSource (optional).

5.79.2.11 `string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.UDEAVoiceName = string.Empty`

"Name of the UDEA-character on-screen.

5.79.2.12 `float Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Volume = 1f`

Volume of the speaker in percent (1 = 100%, default: 1, optional).

5.79.3 Property Documentation

5.79.3.1 `string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceName` `[get]`

Returns the name of the RT-Voice for the current platform.

Returns

The name of the RT-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/crosstales/RTVoice/3rd party/THE Dialogue Engine/Scripts/UDEAVoiceWrapper.cs

5.80 Crosstales.RTVoice.EditorExt.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

- static void **UpdateCheckForEditor** (out string result)

Public Attributes

- const string **TEXT_NOT_CHECKED** = "Not checked."
- const string **TEXT_NO_UPDATE** = "No update available - you are using the latest version."

Static Public Attributes

- static [UpdateStatus](#) **Status** = UpdateStatus.NOT_CHECKED

5.80.1 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/crosstales/RTVoice/Plugins/↔ Editor/UpdateCheck.cs

5.81 Crosstales.RTVoice.Model.Voice Class Reference

[Model](#) for a voice.

Public Member Functions

- [Voice](#) (string name, string description, string gender, string age, string culture)
Instantiate the class.
- [Voice](#) (string name, string description, string culture)
Instantiate the class.
- override string **ToString** ()

Public Attributes

- string [Name](#)
Name of the RT-Voice.
- string [Description](#) = string.Empty
Description of the RT-Voice.
- string [Gender](#) = string.Empty
Gender of the RT-Voice (Windows only).
- string [Age](#) = string.Empty
Age of the RT-Voice (Windows only).
- string [Culture](#) = string.Empty
Culture of the RT-Voice.

5.81.1 Detailed Description

[Model](#) for a voice.

5.81.2 Constructor & Destructor Documentation

5.81.2.1 Crosstales.RTVoice.Model.Voice.Voice (string name, string description, string gender, string age, string culture)

Instantiate the class.

Parameters

<i>name</i>	Name of the RT-Voice.
<i>description</i>	Description of the RT-Voice.
<i>gender</i>	Gender of the RT-Voice (Windows only).
<i>age</i>	Age of the RT-Voice (Windows only).
<i>culture</i>	Culture of the RT-Voice.

5.81.2.2 Crosstales.RTVoice.Model.Voice.Voice (string name, string description, string culture)

Instantiate the class.

Parameters

<i>name</i>	Name of the RT-Voice.
<i>description</i>	Description of the RT-Voice.
<i>culture</i>	Culture of the RT-Voice.

5.81.3 Member Data Documentation

5.81.3.1 string Crosstales.RTVoice.Model.Voice.Age = string.Empty

Age of the RT-Voice (Windows only).

5.81.3.2 `string Crosstales.RTVoice.Model.Voice.Culture = string.Empty`

Culture of the RT-Voice.

5.81.3.3 `string Crosstales.RTVoice.Model.Voice.Description = string.Empty`

Description of the RT-Voice.

5.81.3.4 `string Crosstales.RTVoice.Model.Voice.Gender = string.Empty`

Gender of the RT-Voice (Windows only).

5.81.3.5 `string Crosstales.RTVoice.Model.Voice.Name`

Name of the RT-Voice.

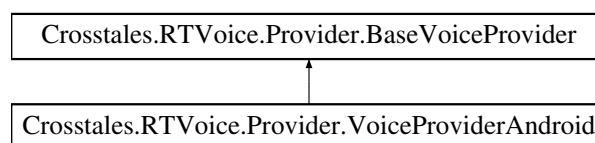
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Model/Voice.cs`

5.82 Crosstales.RTVoice.Provider.VoiceProviderAndroid Class Reference

Android voice provider.

Inheritance diagram for `Crosstales.RTVoice.Provider.VoiceProviderAndroid`:



Public Member Functions

- 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 `void` [Silence](#) ()
Silence all active TTS-providers.
- `void` **ShutdownTTS** ()

Properties

- override string **AudioFileExtension** [get]
- override System.Collections.Generic.List< [Model.Voice](#) > **Voices** [get]

Additional Inherited Members

5.82.1 Detailed Description

Android voice provider.

5.82.2 Member Function Documentation

5.82.2.1 override void Crosstales.RTVoice.Provider.VoiceProviderAndroid.Silence () [virtual]

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.82.2.2 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderAndroid.Speak ([Model.Wrapper](#) *wrapper*) [virtual]

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.82.2.3 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderAndroid.SpeakNative ([Model.Wrapper](#) *wrapper*) [virtual]

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

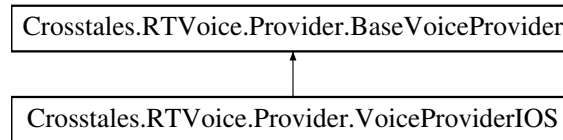
The documentation for this class was generated from the following file:

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

5.83 Crosstales.RTVoice.Provider.VoiceProviderIOS Class Reference

iOS voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderIOS:



Public Member Functions

- override void [Silence](#) ()
Silence all active TTS-providers.
- 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.

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 System.Collections.Generic.List< [Model.Voice](#) > **Voices** [get]

Additional Inherited Members

5.83.1 Detailed Description

iOS voice provider.

5.83.2 Member Function Documentation

5.83.2.1 static void Crosstales.RTVoice.Provider.VoiceProviderIOS.SetState (string state) [static]

Receives the state of the speaker.

Parameters

<i>state</i>	The state of the speaker.
--------------	---------------------------

5.83.2.2 `static void Crosstales.RTVoice.Provider.VoiceProviderIOS.SetVoices (string voicesText) [static]`

Receives all voices

Parameters

<i>voicesText</i>	All voices as text string.
-------------------	----------------------------

5.83.2.3 `override void Crosstales.RTVoice.Provider.VoiceProviderIOS.Silence () [virtual]`

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.83.2.4 `override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderIOS.Speak (Model.Wrapper wrapper) [virtual]`

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.83.2.5 `override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderIOS.SpeakNative (Model.Wrapper wrapper) [virtual]`

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.83.2.6 `static void Crosstales.RTVoice.Provider.VoiceProviderIOS.WordSpoken () [static]`

Called everytime a new word is spoken.

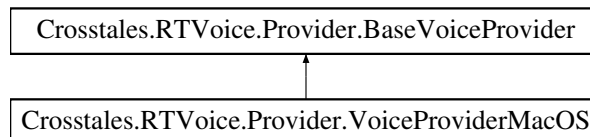
The documentation for this class was generated from the following file:

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

5.84 Crosstales.RTVoice.Provider.VoiceProviderMacOS Class Reference

MacOS voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderMacOS:



Public Member Functions

- 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.

Properties

- override string **AudioFileExtension** [get]
- override System.Collections.Generic.List< [Model.Voice](#) > **Voices** [get]

Additional Inherited Members

5.84.1 Detailed Description

MacOS voice provider.

5.84.2 Member Function Documentation

- 5.84.2.1 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMacOS.Speak ([Model.Wrapper](#) wrapper)
[virtual]

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.84.2.2 override IEnumerator [Crosstales.RTVoice.Provider.VoiceProviderMacOS.SpeakNative](#) ([Model.Wrapper wrapper](#))
[virtual]

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

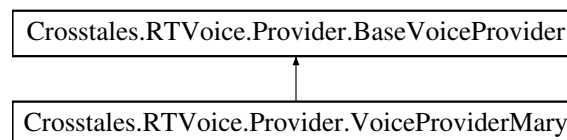
The documentation for this class was generated from the following file:

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

5.85 Crosstales.RTVoice.Provider.VoiceProviderMary Class Reference

MaryTTS voice provider.

Inheritance diagram for [Crosstales.RTVoice.Provider.VoiceProviderMary](#):



Public Member Functions

- [VoiceProviderMary](#) (string url, int port)
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 void [Silence](#) ()
Silence all active TTS-providers.

Properties

- override string **AudioFileExtension** [get]
- override System.Collections.Generic.List< [Model.Voice](#) > **Voices** [get]

Additional Inherited Members

5.85.1 Detailed Description

MaryTTS voice provider.

5.85.2 Constructor & Destructor Documentation

5.85.2.1 Crosstales.RTVoice.Provider.VoiceProviderMary.VoiceProviderMary (string *url*, int *port*)

Constructor for [VoiceProviderMary](#). Needed to pass IP and Port of the MaryTTS server to the [Provider](#).

Parameters

<i>url</i>	IP-Address of the MaryTTS-server
<i>port</i>	Port to connect to on the MaryTTS-server

5.85.3 Member Function Documentation

5.85.3.1 override void Crosstales.RTVoice.Provider.VoiceProviderMary.Silence () [virtual]

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.85.3.2 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMary.Speak (Model.Wrapper *wrapper*) [virtual]

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.85.3.3 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMary.SpeakNative (Model.Wrapper *wrapper*) [virtual]

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

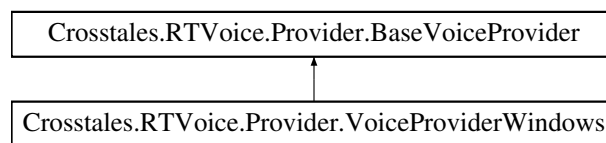
The documentation for this class was generated from the following file:

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

5.86 Crosstales.RTVoice.Provider.VoiceProviderWindows Class Reference

Windows voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderWindows:



Public Member Functions

- 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.

Properties

- override string **AudioFileExtension** [get]
- override System.Collections.Generic.List< [Model.Voice](#) > **Voices** [get]

Additional Inherited Members

5.86.1 Detailed Description

Windows voice provider.

5.86.2 Member Function Documentation

- 5.86.2.1 override IEnumerator [Crosstales.RTVoice.Provider.VoiceProviderWindows.Speak](#) ([Model.Wrapper wrapper](#))
[virtual]

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.86.2.2 override IEnumerator [Crosstales.RTVoice.Provider.VoiceProviderWindows.SpeakNative](#) ([Model.Wrapper wrapper](#))
[virtual]

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

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

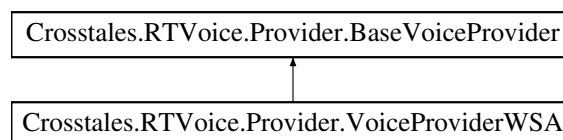
Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

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

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

5.87 Crosstales.RTVoice.Provider.VoiceProviderWSA Class Reference

Inheritance diagram for [Crosstales.RTVoice.Provider.VoiceProviderWSA](#):



Public Member Functions

- 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 void [Silence](#) ()
Silence all active TTS-providers.

Properties

- override string **AudioFileExtension** [get]
- override System.Collections.Generic.List< [Model.Voice](#) > **Voices** [get]

Additional Inherited Members

5.87.1 Member Function Documentation

5.87.1.1 override void Crosstales.RTVoice.Provider.VoiceProviderWSA.Silence () [virtual]

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.87.1.2 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWSA.Speak (Model.Wrapper wrapper) [virtual]

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.87.1.3 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWSA.SpeakNative (Model.Wrapper wrapper) [virtual]

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

Parameters

<i>wrapper</i>	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/crosstales/RTVoice/Plugins/↔ Scripts/Provider/VoiceProviderWSA.cs

5.88 Crosstales.RTVoice.Model.Wrapper Class Reference

[Wrapper](#) for "Speak"-function calls.

Public Member Functions

- [Wrapper](#) (string text, [Voice](#) voice=null, float rate=1f, float pitch=1f, float volume=1f, AudioSource source=null, bool speakImmediately=true, string outputFile="")
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="")
Instantiate the class.
- override string **Tostring** ()

Public Attributes

- string [Uid](#)
UID of the speech.
- string [Text](#)
Text for the speech.
- AudioSource [Source](#)
AudioSource for the speech.
- [Voice](#) [Voice](#)
Voice for the speech.
- bool [SpeakImmediately](#)
Speak immediately after the audio generation. Only works if 'Source' is not null.
- string [OutputFile](#)
Output file (without extension) for the generated audio.

Properties

- 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.

5.88.1 Detailed Description

[Wrapper](#) for "Speak"-function calls.

5.88.2 Constructor & Destructor Documentation

- 5.88.2.1 **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 = " ")

Instantiate the class.

Parameters

<i>text</i>	Text for the speech.
<i>voice</i>	Voice for the speech.
<i>rate</i>	Rate of the speech (values: 0-3).
<i>pitch</i>	Pitch of the speech (values: 0-2).
<i>volume</i>	Volume of the speech (values: 0-1, Windows only).
<i>source</i>	AudioSource for the speech.
<i>speakImmediately</i>	>Speak immediately after the audio generation. Only works if 'Source' is not null.
<i>outputFile</i>	Output file (without extension) for the generated audio.

5.88.2.2 `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 = " ")`

Instantiate the class.

Parameters

<i>uid</i>	UID of the speech.
<i>text</i>	Text for the speech.
<i>voice</i>	Voice for the speech.
<i>rate</i>	Rate of the speech (values: 0-3).
<i>pitch</i>	Pitch of the speech (values: 0-2).
<i>volume</i>	Volume of the speech (values: 0-1, Windows only).
<i>source</i>	AudioSource for the speech.
<i>speakImmediately</i>	>Speak immediately after the audio generation. Only works if 'Source' is not null.
<i>outputFile</i>	Output file (without extension) for the generated audio.

5.88.3 Member Data Documentation

5.88.3.1 `string Crosstales.RTVoice.Model.Wrapper.OutputFile`

Output file (without extension) for the generated audio.

5.88.3.2 `AudioSource Crosstales.RTVoice.Model.Wrapper.Source`

AudioSource for the speech.

5.88.3.3 `bool Crosstales.RTVoice.Model.Wrapper.SpeakImmediately`

Speak immediately after the audio generation. Only works if 'Source' is not null.

5.88.3.4 `string Crosstales.RTVoice.Model.Wrapper.Text`

Text for the speech.

5.88.3.5 string Crosstales.RTVoice.Model.Wrapper.Uid

UID of the speech.

5.88.3.6 Voice Crosstales.RTVoice.Model.Wrapper.Voice

Voice for the speech.

5.88.4 Property Documentation

5.88.4.1 System.DateTime Crosstales.RTVoice.Model.Wrapper.Created [get]

Returns the creation time of the RecordInfo.

Returns

Creation time of the RecordInfo.

5.88.4.2 float Crosstales.RTVoice.Model.Wrapper.Pitch [get], [set]

Pitch of the speech (values: 0-2).

5.88.4.3 float Crosstales.RTVoice.Model.Wrapper.Rate [get], [set]

Rate of the speech (values: 0-3).

5.88.4.4 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/crosstales/RTVoice/Plugins/↵ Scripts/Model/Wrapper.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/Z6MZM1>

6.4 Documentation

<https://www.crosstales.com/media/data/assets/rtvoice/RTVoice-doc.pdf>

6.5 Demos

6.5.1 Windows

https://www.crosstales.com/media/data/assets/rtvoice/downloads/RTVoice_demo_win.zip

6.5.2 macOS

https://www.crosstales.com/media/data/assets/rtvoice/downloads/RTVoice_demo_mac.zip

6.5.3 Android

<https://www.crosstales.com/media/rtvoice/RTVoice.apk>

Index

- ACVoiceName
 - Crosstales::RTVoice::AdventureCreator::AC↔VoiceWrapper, [23](#)
- ASSET_3P_ADVENTURE_CREATOR
 - Crosstales::RTVoice::Util::Constants, [39](#)
- ASSET_3P_CINEMA_DIRECTOR
 - Crosstales::RTVoice::Util::Constants, [39](#)
- ASSET_3P_DIALOG_SYSTEM
 - Crosstales::RTVoice::Util::Constants, [39](#)
- ASSET_3P_DIALOGUE_ENGINE
 - Crosstales::RTVoice::Util::Constants, [39](#)
- ASSET_3P_LIPSYNC
 - Crosstales::RTVoice::Util::Constants, [39](#)
- ASSET_3P_LOCALIZED_DIALOGS
 - Crosstales::RTVoice::Util::Constants, [39](#)
- ASSET_3P_NPC_CHAT
 - Crosstales::RTVoice::Util::Constants, [39](#)
- ASSET_3P_PLAYMAKER
 - Crosstales::RTVoice::Util::Constants, [40](#)
- ASSET_3P_QUEST_SYSTEM
 - Crosstales::RTVoice::Util::Constants, [40](#)
- ASSET_3P_SALSA
 - Crosstales::RTVoice::Util::Constants, [40](#)
- ASSET_3P_SLATE
 - Crosstales::RTVoice::Util::Constants, [40](#)
- ASSET_3P_URL
 - Crosstales::RTVoice::Util::Constants, [40](#)
- ASSET_3P_USEQUENCER
 - Crosstales::RTVoice::Util::Constants, [40](#)
- ASSET_API_URL
 - Crosstales::RTVoice::Util::Constants, [40](#)
- ASSET_AUTHOR_URL
 - Crosstales::RTVoice::Util::Constants, [40](#)
- ASSET_AUTHOR
 - Crosstales::RTVoice::Util::Constants, [40](#)
- ASSET_BUILD
 - Crosstales::RTVoice::Util::Constants, [41](#)
- ASSET_CHANGED
 - Crosstales::RTVoice::Util::Constants, [41](#)
- ASSET_CONTACT
 - Crosstales::RTVoice::Util::Constants, [41](#)
- ASSET_CREATED
 - Crosstales::RTVoice::Util::Constants, [41](#)
- ASSET_CT_URL
 - Crosstales::RTVoice::Util::Constants, [41](#)
- ASSET_FORUM_URL
 - Crosstales::RTVoice::Util::Constants, [41](#)
- ASSET_MANUAL_URL
 - Crosstales::RTVoice::Util::Constants, [41](#)
- ASSET_NAME
 - Crosstales::RTVoice::Util::Constants, [41](#)
- ASSET_PATH
 - Crosstales::RTVoice::Util::Config, [32](#)
- ASSET_PRO_URL
 - Crosstales::RTVoice::Util::Constants, [41](#)
- ASSET_UID
 - Crosstales::RTVoice::Util::Constants, [43](#)
- ASSET_UPDATE_CHECK_URL
 - Crosstales::RTVoice::Util::Constants, [42](#)
- ASSET_URL
 - Crosstales::RTVoice::Util::Constants, [43](#)
- ASSET_VERSION
 - Crosstales::RTVoice::Util::Constants, [42](#)
- ASSET_WEB_URL
 - Crosstales::RTVoice::Util::Constants, [42](#)
- AUDIOFILE_AUTOMATIC_DELETE
 - Crosstales::RTVoice::Util::Config, [32](#)
- AUDIOFILE_PATH
 - Crosstales::RTVoice::Util::Config, [32](#)
- Age
 - Crosstales::RTVoice::Model::Voice, [130](#)
- ApproximateSpeechLength
 - Crosstales::RTVoice::Speaker, [105](#)
- AudioFileExtension
 - Crosstales::RTVoice::Provider::BaseVoice↔Provider, [28](#)
 - Crosstales::RTVoice::Speaker, [110](#)
- AudioSource
 - HutongGames::PlayMaker::Actions::SpeakBase, [102](#)
- CTContains
 - Crosstales::RTVoice::ExtensionMethods, [55](#)
- CTContainsAll
 - Crosstales::RTVoice::ExtensionMethods, [56](#)
- CTContainsAny
 - Crosstales::RTVoice::ExtensionMethods, [56](#)
- CTDump< T >
 - Crosstales::RTVoice::ExtensionMethods, [56](#), [57](#)
- CTEquals
 - Crosstales::RTVoice::ExtensionMethods, [57](#)
- CTShuffle< T >
 - Crosstales::RTVoice::ExtensionMethods, [57](#), [58](#)
- CTToString< T >
 - Crosstales::RTVoice::ExtensionMethods, [58](#)
- CallOnStopSpeech
 - Crosstales::RTVoice::AdventureCreator::AC↔Connector, [20](#)
- CheckIntervalMax

- Crosstales::RTVoice::Tool::InternetCheck, 72
- CheckIntervalMin
 - Crosstales::RTVoice::Tool::InternetCheck, 72
- CleanText
 - Crosstales::RTVoice::Util::Helper, 66
- ClearLineEndings
 - Crosstales::RTVoice::Util::Helper, 66
- ClearSpaces
 - Crosstales::RTVoice::Util::Helper, 66
- Created
 - Crosstales::RTVoice::Model::Wrapper, 143
- Crosstales, 11
- Crosstales.RTVoice, 11
- Crosstales.RTVoice.AdventureCreator, 11
- Crosstales.RTVoice.AdventureCreator.ACConnector, 19
- Crosstales.RTVoice.AdventureCreator.ACConnector↔
 - Editor, 20
- Crosstales.RTVoice.AdventureCreator.ACConnector↔
 - GameObject, 21
- Crosstales.RTVoice.AdventureCreator.ACConnector↔
 - Menu, 21
- Crosstales.RTVoice.AdventureCreator.ACScene↔
 - Switcher, 21
- Crosstales.RTVoice.AdventureCreator.ACVoice↔
 - Wrapper, 22
- Crosstales.RTVoice.Demo, 12
- Crosstales.RTVoice.Demo.Dialog, 51
- Crosstales.RTVoice.Demo.GUIAudioFilter, 59
- Crosstales.RTVoice.Demo.GUIDialog, 60
- Crosstales.RTVoice.Demo.GUIMain, 61
- Crosstales.RTVoice.Demo.GUIMultiAudioFilter, 62
- Crosstales.RTVoice.Demo.GUIScenes, 63
- Crosstales.RTVoice.Demo.GUISpeech, 64
- Crosstales.RTVoice.Demo.NativeAudio, 77
- Crosstales.RTVoice.Demo.PreGeneratedAudio, 79
- Crosstales.RTVoice.Demo.SendMessage, 89
- Crosstales.RTVoice.Demo.SequenceCaller, 92
- Crosstales.RTVoice.Demo.Simple, 96
- Crosstales.RTVoice.Demo.SimpleNative, 97
- Crosstales.RTVoice.Demo.SpeakWrapper, 115
- Crosstales.RTVoice.Demo.Util, 12
- Crosstales.RTVoice.Demo.Util.AudioVisualizer, 25
- Crosstales.RTVoice.Demo.Util.FFTAnalyzer, 58
- Crosstales.RTVoice.Demo.Util.MaterialChanger, 76
- Crosstales.RTVoice.Demo.Util.NativeDisabler, 78
- Crosstales.RTVoice.Demo.Util.PlatformEnabler, 78
- Crosstales.RTVoice.Demo.Util.RandomColor, 84
- Crosstales.RTVoice.Demo.Util.RandomRotator, 85
- Crosstales.RTVoice.Demo.Util.RandomScaler, 85
- Crosstales.RTVoice.Demo.Util.ScrollRectHandler, 88
- Crosstales.RTVoice.EditorExt, 13
- Crosstales.RTVoice.EditorExt.AutoInitialize, 25
- Crosstales.RTVoice.EditorExt.BuildPostprocessor, 30
- Crosstales.RTVoice.EditorExt.ConfigBase, 34
- Crosstales.RTVoice.EditorExt.ConfigLoader, 34
- Crosstales.RTVoice.EditorExt.ConfigPreferences, 35
- Crosstales.RTVoice.EditorExt.ConfigWindow, 35
- Crosstales.RTVoice.EditorExt.EditorHelper, 52
- Crosstales.RTVoice.EditorExt.InternetCheckEditor, 72
- Crosstales.RTVoice.EditorExt.ProxyEditor, 84
- Crosstales.RTVoice.EditorExt.RTVoiceGameObject, 86
- Crosstales.RTVoice.EditorExt.RTVoiceMenu, 88
- Crosstales.RTVoice.EditorExt.SequencerEditor, 95
- Crosstales.RTVoice.EditorExt.SetupResources, 96
- Crosstales.RTVoice.EditorExt.SpeakerEditor, 112
- Crosstales.RTVoice.EditorExt.SpeechTextEditor, 120
- Crosstales.RTVoice.EditorExt.TextFileSpeakerEditor, 124
- Crosstales.RTVoice.EditorExt.UpdateCheck, 129
- Crosstales.RTVoice.ExtensionMethods, 55
- Crosstales.RTVoice.LiveSpeaker, 73
- Crosstales.RTVoice.Model, 14
- Crosstales.RTVoice.Model.Event, 15
- Crosstales.RTVoice.Model.Event.CurrentPhoneme↔
 - EventArgs, 48
- Crosstales.RTVoice.Model.Event.CurrentViseme↔
 - EventArgs, 49
- Crosstales.RTVoice.Model.Event.CurrentWordEvent↔
 - Args, 50
- Crosstales.RTVoice.Model.Event.SpeakEventArgs, 113
- Crosstales.RTVoice.Model.Sequence, 90
- Crosstales.RTVoice.Model.Voice, 129
- Crosstales.RTVoice.Model.Wrapper, 140
- Crosstales.RTVoice.PlayMaker, 15
- Crosstales.RTVoice.PlayMaker.SpeakEditor, 102
- Crosstales.RTVoice.PlayMaker.SpeakUIEditor, 115
- Crosstales.RTVoice.Provider, 15
- Crosstales.RTVoice.Provider.BaseVoiceProvider, 26
- Crosstales.RTVoice.Provider.VoiceProviderAndroid, 131
- Crosstales.RTVoice.Provider.VoiceProviderIOS, 133
- Crosstales.RTVoice.Provider.VoiceProviderMacOS, 135
- Crosstales.RTVoice.Provider.VoiceProviderMary, 136
- Crosstales.RTVoice.Provider.VoiceProviderWSA, 139
- Crosstales.RTVoice.Provider.VoiceProviderWindows, 138
- Crosstales.RTVoice.SALSA.Speak, 98
- Crosstales.RTVoice.SALSA, 16
- Crosstales.RTVoice.SLATE.CutSceneStart, 51
- Crosstales.RTVoice.SLATE, 16
- Crosstales.RTVoice.Speaker, 103
- Crosstales.RTVoice.Tool, 16
- Crosstales.RTVoice.Tool.InternetCheck, 71
- Crosstales.RTVoice.Tool.Loudspeaker, 75
- Crosstales.RTVoice.Tool.Proxy, 80
- Crosstales.RTVoice.Tool.Sequencer, 93
- Crosstales.RTVoice.Tool.SpeechText, 116
- Crosstales.RTVoice.Tool.TextFileSpeaker, 121
- Crosstales.RTVoice.UDEA2, 16
- Crosstales.RTVoice.UDEA2.UDEAConnector, 125
- Crosstales.RTVoice.UDEA2.UDEAConnectorEditor, 126
- Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper, 126
- Crosstales.RTVoice.Util, 17
- Crosstales.RTVoice.Util.AudioExporter, 24
- Crosstales.RTVoice.Util.CTPlayerPrefs, 44
- Crosstales.RTVoice.Util.CTWebClient, 47

- Crosstales.RTVoice.Util.Config, [30](#)
- Crosstales.RTVoice.Util.Constants, [36](#)
- Crosstales.RTVoice.Util.Helper, [65](#)
- Crosstales::RTVoice::AdventureCreator::ACConnector
 - CallOnStopSpeech, [20](#)
 - Culture, [20](#)
 - SimulateSkipSpeech, [20](#)
 - Voices, [20](#)
- Crosstales::RTVoice::AdventureCreator::ACVoice↵
 - Wrapper
 - ACVoiceName, [23](#)
 - IgnoreCharacter, [23](#)
 - Pitch, [23](#)
 - RTVoiceName, [24](#)
 - RTVoiceNameAndroid, [23](#)
 - RTVoiceNameIOS, [23](#)
 - RTVoiceNameMac, [23](#)
 - RTVoiceNameMaryTTS, [23](#)
 - RTVoiceNameWSA, [24](#)
 - RTVoiceNameWindows, [23](#)
 - Rate, [23](#)
 - Source, [24](#)
 - UseSpeechAudioSource, [24](#)
 - Volume, [24](#)
- Crosstales::RTVoice::Demo::Util
 - Platform, [13](#)
- Crosstales::RTVoice::EditorExt
 - UpdateStatus, [14](#)
- Crosstales::RTVoice::EditorExt::EditorHelper
 - GO_ID, [54](#)
 - InstantiatePrefab, [53](#)
 - isInternetCheckInScene, [54](#)
 - isProxyInScene, [54](#)
 - isRTVoiceInScene, [54](#)
 - MENU_ID, [54](#)
 - NoVoicesUI, [54](#)
 - SeparatorUI, [54](#)
- Crosstales::RTVoice::ExtensionMethods
 - CTContains, [55](#)
 - CTContainsAll, [56](#)
 - CTContainsAny, [56](#)
 - CTDump< T >, [56](#), [57](#)
 - CTEquals, [57](#)
 - CTShuffle< T >, [57](#), [58](#)
 - CTToString< T >, [58](#)
- Crosstales::RTVoice::LiveSpeaker
 - Silence, [74](#)
 - Speak, [74](#)
 - SpeakNative, [74](#), [75](#)
- Crosstales::RTVoice::Model
 - SpeakMode, [15](#)
- Crosstales::RTVoice::Model::Event::CurrentPhoneme↵
 - EventArgs
 - Phoneme, [49](#)
- Crosstales::RTVoice::Model::Event::CurrentViseme↵
 - EventArgs
 - Viseme, [49](#)
- Crosstales::RTVoice::Model::Event::CurrentWord↵
 - EventArgs
 - SpeechTextArray, [50](#)
 - WordIndex, [50](#)
- Crosstales::RTVoice::Model::Event::SpeakEventArgs
 - Wrapper, [113](#)
- Crosstales::RTVoice::Model::Sequence
 - Mode, [91](#)
 - Pitch, [91](#)
 - RTVoiceName, [92](#)
 - RTVoiceNameAndroid, [91](#)
 - RTVoiceNameIOS, [91](#)
 - RTVoiceNameMac, [91](#)
 - RTVoiceNameWSA, [91](#)
 - RTVoiceNameWindows, [91](#)
 - Rate, [91](#)
 - Source, [91](#)
 - Text, [91](#)
 - Volume, [92](#)
- Crosstales::RTVoice::Model::Voice
 - Age, [130](#)
 - Culture, [130](#)
 - Description, [131](#)
 - Gender, [131](#)
 - Name, [131](#)
 - Voice, [130](#)
- Crosstales::RTVoice::Model::Wrapper
 - Created, [143](#)
 - OutputFile, [142](#)
 - Pitch, [143](#)
 - Rate, [143](#)
 - Source, [142](#)
 - SpeakImmediately, [142](#)
 - Text, [142](#)
 - Uid, [142](#)
 - Voice, [143](#)
 - Volume, [143](#)
 - Wrapper, [141](#), [142](#)
- Crosstales::RTVoice::Provider::BaseVoiceProvider
 - AudioFileExtension, [28](#)
 - OnErrorInfo, [28](#)
 - OnSpeakAudioGenerationComplete, [28](#)
 - OnSpeakAudioGenerationStart, [29](#)
 - OnSpeakComplete, [29](#)
 - OnSpeakCurrentPhoneme, [29](#)
 - OnSpeakCurrentViseme, [29](#)
 - OnSpeakCurrentWord, [29](#)
 - OnSpeakStart, [29](#)
 - Silence, [27](#)
 - Speak, [28](#)
 - SpeakNative, [28](#)
 - Voices, [29](#)
- Crosstales::RTVoice::Provider::VoiceProviderAndroid
 - Silence, [132](#)
 - Speak, [132](#)
 - SpeakNative, [132](#)
- Crosstales::RTVoice::Provider::VoiceProviderIOS
 - SetState, [133](#)

- SetVoices, [134](#)
- Silence, [134](#)
- Speak, [134](#)
- SpeakNative, [134](#)
- WordSpoken, [134](#)
- Crosstales::RTVoice::Provider::VoiceProviderMacOS
 - Speak, [135](#)
 - SpeakNative, [136](#)
- Crosstales::RTVoice::Provider::VoiceProviderMary
 - Silence, [137](#)
 - Speak, [137](#)
 - SpeakNative, [137](#)
 - VoiceProviderMary, [137](#)
- Crosstales::RTVoice::Provider::VoiceProviderWSA
 - Silence, [140](#)
 - Speak, [140](#)
 - SpeakNative, [140](#)
- Crosstales::RTVoice::Provider::VoiceProviderWindows
 - Speak, [138](#)
 - SpeakNative, [139](#)
- Crosstales::RTVoice::Speaker
 - ApproximateSpeechLength, [105](#)
 - AudioFileExtension, [110](#)
 - Cultures, [110](#)
 - isTTSAvailable, [110](#)
 - MaryMode, [111](#)
 - MaryPort, [111](#)
 - MaryTTSMMode, [110](#)
 - MaryTTSPort, [110](#)
 - MaryTTSURL, [110](#)
 - MaryURL, [111](#)
 - OnErrorInfo, [111](#)
 - OnProviderChange, [111](#)
 - OnSpeakAudioGenerationComplete, [111](#)
 - OnSpeakAudioGenerationStart, [111](#)
 - OnSpeakComplete, [111](#)
 - OnSpeakCurrentPhoneme, [111](#)
 - OnSpeakCurrentViseme, [112](#)
 - OnSpeakCurrentWord, [112](#)
 - OnSpeakStart, [112](#)
 - Silence, [105](#)
 - Speak, [107](#)
 - SpeakMarkedWordsWithUID, [107](#), [108](#)
 - SpeakNative, [108](#)
 - SpeakNativeWithUID, [109](#)
 - SpeakWithUID, [109](#)
 - VoiceForCulture, [109](#)
 - VoiceForName, [109](#)
 - Voices, [112](#)
 - VoicesForCulture, [109](#)
- Crosstales::RTVoice::Tool::InternetCheck
 - CheckIntervalMax, [72](#)
 - CheckIntervalMin, [72](#)
 - isInternetAvailable, [72](#)
 - Optimized, [72](#)
- Crosstales::RTVoice::Tool::Loudspeaker
 - SilenceSource, [76](#)
 - Source, [76](#)
- Synchronized, [76](#)
- Crosstales::RTVoice::Tool::Proxy
 - DisableHTTPProxy, [81](#)
 - DisableHTTPSProxy, [81](#)
 - EnableHTTPProxy, [81](#)
 - EnableHTTPSProxy, [81](#), [82](#)
 - EnableOnAwake, [82](#)
 - HTTPProxyPassword, [82](#)
 - HTTPProxyPort, [82](#)
 - HTTPProxyURLProtocol, [82](#)
 - HTTPProxyURL, [82](#)
 - HTTPProxyUsername, [82](#)
 - HTTPSProxyPassword, [83](#)
 - HTTPSProxyPort, [83](#)
 - HTTPSProxyURLProtocol, [83](#)
 - HTTPSProxyURL, [83](#)
 - HTTPSProxyUsername, [83](#)
 - hasHTTPProxy, [83](#)
 - hasHTTPSProxy, [83](#)
- Crosstales::RTVoice::Tool::Sequencer
 - Culture, [94](#)
 - CurrentSequence, [95](#)
 - Delay, [94](#)
 - PlayAllSequences, [94](#)
 - PlayNextSequence, [94](#)
 - PlayOnStart, [94](#)
 - PlaySequence, [94](#)
 - Sequences, [95](#)
 - StopAllSequences, [94](#)
- Crosstales::RTVoice::Tool::SpeechText
 - Culture, [118](#)
 - FileInsideAssets, [118](#)
 - FileName, [118](#)
 - FilePath, [118](#)
 - GenerateAudioFile, [118](#)
 - Mode, [118](#)
 - Pitch, [118](#)
 - PlayOnStart, [118](#)
 - RTVoiceName, [120](#)
 - RTVoiceNameAndroid, [119](#)
 - RTVoiceNameIOS, [119](#)
 - RTVoiceNameMac, [119](#)
 - RTVoiceNameMaryTTS, [119](#)
 - RTVoiceNameWSA, [119](#)
 - RTVoiceNameWindows, [119](#)
 - Rate, [119](#)
 - Silence, [118](#)
 - Source, [119](#)
 - Speak, [118](#)
 - Text, [119](#)
 - Volume, [119](#)
- Crosstales::RTVoice::Tool::TextFileSpeaker
 - Culture, [122](#)
 - Mode, [122](#)
 - Pitch, [122](#)
 - PlayOnStart, [122](#)
 - RTVoiceName, [124](#)
 - RTVoiceNameAndroid, [123](#)

- RTVoiceNameIOS, [123](#)
- RTVoiceNameMac, [123](#)
- RTVoiceNameMaryTTS, [123](#)
- RTVoiceNameWSA, [123](#)
- RTVoiceNameWindows, [123](#)
- Rate, [123](#)
- Silence, [122](#)
- Source, [123](#)
- Speak, [122](#)
- SpeakText, [122](#)
- TextFiles, [123](#)
- Volume, [123](#)
- Crosstales::RTVoice::UDEA2::UDEAConnector
 - Culture, [125](#)
 - Voices, [125](#)
- Crosstales::RTVoice::UDEA2::UDEAVoiceWrapper
 - IgnoreCharacter, [127](#)
 - Pitch, [127](#)
 - RTVoiceName, [128](#)
 - RTVoiceNameAndroid, [127](#)
 - RTVoiceNameIOS, [127](#)
 - RTVoiceNameMac, [128](#)
 - RTVoiceNameMaryTTS, [128](#)
 - RTVoiceNameWSA, [128](#)
 - RTVoiceNameWindows, [128](#)
 - Rate, [127](#)
 - Source, [128](#)
 - UDEAVoiceName, [128](#)
 - Volume, [128](#)
- Crosstales::RTVoice::Util::CTPlayerPrefs
 - DeleteAll, [44](#)
 - DeleteKey, [44](#)
 - GetBool, [45](#)
 - GetFloat, [45](#)
 - GetInt, [45](#)
 - GetString, [45](#)
 - HasKey, [46](#)
 - Save, [46](#)
 - SetBool, [46](#)
 - SetFloat, [46](#)
 - SetInt, [46](#)
 - SetString, [47](#)
- Crosstales::RTVoice::Util::CTWebClient
 - Timeout, [48](#)
- Crosstales::RTVoice::Util::Config
 - ASSET_PATH, [32](#)
 - AUDIOFILE_AUTOMATIC_DELETE, [32](#)
 - AUDIOFILE_PATH, [32](#)
 - DEBUG, [32](#)
 - DONT_DESTROY_ON_LOAD, [32](#)
 - ENFORCE_32BIT_WINDOWS, [32](#)
 - HIERARCHY_ICON, [32](#)
 - Load, [31](#)
 - PREFAB_AUTOLOAD, [32](#)
 - PREFAB_PATH, [33](#)
 - Reset, [31](#)
 - Save, [31](#)
 - TTS_KILL_TIME, [32](#)
 - TTS_MACOS, [32](#)
 - TTS_WINDOWS_BUILD, [33](#)
 - TTS_WINDOWS_EDITOR_x86, [33](#)
 - TTS_WINDOWS_EDITOR, [33](#)
 - UPDATE_CHECK, [33](#)
 - UPDATE_OPEN_UAS, [33](#)
- Crosstales::RTVoice::Util::Constants
 - ASSET_3P_ADVENTURE_CREATOR, [39](#)
 - ASSET_3P_CINEMA_DIRECTOR, [39](#)
 - ASSET_3P_DIALOG_SYSTEM, [39](#)
 - ASSET_3P_DIALOGUE_ENGINE, [39](#)
 - ASSET_3P_LIPSYNC, [39](#)
 - ASSET_3P_LOCALIZED_DIALOGS, [39](#)
 - ASSET_3P_NPC_CHAT, [39](#)
 - ASSET_3P_PLAYMAKER, [40](#)
 - ASSET_3P_QUEST_SYSTEM, [40](#)
 - ASSET_3P_SALSA, [40](#)
 - ASSET_3P_SLATE, [40](#)
 - ASSET_3P_URL, [40](#)
 - ASSET_3P_USEQUENCER, [40](#)
 - ASSET_API_URL, [40](#)
 - ASSET_AUTHOR_URL, [40](#)
 - ASSET_AUTHOR, [40](#)
 - ASSET_BUILD, [41](#)
 - ASSET_CHANGED, [41](#)
 - ASSET_CONTACT, [41](#)
 - ASSET_CREATED, [41](#)
 - ASSET_CT_URL, [41](#)
 - ASSET_FORUM_URL, [41](#)
 - ASSET_MANUAL_URL, [41](#)
 - ASSET_NAME, [41](#)
 - ASSET_PRO_URL, [41](#)
 - ASSET_UID, [43](#)
 - ASSET_UPDATE_CHECK_URL, [42](#)
 - ASSET_URL, [43](#)
 - ASSET_VERSION, [42](#)
 - ASSET_WEB_URL, [42](#)
 - DEV_DEBUG, [42](#)
 - INTERNET_CHECK_URL_APPLE, [42](#)
 - INTERNET_CHECK_URL_WINDOWS, [42](#)
 - INTERNET_CHECK_URL, [42](#)
 - INTERNETCHECK_SCENE_OBJECT_NAME, [42](#)
 - isPro, [42](#)
 - PREFAB_SUBPATH, [43](#)
 - PROXY_SCENE_OBJECT_NAME, [43](#)
 - RTVOICE_SCENE_OBJECT_NAME, [43](#)
 - TTS_WINDOWS_SUBPATH, [43](#)
 - TTS_WINDOWS_x86_SUBPATH, [43](#)
- Crosstales::RTVoice::Util::Helper
 - CleanText, [66](#)
 - ClearLineEndings, [66](#)
 - ClearSpaces, [66](#)
 - HSVToRGB, [67](#)
 - hasBuiltInTTS, [68](#)
 - isAndroidPlatform, [68](#)
 - isAppleBasedPlatform, [68](#)
 - isEditor, [69](#)
 - isEditorMode, [69](#)

- isIOSPlatform, [69](#)
- isLinuxPlatform, [69](#)
- isMacOSPlatform, [69](#)
- isSupportedPlatform, [69](#)
- isWSAPlatform, [70](#)
- isWebGLPlatform, [70](#)
- isWebPlatform, [70](#)
- isWebPlayerPlatform, [70](#)
- isWindowsBasedPlatform, [70](#)
- isWindowsPlatform, [70](#)
- MarkSpokenText, [67](#)
- RemoteCertificateValidationCallback, [67](#)
- SplitStringToLines, [68](#)
- ValidatePath, [68](#)
- Culture
 - Crosstales::RTVoice::AdventureCreator::AC↔Connector, [20](#)
 - Crosstales::RTVoice::Model::Voice, [130](#)
 - Crosstales::RTVoice::Tool::Sequencer, [94](#)
 - Crosstales::RTVoice::Tool::SpeechText, [118](#)
 - Crosstales::RTVoice::Tool::TextFileSpeaker, [122](#)
 - Crosstales::RTVoice::UDEA2::UDEAConnector, [125](#)
 - HutongGames::PlayMaker::Actions::Speak, [100](#)
 - HutongGames::PlayMaker::Actions::SpeakUI, [114](#)
- Cultures
 - Crosstales::RTVoice::Speaker, [110](#)
- CurrentSequence
 - Crosstales::RTVoice::Tool::Sequencer, [95](#)
- DEBUG
 - Crosstales::RTVoice::Util::Config, [32](#)
- DEV_DEBUG
 - Crosstales::RTVoice::Util::Constants, [42](#)
- DONT_DESTROY_ON_LOAD
 - Crosstales::RTVoice::Util::Config, [32](#)
- Delay
 - Crosstales::RTVoice::Tool::Sequencer, [94](#)
- DeleteAll
 - Crosstales::RTVoice::Util::CTPlayerPrefs, [44](#)
- DeleteKey
 - Crosstales::RTVoice::Util::CTPlayerPrefs, [44](#)
- Description
 - Crosstales::RTVoice::Model::Voice, [131](#)
- DisableHTTPProxy
 - Crosstales::RTVoice::Tool::Proxy, [81](#)
- DisableHTTPSPProxy
 - Crosstales::RTVoice::Tool::Proxy, [81](#)
- ENFORCE_32BIT_WINDOWS
 - Crosstales::RTVoice::Util::Config, [32](#)
- EnableHTTPProxy
 - Crosstales::RTVoice::Tool::Proxy, [81](#)
- EnableHTTPSPProxy
 - Crosstales::RTVoice::Tool::Proxy, [81](#), [82](#)
- EnableOnAwake
 - Crosstales::RTVoice::Tool::Proxy, [82](#)
- FileInsideAssets
 - Crosstales::RTVoice::Tool::SpeechText, [118](#)
- FileName
 - Crosstales::RTVoice::Tool::SpeechText, [118](#)
- FilePath
 - Crosstales::RTVoice::Tool::SpeechText, [118](#)
- GO_ID
 - Crosstales::RTVoice::EditorExt::EditorHelper, [54](#)
- Gender
 - Crosstales::RTVoice::Model::Voice, [131](#)
- GenerateAudioFile
 - Crosstales::RTVoice::Tool::SpeechText, [118](#)
- GetBool
 - Crosstales::RTVoice::Util::CTPlayerPrefs, [45](#)
- GetFloat
 - Crosstales::RTVoice::Util::CTPlayerPrefs, [45](#)
- GetInt
 - Crosstales::RTVoice::Util::CTPlayerPrefs, [45](#)
- GetString
 - Crosstales::RTVoice::Util::CTPlayerPrefs, [45](#)
- HIERARCHY_ICON
 - Crosstales::RTVoice::Util::Config, [32](#)
- HSVToRGB
 - Crosstales::RTVoice::Util::Helper, [67](#)
- HTTPProxyPassword
 - Crosstales::RTVoice::Tool::Proxy, [82](#)
- HTTPProxyPort
 - Crosstales::RTVoice::Tool::Proxy, [82](#)
- HTTPProxyURLProtocol
 - Crosstales::RTVoice::Tool::Proxy, [82](#)
- HTTPProxyURL
 - Crosstales::RTVoice::Tool::Proxy, [82](#)
- HTTPProxyUsername
 - Crosstales::RTVoice::Tool::Proxy, [82](#)
- HTTPSPProxyPassword
 - Crosstales::RTVoice::Tool::Proxy, [83](#)
- HTTPSPProxyPort
 - Crosstales::RTVoice::Tool::Proxy, [83](#)
- HTTPSPProxyURLProtocol
 - Crosstales::RTVoice::Tool::Proxy, [83](#)
- HTTPSPProxyURL
 - Crosstales::RTVoice::Tool::Proxy, [83](#)
- HTTPSPProxyUsername
 - Crosstales::RTVoice::Tool::Proxy, [83](#)
- hasBuiltInTTS
 - Crosstales::RTVoice::Util::Helper, [68](#)
- hasHTTPProxy
 - Crosstales::RTVoice::Tool::Proxy, [83](#)
- hasHTTPSPProxy
 - Crosstales::RTVoice::Tool::Proxy, [83](#)
- HasKey
 - Crosstales::RTVoice::Util::CTPlayerPrefs, [46](#)
- HutongGames, [17](#)
- HutongGames.PlayMaker, [17](#)
- HutongGames.PlayMaker.Actions, [17](#)
- HutongGames.PlayMaker.Actions.Silence, [96](#)
- HutongGames.PlayMaker.Actions.Speak, [99](#)
- HutongGames.PlayMaker.Actions.SpeakBase, [101](#)

- HutongGames.PlayMaker.Actions.SpeakUI, [114](#)
- HutongGames::PlayMaker::Actions::Speak
 - Culture, [100](#)
 - RTVoiceNameAndroid, [100](#)
 - RTVoiceNameIOS, [100](#)
 - RTVoiceNameMac, [100](#)
 - RTVoiceNameMaryTTS, [100](#)
 - RTVoiceNameWSA, [100](#)
 - RTVoiceNameWindows, [100](#)
 - Text, [100](#)
- HutongGames::PlayMaker::Actions::SpeakBase
 - AudioSource, [102](#)
 - Mode, [102](#)
 - Pitch, [102](#)
 - Rate, [102](#)
 - Volume, [102](#)
- HutongGames::PlayMaker::Actions::SpeakUI
 - Culture, [114](#)
 - RTVoiceName, [114](#)
 - Text, [114](#)
- INTERNET_CHECK_URL_APPLE
 - Crosstales::RTVoice::Util::Constants, [42](#)
- INTERNET_CHECK_URL_WINDOWS
 - Crosstales::RTVoice::Util::Constants, [42](#)
- INTERNET_CHECK_URL
 - Crosstales::RTVoice::Util::Constants, [42](#)
- INTERNETCHECK_SCENE_OBJECT_NAME
 - Crosstales::RTVoice::Util::Constants, [42](#)
- IgnoreCharacter
 - Crosstales::RTVoice::AdventureCreator::AC↔
 - VoiceWrapper, [23](#)
 - Crosstales::RTVoice::UDEA2::UDEAVoice↔
 - Wrapper, [127](#)
- InstantiatePrefab
 - Crosstales::RTVoice::EditorExt::EditorHelper, [53](#)
- isAndroidPlatform
 - Crosstales::RTVoice::Util::Helper, [68](#)
- isAppleBasedPlatform
 - Crosstales::RTVoice::Util::Helper, [68](#)
- isEditor
 - Crosstales::RTVoice::Util::Helper, [69](#)
- isEditorMode
 - Crosstales::RTVoice::Util::Helper, [69](#)
- isIOSPlatform
 - Crosstales::RTVoice::Util::Helper, [69](#)
- isInternetAvailable
 - Crosstales::RTVoice::Tool::InternetCheck, [72](#)
- isInternetCheckInScene
 - Crosstales::RTVoice::EditorExt::EditorHelper, [54](#)
- isLinuxPlatform
 - Crosstales::RTVoice::Util::Helper, [69](#)
- isMacOSPlatform
 - Crosstales::RTVoice::Util::Helper, [69](#)
- isPro
 - Crosstales::RTVoice::Util::Constants, [42](#)
- isProxyInScene
 - Crosstales::RTVoice::EditorExt::EditorHelper, [54](#)
- isRTVoiceInScene
 - Crosstales::RTVoice::EditorExt::EditorHelper, [54](#)
- isSupportedPlatform
 - Crosstales::RTVoice::Util::Helper, [69](#)
- isTTSAvailable
 - Crosstales::RTVoice::Speaker, [110](#)
- isWSAPlatform
 - Crosstales::RTVoice::Util::Helper, [70](#)
- isWebGLPlatform
 - Crosstales::RTVoice::Util::Helper, [70](#)
- isWebPlatform
 - Crosstales::RTVoice::Util::Helper, [70](#)
- isWebPlayerPlatform
 - Crosstales::RTVoice::Util::Helper, [70](#)
- isWindowsBasedPlatform
 - Crosstales::RTVoice::Util::Helper, [70](#)
- isWindowsPlatform
 - Crosstales::RTVoice::Util::Helper, [70](#)
- Load
 - Crosstales::RTVoice::Util::Config, [31](#)
- MENU_ID
 - Crosstales::RTVoice::EditorExt::EditorHelper, [54](#)
- MarkSpokenText
 - Crosstales::RTVoice::Util::Helper, [67](#)
- MaryMode
 - Crosstales::RTVoice::Speaker, [111](#)
- MaryPort
 - Crosstales::RTVoice::Speaker, [111](#)
- MaryTTSMode
 - Crosstales::RTVoice::Speaker, [110](#)
- MaryTTSPort
 - Crosstales::RTVoice::Speaker, [110](#)
- MaryTTSURL
 - Crosstales::RTVoice::Speaker, [110](#)
- MaryURL
 - Crosstales::RTVoice::Speaker, [111](#)
- Mode
 - Crosstales::RTVoice::Model::Sequence, [91](#)
 - Crosstales::RTVoice::Tool::SpeechText, [118](#)
 - Crosstales::RTVoice::Tool::TextFileSpeaker, [122](#)
 - HutongGames::PlayMaker::Actions::SpeakBase, [102](#)
- Name
 - Crosstales::RTVoice::Model::Voice, [131](#)
- NoVoicesUI
 - Crosstales::RTVoice::EditorExt::EditorHelper, [54](#)
- OnErrorInfo
 - Crosstales::RTVoice::Provider::BaseVoice↔
 - Provider, [28](#)
 - Crosstales::RTVoice::Speaker, [111](#)
- OnProviderChange
 - Crosstales::RTVoice::Speaker, [111](#)
- OnSpeakAudioGenerationComplete
 - Crosstales::RTVoice::Provider::BaseVoice↔
 - Provider, [28](#)
 - Crosstales::RTVoice::Speaker, [111](#)

- OnSpeakAudioGenerationStart
 - Crosstales::RTVoice::Provider::BaseVoice↔
Provider, [29](#)
 - Crosstales::RTVoice::Speaker, [111](#)
- OnSpeakComplete
 - Crosstales::RTVoice::Provider::BaseVoice↔
Provider, [29](#)
 - Crosstales::RTVoice::Speaker, [111](#)
- OnSpeakCurrentPhoneme
 - Crosstales::RTVoice::Provider::BaseVoice↔
Provider, [29](#)
 - Crosstales::RTVoice::Speaker, [111](#)
- OnSpeakCurrentViseme
 - Crosstales::RTVoice::Provider::BaseVoice↔
Provider, [29](#)
 - Crosstales::RTVoice::Speaker, [112](#)
- OnSpeakCurrentWord
 - Crosstales::RTVoice::Provider::BaseVoice↔
Provider, [29](#)
 - Crosstales::RTVoice::Speaker, [112](#)
- OnSpeakStart
 - Crosstales::RTVoice::Provider::BaseVoice↔
Provider, [29](#)
 - Crosstales::RTVoice::Speaker, [112](#)
- Optimized
 - Crosstales::RTVoice::Tool::InternetCheck, [72](#)
- OutputFile
 - Crosstales::RTVoice::Model::Wrapper, [142](#)
- PREFAB_AUTOLOAD
 - Crosstales::RTVoice::Util::Config, [32](#)
- PREFAB_PATH
 - Crosstales::RTVoice::Util::Config, [33](#)
- PREFAB_SUBPATH
 - Crosstales::RTVoice::Util::Constants, [43](#)
- PROXY_SCENE_OBJECT_NAME
 - Crosstales::RTVoice::Util::Constants, [43](#)
- Phoneme
 - Crosstales::RTVoice::Model::Event::Current↔
PhonemeEventArgs, [49](#)
- Pitch
 - Crosstales::RTVoice::AdventureCreator::AC↔
VoiceWrapper, [23](#)
 - Crosstales::RTVoice::Model::Sequence, [91](#)
 - Crosstales::RTVoice::Model::Wrapper, [143](#)
 - Crosstales::RTVoice::Tool::SpeechText, [118](#)
 - Crosstales::RTVoice::Tool::TextFileSpeaker, [122](#)
 - Crosstales::RTVoice::UDEA2::UDEAVoice↔
Wrapper, [127](#)
 - HutongGames::PlayMaker::Actions::SpeakBase,
[102](#)
- Platform
 - Crosstales::RTVoice::Demo::Util, [13](#)
- PlayAllSequences
 - Crosstales::RTVoice::Tool::Sequencer, [94](#)
- PlayNextSequence
 - Crosstales::RTVoice::Tool::Sequencer, [94](#)
- PlayOnStart
 - Crosstales::RTVoice::Tool::Sequencer, [94](#)
- Crosstales::RTVoice::Tool::SpeechText, [118](#)
- Crosstales::RTVoice::Tool::TextFileSpeaker, [122](#)
- PlaySequence
 - Crosstales::RTVoice::Tool::Sequencer, [94](#)
- RTVOICE_SCENE_OBJECT_NAME
 - Crosstales::RTVoice::Util::Constants, [43](#)
- RTVoiceIOSBridge, [87](#)
 - setVoices, [87](#)
 - speak:rate:pitch:volume:culture:, [87](#)
 - stop, [87](#)
- RTVoiceIOSBridge(), [88](#)
- RTVoiceName
 - Crosstales::RTVoice::AdventureCreator::AC↔
VoiceWrapper, [24](#)
 - Crosstales::RTVoice::Model::Sequence, [92](#)
 - Crosstales::RTVoice::Tool::SpeechText, [120](#)
 - Crosstales::RTVoice::Tool::TextFileSpeaker, [124](#)
 - Crosstales::RTVoice::UDEA2::UDEAVoice↔
Wrapper, [128](#)
 - HutongGames::PlayMaker::Actions::SpeakUI, [114](#)
- RTVoiceNameAndroid
 - Crosstales::RTVoice::AdventureCreator::AC↔
VoiceWrapper, [23](#)
 - Crosstales::RTVoice::Model::Sequence, [91](#)
 - Crosstales::RTVoice::Tool::SpeechText, [119](#)
 - Crosstales::RTVoice::Tool::TextFileSpeaker, [123](#)
 - Crosstales::RTVoice::UDEA2::UDEAVoice↔
Wrapper, [127](#)
 - HutongGames::PlayMaker::Actions::Speak, [100](#)
- RTVoiceNameIOS
 - Crosstales::RTVoice::AdventureCreator::AC↔
VoiceWrapper, [23](#)
 - Crosstales::RTVoice::Model::Sequence, [91](#)
 - Crosstales::RTVoice::Tool::SpeechText, [119](#)
 - Crosstales::RTVoice::Tool::TextFileSpeaker, [123](#)
 - Crosstales::RTVoice::UDEA2::UDEAVoice↔
Wrapper, [127](#)
 - HutongGames::PlayMaker::Actions::Speak, [100](#)
- RTVoiceNameMac
 - Crosstales::RTVoice::AdventureCreator::AC↔
VoiceWrapper, [23](#)
 - Crosstales::RTVoice::Model::Sequence, [91](#)
 - Crosstales::RTVoice::Tool::SpeechText, [119](#)
 - Crosstales::RTVoice::Tool::TextFileSpeaker, [123](#)
 - Crosstales::RTVoice::UDEA2::UDEAVoice↔
Wrapper, [128](#)
 - HutongGames::PlayMaker::Actions::Speak, [100](#)
- RTVoiceNameMaryTTS
 - Crosstales::RTVoice::AdventureCreator::AC↔
VoiceWrapper, [23](#)
 - Crosstales::RTVoice::Tool::SpeechText, [119](#)
 - Crosstales::RTVoice::Tool::TextFileSpeaker, [123](#)
 - Crosstales::RTVoice::UDEA2::UDEAVoice↔
Wrapper, [128](#)
 - HutongGames::PlayMaker::Actions::Speak, [100](#)
- RTVoiceNameWSA
 - Crosstales::RTVoice::AdventureCreator::AC↔
VoiceWrapper, [24](#)

- Crosstales::RTVoice::Model::Sequence, [91](#)
- Crosstales::RTVoice::Tool::SpeechText, [119](#)
- Crosstales::RTVoice::Tool::TextFileSpeaker, [123](#)
- Crosstales::RTVoice::UDEA2::UDEAVoice↔
Wrapper, [128](#)
- HutongGames::PlayMaker::Actions::Speak, [100](#)
- RTVoiceNameWindows
 - Crosstales::RTVoice::AdventureCreator::AC↔
VoiceWrapper, [23](#)
 - Crosstales::RTVoice::Model::Sequence, [91](#)
 - Crosstales::RTVoice::Tool::SpeechText, [119](#)
 - Crosstales::RTVoice::Tool::TextFileSpeaker, [123](#)
 - Crosstales::RTVoice::UDEA2::UDEAVoice↔
Wrapper, [128](#)
 - HutongGames::PlayMaker::Actions::Speak, [100](#)
- Rate
 - Crosstales::RTVoice::AdventureCreator::AC↔
VoiceWrapper, [23](#)
 - Crosstales::RTVoice::Model::Sequence, [91](#)
 - Crosstales::RTVoice::Model::Wrapper, [143](#)
 - Crosstales::RTVoice::Tool::SpeechText, [119](#)
 - Crosstales::RTVoice::Tool::TextFileSpeaker, [123](#)
 - Crosstales::RTVoice::UDEA2::UDEAVoice↔
Wrapper, [127](#)
 - HutongGames::PlayMaker::Actions::SpeakBase,
[102](#)
- RemoteCertificateValidationCallback
 - Crosstales::RTVoice::Util::Helper, [67](#)
- Reset
 - Crosstales::RTVoice::Util::Config, [31](#)
- Save
 - Crosstales::RTVoice::Util::CTPlayerPrefs, [46](#)
 - Crosstales::RTVoice::Util::Config, [31](#)
- SeparatorUI
 - Crosstales::RTVoice::EditorExt::EditorHelper, [54](#)
- Sequences
 - Crosstales::RTVoice::Tool::Sequencer, [95](#)
- SetBool
 - Crosstales::RTVoice::Util::CTPlayerPrefs, [46](#)
- SetFloat
 - Crosstales::RTVoice::Util::CTPlayerPrefs, [46](#)
- SetInt
 - Crosstales::RTVoice::Util::CTPlayerPrefs, [46](#)
- SetState
 - Crosstales::RTVoice::Provider::VoiceProviderIOS,
[133](#)
- SetString
 - Crosstales::RTVoice::Util::CTPlayerPrefs, [47](#)
- SetVoices
 - Crosstales::RTVoice::Provider::VoiceProviderIOS,
[134](#)
- setVoices
 - RTVoiceIOSBridge, [87](#)
- Silence
 - Crosstales::RTVoice::LiveSpeaker, [74](#)
 - Crosstales::RTVoice::Provider::BaseVoice↔
Provider, [27](#)
- Crosstales::RTVoice::Provider::VoiceProvider↔
Android, [132](#)
- Crosstales::RTVoice::Provider::VoiceProviderIOS,
[134](#)
- Crosstales::RTVoice::Provider::VoiceProviderMary,
[137](#)
- Crosstales::RTVoice::Provider::VoiceProviderW↔
SA, [140](#)
- Crosstales::RTVoice::Speaker, [105](#)
- Crosstales::RTVoice::Tool::SpeechText, [118](#)
- Crosstales::RTVoice::Tool::TextFileSpeaker, [122](#)
- SilenceSource
 - Crosstales::RTVoice::Tool::Loudspeaker, [76](#)
- SimulateSkipSpeech
 - Crosstales::RTVoice::AdventureCreator::AC↔
Connector, [20](#)
- Source
 - Crosstales::RTVoice::AdventureCreator::AC↔
VoiceWrapper, [24](#)
 - Crosstales::RTVoice::Model::Sequence, [91](#)
 - Crosstales::RTVoice::Model::Wrapper, [142](#)
 - Crosstales::RTVoice::Tool::Loudspeaker, [76](#)
 - Crosstales::RTVoice::Tool::SpeechText, [119](#)
 - Crosstales::RTVoice::Tool::TextFileSpeaker, [123](#)
 - Crosstales::RTVoice::UDEA2::UDEAVoice↔
Wrapper, [128](#)
- Speak
 - Crosstales::RTVoice::LiveSpeaker, [74](#)
 - Crosstales::RTVoice::Provider::BaseVoice↔
Provider, [28](#)
 - Crosstales::RTVoice::Provider::VoiceProvider↔
Android, [132](#)
 - Crosstales::RTVoice::Provider::VoiceProviderIOS,
[134](#)
 - Crosstales::RTVoice::Provider::VoiceProvider↔
MacOS, [135](#)
 - Crosstales::RTVoice::Provider::VoiceProviderMary,
[137](#)
 - Crosstales::RTVoice::Provider::VoiceProviderW↔
SA, [140](#)
 - Crosstales::RTVoice::Provider::VoiceProvider↔
Windows, [138](#)
 - Crosstales::RTVoice::Speaker, [107](#)
 - Crosstales::RTVoice::Tool::SpeechText, [118](#)
 - Crosstales::RTVoice::Tool::TextFileSpeaker, [122](#)
- speak:rate:pitch:volume:culture:
RTVoiceIOSBridge, [87](#)
- SpeakImmediately
 - Crosstales::RTVoice::Model::Wrapper, [142](#)
- SpeakMarkedWordsWithUID
 - Crosstales::RTVoice::Speaker, [107](#), [108](#)
- SpeakMode
 - Crosstales::RTVoice::Model, [15](#)
- SpeakNative
 - Crosstales::RTVoice::LiveSpeaker, [74](#), [75](#)
 - Crosstales::RTVoice::Provider::BaseVoice↔
Provider, [28](#)
 - Crosstales::RTVoice::Provider::VoiceProvider↔

- Android, [132](#)
- Crosstales::RTVoice::Provider::VoiceProviderIOS, [134](#)
- Crosstales::RTVoice::Provider::VoiceProvider↔
MacOS, [136](#)
- Crosstales::RTVoice::Provider::VoiceProviderMary, [137](#)
- Crosstales::RTVoice::Provider::VoiceProviderW↔
SA, [140](#)
- Crosstales::RTVoice::Provider::VoiceProvider↔
Windows, [139](#)
- Crosstales::RTVoice::Speaker, [108](#)
- SpeakNativeWithUID
Crosstales::RTVoice::Speaker, [109](#)
- SpeakText
Crosstales::RTVoice::Tool::TextFileSpeaker, [122](#)
- SpeakWithUID
Crosstales::RTVoice::Speaker, [109](#)
- SpeechTextArray
Crosstales::RTVoice::Model::Event::Current↔
WordEventArgs, [50](#)
- SplitStringToLines
Crosstales::RTVoice::Util::Helper, [68](#)
- stop
RTVoiceIOSBridge, [87](#)
- StopAllSequences
Crosstales::RTVoice::Tool::Sequencer, [94](#)
- Synchronized
Crosstales::RTVoice::Tool::Loudspeaker, [76](#)
- TTS_KILL_TIME
Crosstales::RTVoice::Util::Config, [32](#)
- TTS_MACOS
Crosstales::RTVoice::Util::Config, [32](#)
- TTS_WINDOWS_BUILD
Crosstales::RTVoice::Util::Config, [33](#)
- TTS_WINDOWS_EDITOR_x86
Crosstales::RTVoice::Util::Config, [33](#)
- TTS_WINDOWS_EDITOR
Crosstales::RTVoice::Util::Config, [33](#)
- TTS_WINDOWS_SUBPATH
Crosstales::RTVoice::Util::Constants, [43](#)
- TTS_WINDOWS_x86_SUBPATH
Crosstales::RTVoice::Util::Constants, [43](#)
- Text
Crosstales::RTVoice::Model::Sequence, [91](#)
Crosstales::RTVoice::Model::Wrapper, [142](#)
Crosstales::RTVoice::Tool::SpeechText, [119](#)
HutongGames::PlayMaker::Actions::Speak, [100](#)
HutongGames::PlayMaker::Actions::SpeakUI, [114](#)
- TextFiles
Crosstales::RTVoice::Tool::TextFileSpeaker, [123](#)
- Timeout
Crosstales::RTVoice::Util::CTWebClient, [48](#)
- UDEAVoiceName
Crosstales::RTVoice::UDEA2::UDEAVoice↔
Wrapper, [128](#)
- UPDATE_CHECK
- Crosstales::RTVoice::Util::Config, [33](#)
- UPDATE_OPEN_UAS
Crosstales::RTVoice::Util::Config, [33](#)
- Uid
Crosstales::RTVoice::Model::Wrapper, [142](#)
- UpdateStatus
Crosstales::RTVoice::EditorExt, [14](#)
- UseSpeechAudioSource
Crosstales::RTVoice::AdventureCreator::AC↔
VoiceWrapper, [24](#)
- ValidatePath
Crosstales::RTVoice::Util::Helper, [68](#)
- Viseme
Crosstales::RTVoice::Model::Event::Current↔
VisemeEventArgs, [49](#)
- Voice
Crosstales::RTVoice::Model::Voice, [130](#)
Crosstales::RTVoice::Model::Wrapper, [143](#)
- VoiceForCulture
Crosstales::RTVoice::Speaker, [109](#)
- VoiceForName
Crosstales::RTVoice::Speaker, [109](#)
- VoiceProviderMary
Crosstales::RTVoice::Provider::VoiceProviderMary, [137](#)
- Voices
Crosstales::RTVoice::AdventureCreator::AC↔
Connector, [20](#)
Crosstales::RTVoice::Provider::BaseVoice↔
Provider, [29](#)
Crosstales::RTVoice::Speaker, [112](#)
Crosstales::RTVoice::UDEA2::UDEAConnector, [125](#)
- VoicesForCulture
Crosstales::RTVoice::Speaker, [109](#)
- Volume
Crosstales::RTVoice::AdventureCreator::AC↔
VoiceWrapper, [24](#)
Crosstales::RTVoice::Model::Sequence, [92](#)
Crosstales::RTVoice::Model::Wrapper, [143](#)
Crosstales::RTVoice::Tool::SpeechText, [119](#)
Crosstales::RTVoice::Tool::TextFileSpeaker, [123](#)
Crosstales::RTVoice::UDEA2::UDEAVoice↔
Wrapper, [128](#)
HutongGames::PlayMaker::Actions::SpeakBase, [102](#)
- WordIndex
Crosstales::RTVoice::Model::Event::Current↔
WordEventArgs, [50](#)
- WordSpoken
Crosstales::RTVoice::Provider::VoiceProviderIOS, [134](#)
- Wrapper
Crosstales::RTVoice::Model::Event::SpeakEvent↔
Args, [113](#)
Crosstales::RTVoice::Model::Wrapper, [141](#), [142](#)