

RTVoice

2.5.2

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## Chapter 4

# Namespace Documentation

### 4.1 Crosstales Namespace Reference

#### Namespaces

### 4.2 Crosstales.RTVoice Namespace Reference

#### Namespaces

#### Classes

- 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 [ACConnectorMenu](#)  
*Editor component for adding the prefabs for 'Adventure Creator'.*
- 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 [FFTAnalyzer](#)  
*FFT analyzer for an audio channel.*
- 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 [GUISpeechMobile](#)  
*Simple GUI for runtime TTS with all available OS voices.*
- class [NativeAudio](#)  
*Simple example with native audio for exact timing.*
- class [NativeDisabler](#)
- 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](#)  
*Warapper for the dynamic speakers.*

## 4.5 Crosstales.RTVoice.Demo.Util Namespace Reference

### Classes

- class [AudioVisualizer](#)  
*Simple audio visualizer.*
- class [MaterialChanger](#)  
*Changes the material of a renderer while an AudioSource is playing.*

- 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,**  
**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 [RTVoiceMenu](#)  
*Editor component for adding the various prefabs.*
- class [SequencerEditor](#)  
*Custom editor for the 'Sequencer'-class.*
- class [SpeakerEditor](#)  
*Custom editor for the 'Speaker'-class.*
- class [SpeechTextEditor](#)  
*Custom editor for the 'SpeechText'-class.*
- class [UpdateCheck](#)  
*Checks for updates of the asset.*

## 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.*
- class [WrapperNative](#)  
*Wrapper (native mode) for "SpeakNative"-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.*
- class [SpeakNativeEventArgs](#)  
*EventArgs and base class for all speaker (native) 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 [VoiceProviderWindows](#)  
*Windows voice provider.*

## 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 [Loudspeaker](#)  
*Loudspeaker for an AudioSource.*
- class [Sequencer](#)  
*Simple sequencer.*
- 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 [Constants](#)  
*Collected constants of very general utility for the asset.*
- class [CTPlayerPrefs](#)  
*Wrapper for the PlayerPrefs.*
- class [ExtensionMethods](#)  
*Various extension methods.*
- 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](#).*

## 4.19 PixelCrushers Namespace Reference

### Namespaces

## 4.20 PixelCrushers.DialogueSystem Namespace Reference

### Namespaces

### Classes

- class [RTVoiceActor](#)

## 4.21 PixelCrushers.DialogueSystem.SequencerCommands Namespace Reference

### Classes

- class [SequencerCommandRTVoiceWait](#)

*Sequencer command RTVoiceWait(). Waits for the current RT-Voice audio clip to finish.*



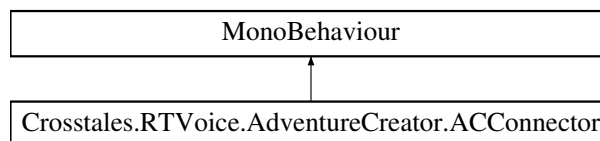
## Chapter 5

# 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).

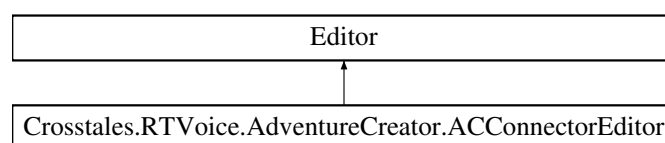
The documentation for this class was generated from the following file:

- C:/Users/Stefan/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:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/3rd party/↔  
Adventure Creator/Editor/ACConnectorEditor.cs

## 5.3 Crosstales.RTVoice.AdventureCreator.ACConnectorMenu Class Reference

Editor component for adding the prefabs for 'Adventure Creator'.

### 5.3.1 Detailed Description

Editor component for adding the prefabs for 'Adventure Creator'.

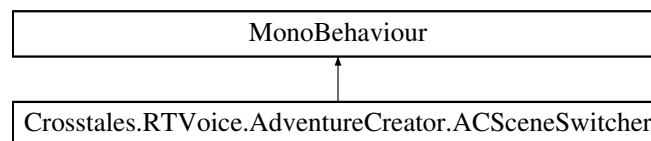
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/3rd party/↔ Adventure Creator/Editor/ACConnectorMenu.cs

## 5.4 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** ()

### 5.4.1 Detailed Description

Allows to switch scenes with Adventure Creator.

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

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/3rd party/↔ Adventure Creator/Scripts/ACSwitcher.cs

## 5.5 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.*
- 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]  
*Name of the RT-Voice.*

### 5.5.1 Detailed Description

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

### 5.5.2 Member Data Documentation

#### 5.5.2.1 string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.ACVoiceName = string.Empty

Name of the AC-character on-screen.



5.5.2.2 `bool Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.IgnoreCharacter = false`

Ignore this character (default: off).

5.5.2.3 `float Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Pitch = 1f`

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

5.5.2.4 `float Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Rate = 1f`

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

5.5.2.5 `string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.RTVoiceNameAndroid = string.Empty`

Name of the RT-Voice under Android.

5.5.2.6 `string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.RTVoiceNameIOS = string.Empty`

Name of the RT-Voice under iOS.

5.5.2.7 `string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.RTVoiceNameMac = string.Empty`

Name of the RT-Voice under macOS.

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

Name of the RT-Voice under Windows.

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

Origin AudioSource (optional).

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

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

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

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

### 5.5.3 Property Documentation

#### 5.5.3.1 string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.RTVoiceName [get]

Name of the RT-Voice.

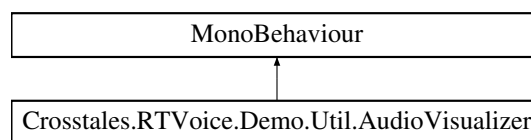
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/3rd party/Adventure Creator/Scripts/ACVoiceWrapper.cs

## 5.6 Crosstales.RTVoice.Demo.Util.AudioVisualizer Class Reference

[Simple](#) audio visualizer.

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



### Public Attributes

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

#### 5.6.1 Detailed Description

[Simple](#) audio visualizer.

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

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/Scripts/Util/AudioVisualizer.cs

## 5.7 Crosstales.RTVoice.EditorExt.AutoInitalize Class Reference

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

### 5.7.1 Detailed Description

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

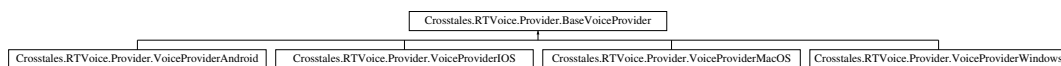
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↔ Editor/AutoInitialize.cs

## 5.8 Crosstales.RTVoice.Provider.BaseVoiceProvider Class Reference

Base class for voice providers.

Inheritance diagram for Crosstales.RTVoice.Provider.BaseVoiceProvider:



### Public Member Functions

- delegate void **SpeakNativeCurrentWord** ([CurrentWordEventArgs](#) e)
- delegate void **SpeakNativeCurrentPhoneme** ([CurrentPhonemeEventArgs](#) e)
- delegate void **SpeakNativeCurrentViseme** ([CurrentVisemeEventArgs](#) e)
- delegate void **SpeakNativeStart** ([SpeakNativeEventArgs](#) e)
- delegate void **SpeakNativeComplete** ([SpeakNativeEventArgs](#) e)
- delegate void **SpeakStart** ([SpeakEventArgs](#) e)
- delegate void **SpeakComplete** ([SpeakEventArgs](#) e)
- delegate void **SpeakAudioGenerationStart** ([SpeakEventArgs](#) e)
- delegate void **SpeakAudioGenerationComplete** ([SpeakEventArgs](#) e)
- delegate void **ErrorInfo** (string info)
- virtual void **Silence** ()  
*Silence all active TTS-providers.*
- virtual void **Silence** (Guid uid)  
*Silence the current TTS-provider (native mode).*
- abstract IEnumerator **SpeakNative** ([WrapperNative](#) wrapper)  
*The current provider speaks a text with a given voice (native mode).*
- abstract IEnumerator **Speak** ([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 **onSpeakNativeCurrentWord** ([WrapperNative](#) wrapper, string[] speechTextArray, int wordIndex)
- static void **onSpeakNativeCurrentPhoneme** ([WrapperNative](#) wrapper, string phoneme)
- static void **onSpeakNativeCurrentViseme** ([WrapperNative](#) wrapper, string viseme)
- static void **onSpeakNativeStart** ([WrapperNative](#) wrapper)
- static void **onSpeakNativeComplete** ([WrapperNative](#) wrapper)
- static void **onSpeakStart** ([Wrapper](#) wrapper)
- static void **onSpeakComplete** ([Wrapper](#) wrapper)
- static void **onSpeakAudioGenerationStart** ([Wrapper](#) wrapper)
- static void **onSpeakAudioGenerationComplete** ([Wrapper](#) wrapper)
- static void **onErrorInfo** (string info)

## Protected Attributes

- Dictionary< Guid, Process > **processes** = new Dictionary<Guid, Process>()
- bool **silence** = false

## Static Protected Attributes

- static List< [Voice](#) > **cachedVoices**
- static char[] **splitCharWords** = new char[] { ' ' }

## Properties

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

## Events

- static SpeakNativeCurrentWord [OnSpeakNativeCurrentWord](#)  
*An event triggered whenever a new word is spoken (native mode, Windows only).*
- static SpeakNativeCurrentPhoneme [OnSpeakNativeCurrentPhoneme](#)  
*An event triggered whenever a new phoneme is spoken (native mode, Windows only).*
- static SpeakNativeCurrentViseme [OnSpeakNativeCurrentViseme](#)  
*An event triggered whenever a new viseme is spoken (native mode, Windows only).*
- static SpeakNativeStart [OnSpeakNativeStart](#)  
*An event triggered whenever a native speak is started.*
- static SpeakNativeComplete [OnSpeakNativeComplete](#)  
*An event triggered whenever a native speak is completed.*
- static SpeakStart [OnSpeakStart](#)  
*An event triggered whenever a speak is started.*
- static SpeakComplete [OnSpeakComplete](#)  
*An event triggered whenever a native speak is completed.*
- 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.*

### 5.8.1 Detailed Description

Base class for voice providers.

### 5.8.2 Member Function Documentation

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

Silence all active TTS-providers.

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

#### 5.8.2.2 virtual void Crosstales.RTVoice.Provider.BaseVoiceProvider.Silence ( Guid uid ) [virtual]

Silence the current TTS-provider (native mode).

Parameters

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

#### 5.8.2.3 abstract IEnumerator Crosstales.RTVoice.Provider.BaseVoiceProvider.Speak ( 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.VoiceProviderWindows](#), [Crosstales.RTVoice.Provider.VoiceProviderIOS](#), [Crosstales.RTVoice.Provider.VoiceProviderMacOS](#), and [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#).

#### 5.8.2.4 abstract IEnumerator Crosstales.RTVoice.Provider.BaseVoiceProvider.SpeakNative ( WrapperNative 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.VoiceProviderMacOS](#), and [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#).

[Android](#).

### 5.8.3 Property Documentation

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

Returns the extension of the generated audio files.

#### Returns

Extension of the generated audio files.

**5.8.3.2** abstract List<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.

### 5.8.4 Event Documentation

**5.8.4.1** `ErrorInfo` `Crosstales.RTVoice.Provider.BaseVoiceProvider.OnErrorInfo` `[static]`

An event triggered whenever an error occurs.

**5.8.4.2** `SpeakAudioGenerationComplete` `Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakAudioGenerationComplete` `[static]`

An event triggered whenever a speak audio generation is completed.

**5.8.4.3** `SpeakAudioGenerationStart` `Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakAudioGenerationStart` `[static]`

An event triggered whenever a speak audio generation is started.

**5.8.4.4** `SpeakComplete` `Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakComplete` `[static]`

An event triggered whenever a native speak is completed.

**5.8.4.5** `SpeakNativeComplete` `Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakNativeComplete` `[static]`

An event triggered whenever a native speak is completed.

#### 5.8.4.6 `SpeakNativeCurrentPhoneme` `Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakNativeCurrentPhoneme` `[static]`

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

#### 5.8.4.7 `SpeakNativeCurrentViseme` `Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakNativeCurrentViseme` `[static]`

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

#### 5.8.4.8 `SpeakNativeCurrentWord` `Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakNativeCurrentWord` `[static]`

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

#### 5.8.4.9 `SpeakNativeStart` `Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakNativeStart` `[static]`

An event triggered whenever a native speak is started.

#### 5.8.4.10 `SpeakStart` `Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakStart` `[static]`

An event triggered whenever a speak is started.

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

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Provider/BaseVoiceProvider.cs

## 5.9 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)

#### 5.9.1 Detailed Description

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

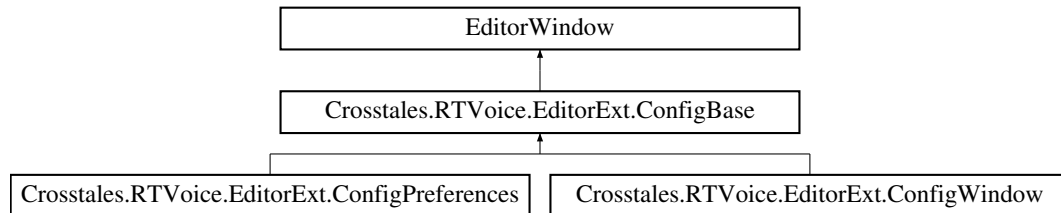
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↔ Editor/BuildPostprocessor.cs

## 5.10 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 **showAbout** ()
- static void **save** ()

### Static Protected Attributes

- static string **updateText** = UpdateCheck.TEXT\_NOT\_CHECKED

#### 5.10.1 Detailed Description

Base class for editor windows.

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

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↔ Editor/ConfigBase.cs

## 5.11 Crosstales.RTVoice.EditorExt.ConfigLoader Class Reference

Loads the configuration of the asset.

#### 5.11.1 Detailed Description

Loads the configuration of the asset.

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

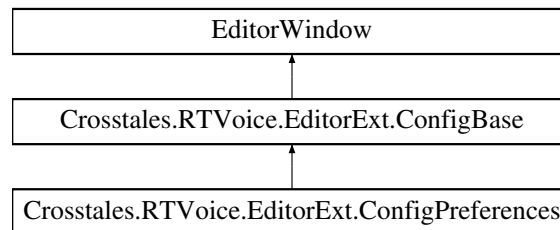
- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↔ Editor/ConfigLoader.cs



## 5.12 Crosstales.RTVoice.EditorExt.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.RTVoice.EditorExt.ConfigPreferences:



### Additional Inherited Members

#### 5.12.1 Detailed Description

Unity "Preferences" extension.

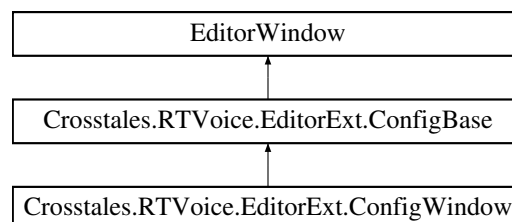
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↵ Editor/ConfigPreferences.cs

## 5.13 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** ()

## Static Public Member Functions

- static void **ShowWindow** ()

## Events

- static StopPlayback **OnStopPlayback**

## Additional Inherited Members

### 5.13.1 Detailed Description

Editor window extension.

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

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstailes/RTVoice/Plugins/↔ Editor/ConfigWindow.cs

## 5.14 Crosstailes.RTVoice.Util.Constants Class Reference

Collected constants of very general utility for the asset.

## Static Public Member Functions

- static void **Reset** ()  
*Resets all changable variables to their default value.*
- static void **Load** ()  
*Loads the all changable variables.*
- static void **Save** ()  
*Saves the all changable variables.*

## Public Attributes

- const string **ASSET\_NAME** = "RTVoice PRO"  
*Name of the asset.*
- const string **ASSET\_VERSION** = "2.5.2"  
*Version of the asset.*
- const int **ASSET\_BUILD** = 252  
*Build number of the asset.*
- const string **ASSET\_AUTHOR** = "crosstailes LLC"  
*Author of the asset.*
- const string **ASSET\_AUTHOR\_URL** = "http://www.crosstailes.com"  
*URL of the asset author.*
- const string **ASSET\_URL** = "https://www.assetstore.unity3d.com/#!/content/41068"  
*URL of the asset.*

- const string **ASSET\_UPDATE\_CHECK\_URL** = "http://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** = "http://www.crosstales.com/en/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\_CT\_URL** = "http://www.crosstales.com/en/assets/rtvoice/"  
*URL of the asset in crosstales.*
- const string **RTVOICE\_SCENE\_OBJECT\_NAME** = "RTVoice"  
*Name of the RT-Voice scene object.*
- 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\_DE↵  
LETE"
- 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\_ENFORCE\_32BIT\_WINDOWS** = false
- const string **DEFAULT\_TTS\_WINDOWS\_BUILD** = @"/RTVoiceTTSWrapper.exe"
- const string **DEFAULT\_TTS\_MACOS** = "say"
- const int **DEFAULT\_TTS\_KILL\_TIME** = 5000

### Static Public Attributes

- static readonly DateTime **ASSET\_CREATED** = new DateTime(2015, 4, 29)  
*Create date of the asset (YYYY, MM, DD).*
- static readonly DateTime **ASSET\_CHANGED** = new DateTime(2016, 10, 26)  
*Change date of the asset (YYYY, MM, DD).*
- static readonly Guid **ASSET\_UID** = new Guid("181f4dab-261f-4746-85f8-849c2866d353")  
*UID of the asset.*
- static readonly string **DEFAULT\_AUDIOFILE\_PATH** = Path.GetTempPath()
- static string **ASSET\_PATH** = DEFAULT\_ASSET\_PATH  
*Path to the asset inside the Unity project.*
- static bool **DEBUG** = DEFAULT\_DEBUG  
*Enable or disable debug logging for the asset.*
- static bool **UPDATE\_CHECK** = DEFAULT\_UPDATE\_CHECK  
*<summaryEnable or disable update-checks for the asset.*

- static bool `UPDATE_OPEN_UAS` = `DEFAULT_UPDATE_OPEN_UAS`  
*<summary>Open the UAS-site when an update is found.*
- static bool `DONT_DESTROY_ON_LOAD` = `DEFAULT_DONT_DESTROY_ON_LOAD`  
*Don't destroy `RTVoice` during scene switches.*
- static bool `PREFAB_AUTOLOAD` = `DEFAULT_PREFAB_AUTOLOAD`  
*Automatically load and add the prefabs to the scene.*
- static string `AUDIOFILE_PATH` = `DEFAULT_AUDIOFILE_PATH`  
*Path to the generated audio files.*
- static bool `AUDIOFILE_AUTOMATIC_DELETE` = `DEFAULT_AUDIOFILE_AUTOMATIC_DELETE`  
*Automatically delete the generated audio files.*
- static bool `ENFORCE_32BIT_WINDOWS` = `DEFAULT_ENFORCE_32BIT_WINDOWS`  
*Enforce 32bit versions of voices under Windows.*
- static string `TTS_WINDOWS_BUILD` = `DEFAULT_TTS_WINDOWS_BUILD`  
*Location of the TTS-wrapper under Windows (stand-alone).*
- static string `TTS_MACOS` = `DEFAULT_TTS_MACOS`  
*Location of the TTS-system under MacOS.*
- static int `TTS_KILL_TIME` = `DEFAULT_TTS_KILL_TIME`  
*Kill processes after 5000 milliseconds.*
- static string `PREFAB_SUBPATH` = "Prefabs/"  
*Sub-path to the prefabs.*
- static string `TTS_WINDOWS_SUBPATH` = "Plugins/Windows/RTVoiceTTSWrapper.exe"  
*Sub-path to the TTS-wrapper under Windows (Editor).*
- static string `TTS_WINDOWS_x86_SUBPATH` = "Plugins/Windows/RTVoiceTTSWrapper\_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 `PREFAB_PATH` [get]  
*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).*

### 5.14.1 Detailed Description

Collected constants of very general utility for the asset.

### 5.14.2 Member Function Documentation

#### 5.14.2.1 static void `Crosstales.RTVoice.Util.Constants.Load ( )` [static]

Loads the all changable variables.

5.14.2.2 `static void Crosstales.RTVoice.Util.Constants.Reset ( ) [static]`

Resets all changable variables to their default value.

5.14.2.3 `static void Crosstales.RTVoice.Util.Constants.Save ( ) [static]`

Saves the all changable variables.

### 5.14.3 Member Data Documentation

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

URL of the asset API.

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

Author of the asset.

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

URL of the asset author.

5.14.3.4 `const int Crosstales.RTVoice.Util.Constants.ASSET_BUILD = 252`

Build number of the asset.

5.14.3.5 `readonly DateTime Crosstales.RTVoice.Util.Constants.ASSET_CHANGED = new DateTime(2016, 10, 26) [static]`

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

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

Contact to the owner of the asset.

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

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

5.14.3.8 `const string Crosstales.RTVoice.Util.Constants.ASSET_CT_URL = "http://www.crosstales.com/en/assets/rtvoice/"`

URL of the asset in crosstales.

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

URL of the asset forum.

5.14.3.10 `const string Crosstales.RTVoice.Util.Constants.ASSET_MANUAL_URL = "http://www.crosstales.com/en/assets/rtvoice/RTVoice-doc.pdf"`

URL of the asset manual.

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

Name of the asset.

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

Path to the asset inside the Unity project.

5.14.3.13 `readonly Guid Crosstales.RTVoice.Util.Constants.ASSET_UID = new Guid("181f4dab-261f-4746-85f8-849c2866d353")`  
`[static]`

UID of the asset.

5.14.3.14 `const string Crosstales.RTVoice.Util.Constants.ASSET_UPDATE_CHECK_URL = "http://www.crosstales.com/media/assets/rtvoice_versions.txt"`

URL for update-checks of the asset

5.14.3.15 `const string Crosstales.RTVoice.Util.Constants.ASSET_URL = "https://www.assetstore.unity3d.com/#!/content/41068"`

URL of the asset.

5.14.3.16 `const string Crosstales.RTVoice.Util.Constants.ASSET_VERSION = "2.5.2"`

Version of the asset.

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

Automatically delete the generated audio files.

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

Path to the generated audio files.

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

Enable or disable debug logging for the asset.

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

Don't destroy [RTVoice](#) during scene switches.

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

Enforce 32bit versions of voices under Windows.

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

Automatically load and add the prefabs to the scene.

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

Sub-path to the prefabs.

5.14.3.24 `const string Crosstales.RTVoice.Util.Constants.RTVOICE_SCENE_OBJECT_NAME = "RTVoice"`

Name of the RT-Voice scene object.

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

Kill processes after 5000 milliseconds.

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

Location of the TTS-system under MacOS.

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

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

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

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

5.14.3.29 `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).

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

<summaryEnable or disable update-checks for the asset.

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

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

#### 5.14.4 Property Documentation

5.14.4.1 `string Crosstales.RTVoice.Util.Constants.PREFAB_PATH [static], [get]`

Path of the prefabs.

5.14.4.2 `string Crosstales.RTVoice.Util.Constants.TTS_WINDOWS_EDITOR [static], [get]`

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

5.14.4.3 `string Crosstales.RTVoice.Util.Constants.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:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/Scripts/Util/Constants.cs

### 5.15 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.*

### 5.15.1 Detailed Description

Wrapper for the PlayerPrefs.

### 5.15.2 Member Function Documentation

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

Deletes all keys.

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

Delete the key.

Key to delete in the PlayerPrefs.

#### 5.15.2.3 static bool Crosstales.RTVoice.Util.CTPlayerPrefs.GetBool ( string key ) [static]

Allows to get a bool from a key.

Key for the PlayerPrefs.

##### Returns

Value for the key.

#### 5.15.2.4 static float Crosstales.RTVoice.Util.CTPlayerPrefs.GetFloat ( string key ) [static]

Allows to get a float from a key.

Key for the PlayerPrefs.

##### Returns

Value for the key.

#### 5.15.2.5 static int Crosstales.RTVoice.Util.CTPlayerPrefs.GetInt ( string key ) [static]

Allows to get an int from a key.

Key for the PlayerPrefs.

##### Returns

Value for the key.

#### 5.15.2.6 static string Crosstales.RTVoice.Util.CTPlayerPrefs.GetString ( string key ) [static]

Allows to get a string from a key.

Key for the PlayerPrefs.

##### Returns

Value for the key.

#### 5.15.2.7 static bool Crosstales.RTVoice.Util.CTPlayerPrefs.HasKey ( string key ) [static]

Exists the key?

Key for the PlayerPrefs.

##### Returns

Value for the key.

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

Saves all modifications.

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

Allows to set a bool for a key.

Key for the PlayerPrefs.

Value for the PlayerPrefs.

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

Allows to set a float for a key.

Key for the PlayerPrefs.

Value for the PlayerPrefs.

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

Allows to set an int for a key.

Key for the PlayerPrefs.

Value for the PlayerPrefs.

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

Allows to set a string for a key.

Key for the PlayerPrefs.

Value for the PlayerPrefs.

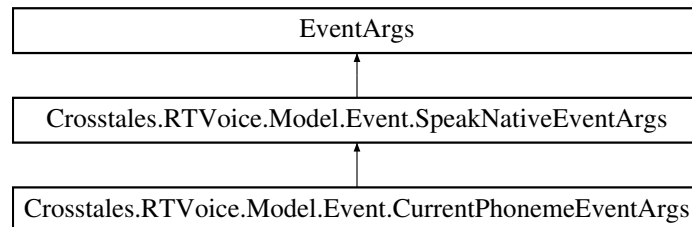
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Util/CTPlayerPrefs.cs

## 5.16 Crosstales.RTVoice.Model.Event.CurrentPhonemeEventArgs Class Reference

EventArgs for the current phoneme.

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



### Public Member Functions

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

### Public Attributes

- string [Phoneme](#)  
*Current phoneme.*

### 5.16.1 Detailed Description

EventArgs for the current phoneme.

### 5.16.2 Member Data Documentation

#### 5.16.2.1 string Crosstales.RTVoice.Model.Event.CurrentPhonemeEventArgs.Phoneme

Current phoneme.

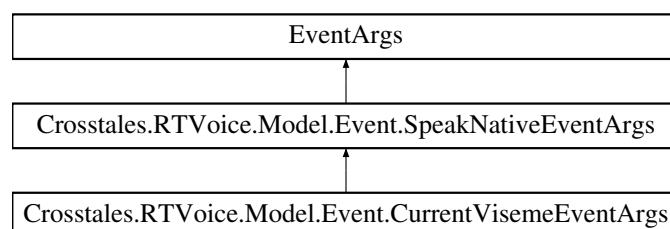
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd\_party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Model/Event/CurrentPhonemeEventArgs.cs

## 5.17 Crosstales.RTVoice.Model.Event.CurrentVisemeEventArgs Class Reference

EventArgs for the current viseme.

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



## Public Member Functions

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

## Public Attributes

- string [Viseme](#)  
*Current viseme.*

### 5.17.1 Detailed Description

EventArgs for the current viseme.

### 5.17.2 Member Data Documentation

#### 5.17.2.1 string Crosstales.RTVoice.Model.Event.CurrentVisemeEventArgs.Viseme

Current viseme.

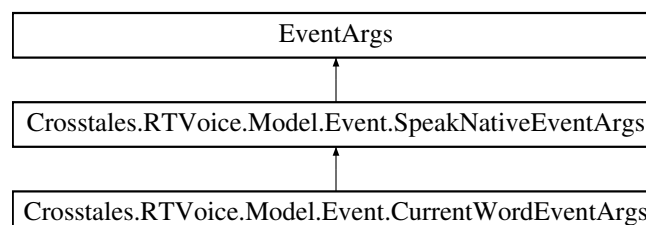
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Model/Event/CurrentVisemeEventArgs.cs

## 5.18 Crosstales.RTVoice.Model.Event.CurrentWordEventArgs Class Reference

EventArgs for the current word.

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



## Public Member Functions

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

## Public Attributes

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

### 5.18.1 Detailed Description

EventArgs for the current word.

### 5.18.2 Member Data Documentation

#### 5.18.2.1 string[] Crosstales.RTVoice.Model.Event.CurrentWordEventArgs.SpeechTextArray

Array with the text splitted into words.

#### 5.18.2.2 int Crosstales.RTVoice.Model.Event.CurrentWordEventArgs.WordIndex

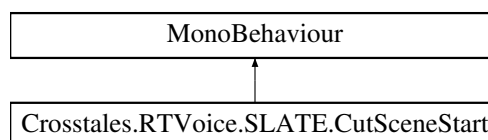
Current word index.

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

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Model/Event/CurrentWordEventArgs.cs

## 5.19 Crosstales.RTVoice.SLATE.CutSceneStart Class Reference

Inheritance diagram for Crosstales.RTVoice.SLATE.CutSceneStart:



## Public Member Functions

- void **Start** ()

## Public Attributes

- Cutscene **Cut**

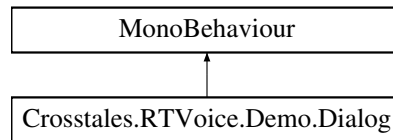
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/3rd party/↔ SLATE/Scripts/CutSceneStart.cs

## 5.20 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

### 5.20.1 Detailed Description

Simple dialog system with TTS voices.

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

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/Dialog.cs

## 5.21 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=20)  
*Shows a separator-UI.*
- static void [AddRTVoice](#) ()  
*Adds the '[RTVoice](#)'-prefab to the scene.*

## Public Attributes

- const int [MENU\\_ID](#) = 2000  
*Start index inside the "Tools"-menu.*

## Properties

- static bool [isRTVoiceInScene](#) [get]  
*Checks if the '[RTVoice](#)'-prefab is in the scene.*

### 5.21.1 Detailed Description

Editor helper class.

### 5.21.2 Member Function Documentation

#### 5.21.2.1 static void [Crosstales.RTVoice.EditorExt.EditorHelper.AddRTVoice](#) ( ) [static]

Adds the '[RTVoice](#)'-prefab to the scene.

#### 5.21.2.2 static void [Crosstales.RTVoice.EditorExt.EditorHelper.NoVoicesUI](#) ( ) [static]

Shows the "no voices found"-UI.

#### 5.21.2.3 static void [Crosstales.RTVoice.EditorExt.EditorHelper.SeparatorUI](#) ( int *space* = 20 ) [static]

Shows a separator-UI.

### 5.21.3 Member Data Documentation

#### 5.21.3.1 const int [Crosstales.RTVoice.EditorExt.EditorHelper.MENU\\_ID](#) = 2000

Start index inside the "Tools"-menu.



### 5.21.4 Property Documentation

#### 5.21.4.1 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:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↵ Editor/EditorHelper.cs

## 5.22 Crosstales.RTVoice.Util.ExtensionMethods Class Reference

Various extension methods.

### Static Public Member Functions

- static bool [CTContains](#) (this string str, string toCheck, StringComparison comp=StringComparison.Ordinal↵ IgnoreCase)  
*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 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 [CTDump< T >](#) (this List< T > list)  
*Extension method for Lists. Dumps a list to a string.*
- static void [CTInvoke](#) (this MonoBehaviour mb, Action methodName, float time)  
*Extension method for MonoBehaviour. Invoke with a real method name instead of a string.*
- static void [CTInvokeRepeating](#) (this MonoBehaviour mb, Action methodName, float time, float repeatRate)  
*Extension method for MonoBehaviour. InvokeRepeating with a real method name instead of a string.*
- static bool [CTIsInvoking](#) (this MonoBehaviour mb, Action methodName)  
*Extension method for MonoBehaviour. IsInvoking with a real method name instead of a string.*

### 5.22.1 Detailed Description

Various extension methods.

### 5.22.2 Member Function Documentation

#### 5.22.2.1 static bool Crosstales.RTVoice.Util.ExtensionMethods.CTContains ( this string str, string toCheck, StringComparison comp =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.

**5.22.2.2** `static bool Crosstales.RTVoice.Util.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.

**5.22.2.3** `static bool Crosstales.RTVoice.Util.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.

**5.22.2.4** `static string Crosstales.RTVoice.Util.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.

**5.22.2.5** `static string Crosstales.RTVoice.Util.ExtensionMethods.CTDump< T > ( this 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.

**5.22.2.6** `static void Crosstales.RTVoice.Util.ExtensionMethods.CTInvoke ( this MonoBehaviour mb, Action methodName, float time ) [static]`

Extension method for MonoBehaviour. Invoke with a real method name instead of a string.

## Parameters

<i>mb</i>	MonoBehaviour-instance.
<i>methodName</i>	Mehod as Action.
<i>time</i>	Delay time of the invoke in seconds.

**5.22.2.7** `static void Crosstales.RTVoice.Util.ExtensionMethods.CTInvokeRepeating ( this MonoBehaviour mb, Action methodName, float time, float repeatRate ) [static]`

Extension method for MonoBehaviour. InvokeRepeating with a real method name instead of a string.

## Parameters

<i>mb</i>	MonoBehaviour-instance.
<i>methodName</i>	Mehod as Action.
<i>time</i>	Delay time of the invoke in seconds.
<i>repeatRate</i>	Repeat-time of the invoke in seconds.

**5.22.2.8** `static bool Crosstales.RTVoice.Util.ExtensionMethods.CTIsInvoking ( this MonoBehaviour mb, Action methodName )`  
`[static]`

Extension method for MonoBehaviour. IsInvoking with a real method name instead of a string.

#### Parameters

<i>mb</i>	MonoBehaviour-instance.
<i>methodName</i>	Mehod as Action.

#### Returns

True if the given method invoke is pending.

**5.22.2.9** `static void Crosstales.RTVoice.Util.ExtensionMethods.CTShuffle< T > ( this IList< T > list )` `[static]`

Extension method for Lists. Shuffles a List.

#### Parameters

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

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

Extension method for Arrays. Shuffles an Array.

#### Parameters

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

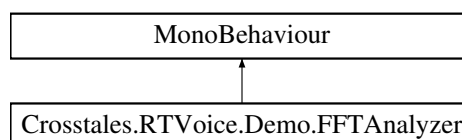
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↵ Scripts/Util/ExtensionMethods.cs

## 5.23 Crosstales.RTVoice.Demo.FFTAnalyzer Class Reference

FFT analyzer for an audio channel.

Inheritance diagram for Crosstales.RTVoice.Demo.FFTAnalyzer:



## Public Attributes

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

### 5.23.1 Detailed Description

FFT analyzer for an audio channel.

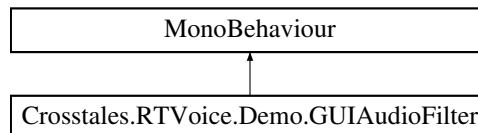
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/Scripts/Util/FFTAnalyzer.cs

## 5.24 Crosstales.RTVoice.Demo.GUIAudioFilter Class Reference

Simple GUI for audio filters.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIAudioFilter:



## Public Member Functions

- void **ResetFilters** ()
- void **ReverbFilterDropdownChanged** (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**

### 5.24.1 Detailed Description

[Simple](#) GUI for audio filters.

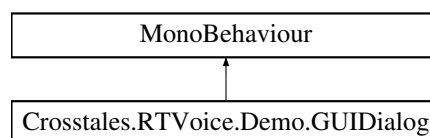
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstaes/RTVoice/Demo/↔ Scripts/GUIAudioFilter.cs

## 5.25 Crosstaes.RTVoice.Demo.GUIDialog Class Reference

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

Inheritance diagram for Crosstaes.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)

### 5.25.1 Detailed Description

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

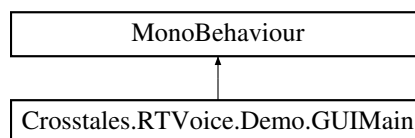
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/GUIDialog.cs

## 5.26 Crosstales.RTVoice.Demo.GUIMain Class Reference

Main GUI component for all demo scenes.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIMain:



## Public Member Functions

- void **OpenAssetURL** ()
- void **OpenCTURL** ()
- void **Silence** ()
- void **Quit** ()

## Public Attributes

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

### 5.26.1 Detailed Description

Main GUI component for all demo scenes.

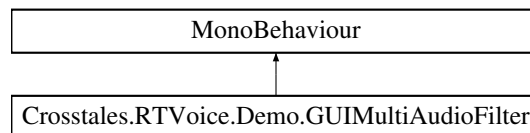
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/Scripts/GUIMain.cs

## 5.27 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 **ResetFilters** ()
- void **ClearFilters** ()
- void **ReverbFilterDropdownChanged** (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

- List< AudioSource > **Sources** = new List<AudioSource>()
- List< AudioReverbFilter > **ReverbFilters** = new List<AudioReverbFilter>()
- List< AudioChorusFilter > **ChorusFilters** = new List<AudioChorusFilter>()
- List< AudioEchoFilter > **EchoFilters** = new List<AudioEchoFilter>()
- List< AudioDistortionFilter > **DistortionFilters** = new List<AudioDistortionFilter>()
- List< AudioLowPassFilter > **LowPassFilters** = new List<AudioLowPassFilter>()
- List< AudioHighPassFilter > **HighPassFilters** = new List<AudioHighPassFilter>()
- Text **Distortion**
- Text **Lowpass**
- Text **Highpass**
- Text **Volume**
- Text **Pitch**



### 5.27.1 Detailed Description

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

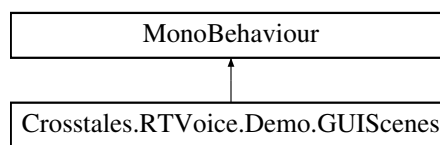
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/GUIMultiAudioFilter.cs

## 5.28 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 **LoadPreviousScene** ()
- void **LoadNextScene** ()

### Public Attributes

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

### 5.28.1 Detailed Description

Main GUI scene manager for all demo scenes.

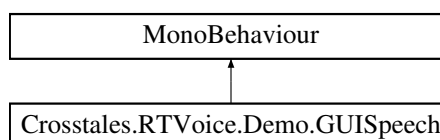
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/GUIScenes.cs

## 5.29 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 **Silence** ()
- void **ChangeRate** (float rate)
- void **ChangeVolume** (float volume)
- void **ChangePitch** (float pitch)
- void **ChangeNative** (bool native)

## 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

### 5.29.1 Detailed Description

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

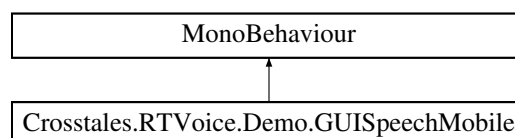
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstaes/RTVoice/Demo/↔ Scripts/GUISpeech.cs

## 5.30 Crosstaes.RTVoice.Demo.GUISpeechMobile Class Reference

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

Inheritance diagram for Crosstaes.RTVoice.Demo.GUISpeechMobile:



## Public Member Functions

- void **Silence** ()
- void **ChangeRate** (float rate)
- void **ChangeVolume** (float volume)
- void **ChangePitch** (float pitch)
- void **ChangeNative** (bool native)

## 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**

## Static Public Attributes

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

### 5.30.1 Detailed Description

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

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

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/↔  
Scripts/GUISpeechMobile.cs

## 5.31 Crosstales.RTVoice.Util.Helper Class Reference

Various helper functions.

## Static Public Member Functions

- static string [CleanText](#) (string text, bool removePunctuation=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 [ValidatePath](#) (string path)  
*Validates a given path and add missing slash.*
- static 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 OSX.*
- static bool [isAndroidPlatform](#) [get]  
*Checks if the current platform is Android.*
- static bool [isIOSPlatform](#) [get]  
*Checks if the current platform is iOS.*
- static bool [isEditorMode](#) [get]  
*Checks if we are in Editor mode.*
- static bool [isSupportedPlatform](#) [get]  
*Checks if the current platform is supported.*

### 5.31.1 Detailed Description

Various helper functions.

### 5.31.2 Member Function Documentation

#### 5.31.2.1 static string Crosstales.RTVoice.Util.Helper.CleanText ( string text, bool removePunctuation =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).

## Returns

Clean text with only letters and digits.

### 5.31.2.2 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.

### 5.31.2.3 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.

### 5.31.2.4 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.

**5.31.2.5** `static 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

**5.31.2.6** `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

**5.31.3 Property Documentation****5.31.3.1** `bool Crosstales.RTVoice.Util.Helper.isAndroidPlatform [static], [get]`

Checks if the current platform is Android.

**Returns**

True if the current platform is Android.

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

Checks if we are in Editor mode.

**Returns**

True if in Editor mode.

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

Checks if the current platform is iOS.

##### Returns

True if the current platform is iOS.

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

Checks if the current platform is OSX.

##### Returns

True if the current platform is OSX.

#### 5.31.3.5 `bool Crosstales.RTVoice.Util.Helper.isSupportedPlatform` `[static], [get]`

Checks if the current platform is supported.

##### Returns

True if the current platform is supported.

#### 5.31.3.6 `bool Crosstales.RTVoice.Util.Helper.isWindowsPlatform` `[static], [get]`

Checks if the current platform is Windows.

##### Returns

True if the current platform is Windows.

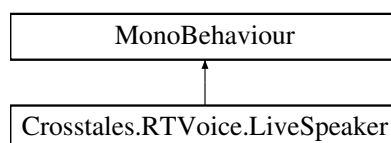
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↵ Scripts/Util/Helper.cs

## 5.32 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](#) ([WrapperNative](#) 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](#) ([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.*

### 5.32.1 Detailed Description

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

### 5.32.2 Member Function Documentation

#### 5.32.2.1 void Crosstales.RTVoice.LiveSpeaker.Silence ( )

Silence all active TTS-voices.

#### 5.32.2.2 void Crosstales.RTVoice.LiveSpeaker.Speak ( [Wrapper](#) wrapper )

Speaks a text with a given wrapper.

##### Parameters

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

#### 5.32.2.3 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).
-------------	---



**5.32.2.4 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).
-------------	---

**5.32.2.5 void Crosstales.RTVoice.LiveSpeaker.SpeakNative ( WrapperNative wrapper )**

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

**Parameters**

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

**5.32.2.6 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).
-------------	---

**5.32.2.7 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).
-------------	---

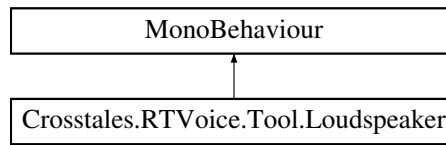
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↵ Scripts/LiveSpeaker.cs

**5.33 Crosstales.RTVoice.Tool.Loudspeaker Class Reference**

[Loudspeaker](#) for an AudioSource.

Inheritance diagram for Crosstailes.RTVoice.Tool.Loudspeaker:



## Public Member Functions

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

## Public Attributes

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

### 5.33.1 Detailed Description

[Loudspeaker](#) for an AudioSource.

### 5.33.2 Member Data Documentation

#### 5.33.2.1 bool Crosstailes.RTVoice.Tool.Loudspeaker.SilenceSource = false

Silence the origin (default: off).

#### 5.33.2.2 AudioSource Crosstailes.RTVoice.Tool.Loudspeaker.Source

Origin AudioSource.

#### 5.33.2.3 bool Crosstailes.RTVoice.Tool.Loudspeaker.Synchronized = true

Synchronized with the origin (default: on).

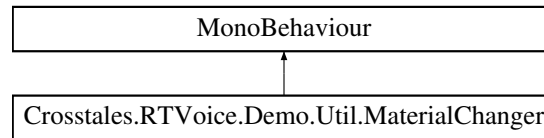
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstailes/RTVoice/Plugins/↔ Scripts/Tool/Loudspeaker.cs

## 5.34 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 Attributes

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

#### 5.34.1 Detailed Description

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

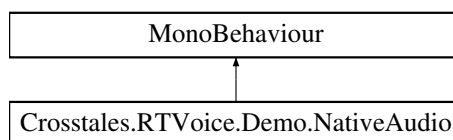
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/Scripts/Util/MaterialChanger.cs

## 5.35 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 **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

### 5.35.1 Detailed Description

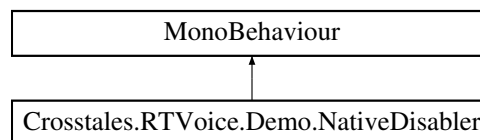
[Simple](#) example with native audio for exact timing.

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

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/NativeAudio.cs

## 5.36 Crosstales.RTVoice.Demo.NativeDisabler Class Reference

Inheritance diagram for Crosstales.RTVoice.Demo.NativeDisabler:



### Public Attributes

- `GameObject[]` **Objects**

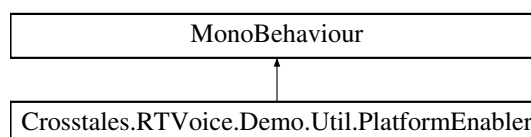
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/NativeDisabler.cs

## 5.37 Crosstales.RTVoice.Demo.Util.PlatformEnabler Class Reference

Enables game objects for a given platform.

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



### Public Attributes

- `List< Platform >` **EnabledPlatforms**
- `GameObject[]` **Objects**

### 5.37.1 Detailed Description

Enables game objects for a given platform.

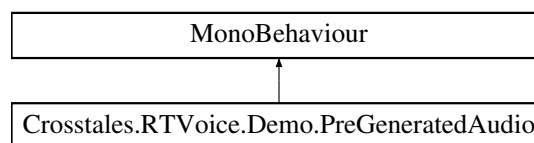
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/Util/PlatformEnabler.cs

## 5.38 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 **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

### 5.38.1 Detailed Description

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

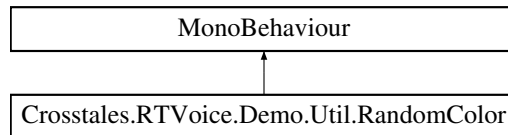
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/PreGeneratedAudio.cs

## 5.39 Crosstales.RTVoice.Demo.Util.RandomColor Class Reference

Random color changer.

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



### Public Attributes

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

### 5.39.1 Detailed Description

Random color changer.

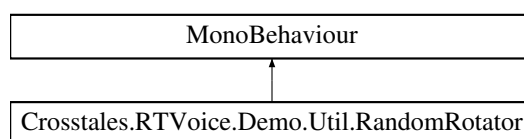
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/Util/RandomColor.cs

## 5.40 Crosstales.RTVoice.Demo.Util.RandomRotator Class Reference

Random rotation changer.

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



### Public Attributes

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

### 5.40.1 Detailed Description

Random rotation changer.

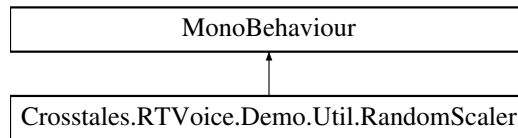
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/Util/RandomRotator.cs

## 5.41 Crosstales.RTVoice.Demo.Util.RandomScaler Class Reference

Random scale changer.

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



### Public Attributes

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

### 5.41.1 Detailed Description

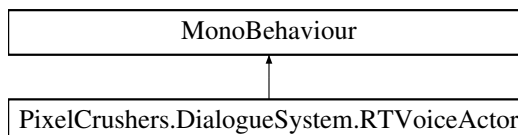
Random scale changer.

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

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/Scripts/Util/RandomScaler.cs

## 5.42 PixelCrushers.DialogueSystem.RTVoiceActor Class Reference

Inheritance diagram for PixelCrushers.DialogueSystem.RTVoiceActor:



### Classes

- class [VoicePreference](#)

### Public Types

- enum **Gender** { **Female**, **Male** }

## Public Member Functions

- virtual void **Awake** ()
- void **OnConversationLine** (Subtitle subtitle)  
*When a conversation line is spoken, speak it through RT-Voice.*
- void **OnBarkLine** (Subtitle subtitle)  
*When a bark line is spoken, speak it through RT-Voice.*
- void **SpeakSubtitle** (Subtitle subtitle, bool wait)
- virtual void **Speak** (string text)  
*Speak the specified text using RT-Voice. You can override this if you need to do anything extra.*
- **Voice GetVoice** ()  
*Gets the system's closest match voice to the preferred voice for the current language.*

## Public Attributes

- **VoicePreference[] voicePreferences** = new **VoicePreference**[0]  
*The voice preferences to try to match.*
- bool **waitForVoiceInConversations** = true  
*In conversations, make the dialogue entry wait until RT-Voice is done playing.*

## Protected Member Functions

- bool **MatchesVoicePreference** (**Voice** voice, **VoicePreference** voicePreference)
- string **StripRichText** (string s)

## Protected Attributes

- AudioSource **myAudioSource** = null

## 5.42.1 Member Function Documentation

### 5.42.1.1 **Voice** PixelCrushers.DialogueSystem.RTVoiceActor.GetVoice ( )

Gets the system's closest match voice to the preferred voice for the current language.

#### Returns

The voice.

### 5.42.1.2 void PixelCrushers.DialogueSystem.RTVoiceActor.OnBarkLine ( Subtitle subtitle )

When a bark line is spoken, speak it through RT-Voice.

#### Parameters

<i>subtitle</i>	Subtitle.
-----------------	-----------



#### 5.42.1.3 void PixelCrushers.DialogueSystem.RTVoiceActor.OnConversationLine ( Subtitle *subtitle* )

When a conversation line is spoken, speak it through RT-Voice.

##### Parameters

<i>subtitle</i>	Subtitle.
-----------------	-----------

#### 5.42.1.4 virtual void PixelCrushers.DialogueSystem.RTVoiceActor.Speak ( string *text* ) [virtual]

Speak the specified text using RT-Voice. You can override this if you need to do anything extra.

##### Parameters

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

### 5.42.2 Member Data Documentation

#### 5.42.2.1 VoicePreference [ ] PixelCrushers.DialogueSystem.RTVoiceActor.voicePreferences = new VoicePreference[0]

The voice preferences to try to match.

#### 5.42.2.2 bool PixelCrushers.DialogueSystem.RTVoiceActor.waitForVoiceInConversations = true

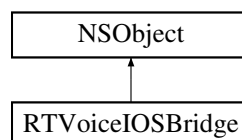
In conversations, make the dialogue entry wait until RT-Voice is done playing.

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

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/3rd party/↔ Dialogue System/Scripts/RTVoiceActor.cs

## 5.43 RTVoiceIOSBridge Class Reference

Inheritance diagram for RTVoiceIOSBridge:



### Instance Methods

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

### 5.43.1 Method Documentation

#### 5.43.1.1 - (void) setVoices

Collects and sends all voices to RTVoice.

#### 5.43.1.2 - (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

#### 5.43.1.3 - (void) stop

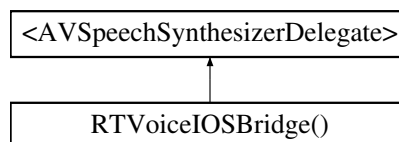
Stops speaking

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

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/iOS/RTVoiceIOSBridge.h
- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/iOS/RTVoiceIOSBridge.mm

## 5.44 RTVoiceIOSBridge() Category Reference

Inheritance diagram for RTVoiceIOSBridge():



### Properties

- AVSpeechSynthesizer \* **synthesizer**

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

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/iOS/RTVoiceIOSBridge.mm

## 5.45 Crosstales.RTVoice.EditorExt.RTVoiceMenu Class Reference

Editor component for adding the various prefabs.

### 5.45.1 Detailed Description

Editor component for adding the various prefabs.

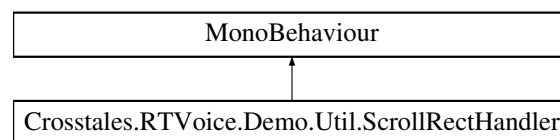
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↔ Editor/RTVoiceMenu.cs

## 5.46 Crosstales.RTVoice.Demo.Util.ScrollRectHandler Class Reference

Changes the sensitivity of ScrollRects under various platforms.

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



### Public Attributes

- ScrollRect **Scroll**

### 5.46.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

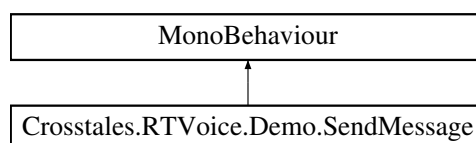
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/Util/ScrollRectHandler.cs

## 5.47 Crosstales.RTVoice.Demo.SendMessage Class Reference

[Simple](#) "SendMessage" example.

Inheritance diagram for Crosstales.RTVoice.Demo.SendMessage:



## Public Member Functions

- 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

### 5.47.1 Detailed Description

[Simple](#) "SendMessage" example.

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

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/← Scripts/SendMessage.cs

## 5.48 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.*
- **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]  
*Name of the RT-Voice.*

### 5.48.1 Detailed Description

`Model` for a sequence.

### 5.48.2 Member Data Documentation

#### 5.48.2.1 `SpeakMode` `Crosstales.RTVoice.Model.Sequence.Mode = SpeakMode.Speak`

Speak mode (default = 'Speak').

#### 5.48.2.2 `float` `Crosstales.RTVoice.Model.Sequence.Pitch = 1f`

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

#### 5.48.2.3 `float` `Crosstales.RTVoice.Model.Sequence.Rate = 1f`

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

#### 5.48.2.4 `string` `Crosstales.RTVoice.Model.Sequence.RTVoiceNameAndroid = string.Empty`

Name of the RT-Voice under Android.

#### 5.48.2.5 `string` `Crosstales.RTVoice.Model.Sequence.RTVoiceNameIOS = string.Empty`

Name of the RT-Voice under iOS.

#### 5.48.2.6 `string` `Crosstales.RTVoice.Model.Sequence.RTVoiceNameMac = string.Empty`

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

#### 5.48.2.7 `string` `Crosstales.RTVoice.Model.Sequence.RTVoiceNameWindows = string.Empty`

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

#### 5.48.2.8 `AudioSource` `Crosstales.RTVoice.Model.Sequence.Source`

`AudioSource` for the output (optional).

#### 5.48.2.9 string Crosstales.RTVoice.Model.Sequence.Text

Text to speak.

#### 5.48.2.10 float Crosstales.RTVoice.Model.Sequence.Volume = 1f

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

### 5.48.3 Property Documentation

#### 5.48.3.1 string Crosstales.RTVoice.Model.Sequence.RTVoiceName [get]

Name of the RT-Voice.

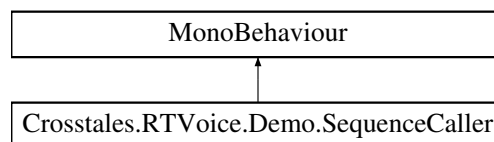
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Model/Sequence.cs

## 5.49 Crosstales.RTVoice.Demo.SequenceCaller Class Reference

[Simple](#) Sequence caller example.

Inheritance diagram for Crosstales.RTVoice.Demo.SequenceCaller:



### Public Attributes

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

#### 5.49.1 Detailed Description

[Simple](#) Sequence caller example.

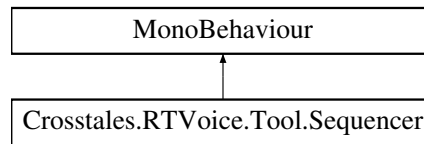
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/SequenceCaller.cs

## 5.50 Crosstales.RTVoice.Tool.Sequencer Class Reference

Simple sequencer.

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

- **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

- **Sequence CurrentSequence** [get]  
*Returns the current Sequence.*

#### 5.50.1 Detailed Description

Simple sequencer.

## 5.50.2 Member Function Documentation

### 5.50.2.1 void Crosstales.RTVoice.Tool.Sequencer.PlayAllSequences ( )

Plays all Sequences.

### 5.50.2.2 void Crosstales.RTVoice.Tool.Sequencer.PlayNextSequence ( )

Plays the next Sequence in the array.

### 5.50.2.3 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).
--------------	---

### 5.50.2.4 void Crosstales.RTVoice.Tool.Sequencer.StopAllSequences ( )

Stops and silences all active Sequences.

## 5.50.3 Member Data Documentation

### 5.50.3.1 string Crosstales.RTVoice.Tool.Sequencer.Culture

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

### 5.50.3.2 float Crosstales.RTVoice.Tool.Sequencer.Delay = 0f

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

### 5.50.3.3 bool Crosstales.RTVoice.Tool.Sequencer.PlayOnStart = false

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

### 5.50.3.4 Sequence [ ] Crosstales.RTVoice.Tool.Sequencer.Sequences

All available sequences.



## 5.50.4 Property Documentation

### 5.50.4.1 Sequence Crosstales.RTVoice.Tool.Sequencer.CurrentSequence [get]

Returns the current Sequence.

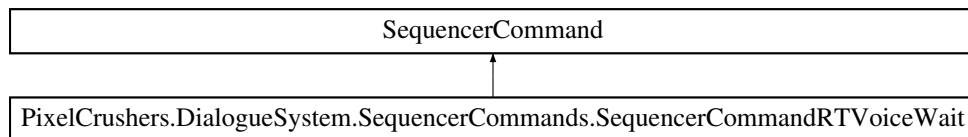
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Tool/Sequencer.cs

## 5.51 PixelCrushers.DialogueSystem.SequencerCommands.SequencerCommandRTVoiceWait Class Reference

Sequencer command RTVoiceWait(). Waits for the current RT-Voice audio clip to finish.

Inheritance diagram for PixelCrushers.DialogueSystem.SequencerCommands.SequencerCommandRTVoiceWait:



### Public Member Functions

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

### 5.51.1 Detailed Description

Sequencer command RTVoiceWait(). Waits for the current RT-Voice audio clip to finish.

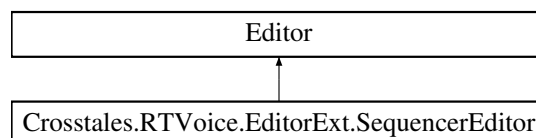
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/3rd party/↔ Dialogue System/Scripts/SequencerCommandRTVoiceWait.cs

## 5.52 Crosstales.RTVoice.EditorExt.SequencerEditor Class Reference

Custom editor for the 'Sequencer'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExt.SequencerEditor:



## Public Member Functions

- override void **OnInspectorGUI** ()

### 5.52.1 Detailed Description

Custom editor for the 'Sequencer'-class.

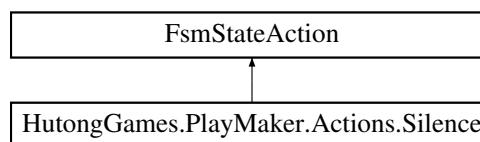
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstaes/RTVoice/Plugins/↔ Editor/SequencerEditor.cs

## 5.53 HutongGames.PlayMaker.Actions.Silence Class Reference

Silence-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.Silence:



## Public Member Functions

- override void **OnEnter** ()

### 5.53.1 Detailed Description

Silence-action for [PlayMaker](#).

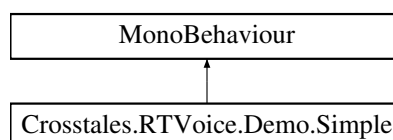
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstaes/RTVoice/3rd party/↔ PlayMaker/Scripts/Silence.cs

## 5.54 Crosstaes.RTVoice.Demo.Simple Class Reference

[Simple](#) TTS example.

Inheritance diagram for Crosstaes.RTVoice.Demo.Simple:



### Public Member Functions

- 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

#### 5.54.1 Detailed Description

[Simple](#) TTS example.

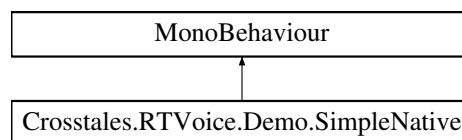
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/Simple.cs

## 5.55 Crosstales.RTVoice.Demo.SimpleNative Class Reference

[Simple](#) native TTS example.

Inheritance diagram for Crosstales.RTVoice.Demo.SimpleNative:



### Public Member Functions

- 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

### 5.55.1 Detailed Description

[Simple](#) native TTS example.

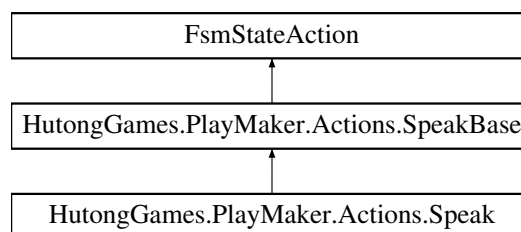
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/SimpleNative.cs

## 5.56 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 `Culture` = "en"  
*Fallback culture (e.g. 'en', optional).*

## Additional Inherited Members

### 5.56.1 Detailed Description

Speak-action for [PlayMaker](#).

### 5.56.2 Member Data Documentation

#### 5.56.2.1 FsmString HutongGames.PlayMaker.Actions.Speak.Culture = "en"

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

#### 5.56.2.2 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameAndroid = string.Empty

Name of the RT-Voice under Android.

#### 5.56.2.3 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameIOS = "Daniel"

Name of the RT-Voice under iOS.

#### 5.56.2.4 FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameMac = "Alex"

Name of the RT-Voice under macOS.

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

Name of the RT-Voice under Windows.

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

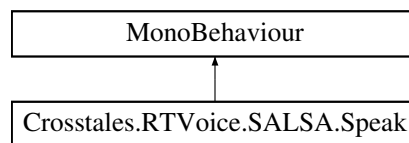
Text to speak.

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

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstaes/RTVoice/3rd party/↔  
PlayMaker/Scripts/Speak.cs

### 5.57 Crosstaes.RTVoice.SALSA.Speak Class Reference

Inheritance diagram for Crosstaes.RTVoice.SALSA.Speak:



#### Public Member Functions

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

#### Public Attributes

- AudioSource **Source**
- Salsa3D **Salsa**
- InputField **EnterText**
- Slider **RateSlider**
- Slider **PitchSlider**

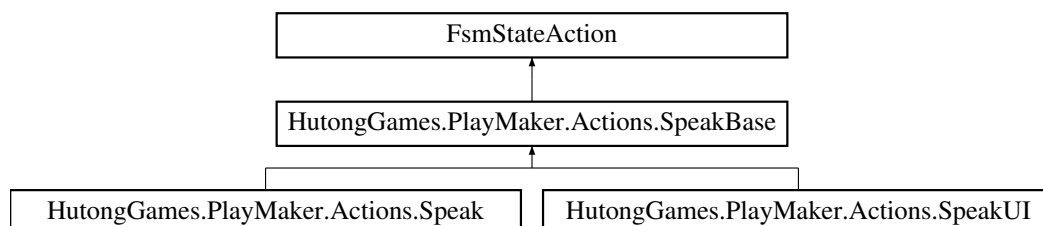
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstaes/RTVoice/3rd party/↔  
SALSA/Scripts/Speak.cs

### 5.58 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**
- [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

- Guid **uid**

### 5.58.1 Detailed Description

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

### 5.58.2 Member Data Documentation

#### 5.58.2.1 FsmGameObject HutongGames.PlayMaker.Actions.SpeakBase.AudioSource

AudioSource for the output (optional).

#### 5.58.2.2 [SpeakMode](#) HutongGames.PlayMaker.Actions.SpeakBase.Mode

[Speak](#) mode (default = [Speak](#)).

#### 5.58.2.3 FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Pitch = 1f

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

#### 5.58.2.4 FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Rate = 1

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

#### 5.58.2.5 FsmFloat HutongGames.PlayMaker.Actions.SpeakBase.Volume = 1

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

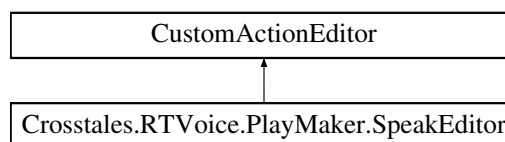
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstailes/RTVoice/3rd party/PlayMaker/Scripts/SpeakBase.cs

## 5.59 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** ()

#### 5.59.1 Detailed Description

Custom editor for the Speak-action.

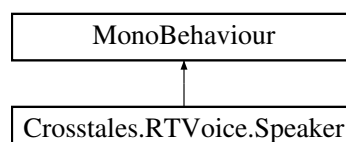
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstailes/RTVoice/3rd party/PlayMaker/Editor/SpeakEditor.cs

## 5.60 Crosstailes.RTVoice.Speaker Class Reference

Main component of [RTVoice](#).

Inheritance diagram for Crosstailes.RTVoice.Speaker:





## Public Member Functions

- delegate void **SpeakNativeCurrentWord** (object sender, [CurrentWordEventArgs](#) e)
- delegate void **SpeakNativeCurrentPhoneme** (object sender, [CurrentPhonemeEventArgs](#) e)
- delegate void **SpeakNativeCurrentViseme** (object sender, [CurrentVisemeEventArgs](#) e)
- delegate void **SpeakNativeStart** (object sender, [SpeakNativeEventArgs](#) e)
- delegate void **SpeakNativeComplete** (object sender, [SpeakNativeEventArgs](#) e)
- delegate void **SpeakStart** (object sender, [SpeakEventArgs](#) e)
- delegate void **SpeakComplete** (object sender, [SpeakEventArgs](#) e)
- delegate void **SpeakAudioGenerationStart** (object sender, [SpeakEventArgs](#) e)
- delegate void **SpeakAudioGenerationComplete** (object sender, [SpeakEventArgs](#) e)
- delegate void **ErrorInfo** (string info)
- void **OnEnable** ()
- void **Update** ()
- 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 List< [Voice](#) > [VoicesForCulture](#) (string culture)  
*Get all available voices for a given culture from the current TTS-system.*
- static [Voice](#) [VoiceForCulture](#) (string culture, int index=0)  
*Get a voice from for a given culture and otional index from the current TTS-system.*
- static [Voice](#) [VoiceForName](#) (string name)  
*Get a voice for a given name from the current TTS-system.*
- static Guid [SpeakNative](#) (string text, [Voice](#) voice=null, float rate=1f, float volume=1f, float pitch=1f)  
*Speaks a text with a given voice (native mode).*
- static void [SpeakNativeWithUID](#) ([WrapperNative](#) wrapper)  
*Speaks a text with a given voice (native mode).*
- static Guid [SpeakNative](#) ([WrapperNative](#) wrapper)  
*Speaks a text with a given wrapper (native mode).*
- static Guid [Speak](#) (string text, AudioSource source=null, [Voice](#) voice=null, bool speakImmediately=true, float rate=1f, float volume=1f, string outputFile="", float pitch=1f)  
*Speaks a text with a given voice.*
- static void [SpeakWithUID](#) ([Wrapper](#) wrapper)  
*Speaks a text with a given voice.*
- static Guid [Speak](#) ([Wrapper](#) wrapper)  
*Speaks a text with a given wrapper.*
- static void [SpeakMarkedWordsWithUID](#) (Guid uid, string text, AudioSource source, [Voice](#) voice=null, float rate=1f, float pitch=1f)  
*Speaks a text with a given voice and tracks the word position.*
- static void [Silence](#) ()  
*Silence all active TTS-voices.*
- static void [Silence](#) (Guid uid)  
*Silence an active TTS-voice with a UID.*

## Properties

- static string [AudioFileExtension](#) [get]  
*Returns the extension of the generated audio files.*
- static List< [Voice](#) > [Voices](#) [get]  
*Get all available voices from the current TTS-system.*
- static 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.*

## Events

- static SpeakNativeCurrentWord [OnSpeakNativeCurrentWord](#)  
*An event triggered whenever a new word is spoken (native mode).*
- static SpeakNativeCurrentPhoneme [OnSpeakNativeCurrentPhoneme](#)  
*An event triggered whenever a new phoneme is spoken (native mode).*
- static SpeakNativeCurrentViseme [OnSpeakNativeCurrentViseme](#)  
*An event triggered whenever a new viseme is spoken (native mode).*
- static SpeakNativeStart [OnSpeakNativeStart](#)  
*An event triggered whenever a native speak is started.*
- static SpeakNativeComplete [OnSpeakNativeComplete](#)  
*An event triggered whenever a native speak is completed.*
- static SpeakStart [OnSpeakStart](#)  
*An event triggered whenever a speak is started.*
- static SpeakComplete [OnSpeakComplete](#)  
*An event triggered whenever a native speak is completed.*
- 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.*

### 5.60.1 Detailed Description

Main component of [RTVoice](#).

### 5.60.2 Member Function Documentation

- 5.60.2.1 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.

5.60.2.2 `static void Crosstales.RTVoice.Speaker.Silence ( ) [static]`

Silence all active TTS-voices.

5.60.2.3 `static void Crosstales.RTVoice.Speaker.Silence ( Guid uid ) [static]`

Silence an active TTS-voice with a UID.

## Parameters

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

5.60.2.4 `static Guid Crosstales.RTVoice.Speaker.Speak ( string text, AudioSource source = null, 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.

**5.60.2.5 static Guid Crosstales.RTVoice.Speaker.Speak ( Wrapper *wrapper* ) [static]**

Speaks a text with a given wrapper.

**Parameters**

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

**Returns**

UID of the speaker.

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

Speaks 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).

**5.60.2.7 static Guid Crosstales.RTVoice.Speaker.SpeakNative ( string *text*, 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.

**5.60.2.8** static Guid Crosstales.RTVoice.Speaker.SpeakNative ( WrapperNative *wrapper* ) [static]

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

**Parameters**

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

**Returns**

UID of the speaker.

**5.60.2.9** static void Crosstales.RTVoice.Speaker.SpeakNativeWithUID ( WrapperNative *wrapper* ) [static]

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

**Parameters**

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

**5.60.2.10** static void Crosstales.RTVoice.Speaker.SpeakWithUID ( Wrapper *wrapper* ) [static]

Speaks a text with a given voice.

**Parameters**

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

**5.60.2.11** static 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.

**5.60.2.12** static 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.

**5.60.2.13**   `static List<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.

### 5.60.3   Property Documentation

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

Returns the extension of the generated audio files.

**Returns**

Extension of the generated audio files.

**5.60.3.2**   `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.

**5.60.3.3**   `bool Crosstales.RTVoice.Speaker.isTTSAvailable`   `[static], [get]`

Checks if TTS is available on this system.

**Returns**

True if TTS is available on this system.

#### 5.60.3.4 List<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.

### 5.60.4 Event Documentation

#### 5.60.4.1 ErrorInfo Crosstales.RTVoice.Speaker.OnErrorInfo [static]

An event triggered whenever an error occurs.

#### 5.60.4.2 SpeakAudioGenerationComplete Crosstales.RTVoice.Speaker.OnSpeakAudioGenerationComplete [static]

An event triggered whenever a speak audio generation is completed.

#### 5.60.4.3 SpeakAudioGenerationStart Crosstales.RTVoice.Speaker.OnSpeakAudioGenerationStart [static]

An event triggered whenever a speak audio generation is started.

#### 5.60.4.4 SpeakComplete Crosstales.RTVoice.Speaker.OnSpeakComplete [static]

An event triggered whenever a native speak is completed.

#### 5.60.4.5 SpeakNativeComplete Crosstales.RTVoice.Speaker.OnSpeakNativeComplete [static]

An event triggered whenever a native speak is completed.

#### 5.60.4.6 SpeakNativeCurrentPhoneme Crosstales.RTVoice.Speaker.OnSpeakNativeCurrentPhoneme [static]

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

#### 5.60.4.7 SpeakNativeCurrentViseme Crosstales.RTVoice.Speaker.OnSpeakNativeCurrentViseme [static]

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

#### 5.60.4.8 SpeakNativeCurrentWord Crosstales.RTVoice.Speaker.OnSpeakNativeCurrentWord [static]

An event triggered whenever a new word is spoken (native mode).

#### 5.60.4.9 `SpeakNativeStart` `Crosstales.RTVoice.Speaker.OnSpeakNativeStart` [static]

An event triggered whenever a native speak is started.

#### 5.60.4.10 `SpeakStart` `Crosstales.RTVoice.Speaker.OnSpeakStart` [static]

An event triggered whenever a speak is started.

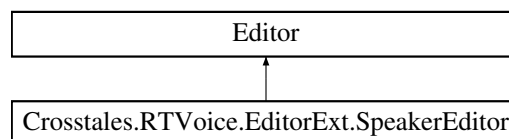
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Speaker.cs

## 5.61 `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** ()

#### 5.61.1 Detailed Description

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

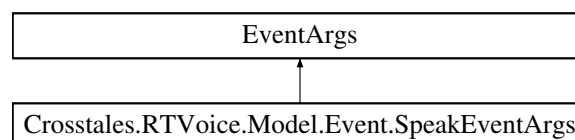
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↔ Editor/SpeakerEditor.cs

## 5.62 `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.*

### 5.62.1 Detailed Description

EventArgs and base class for all speaker events.

### 5.62.2 Member Data Documentation

#### 5.62.2.1 [Wrapper](#) Crosstales.RTVoice.Model.Event.SpeakEventArgs.Wrapper

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

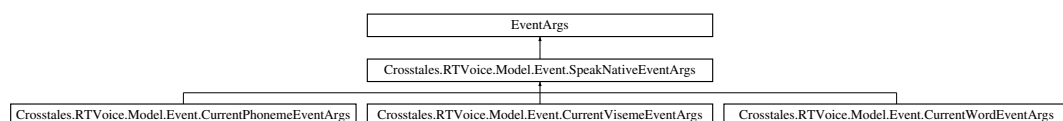
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Model/Event/SpeakEventArgs.cs

## 5.63 Crosstales.RTVoice.Model.Event.SpeakNativeEventArgs Class Reference

EventArgs and base class for all speaker (native) events.

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



## Public Member Functions

- **SpeakNativeEventArgs** ([WrapperNative](#) wrapper)
- override string **ToString** ()

## Public Attributes

- [WrapperNative](#) [Wrapper](#)  
*[Wrapper](#) with "SpeakNative"-function call.*

### 5.63.1 Detailed Description

EventArgs and base class for all speaker (native) events.

### 5.63.2 Member Data Documentation

#### 5.63.2.1 WrapperNative Crosstales.RTVoice.Model.Event.SpeakNativeEventArgs.Wrapper

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

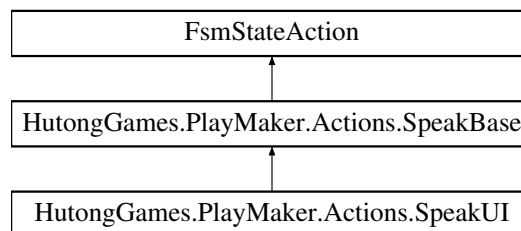
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Model/Event/SpeakNativeEventArgs.cs

## 5.64 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

#### 5.64.1 Detailed Description

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

## 5.64.2 Member Data Documentation

### 5.64.2.1 FsmString HutongGames.PlayMaker.Actions.SpeakUI.Culture = "en"

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

### 5.64.2.2 InputField HutongGames.PlayMaker.Actions.SpeakUI.RTVoiceName

Name of the RT-Voice.

### 5.64.2.3 InputField HutongGames.PlayMaker.Actions.SpeakUI.Text

Text to speak.

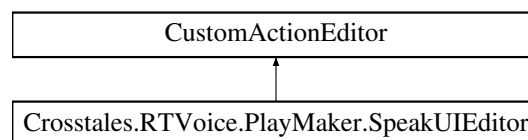
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/3rd party/↔ PlayMaker/Scripts/SpeakUI.cs

## 5.65 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** ()

### 5.65.1 Detailed Description

Custom editor for the SpeakUI-action.

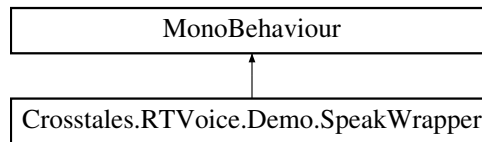
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/3rd party/↔ PlayMaker/Editor/SpeakUIEditor.cs

## 5.66 Crosstales.RTVoice.Demo.SpeakWrapper Class Reference

Warapper 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**

### 5.66.1 Detailed Description

Warapper for the dynamic speakers.

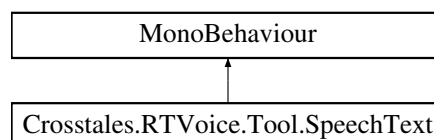
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Demo/↔ Scripts/SpeakWrapper.cs

## 5.67 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** ()
- void **Silence** ()

## 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.*
- **SpeakMode Mode** = 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]  
*Name of the RT-Voice.*

### 5.67.1 Detailed Description

Allows to speak and store generated audio.

## 5.67.2 Member Data Documentation

### 5.67.2.1 `string Crosstales.RTVoice.Tool.SpeechText.Culture = "en"`

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

### 5.67.2.2 `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'.

### 5.67.2.3 `string Crosstales.RTVoice.Tool.SpeechText.FileName = "RTVGeneratedAudio"`

File name of the generated audio.

### 5.67.2.4 `string Crosstales.RTVoice.Tool.SpeechText.FilePath = @"_generatedAudio/"`

File path for the generated audio.

### 5.67.2.5 `bool Crosstales.RTVoice.Tool.SpeechText.GenerateAudioFile = false`

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

### 5.67.2.6 `SpeakMode Crosstales.RTVoice.Tool.SpeechText.Mode = SpeakMode.Speak`

Speak mode (default = Speak).

### 5.67.2.7 `float Crosstales.RTVoice.Tool.SpeechText.Pitch = 1f`

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

### 5.67.2.8 `bool Crosstales.RTVoice.Tool.SpeechText.PlayOnStart = false`

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

### 5.67.2.9 `float Crosstales.RTVoice.Tool.SpeechText.Rate = 1f`

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

### 5.67.2.10 `string Crosstales.RTVoice.Tool.SpeechText.RTVoiceNameAndroid = string.Empty`

Name of the RT-Voice under Android.

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

Name of the RT-Voice under iOS.

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

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

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

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

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

AudioSource for the output (optional).

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

Text to speak.

5.67.2.16 `float Crosstales.RTVoice.Tool.SpeechText.Volume = 1f`

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

### 5.67.3 Property Documentation

5.67.3.1 `string Crosstales.RTVoice.Tool.SpeechText.RTVoiceName` `[get]`

Name of the RT-Voice.

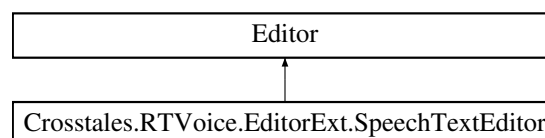
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Tool/SpeechText.cs

## 5.68 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** ()

### 5.68.1 Detailed Description

Custom editor for the 'SpeechText'-class.

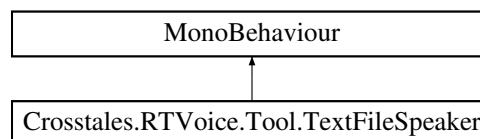
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/Editor/SpeechTextEditor.cs

## 5.69 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.*
- Guid **SpeakText** (int index=-1)  
*Speaks a text with an optional index.*
- void **Silence** ()

## 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.*
  - `SpeakMode Mode = 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).*

## Properties

- `string RTVoiceName` [get]  
*Name of the RT-Voice.*

### 5.69.1 Detailed Description

Allows to speak text files.

### 5.69.2 Member Function Documentation

#### 5.69.2.1 `void Crosstales.RTVoice.Tool.TextFileSpeaker.Speak ( )`

Speaks a random text.

#### 5.69.2.2 `Guid 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.

### 5.69.3 Member Data Documentation

#### 5.69.3.1 `string Crosstales.RTVoice.Tool.TextFileSpeaker.Culture = "en"`

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

### 5.69.3.2 **SpeakMode** Crosstales.RTVoice.Tool.TextFileSpeaker.Mode = SpeakMode.Speak

Speak mode (default = Speak).

### 5.69.3.3 **float** Crosstales.RTVoice.Tool.TextFileSpeaker.Pitch = 1f

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

### 5.69.3.4 **float** Crosstales.RTVoice.Tool.TextFileSpeaker.Rate = 1f

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

### 5.69.3.5 **string** Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceNameAndroid = string.Empty

Name of the RT-Voice under Android.

### 5.69.3.6 **string** Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceNameIOS = "Daniel"

Name of the RT-Voice under iOS.

### 5.69.3.7 **string** Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceNameMac = "Alex"

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

### 5.69.3.8 **string** Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceNameWindows = "Microsoft David Desktop"

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

### 5.69.3.9 **AudioSource** Crosstales.RTVoice.Tool.TextFileSpeaker.Source

AudioSource for the output (optional).

### 5.69.3.10 **TextAsset [ ]** Crosstales.RTVoice.Tool.TextFileSpeaker.TextFiles

Text files to speak.

### 5.69.3.11 **float** Crosstales.RTVoice.Tool.TextFileSpeaker.Volume = 1f

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

## 5.69.4 Property Documentation

### 5.69.4.1 string Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceName [get]

Name of the RT-Voice.

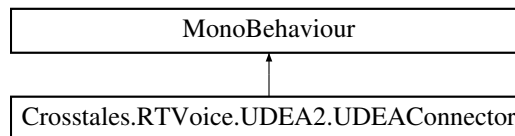
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Tool/TextFileSpeaker.cs

## 5.70 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).*

### 5.70.1 Detailed Description

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

### 5.70.2 Member Data Documentation

#### 5.70.2.1 string Crosstales.RTVoice.UDEA2.UDEAConnector.Culture

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

### 5.70.2.2 UDEAVoiceWrapper [ ] Crosstales.RTVoice.UDEA2.UDEAConnector.Voices

Voices for the UDEA-characters (optional).

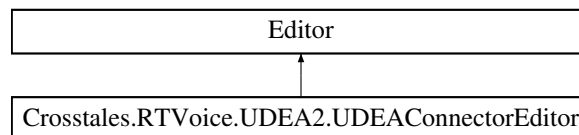
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/3rd party/↔  
THE Dialogue Engine/Scripts/UDEAConnector.cs

## 5.71 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** ()

### 5.71.1 Detailed Description

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

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

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/3rd party/↔  
THE Dialogue Engine/Editor/UDEAConnectorEditor.cs

## 5.72 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.*
- 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]  
*Name of the RT-Voice.*

### 5.72.1 Detailed Description

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

### 5.72.2 Member Data Documentation

#### 5.72.2.1 bool Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.IgnoreCharacter = false

Ignore this character (default: off).

#### 5.72.2.2 float Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Pitch = 1f

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

#### 5.72.2.3 float Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Rate = 1f

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

**5.72.2.4** `string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameAndroid = string.Empty`

Name of the RT-Voice under Android.

**5.72.2.5** `string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameIOS = string.Empty`

Name of the RT-Voice under iOS.

**5.72.2.6** `string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameMac = string.Empty`

Name of the RT-Voice under macOS.

**5.72.2.7** `string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameWindows = string.Empty`

"Name of the RT-Voice under Windows.

**5.72.2.8** `AudioSource Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Source`

Origin AudioSource (optional).

**5.72.2.9** `string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.UDEAVoiceName = string.Empty`

"Name of the UDEA-character on-screen.

**5.72.2.10** `float Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Volume = 1f`

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

### 5.72.3 Property Documentation

**5.72.3.1** `string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceName` [get]

Name of the RT-Voice.

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

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/3rd party/↔ THE Dialogue Engine/Scripts/UDEAVoiceWrapper.cs

## 5.73 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."

#### 5.73.1 Detailed Description

Checks for updates of the asset.

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

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↔ Editor/UpdateCheck.cs

## 5.74 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.*
- string [ToShortString](#) ()  
*Returns a short ToString()-variant.*
- 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.*

#### 5.74.1 Detailed Description

[Model](#) for a voice.

#### 5.74.2 Constructor & Destructor Documentation

##### 5.74.2.1 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.

5.74.2.2 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.

## 5.74.3 Member Function Documentation

## 5.74.3.1 string Crosstales.RTVoice.Model.Voice.ToShortString ( )

Returns a short ToString()-variant.

## Returns

Returns a short ToString()-variant.

## 5.74.4 Member Data Documentation

## 5.74.4.1 string Crosstales.RTVoice.Model.Voice.Age = string.Empty

Age of the RT-Voice (Windows only).

## 5.74.4.2 string Crosstales.RTVoice.Model.Voice.Culture = string.Empty

Culture of the RT-Voice.

## 5.74.4.3 string Crosstales.RTVoice.Model.Voice.Description = string.Empty

Description of the RT-Voice.



## 5.74.4.4 string Crosstales.RTVoice.Model.Voice.Gender = string.Empty

Gender of the RT-Voice (Windows only).

## 5.74.4.5 string Crosstales.RTVoice.Model.Voice.Name

Name of the RT-Voice.

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

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Model/Voice.cs

## 5.75 PixelCrushers.DialogueSystem.RTVoiceActor.VoicePreference Class Reference

## Public Attributes

- string **language**
- string **name**
- Gender **gender**
- int **minAge** = 0
- int **maxAge** = 100

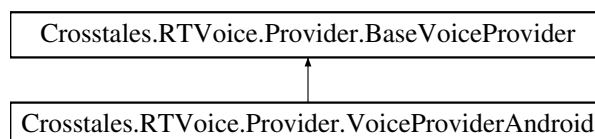
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/3rd party/↔ Dialogue System/Scripts/RTVoiceActor.cs

## 5.76 Crosstales.RTVoice.Provider.VoiceProviderAndroid Class Reference

Android voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderAndroid:



## Public Member Functions

- override IEnumerator **SpeakNative** ([WrapperNative](#) wrapper)  
*The current provider speaks a text with a given voice (native mode).*
- override IEnumerator **Speak** ([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 List< [Voice](#) > **Voices** [get]

## Additional Inherited Members

### 5.76.1 Detailed Description

Android voice provider.

### 5.76.2 Member Function Documentation

5.76.2.1 override void [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#).Silence ( ) [virtual]

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.76.2.2 override IEnumerator [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#).Speak ( [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](#).

5.76.2.3 override IEnumerator [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#).SpeakNative ( [WrapperNative 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](#).

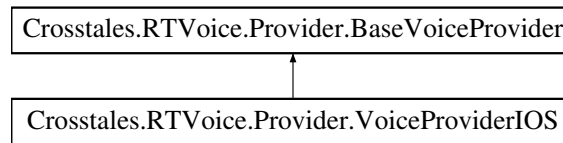
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Provider/VoiceProviderAndroid.cs

## 5.77 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](#) ([WrapperNative](#) wrapper)  
*The current provider speaks a text with a given voice (native mode).*
- override IEnumerator [Speak](#) ([Wrapper](#) wrapper)  
*The current provider speaks a text with a given voice.*

### Static Public Member Functions

- static void [Stop](#) ()  
*Silence the current TTS-provider (native mode).*
- static void [GetVoices](#) ()  
*Silence the current TTS-provider (native mode).*
- static void [Speak](#) (string gameObject, string text, float rate=0.5f, float pitch=1f, float volume=1f, string culture="")  
*Bridge to the native tts system*
- 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 List< [Voice](#) > **Voices** [get]

### Additional Inherited Members

#### 5.77.1 Detailed Description

iOS voice provider.

## 5.77.2 Member Function Documentation

**5.77.2.1** `static void Crosstales.RTVoice.Provider.VoiceProviderIOS.GetVoices ( ) [static]`

Silence the current TTS-provider (native mode).

**5.77.2.2** `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.
--------------	---------------------------

**5.77.2.3** `static void Crosstales.RTVoice.Provider.VoiceProviderIOS.SetVoices ( string voicesText ) [static]`

Receives all voices

Parameters

<i>voicesText</i>	All voices as text string.
-------------------	----------------------------

**5.77.2.4** `override void Crosstales.RTVoice.Provider.VoiceProviderIOS.Silence ( ) [virtual]`

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

**5.77.2.5** `static void Crosstales.RTVoice.Provider.VoiceProviderIOS.Speak ( string gameObject, string text, float rate = 0.5f, float pitch = 1f, float volume = 1f, string culture = " " ) [static]`

Bridge to the native tts system

Parameters

<i>gameObject</i>	Receiving gameobject for the messages from iOS
<i>text</i>	Text to speak.
<i>rate</i>	Speech rate of the speaker in percent (default: 0.5, optional).
<i>pitch</i>	Pitch of the speech in percent (default: 1, optional).
<i>volume</i>	Volume of the speaker in percent (default: 1, optional).
<i>culture</i>	Culture of the voice to speak (optional).

5.77.2.6 `override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderIOS.Speak ( 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](#).

5.77.2.7 `override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderIOS.SpeakNative ( WrapperNative 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](#).

5.77.2.8 `static void Crosstales.RTVoice.Provider.VoiceProviderIOS.Stop ( ) [static]`

Silence the current TTS-provider (native mode).

5.77.2.9 `static void Crosstales.RTVoice.Provider.VoiceProviderIOS.WordSpoken ( ) [static]`

Called everytime a new word is spoken.

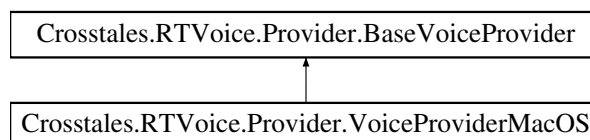
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Provider/VoiceProviderIOS.cs

## 5.78 Crosstales.RTVoice.Provider.VoiceProviderMacOS Class Reference

MacOS voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderMacOS:



## Public Member Functions

- override IEnumerator [SpeakNative](#) ([WrapperNative](#) wrapper)  
*The current provider speaks a text with a given voice (native mode).*
- override IEnumerator [Speak](#) ([Wrapper](#) wrapper)  
*The current provider speaks a text with a given voice.*

## Properties

- override string **AudioFileExtension** [get]
- override List< [Voice](#) > **Voices** [get]

## Additional Inherited Members

### 5.78.1 Detailed Description

MacOS voice provider.

### 5.78.2 Member Function Documentation

#### 5.78.2.1 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMacOS.Speak ( [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](#).

#### 5.78.2.2 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMacOS.SpeakNative ( [WrapperNative](#) 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](#).

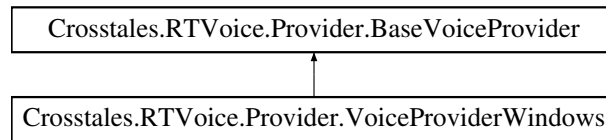
The documentation for this class was generated from the following file:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/Scripts/Provider/VoiceProviderMacOS.cs

## 5.79 Crosstales.RTVoice.Provider.VoiceProviderWindows Class Reference

Windows voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderWindows:



### Public Member Functions

- override IEnumerator [SpeakNative](#) ([WrapperNative](#) wrapper)  
*The current provider speaks a text with a given voice (native mode).*
- override IEnumerator [Speak](#) ([Wrapper](#) wrapper)  
*The current provider speaks a text with a given voice.*

### Properties

- override string **AudioFileExtension** [get]
- override List< [Voice](#) > **Voices** [get]

### Additional Inherited Members

#### 5.79.1 Detailed Description

Windows voice provider.

#### 5.79.2 Member Function Documentation

5.79.2.1 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWindows.Speak ( [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](#).

### 5.79.2.2 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWindows.SpeakNative ( WrapperNative 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:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/↔ Scripts/Provider/VoiceProviderWindows.cs

## 5.80 Crosstales.RTVoice.Model.Wrapper Class Reference

[Wrapper](#) for "Speak"-function calls.

### Public Member Functions

- [Wrapper](#) (string text, AudioSource source=null, [Voice](#) voice=null, bool speakImmediately=true, float rate=1f, float pitch=1f, float volume=1f, string outputFile="")  
*Instantiate the class.*
- [Wrapper](#) (Guid uid, string text, AudioSource source=null, [Voice](#) voice=null, bool speakImmediately=true, float rate=1f, float pitch=1f, float volume=1f, string outputFile="")  
*Instantiate the class.*
- override string **ToString** ()

### Public Attributes

- Guid [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).*

### 5.80.1 Detailed Description

[Wrapper](#) for "Speak"-function calls.

### 5.80.2 Constructor & Destructor Documentation

**5.80.2.1** `Crosstales.RTVoice.Model.Wrapper.Wrapper ( string text, AudioSource source = null, Voice voice = null, bool speakImmediately = true, float rate = 1f, float pitch = 1f, float volume = 1f, string outputFile = " " )`

Instantiate the class.

#### Parameters

<i>text</i>	Text for the speech.
<i>source</i>	AudioSource for the speech.
<i>voice</i>	<a href="#">Voice</a> for the speech.
<i>speakImmediately</i>	>Speak immediately after the audio generation. Only works if 'Source' is not null.
<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>outputFile</i>	Output file (without extension) for the generated audio.

**5.80.2.2** `Crosstales.RTVoice.Model.Wrapper.Wrapper ( Guid uid, string text, AudioSource source = null, Voice voice = null, bool speakImmediately = true, float rate = 1f, float pitch = 1f, float volume = 1f, string outputFile = " " )`

Instantiate the class.

#### Parameters

<i>uid</i>	UID of the speech.
<i>text</i>	Text for the speech.
<i>source</i>	AudioSource for the speech.
<i>voice</i>	<a href="#">Voice</a> for the speech.
<i>speakImmediately</i>	>Speak immediately after the audio generation. Only works if 'Source' is not null.
<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>outputFile</i>	Output file (without extension) for the generated audio.

### 5.80.3 Member Data Documentation

#### 5.80.3.1 `string Crosstales.RTVoice.Model.Wrapper.OutputFile`

Output file (without extension) for the generated audio.

#### 5.80.3.2 `AudioSource Crosstales.RTVoice.Model.Wrapper.Source`

AudioSource for the speech.

#### 5.80.3.3 `bool Crosstales.RTVoice.Model.Wrapper.SpeakImmediately`

Speak immediately after the audio generation. Only works if 'Source' is not null.

#### 5.80.3.4 `string Crosstales.RTVoice.Model.Wrapper.Text`

Text for the speech.

#### 5.80.3.5 `Guid Crosstales.RTVoice.Model.Wrapper.Uid`

UID of the speech.

#### 5.80.3.6 `Voice Crosstales.RTVoice.Model.Wrapper.Voice`

Voice for the speech.

### 5.80.4 Property Documentation

#### 5.80.4.1 `float Crosstales.RTVoice.Model.Wrapper.Pitch` `[get]`, `[set]`

Pitch of the speech (values: 0-2).

#### 5.80.4.2 `float Crosstales.RTVoice.Model.Wrapper.Rate` `[get]`, `[set]`

Rate of the speech (values: 0-3).

#### 5.80.4.3 `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:

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/Scripts/Model/Wrapper.cs

## 5.81 Crosstales.RTVoice.Model.WrapperNative Class Reference

[Wrapper](#) (native mode) for "SpeakNative"-function calls.

### Public Member Functions

- [WrapperNative](#) (string text, [Voice](#) voice=null, float rate=1f, float pitch=1f, float volume=1f)  
*Instantiate the class.*
- [WrapperNative](#) (Guid uid, string text, [Voice](#) voice=null, float rate=1f, float pitch=1f, float volume=1f)  
*Instantiate the class.*
- override string **ToString** ()

### Public Attributes

- Guid [Uid](#)  
*UID of the speech.*
- string [Text](#)  
*Text for the speech.*
- [Voice](#) [Voice](#)  
*Voice for the speech.*

### 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).*

#### 5.81.1 Detailed Description

[Wrapper](#) (native mode) for "SpeakNative"-function calls.

#### 5.81.2 Constructor & Destructor Documentation

5.81.2.1 **Crosstales.RTVoice.Model.WrapperNative.WrapperNative** ( string text, **Voice** voice = null, float rate = 1f, float pitch = 1f, float volume = 1f )

Instantiate the class.

##### Parameters

<i>text</i>	Text for the speech.
<i>voice</i>	<a href="#">Voice</a> 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).

**5.81.2.2** `Crosstales.RTVoice.Model.WrapperNative.WrapperNative ( Guid uid, string text, Voice voice = null, float rate = 1f, float pitch = 1f, float volume = 1f )`

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).

### 5.81.3 Member Data Documentation

**5.81.3.1** `string Crosstales.RTVoice.Model.WrapperNative.Text`

Text for the speech.

**5.81.3.2** `Guid Crosstales.RTVoice.Model.WrapperNative.Uid`

UID of the speech.

**5.81.3.3** `Voice Crosstales.RTVoice.Model.WrapperNative.Voice`

Voice for the speech.

### 5.81.4 Property Documentation

**5.81.4.1** `float Crosstales.RTVoice.Model.WrapperNative.Pitch` `[get], [set]`

Pitch of the speech (values: 0-2).

**5.81.4.2** `float Crosstales.RTVoice.Model.WrapperNative.Rate` `[get], [set]`

Rate of the speech (values: 0-3).

**5.81.4.3** `float Crosstales.RTVoice.Model.WrapperNative.Volume` `[get], [set]`

Volume of the speech (values: 0-1).

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

- C:/Users/Stefan/git/assets/RTVoicePro/3rd party/RTVoice\_3rd\_party/Assets/crosstales/RTVoice/Plugins/Scripts/Model/WrapperNative.cs

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