RTVoice

2.7.1

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Chapter 5

Namespace Documentation

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Namespaces

5.2 Crosstales.RTVoice Namespace Reference

Namespaces

Classes

- class ExtensionMethods

  Various extension methods.
- class LiveSpeaker

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

  Main component of RTVoice.

5.3 Crosstales.RTVoice.AdventureCreator Namespace Reference

Classes

- class ACConnector

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

  Custom editor for the 'ACConnector'-class.
- class ACConnectorGameObject

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

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

  Allows to switch scenes with Adventure Creator.
- class ACVoiceWrapper

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

5.4 Crosstales.RTVoice.Demo Namespace Reference

Namespaces

Classes

- class Dialog

  Simple dialog system with TTS voices.
- class GUIAudioFilter

  Simple GUI for audio filters.
- class GUIDialog

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

  Main GUI component for all demo scenes.
- class GUIMultiAudioFilter

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

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

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

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

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

  Simple "SendMessage" example.
- class SequenceCaller

  Simple Sequence caller example.
- class Simple

  Simple TTS example.
- class SimpleNative

  Simple native TTS example.
- class SpeakWrapper

  Wrapper for the dynamic speakers.

5.5 Crosstales.RTVoice.Demo.Util Namespace Reference

Classes

- class AudioVisualizer

  Simple audio visualizer.
- class FFTAnalyzer

  FFT analyzer for an audio channel.
- class MaterialChanger

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

  Disable game objects for native mode.
- class PlatformEnabler

Enables game objects for a given platform.

- class RandomColor

  Random color changer.
- class RandomRotator

  Random rotation changer.
- class RandomScaler

  Random scale changer.
- class ScrollRectHandler

  Changes the sensitivity of ScrollRects under various platforms.

Enumerations

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

  All available platforms.

5.5.1 Enumeration Type Documentation

5.5.1.1 enum Crosstales.RTVoice.Demo.Util.Platform [strong]

All available platforms.

5.6 Crosstales.RTVoice.EditorExt Namespace Reference

Classes

- class AutoInitalize

  Automatically adds the neccessary 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 RTVoiceGameObject

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

  Editor component for the "Tools"-menu.
- class SequencerEditor

  Custom editor for the 'Sequencer'-class.

- class SetupResources

  Copies all resources to 'Editor Default Resources'.
- class SpeakerEditor

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

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

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

  Checks for updates of the asset.

5.7 Crosstales.RTVoice.Model Namespace Reference

Namespaces

Classes

- class Sequence

  Model for a sequence.
- class Voice

  Model for a voice.
- class Wrapper

  Wrapper for "Speak"-function calls.

Enumerations

- enum SpeakMode { **Speak**, **SpeakNative** }

  Available Speak-modes.

5.7.1 Enumeration Type Documentation

5.7.1.1 enum Crosstales.RTVoice.Model.SpeakMode [strong]

Available Speak-modes.

5.8 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.

5.9 Crosstales.RTVoice.PlayMaker Namespace Reference

Classes

- class SpeakEditor

  Custom editor for the Speak-action.
- class SpeakUIEditor

  Custom editor for the SpeakUI-action.

5.10 Crosstales.RTVoice.Provider Namespace Reference

Classes

- class BaseVoiceProvider

  Base class for voice providers.
- class VoiceProviderAndroid

  Android voice provider.
- class VoiceProviderIOS

  iOS voice provider.
- class VoiceProviderMacOS

  MacOS voice provider.
- class VoiceProviderMary

  MaryTTS voice provider.
- class VoiceProviderWindows

  Windows voice provider.
- class VoiceProviderWSA

5.11 Crosstales.RTVoice.SALSA Namespace Reference

Classes

- class Speak

5.12 Crosstales.RTVoice.SLATE Namespace Reference

Classes

- class CutSceneStart

5.13 Crosstales.RTVoice.Tool Namespace Reference

Classes

- class Loudspeaker

  Loudspeaker for an AudioSource.
- class Proxy

  Handles HTTP/HTTPS Internet connections via proxy server.
- class Sequencer

  Simple sequencer.
- class SpeechText

  Allows to speak and store generated audio.
- class TextFileSpeaker

  Allows to speak text files.

5.14 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.

5.15 Crosstales.RTVoice.Util Namespace Reference

Classes

- class AudioExporter

  AudioClip exporter class.
- class Constants

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

  Wrapper for the PlayerPrefs.
- class Helper

  Various helper functions.

5.16 HutongGames Namespace Reference

Namespaces

5.17 HutongGames.PlayMaker Namespace Reference

Namespaces

5.18 HutongGames.PlayMaker.Actions Namespace Reference

Classes

- class Silence

  Silence-action for PlayMaker.
- class Speak

  Speak-action for PlayMaker.
- class SpeakBase

  Base for Speak-actions in PlayMaker.
- class SpeakUI

  Speak-action for UI-components in PlayMaker.

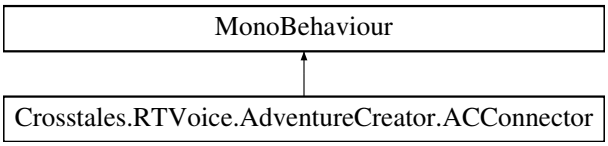
Chapter 6

Class Documentation

6.1 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).

6.1.1 Detailed Description

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

6.1.2 Member Data Documentation

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

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

6.1.2.2 string Crosstales.RTVoice.AdventureCreator.ACConnector.Culture

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

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

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

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

Voices for the AC-characters (optional).

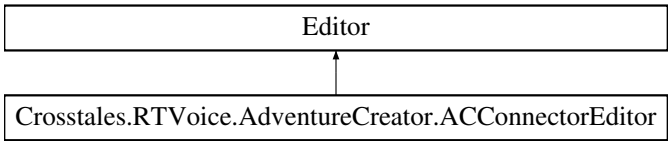
The documentation for this class was generated from the following file:

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

6.2 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** ()

6.2.1 Detailed Description

Custom editor for the 'ACConnector'-class.

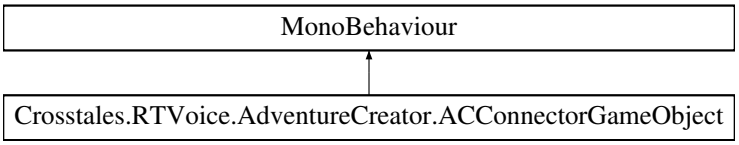
The documentation for this class was generated from the following file:

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

6.3 Crosstales.RTVoice.AdventureCreator.ACConnectorGameObject Class Reference

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

Inheritance diagram for Crosstales.RTVoice.AdventureCreator.ACConnectorGameObject:



6.3.1 Detailed Description

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

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

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

6.4 Crosstales.RTVoice.AdventureCreator.ACConnectorMenu Class Reference

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

6.4.1 Detailed Description

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

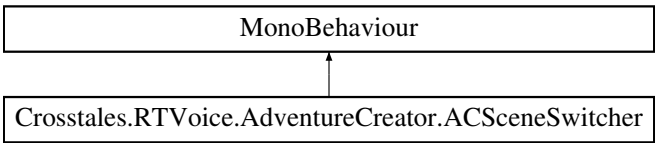
The documentation for this class was generated from the following file:

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

6.5 Crosstales.RTVoice.AdventureCreator.ACSceneSwitcher Class Reference

Allows to switch scenes with Adventure Creator.

Inheritance diagram for Crosstales.RTVoice.AdventureCreator.ACSceneSwitcher:



Public Member Functions

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

6.5.1 Detailed Description

Allows to switch scenes with Adventure Creator.

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

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

6.6 Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper Class Reference

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

Public Member Functions

- override string **ToString** ()

Public Attributes

- string ACVoiceName = string.Empty

  Name of the AC-character on-screen.
- string RTVoiceNameWindows = string.Empty

  "Name of the RT-Voice under Windows.
- string RTVoiceNameMac = string.Empty

  Name of the RT-Voice under macOS.
- string RTVoiceNameAndroid = string.Empty

  Name of the RT-Voice under Android.
- string RTVoiceNameIOS = string.Empty

  Name of the RT-Voice under iOS.
- string RTVoiceNameWSA = string.Empty

  Name of the RT-Voice under WSA.
- string RTVoiceNameMaryTTS = string.Empty

  Name of the RT-Voice under MaryTTS.
- bool UseSpeechAudioSource = true

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

  Origin AudioSource (optional).
- float Rate = 1f

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

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

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

  Ignore this character (default: off).
- bool **initalized** = false

Properties

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

6.6.1 Detailed Description

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

6.6.2 Member Data Documentation

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

Name of the AC-character on-screen.

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

Ignore this character (default: off).

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

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

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

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

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

Name of the RT-Voice under Android.

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

Name of the RT-Voice under iOS.

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

Name of the RT-Voice under macOS.

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

Name of the RT-Voice under MaryTTS.

6.6.2.9 string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.RTVoiceNameWindows = string.Empty

"Name of the RT-Voice under Windows.

6.6.2.10 string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.RTVoiceNameWSA = string.Empty

Name of the RT-Voice under WSA.

6.6.2.11 AudioSource Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Source

Origin AudioSource (optional).

6.6.2.12 bool Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.UseSpeechAudioSource = true

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

6.6.2.13 float Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Volume = 1f

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

6.6.3 Property Documentation

6.6.3.1 string Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.RTVoiceName [get]

Name of the RT-Voice.

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

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

6.7 Crosstales.RTVoice.Util.AudioExporter Class Reference

AudioClip exporter class.

Static Public Member Functions

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

6.7.1 Detailed Description

AudioClip exporter class.

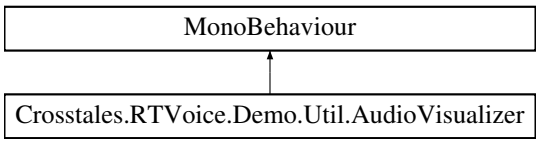
The documentation for this class was generated from the following file:

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

6.8 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

6.8.1 Detailed Description

Simple audio visualizer.

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

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

6.9 Crosstales.RTVoice.EditorExt.AutoInitalize Class Reference

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

6.9.1 Detailed Description

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

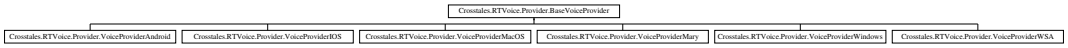
The documentation for this class was generated from the following file:

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

6.10 Crosstales.RTVoice.Provider.BaseVoiceProvider Class Reference

Base class for voice providers.

Inheritance diagram for Crosstales.RTVoice.Provider.BaseVoiceProvider:



Public Member Functions

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

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

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

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

  The current provider speaks a text with a given voice.

Protected Member Functions

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

Static Protected Member Functions

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

Protected Attributes

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

Static Protected Attributes

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

Properties

- abstract string AudioFileExtension `[get]`

  Returns the extension of the generated audio files.
- abstract System.Collections.Generic.List< Model.Voice > Voices `[get]`

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

Events

- static SpeakCurrentWord OnSpeakCurrentWord

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

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

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

6.10.1 Detailed Description

Base class for voice providers.

6.10.2 Member Function Documentation

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

Silence all active TTS-providers.

Reimplemented in Crosstales.RTVoice.Provider.VoiceProviderAndroid, Crosstales.RTVoice.Provider.VoiceProviderIOS, Crosstales.RTVoice.Provider.VoiceProviderMary, and Crosstales.RTVoice.Provider.VoiceProviderWSA.

6.10.2.2 virtual void Crosstales.RTVoice.Provider.BaseVoiceProvider.Silence (System.Guid *uid*) `[virtual]`

Silence the current TTS-provider (native mode).

Parameters

uid	UID of the speaker

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

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implemented in Crosstales.RTVoice.Provider.VoiceProviderIOS, Crosstales.RTVoice.Provider.VoiceProviderWindows, Crosstales.RTVoice.Provider.VoiceProviderMacOS, Crosstales.RTVoice.Provider.VoiceProviderAndroid, Crosstales.RTVoice.Provider.VoiceProviderMary, and Crosstales.RTVoice.Provider.VoiceProviderWSA.

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

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

Parameters

wrapper	Wrapper containing the data.

Implemented in Crosstales.RTVoice.Provider.VoiceProviderIOS, Crosstales.RTVoice.Provider.VoiceProviderWindows, Crosstales.RTVoice.Provider.VoiceProviderMary, Crosstales.RTVoice.Provider.VoiceProviderWSA, Crosstales.RTVoice.Provider.VoiceProviderAndroid, and Crosstales.RTVoice.Provider.VoiceProviderMacOS.

6.10.3 Property Documentation

6.10.3.1 abstract string Crosstales.RTVoice.Provider.BaseVoiceProvider.AudioFileExtension [get]

Returns the extension of the generated audio files.

Returns

Extension of the generated audio files.

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

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

Returns

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

6.10.4 Event Documentation

6.10.4.1 ErrorInfo Crosstales.RTVoice.Provider.BaseVoiceProvider.OnErrorInfo [static]

An event triggered whenever an error occurs.

6.10.4.2 SpeakAudioGenerationComplete Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakAudioGenerationComplete [static]

An event triggered whenever a speak audio generation is completed.

6.10.4.3 SpeakAudioGenerationStart Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakAudioGenerationStart [static]

An event triggered whenever a speak audio generation is started.

6.10.4.4 SpeakComplete Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakComplete [static]

An event triggered whenever a native speak is completed.

6.10.4.5 SpeakCurrentPhoneme Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakCurrentPhoneme [static]

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

6.10.4.6 SpeakCurrentViseme Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakCurrentViseme [static]

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

6.10.4.7 SpeakCurrentWord Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakCurrentWord [static]

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

6.10.4.8 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:

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

6.11 Crosstales.RTVoice.EditorExt.BuildPostprocessor Class Reference

BuildPostprocessor for Windows. Adds the TTS-wrapper to the build.

Static Public Member Functions

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

6.11.1 Detailed Description

BuildPostprocessor for Windows. Adds the TTS-wrapper to the build.

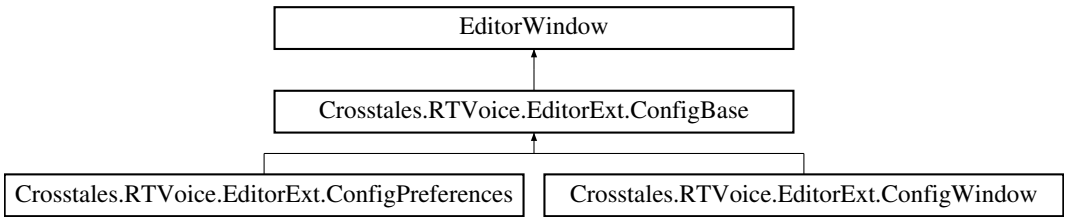
The documentation for this class was generated from the following file:

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

6.12 Crosstales.RTVoice.EditorExt.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.RTVoice.EditorExt.ConfigBase:



Static Protected Member Functions

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

Static Protected Attributes

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

6.12.1 Detailed Description

Base class for editor windows.

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

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

6.13 Crosstales.RTVoice.EditorExt.ConfigLoader Class Reference

Loads the configuration of the asset.

6.13.1 Detailed Description

Loads the configuration of the asset.

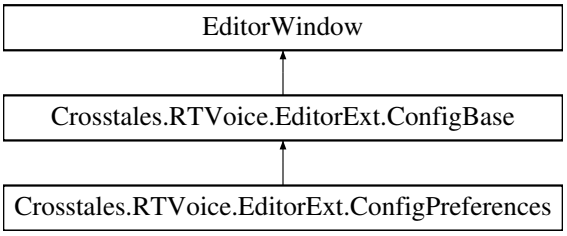
The documentation for this class was generated from the following file:

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

6.14 Crosstales.RTVoice.EditorExt.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.RTVoice.EditorExt.ConfigPreferences:



Additional Inherited Members

6.14.1 Detailed Description

Unity "Preferences" extension.

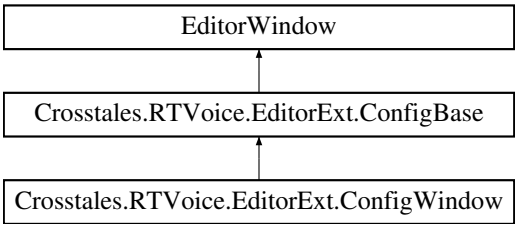
The documentation for this class was generated from the following file:

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

6.15 Crosstales.RTVoice.EditorExt.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.RTVoice.EditorExt.ConfigWindow:



Public Member Functions

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

Static Public Member Functions

- static void **ShowWindow** ()

Events

- static StopPlayback **OnStopPlayback**

Additional Inherited Members

6.15.1 Detailed Description

Editor window extension.

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

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

6.16 Crosstales.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 all changable variables.
- static void Save ()

  Saves all changable variables.

Public Attributes

- const string ASSET_NAME = "RTVoice PRO"

  Name of the asset.
- const string ASSET_VERSION = "2.7.1"

  Version of the asset.
- const int ASSET_BUILD = 271

  Build number of the asset.
- const string ASSET_AUTHOR = "crosstales LLC"

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

  URL of the asset author.
- const string ASSET_CT_URL = "https://www.assetstore.unity3d.com/#!/list/42213-crosstales?aid=1011lNGT"

  URL of the crosstales assets in UAS.
- const string ASSET_PRO_URL = "https://www.assetstore.unity3d.com/#!/content/41068?aid=1011lNGT"

  URL of the PRO asset in UAS.
- const string ASSET_3P_URL = "https://www.assetstore.unity3d.com/en/#!/list/42209-rt-voice-friends?aid=1011lNGT"

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

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

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

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

  URL of the asset API.
- const string ASSET_FORUM_URL = "http://goo.gl/Z6MZMl"

  URL of the asset forum.
- const string ASSET_WEB_URL = "https://www.crosstales.com/en/portfolio/rtvoice/"

  URL of the asset in crosstales.
- const string ASSET_3P_PLAYMAKER = "https://www.assetstore.unity3d.com/en/#!/content/368?aid=1011lNGT"

  URL of the 3rd party asset "PlayMaker".
- const string ASSET_3P_ADVENTURE_CREATOR = "https://www.assetstore.unity3d.com/en/#!/content/11896?aid=1011lNGT"

  URL of the 3rd party asset "Adventure Creator".
- const string ASSET_3P_CINEMA_DIRECTOR = "https://www.assetstore.unity3d.com/en/#!/content/19779?aid=1011lNGT"

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

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

  URL of the 3rd party asset "Dialogue System".
- const string ASSET_3P_LOCALIZED_DIALOGS = "https://www.assetstore.unity3d.com/en/#!/content/5020?aid=1011l↩NGT"

  URL of the 3rd party asset "Localized Dialogs".
- const string ASSET_3P_LIPSYNC = "https://www.assetstore.unity3d.com/en/#!/content/32117?aid=1011l↩NGT"

  URL of the 3rd party asset "LipSync Pro".
- const string ASSET_3P_NPC_CHAT = "https://www.assetstore.unity3d.com/en/#!/content/9723?aid=1011l↩NGT"

  URL of the 3rd party asset "NPC Chat".
- const string ASSET_3P_QUEST_SYSTEM = "https://www.assetstore.unity3d.com/en/#!/content/63460?aid=1011l↩NGT"

  URL of the 3rd party asset "Quest System Pro".
- const string ASSET_3P_SALSA = "https://www.assetstore.unity3d.com/en/#!/content/16944?aid=1011lNGT"

  URL of the 3rd party asset "SALSA".
- const string ASSET_3P_SLATE = "https://www.assetstore.unity3d.com/en/#!/content/56558?aid=1011lNGT"

  URL of the 3rd party asset "SLATE".
- const string ASSET_3P_DIALOGUE_ENGINE = "https://www.assetstore.unity3d.com/en/#!/content/42467?aid=1011l↩NGT"

  URL of the 3rd party asset "THE Dialogue Engine".
- const string ASSET_3P_USEQUENCER = "https://www.assetstore.unity3d.com/en/#!/content/3666?aid=1011l↩NGT"

  URL of the 3rd party asset "uSequencer".
- 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_HIERARCHY_ICON** = KEY_PREFIX + "HIERARCHY_ICON"
- const string **KEY_ENFORCE_32BIT_WINDOWS** = KEY_PREFIX + "ENFORCE_32BIT_WINDOWS"
- const string **KEY_UPDATE_DATE** = KEY_PREFIX + "UPDATE_DATE"
- const string **DEFAULT_ASSET_PATH** = "/crosstales/RTVoice/"
- const bool **DEFAULT_DEBUG** = false
- const bool **DEFAULT_UPDATE_CHECK** = true
- const bool **DEFAULT_UPDATE_OPEN_UAS** = false
- const bool **DEFAULT_DONT_DESTROY_ON_LOAD** = true
- const bool **DEFAULT_PREFAB_AUTOLOAD** = false
- const bool **DEFAULT_AUDIOFILE_AUTOMATIC_DELETE** = true
- const bool **DEFAULT_HIERARCHY_ICON** = true
- const bool **DEFAULT_ENFORCE_32BIT_WINDOWS** = false
- const string **DEFAULT_TTS_WINDOWS_BUILD** = @"/RTVoiceTTSWrapper.exe"
- const string **DEFAULT_TTS_MACOS** = "say"
- const int **DEFAULT_TTS_KILL_TIME** = 5000

Static Public Attributes

- static readonly bool isPro = true

  Is PRO-version?
- static readonly System.DateTime ASSET_CREATED = new System.DateTime(2015, 4, 29)

  Create date of the asset (YYYY, MM, DD).
- static readonly System.DateTime ASSET_CHANGED = new System.DateTime(2017, 4, 9)

  Change date of the asset (YYYY, MM, DD).
- static readonly string **DEFAULT_AUDIOFILE_PATH** = System.IO.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

  <summaryOpen 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 HIERARCHY_ICON = DEFAULT_HIERARCHY_ICON

  Enable or disable the icon in the hierarchy.
- 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 ASSET_URL [get]

  URL of the asset in UAS.
- static System.Guid ASSET_UID [get]

  UID of the asset.
- 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).

6.16.1 Detailed Description

Collected constants of very general utility for the asset.

6.16.2 Member Function Documentation

6.16.2.1 static void Crosstales.RTVoice.Util.Constants.Load ( ) [static]

Loads all changable variables.

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

Resets all changable variables to their default value.

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

Saves all changable variables.

6.16.3 Member Data Documentation

6.16.3.1 const string Crosstales.RTVoice.Util.Constants.ASSET_3P_ADVENTURE_CREATOR = "https://www.assetstore.unity3d.com/en/#!/content/11896?aid=1011INGT"

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

6.16.3.2 const string Crosstales.RTVoice.Util.Constants.ASSET_3P_CINEMA_DIRECTOR = "https://www.assetstore.unity3d.com/en/#!/content/19779?aid=1011INGT"

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

6.16.3.3 const string Crosstales.RTVoice.Util.Constants.ASSET_3P_DIALOG_SYSTEM = "https://www.assetstore.unity3d.↩ com/en/#!/content/11672?aid=1011INGT"

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

6.16.3.4 const string Crosstales.RTVoice.Util.Constants.ASSET_3P_DIALOGUE_ENGINE = "https://www.assetstore.unity3d.com/en/#!/content/42467?aid=1011INGT"

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

6.16.3.5 const string Crosstales.RTVoice.Util.Constants.ASSET_3P_LIPSYNC = "https://www.assetstore.unity3d.↩ com/en/#!/content/32117?aid=1011INGT"

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

6.16.3.6 const string Crosstales.RTVoice.Util.Constants.ASSET_3P_LOCALIZED_DIALOGS = "https://www.assetstore.unity3d.com/en/#!/content/5020?aid=1011INGT"

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

6.16.3.7 const string Crosstales.RTVoice.Util.Constants.ASSET_3P_NPC_CHAT = "https://www.assetstore.unity3d.↩ com/en/#!/content/9723?aid=1011INGT"

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

6.16.3.8 const string Crosstales.RTVoice.Util.Constants.ASSET_3P_PLAYMAKER = "https://www.assetstore.unity3d.↩ com/en/#!/content/368?aid=1011INGT"

URL of the 3rd party asset "PlayMaker".

6.16.3.9 const string Crosstales.RTVoice.Util.Constants.ASSET_3P_QUEST_SYSTEM = "https://www.assetstore.unity3d.↩ com/en/#!/content/63460?aid=1011INGT"

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

6.16.3.10 const string Crosstales.RTVoice.Util.Constants.ASSET_3P_SALSA = "https://www.assetstore.unity3d.↩ com/en/#!/content/16944?aid=1011INGT"

URL of the 3rd party asset "SALSA".

6.16.3.11 const string Crosstales.RTVoice.Util.Constants.ASSET_3P_SLATE = "https://www.assetstore.unity3d.↩ com/en/#!/content/56558?aid=1011INGT"

URL of the 3rd party asset "SLATE".

6.16.3.12 const string Crosstales.RTVoice.Util.Constants.ASSET_3P_URL = "https://www.assetstore.unity3d.↩ com/en/#!/list/42209-rt-voice-friends?aid=1011INGT"

URL of the 3rd party assets in UAS.

6.16.3.13 const string Crosstales.RTVoice.Util.Constants.ASSET_3P_USEQUENCER = "https://www.assetstore.unity3d.↩ com/en/#!/content/3666?aid=1011INGT"

URL of the 3rd party asset "uSequencer".

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

URL of the asset API.

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

Author of the asset.

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

URL of the asset author.

6.16.3.17 const int Crosstales.RTVoice.Util.Constants.ASSET_BUILD = 271

Build number of the asset.

6.16.3.18 readonly System.DateTime Crosstales.RTVoice.Util.Constants.ASSET_CHANGED = new System.DateTime(2017, 4, 9) [static]

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

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

Contact to the owner of the asset.

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

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

6.16.3.21 const string Crosstales.RTVoice.Util.Constants.ASSET_CT_URL = "https://www.assetstore.unity3d.com/#!/list/42213-crosstales?aid=1011INGT"

URL of the crosstales assets in UAS.

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

URL of the asset forum.

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

URL of the asset manual.

6.16.3.24 const string Crosstales.RTVoice.Util.Constants.ASSET_NAME = "RTVoice PRO"

Name of the asset.

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

Path to the asset inside the Unity project.

6.16.3.26 const string Crosstales.RTVoice.Util.Constants.ASSET_PRO_URL = "https://www.assetstore.unity3d.com/#!/content/41068?aid=1011INGT"

URL of the PRO asset in UAS.

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

URL for update-checks of the asset

6.16.3.28 const string Crosstales.RTVoice.Util.Constants.ASSET_VERSION = "2.7.1"

Version of the asset.

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

URL of the asset in crosstales.

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

Automatically delete the generated audio files.

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

Path to the generated audio files.

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

Enable or disable debug logging for the asset.

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

Don't destroy RTVoice during scene switches.

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

Enforce 32bit versions of voices under Windows.

6.16.3.35 bool Crosstales.RTVoice.Util.Constants.HIERARCHY_ICON = DEFAULT_HIERARCHY_ICON [static]

Enable or disable the icon in the hierarchy.

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

Is PRO-version?

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

Automatically load and add the prefabs to the scene.

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

Sub-path to the prefabs.

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

Name of the RT-Voice scene object.

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

Kill processes after 5000 milliseconds.

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

Location of the TTS-system under MacOS.

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

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

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

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

6.16.3.44 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).

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

<summaryEnable or disable update-checks for the asset.

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

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

6.16.4 Property Documentation

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

UID of the asset.

6.16.4.2 string Crosstales.RTVoice.Util.Constants.ASSET_URL [static], [get]

URL of the asset in UAS.

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

Path of the prefabs.

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

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

6.16.4.5 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:

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

6.17 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.

6.17.1 Detailed Description

Wrapper for the PlayerPrefs.

6.17.2 Member Function Documentation

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

Deletes all keys.

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

Delete the key.

Parameters

key	Key to delete in the PlayerPrefs.

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

Allows to get a bool from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

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

Allows to get a float from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

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

Allows to get an int from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

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

Allows to get a string from a key.

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

6.17.2.7 static bool Crosstales.RTVoice.Util.CTPlayerPrefs.HasKey (string *key*) [static]

Exists the key?

Parameters

key	Key for the PlayerPrefs.

Returns

Value for the key.

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

Saves all modifications.

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

Allows to set a bool for a key.

Parameters

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

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

Allows to set a float for a key.

Parameters

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

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

Allows to set an int for a key.

Parameters

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

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

Allows to set a string for a key.

Parameters

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

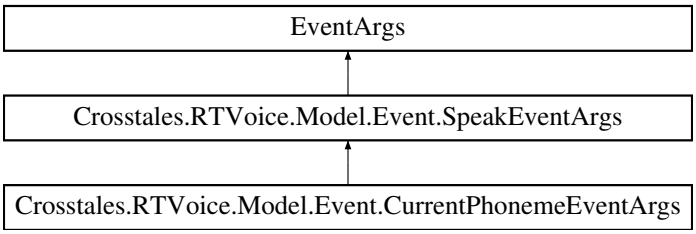
The documentation for this class was generated from the following file:

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

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

EventArgs for the current phoneme.

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



Public Member Functions

- **CurrentPhonemeEventArgs** (Wrapper wrapper, string phoneme)

Public Attributes

- string Phoneme

  Current phoneme.

6.18.1 Detailed Description

EventArgs for the current phoneme.

6.18.2 Member Data Documentation

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

Current phoneme.

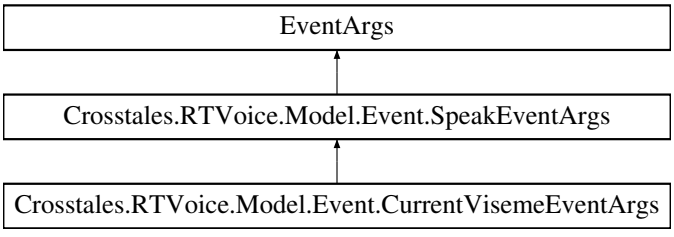
The documentation for this class was generated from the following file:

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

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

EventArgs for the current viseme.

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



Public Member Functions

- **CurrentVisemeEventArgs** (Wrapper wrapper, string viseme)

Public Attributes

- string Viseme

  Current viseme.

6.19.1 Detailed Description

EventArgs for the current viseme.

6.19.2 Member Data Documentation

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

Current viseme.

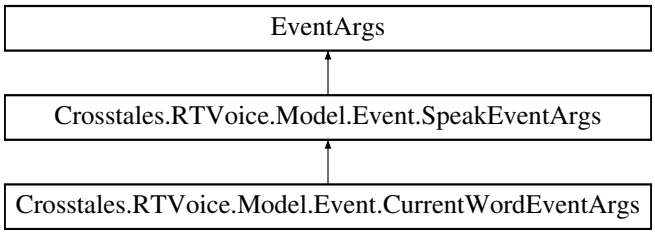
The documentation for this class was generated from the following file:

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

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

EventArgs for the current word.

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



Public Member Functions

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

Public Attributes

- string[ ] SpeechTextArray

  Array with the text splitted into words.
- int WordIndex

  Current word index.

6.20.1 Detailed Description

EventArgs for the current word.

6.20.2 Member Data Documentation

6.20.2.1 string [ ] Crosstales.RTVoice.Model.Event.CurrentWordEventArgs.SpeechTextArray

Array with the text splitted into words.

6.20.2.2 int Crosstales.RTVoice.Model.Event.CurrentWordEventArgs.WordIndex

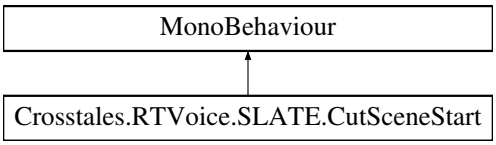
Current word index.

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

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

6.21 Crosstales.RTVoice.SLATE.CutSceneStart Class Reference

Inheritance diagram for Crosstales.RTVoice.SLATE.CutSceneStart:



Public Member Functions

- void **Start** ()

Public Attributes

- Slate.Cutscene **Cut**

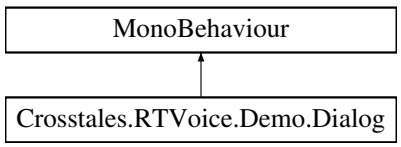
The documentation for this class was generated from the following file:

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

6.22 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

6.22.1 Detailed Description

Simple dialog system with TTS voices.

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

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

6.23 Crosstales.RTVoice.EditorExt.EditorHelper Class Reference

Editor helper class.

Static Public Member Functions

- static void NoVoicesUI ()

  Shows the "no voices found"-UI.
- static void SeparatorUI (int space=12)

  Shows a separator-UI.
- static void InstantiatePrefab (string prefabName)

  Instantiates a prefab.

Public Attributes

- const int GO_ID = 20

  Start index inside the "GameObject"-menu.
- const int MENU_ID = 2000

  Start index inside the "Tools"-menu.

Properties

- static Texture2D **Logo_Asset** `[get]`
- static Texture2D **Logo_Asset_Small** `[get]`
- static Texture2D **Logo_CT** `[get]`
- static Texture2D **Logo_Unity** `[get]`
- static Texture2D **Icon_Save** `[get]`
- static Texture2D **Icon_Reset** `[get]`
- static Texture2D **Icon_Plus** `[get]`
- static Texture2D **Icon_Refresh** `[get]`
- static Texture2D **Icon_Speak** `[get]`
- static Texture2D **Icon_Silence** `[get]`
- static Texture2D **Icon_Manual** `[get]`
- static Texture2D **Icon_API** `[get]`
- static Texture2D **Icon_Forum** `[get]`
- static Texture2D **Icon_Product** `[get]`
- static Texture2D **Icon_Check** `[get]`
- static Texture2D **Store_PlayMaker** `[get]`
- static Texture2D **Store_AdventureCreator** `[get]`
- static Texture2D **Store_CinemaDirector** `[get]`
- static Texture2D **Store_DialogueSystem** `[get]`
- static Texture2D **Store_LDC** `[get]`
- static Texture2D **Store_LipSync** `[get]`
- static Texture2D **Store_NPC_Chat** `[get]`
- static Texture2D **Store_QuestSystem** `[get]`
- static Texture2D **Store_SALSA** `[get]`
- static Texture2D **Store_SLATE** `[get]`
- static Texture2D **Store_THE_Dialogue_Engine** `[get]`
- static Texture2D **Store_uSequencer** `[get]`
- static Texture2D **Icon_3p_Assets** `[get]`
- static bool isRTVoiceInScene `[get]`

  Checks if the 'RTVoice'-prefab is in the scene.
- static bool isProxyInScene `[get]`

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

6.23.1 Detailed Description

Editor helper class.

6.23.2 Member Function Documentation

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

Instantiates a prefab.

Parameters

prefabName	Name of the prefab.

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

Shows the "no voices found"-UI.

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

Shows a separator-UI.

6.23.3 Member Data Documentation

6.23.3.1 const int Crosstales.RTVoice.EditorExt.EditorHelper.GO_ID = 20

Start index inside the "GameObject"-menu.

6.23.3.2 const int Crosstales.RTVoice.EditorExt.EditorHelper.MENU_ID = 2000

Start index inside the "Tools"-menu.

6.23.4 Property Documentation

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

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

Returns

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

6.23.4.2 bool Crosstales.RTVoice.EditorExt.EditorHelper.isRTVoiceInScene [static],[get]

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

Returns

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

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

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

6.24 Crosstales.RTVoice.ExtensionMethods Class Reference

Various extension methods.

Static Public Member Functions

- static bool CTContains (this string str, string toCheck, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)

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

  Extension method for strings. Contains any given string.
- static bool CTContainsAll (this string str, string searchTerms, char splitChar= ' ')

  Extension method for strings. Contains all given strings.
- static void CTShuffle< T > (this System.Collections.Generic.IList< T > list)

  Extension method for Lists. Shuffles a List.
- static void CTShuffle< T > (this T[ ] array)

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

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

  Extension method for Arrays. Generates a string array with all entries (via ToString).
- static string CTDump< T > (this System.Collections.Generic.List< T > list)

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

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

6.24.1 Detailed Description

Various extension methods.

6.24.2 Member Function Documentation

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

Extension method for strings. Case insensitive contains.

Parameters

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

Returns

True if the string contains the given string.

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

Extension method for strings. Contains all given strings.

Parameters

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

Returns

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

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

Extension method for strings. Contains any given string.

Parameters

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

Returns

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

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

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

Parameters

array	Array-instance to dump.

Returns

String with lines for all array entries.

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

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

Parameters

list	List-instance to dump.

Returns

String with lines for all list entries.

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

Extension method for Lists. Shuffles a List.

Parameters

list	List-instance to shuffle.

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

Extension method for Arrays. Shuffles an Array.

Parameters

array	Array-instance to shuffle.

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

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

Parameters

array	Array-instance to ToString.

Returns

String array with all entries (via ToString).

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

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

Parameters

list	List-instance to ToString.

Returns

String list with all entries (via ToString).

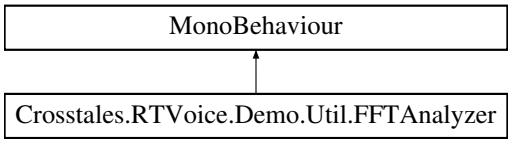
The documentation for this class was generated from the following file:

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

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

FFT analyzer for an audio channel.

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



Public Attributes

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

6.25.1 Detailed Description

FFT analyzer for an audio channel.

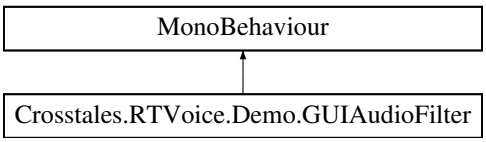
The documentation for this class was generated from the following file:

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

6.26 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**

6.26.1 Detailed Description

Simple GUI for audio filters.

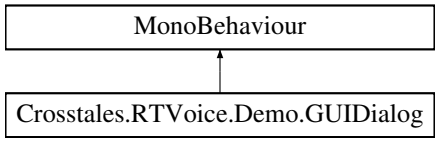
The documentation for this class was generated from the following file:

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

6.27 Crosstales.RTVoice.Demo.GUIDialog Class Reference

Simple GUI for runtime dialogs with all available OS voices.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIDialog:



Public Member Functions

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

Public Attributes

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

6.27.1 Detailed Description

Simple GUI for runtime dialogs with all available OS voices.

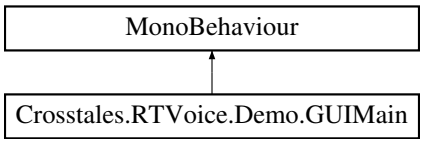
The documentation for this class was generated from the following file:

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

6.28 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**

6.28.1 Detailed Description

Main GUI component for all demo scenes.

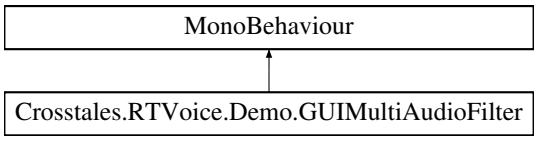
The documentation for this class was generated from the following file:

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

6.29 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**

6.29.1 Detailed Description

Simple GUI for audio filters on multiple objects.

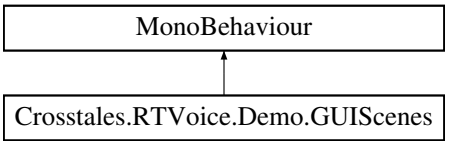
The documentation for this class was generated from the following file:

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

6.30 Crosstales.RTVoice.Demo.GUIScenes Class Reference

Main GUI scene manager for all demo scenes.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIScenes:



Public Member Functions

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

Public Attributes

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

6.30.1 Detailed Description

Main GUI scene manager for all demo scenes.

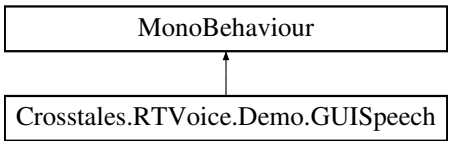
The documentation for this class was generated from the following file:

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

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

Public Attributes

- GameObject **ItemPrefab**
- GameObject **Target**
- Scrollbar **Scroll**
- int **ColumnCount** = 1
- Vector2 **SpaceWidth** = new Vector2(8, 8)
- Vector2 **SpaceHeight** = new Vector2(8, 8)
- InputField **Input**
- InputField **Culture**
- Text **Cultures**
- bool **StartAsNative** = false
- GUIMultiAudioFilter **AudioFilter**

Static Public Attributes

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

6.31.1 Detailed Description

Simple GUI for runtime TTS with all available OS voices.

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

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

6.32 Crosstales.RTVoice.Util.Helper Class Reference

Various helper functions.

Static Public Member Functions

- static bool RemoteCertificateValidationCallback (System.Object sender, System.Security.Cryptography.↩ X509Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)

  HTTPS-certification callback.
- static string CleanText (string text, bool removePunctuation=true, bool clearSpaces=true, bool clearLine↩ Endings=true)

  Cleans a given text to contain only letters or digits.
- static string ClearSpaces (string text)

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

  Cleans a given text from line endings.
- static string ValidatePath (string path)

  Validates a given path and add missing slash.
- static System.Collections.Generic.List< string > SplitStringToLines (string text)

  Split the given text to lines and return it as list.
- static Color HSVToRGB (float h, float s, float v, float a=1f)

  Generate nice HSV colors. Based on https://gist.github.com/rje/6206099
- static string MarkSpokenText (string[] speechTextArray, int wordIndex, bool markAllSpokenWords=false, string markPrefix="<color=green>", string markPostfix="</color>")

  Marks the current word or all spoken words from a given text array.

Properties

- static bool isInternetAvailable `[get]`

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

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

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

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

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

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

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

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

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

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

  Checks if the current platform has built-in TTS.
- static bool isEditor `[get]`

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

  Checks if we are in Editor mode.
- static bool isSupportedPlatform `[get]`

  Checks if the current platform is supported.

6.32.1 Detailed Description

Various helper functions.

6.32.2 Member Function Documentation

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

Cleans a given text to contain only letters or digits.

Parameters

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

Returns

Clean text with only letters and digits.

6.32.2.2 static string Crosstales.RTVoice.Util.Helper.ClearLineEndings (string *text*) [static]

Cleans a given text from line endings.

Parameters

text	Text to clean.

Returns

Clean text without line endings.

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

Cleans a given text from multiple spaces.

Parameters

text	Text to clean.

Returns

Clean text without multiple spaces.

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

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

Parameters

h	Hue
s	Saturation
v	Value
a	Alpha (optional)

Returns

True if the current platform is supported.

6.32.2.5 static string Crosstales.RTVoice.Util.Helper.MarkSpokenText (string[ ] *speechTextArray,* int *wordIndex,* bool *markAllSpokenWords* = false, string *markPrefix* = "<color=green>", string *markPostfix* = "</color>") [static]

Marks the current word or all spoken words from a given text array.

Parameters

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

Returns

Marked current word or all spoken words.

6.32.2.6 static bool Crosstales.RTVoice.Util.Helper.RemoteCertificateValidationCallback (System.Object *sender,* System.Security.Cryptography.X509Certificates.X509Certificate *certificate,* System.Security.↩ Cryptography.X509Certificates.X509Chain *chain,* System.Net.Security.SslPolicyErrors *sslPolicyErrors*) [static]

HTTPS-certification callback.

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

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

Parameters

text	Complete text fragment

Returns

Splitted lines as array

6.32.2.8 static string Crosstales.RTVoice.Util.Helper.ValidatePath (string *path*) [static]

Validates a given path and add missing slash.

Parameters

path	Path to validate

Returns

Valid path

6.32.3 Property Documentation

6.32.3.1 bool Crosstales.RTVoice.Util.Helper.hasBuiltInTTS [static],[get]

Checks if the current platform has built-in TTS.

Returns

True if the current platform has built-in TTS.

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

Checks if the current platform is Android.

Returns

True if the current platform is Android.

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

Checks if we are inside the Editor.

Returns

True if we are inside the Editor.

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

Checks if we are in Editor mode.

Returns

True if in Editor mode.

6.32.3.5 bool Crosstales.RTVoice.Util.Helper.isInternetAvailable [static],[get]

Checks if a Internet connection is available.

Returns

True if a Internet connection is available.

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

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

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

Checks if the current platform is Linux.

Returns

True if the current platform is Linux.

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

Checks if the current platform is OSX.

Returns

True if the current platform is OSX.

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

Checks if the current platform is supported.

Returns

True if the current platform is supported.

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

Checks if the current platform is WebGL.

Returns

True if the current platform is WebGL.

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

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

Returns

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

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

Checks if the current platform is WebPlayer.

Returns

True if the current platform is WebPlayer.

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

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

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

Checks if the current platform is WSA.

Returns

True if the current platform is WSA.

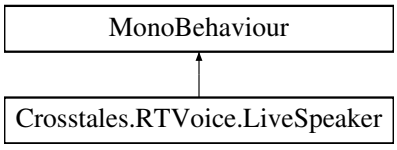
The documentation for this class was generated from the following file:

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

6.33 Crosstales.RTVoice.LiveSpeaker Class Reference

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

Inheritance diagram for Crosstales.RTVoice.LiveSpeaker:



Public Member Functions

- void SpeakNative (Model.Wrapper wrapper)

  Speaks a text with a given wrapper -> native mode.
- void SpeakNative (string args)

  Speaks a text with a given array of arguments (native mode).
- void SpeakNative (string[ ] args)

  Speaks a text with a given array of arguments (native mode).
- void Speak (Model.Wrapper wrapper)

  Speaks a text with a given wrapper.
- void Speak (string args)

  Speaks a text with a given array of arguments.
- void Speak (string[ ] args)

  Speaks a text with a given array of arguments.
- void Silence ()

  Silence all active TTS-voices.

6.33.1 Detailed Description

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

6.33.2 Member Function Documentation

6.33.2.1 void Crosstales.RTVoice.LiveSpeaker.Silence ( )

Silence all active TTS-voices.

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

Speaks a text with a given wrapper.

Parameters

wrapper	Wrapper with the speech details.

6.33.2.3 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

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

6.33.2.4 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

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

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

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

Parameters

wrapper	Wrapper with the speech details.

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

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

Parameters

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

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

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

Parameters

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

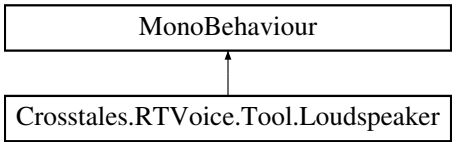
The documentation for this class was generated from the following file:

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

6.34 Crosstales.RTVoice.Tool.Loudspeaker Class Reference

Loudspeaker for an AudioSource.

Inheritance diagram for Crosstales.RTVoice.Tool.Loudspeaker:



Public Member Functions

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

Public Attributes

- AudioSource Source

  Origin AudioSource.
- bool Synchronized = true

  Synchronize with the origin (default: on).
- bool SilenceSource = false

  Silence the origin (default: off).

6.34.1 Detailed Description

Loudspeaker for an AudioSource.

6.34.2 Member Data Documentation

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

Silence the origin (default: off).

6.34.2.2 AudioSource Crosstales.RTVoice.Tool.Loudspeaker.Source

Origin AudioSource.

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

Synchronize with the origin (default: on).

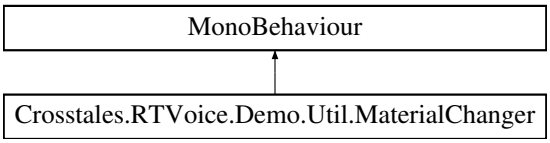
The documentation for this class was generated from the following file:

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

6.35 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**

6.35.1 Detailed Description

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

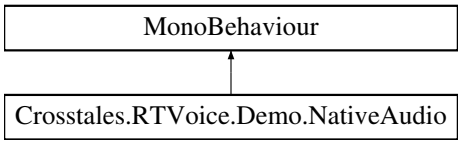
The documentation for this class was generated from the following file:

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

6.36 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

6.36.1 Detailed Description

Simple example with native audio for exact timing.

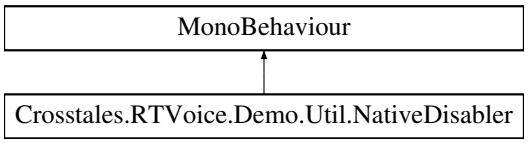
The documentation for this class was generated from the following file:

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

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

Disable game objects for native mode.

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



Public Attributes

- GameObject[ ] **Objects**

6.37.1 Detailed Description

Disable game objects for native mode.

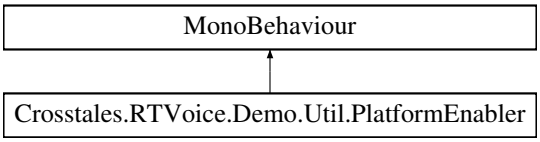
The documentation for this class was generated from the following file:

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

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

Enables game objects for a given platform.

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



Public Member Functions

- void **OnDestroy** ()

Public Attributes

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

6.38.1 Detailed Description

Enables game objects for a given platform.

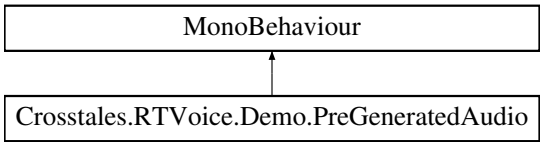
The documentation for this class was generated from the following file:

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

6.39 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

6.39.1 Detailed Description

Simple example with pre-generated audio for exact timing.

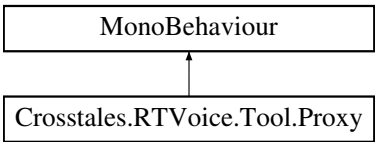
The documentation for this class was generated from the following file:

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

6.40 Crosstales.RTVoice.Tool.Proxy Class Reference

Handles HTTP/HTTPS Internet connections via proxy server.

Inheritance diagram for Crosstales.RTVoice.Tool.Proxy:



Public Member Functions

- void **Awake** ()
- void EnableHTTPProxy (bool enabled=true)

  Enables or disables a proxy server for HTTPS connections with the current instance variables as parameters.
- void EnableHTTPSProxy (bool enabled=true)

  Enables or disables a proxy server for HTTPS connections with the current instance variables as parameters.
- void EnableHTTPProxy (string url, int port, string username="", string password="", string urlProtocol="")

  Enables or disables a proxy server for HTTP connections.
- void EnableHTTPSProxy (string url, int port, string username="", string password="", string urlProtocol="")

  Enables or disables a proxy server for HTTPS connections.
- void DisableHTTPProxy ()

  Disables the proxy server for HTTP connections.
- void DisableHTTPSProxy ()

  Disables the proxy server for HTTPS connections.

Public Attributes

- string HTTPProxyURL

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

  Port of the proxy server.
- string HTTPProxyUsername = string.Empty

  Username for the proxy server (optional).
- string HTTPProxyPassword = string.Empty

  Password for the proxy server (optional).
- string HTTPProxyURLProtocol = string.Empty

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

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

  Port of the proxy server.
- string HTTPSProxyUsername = string.Empty

  Username for the proxy server (optional).
- string HTTPSProxyPassword = string.Empty

  Password for the proxy server (optional).
- string HTTPSProxyURLProtocol = string.Empty

  Protocol (e.g. 'http://') for the proxy server (optional).
- bool EnableOnAwake = false

  Enable the proxy on awake (default: off).

6.40.1 Detailed Description

Handles HTTP/HTTPS Internet connections via proxy server.

6.40.2 Member Function Documentation

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

Disables the proxy server for HTTP connections.

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

Disables the proxy server for HTTPS connections.

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

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

Parameters

enabled	Enable the proxy server (default = true, optional)

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

Enables or disables a proxy server for HTTP connections.

Parameters

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

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

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

Parameters

enabled	Enable the proxy server (default = true, optional)

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

Enables or disables a proxy server for HTTPS connections.

Parameters

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

6.40.3 Member Data Documentation

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

Enable the proxy on awake (default: off).

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

Password for the proxy server (optional).

6.40.3.3 int Crosstales.RTVoice.Tool.Proxy.HTTPProxyPort

Port of the proxy server.

6.40.3.4 string Crosstales.RTVoice.Tool.Proxy.HTTPProxyURL

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

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

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

6.40.3.6 string Crosstales.RTVoice.Tool.Proxy.HTTPProxyUsername = string.Empty

Username for the proxy server (optional).

6.40.3.7 string Crosstales.RTVoice.Tool.Proxy.HTTPSProxyPassword = string.Empty

Password for the proxy server (optional).

6.40.3.8 int Crosstales.RTVoice.Tool.Proxy.HTTPSProxyPort

Port of the proxy server.

6.40.3.9 string Crosstales.RTVoice.Tool.Proxy.HTTPSProxyURL

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

6.40.3.10 string Crosstales.RTVoice.Tool.Proxy.HTTPSProxyURLProtocol = string.Empty

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

6.40.3.11 string Crosstales.RTVoice.Tool.Proxy.HTTPSProxyUsername = string.Empty

Username for the proxy server (optional).

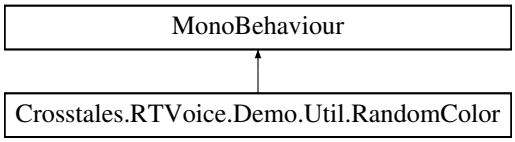
The documentation for this class was generated from the following file:

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

6.41 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)

6.41.1 Detailed Description

Random color changer.

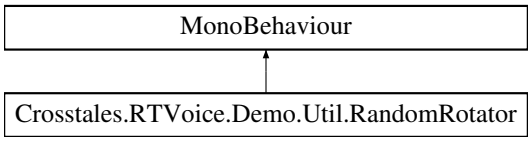
The documentation for this class was generated from the following file:

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

6.42 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)

6.42.1 Detailed Description

Random rotation changer.

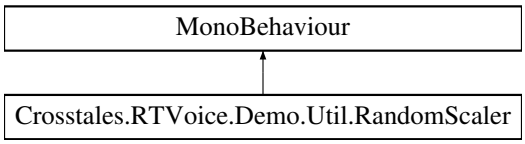
The documentation for this class was generated from the following file:

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

6.43 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)

6.43.1 Detailed Description

Random scale changer.

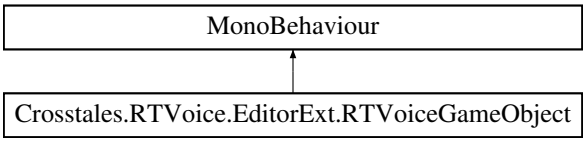
The documentation for this class was generated from the following file:

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

6.44 Crosstales.RTVoice.EditorExt.RTVoiceGameObject Class Reference

Editor component for the "Hierarchy"-menu.

Inheritance diagram for Crosstales.RTVoice.EditorExt.RTVoiceGameObject:



6.44.1 Detailed Description

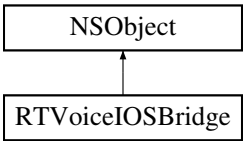
Editor component for the "Hierarchy"-menu.

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

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

6.45 RTVoiceIOSBridge Class Reference

Inheritance diagram for RTVoiceIOSBridge:



Instance Methods

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

6.45.1 Method Documentation

6.45.1.1 - (void) setVoices

Collects and sends all voices to RTVoice.

6.45.1.2 - (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

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

6.45.1.3 - (void) stop

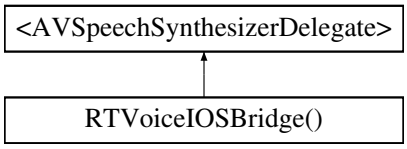
Stops speaking

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

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

6.46 RTVoiceIOSBridge() Category Reference

Inheritance diagram for RTVoiceIOSBridge():



Properties

- AVSpeechSynthesizer ∗ **synthesizer**

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/↩ Plugins/iOS/RTVoiceIOSBridge.mm

6.47 Crosstales.RTVoice.EditorExt.RTVoiceMenu Class Reference

Editor component for the "Tools"-menu.

6.47.1 Detailed Description

Editor component for the "Tools"-menu.

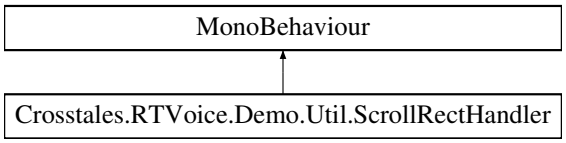
The documentation for this class was generated from the following file:

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

6.48 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**

6.48.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

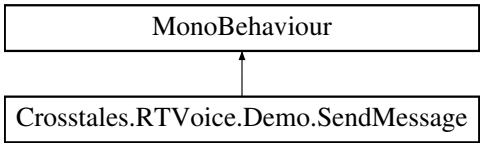
The documentation for this class was generated from the following file:

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

6.49 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

6.49.1 Detailed Description

Simple "SendMessage" example.

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

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

6.50 Crosstales.RTVoice.Model.Sequence Class Reference

Model for a sequence.

Public Member Functions

- override string **ToString** ()

Public Attributes

- string Text

  Text to speak.
- string RTVoiceNameWindows = string.Empty

  Name of the RT-Voice under Windows (optional).
- string RTVoiceNameMac = string.Empty

  Name of the RT-Voice under macOS (optional).
- string RTVoiceNameAndroid = string.Empty

  Name of the RT-Voice under Android.
- string RTVoiceNameIOS = string.Empty

  Name of the RT-Voice under iOS.
- string RTVoiceNameWSA = string.Empty

  Name of the RT-Voice under WSA.
- SpeakMode Mode = SpeakMode.Speak

Speak mode (default = 'Speak').

- AudioSource Source

  AudioSource for the output (optional).

- float Rate = 1f

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

- float Pitch = 1f

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

- float Volume = 1f

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

- bool **initalized** = false

Properties

- string RTVoiceName `[get]`

  Name of the RT-Voice.

6.50.1 Detailed Description

Model for a sequence.

6.50.2 Member Data Documentation

6.50.2.1 SpeakMode Crosstales.RTVoice.Model.Sequence.Mode = SpeakMode.Speak

Speak mode (default = 'Speak').

6.50.2.2 float Crosstales.RTVoice.Model.Sequence.Pitch = 1f

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

6.50.2.3 float Crosstales.RTVoice.Model.Sequence.Rate = 1f

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

6.50.2.4 string Crosstales.RTVoice.Model.Sequence.RTVoiceNameAndroid = string.Empty

Name of the RT-Voice under Android.

6.50.2.5 string Crosstales.RTVoice.Model.Sequence.RTVoiceNameIOS = string.Empty

Name of the RT-Voice under iOS.

6.50.2.6 string Crosstales.RTVoice.Model.Sequence.RTVoiceNameMac = string.Empty

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

6.50.2.7 string Crosstales.RTVoice.Model.Sequence.RTVoiceNameWindows = string.Empty

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

6.50.2.8 string Crosstales.RTVoice.Model.Sequence.RTVoiceNameWSA = string.Empty

Name of the RT-Voice under WSA.

6.50.2.9 AudioSource Crosstales.RTVoice.Model.Sequence.Source

AudioSource for the output (optional).

6.50.2.10 string Crosstales.RTVoice.Model.Sequence.Text

Text to speak.

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

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

6.50.3 Property Documentation

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

Name of the RT-Voice.

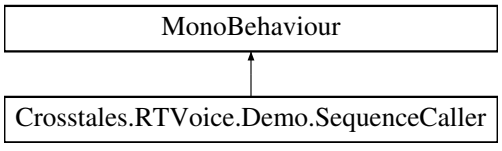
The documentation for this class was generated from the following file:

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

6.51 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

6.51.1 Detailed Description

Simple Sequence caller example.

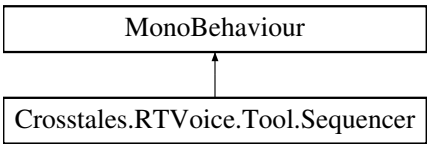
The documentation for this class was generated from the following file:

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

6.52 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

- Model.Sequence[ ] Sequences

  All available sequences.
- string Culture

  Fallback culture for all sequences (e.g. 'en', optional).
- float Delay = 0f

  Delay in seconds before the Sequencer starts processing (default: 0).
- bool PlayOnStart = false

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

Properties

- Model.Sequence CurrentSequence [get]

  Returns the current Sequence.

6.52.1 Detailed Description

Simple sequencer.

6.52.2 Member Function Documentation

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

Plays all Sequences.

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

Plays the next Sequence in the array.

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

Plays a Sequence with a given index.

Parameters

index	Index of the Sequence (default: 0, optional).

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

Stops and silences all active Sequences.

6.52.3 Member Data Documentation

6.52.3.1 string Crosstales.RTVoice.Tool.Sequencer.Culture

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

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

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

6.52.3.3 bool Crosstales.RTVoice.Tool.Sequencer.PlayOnStart = false

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

6.52.3.4 Model.Sequence [ ] Crosstales.RTVoice.Tool.Sequencer.Sequences

All available sequences.

6.52.4 Property Documentation

6.52.4.1 Model.Sequence Crosstales.RTVoice.Tool.Sequencer.CurrentSequence [get]

Returns the current Sequence.

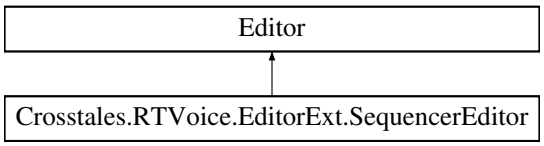
The documentation for this class was generated from the following file:

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

6.53 Crosstales.RTVoice.EditorExt.SequencerEditor Class Reference

Custom editor for the 'Sequencer'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExt.SequencerEditor:



Public Member Functions

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

6.53.1 Detailed Description

Custom editor for the 'Sequencer'-class.

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

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

6.54 Crosstales.RTVoice.EditorExt.SetupResources Class Reference

Copies all resources to 'Editor Default Resources'.

6.54.1 Detailed Description

Copies all resources to 'Editor Default Resources'.

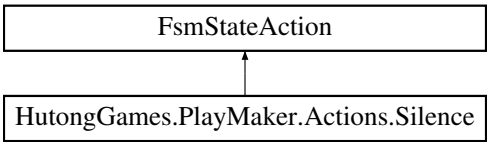
The documentation for this class was generated from the following file:

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

6.55 HutongGames.PlayMaker.Actions.Silence Class Reference

Silence-action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.Silence:



Public Member Functions

- override void **OnEnter** ()

6.55.1 Detailed Description

Silence-action for PlayMaker.

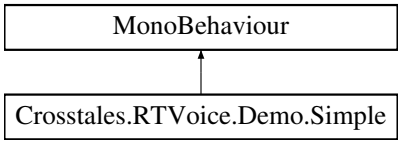
The documentation for this class was generated from the following file:

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

6.56 Crosstales.RTVoice.Demo.Simple Class Reference

Simple TTS example.

Inheritance diagram for Crosstales.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

6.56.1 Detailed Description

Simple TTS example.

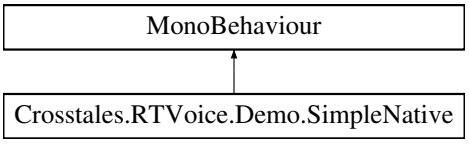
The documentation for this class was generated from the following file:

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

6.57 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

6.57.1 Detailed Description

Simple native TTS example.

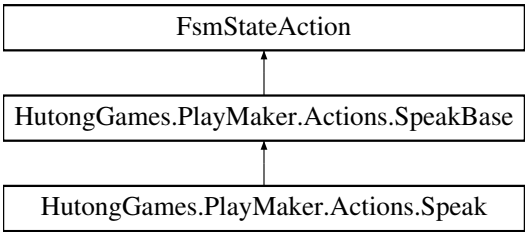
The documentation for this class was generated from the following file:

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

6.58 HutongGames.PlayMaker.Actions.Speak Class Reference

Speak-action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.Speak:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmString Text = "Hello world!"

  Text to speak.
- FsmString RTVoiceNameWindows = "Microsoft David Desktop"

  Name of the RT-Voice under Windows.
- FsmString RTVoiceNameMac = "Alex"

  Name of the RT-Voice under macOS.
- FsmString RTVoiceNameAndroid = string.Empty

  Name of the RT-Voice under Android.
- FsmString RTVoiceNameIOS = "Daniel"

  Name of the RT-Voice under iOS.
- FsmString RTVoiceNameWSA = string.Empty

  Name of the RT-Voice under WSA.
- FsmString RTVoiceNameMaryTTS = string.Empty

  Name of the RT-Voice under MaryTTS.
- FsmString Culture = "en"

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

Additional Inherited Members

6.58.1 Detailed Description

Speak-action for PlayMaker.

6.58.2 Member Data Documentation

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

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

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

Name of the RT-Voice under Android.

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

Name of the RT-Voice under iOS.

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

Name of the RT-Voice under macOS.

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

Name of the RT-Voice under MaryTTS.

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

Name of the RT-Voice under Windows.

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

Name of the RT-Voice under WSA.

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

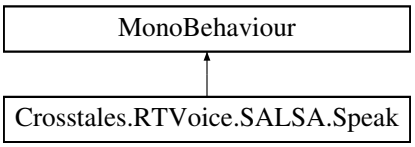
Text to speak.

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

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

6.59 Crosstales.RTVoice.SALSA.Speak Class Reference

Inheritance diagram for Crosstales.RTVoice.SALSA.Speak:



Public Member Functions

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

Public Attributes

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

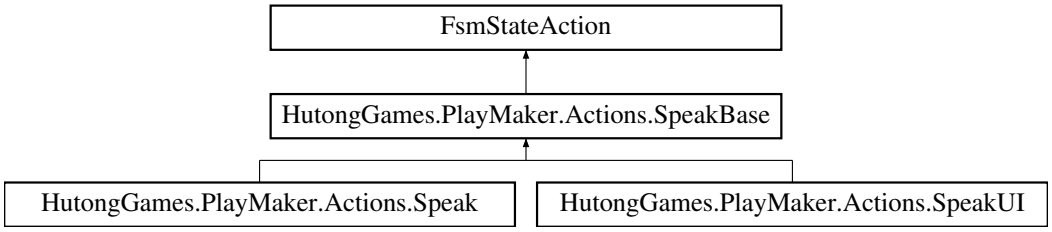
The documentation for this class was generated from the following file:

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

6.60 HutongGames.PlayMaker.Actions.SpeakBase Class Reference

Base for Speak-actions in PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.SpeakBase:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmEvent **sendEvent**
- Crosstales.RTVoice.Model.SpeakMode Mode

  Speak mode (default = Speak).
- FsmGameObject AudioSource

  AudioSource for the output (optional).
- FsmFloat Rate = 1

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

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

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

Protected Member Functions

- void **subscribeEvents** ()
- void **unsubscribeEvents** ()

Protected Attributes

- System.Guid **uid**

6.60.1 Detailed Description

Base for Speak-actions in PlayMaker.

6.60.2 Member Data Documentation

6.60.2.1 FsmGameObject HutongGames.PlayMaker.Actions.SpeakBase.AudioSource

AudioSource for the output (optional).

6.60.2.2 Crosstales.RTVoice.Model.SpeakMode HutongGames.PlayMaker.Actions.SpeakBase.Mode

Speak mode (default = Speak).

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

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

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

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

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

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

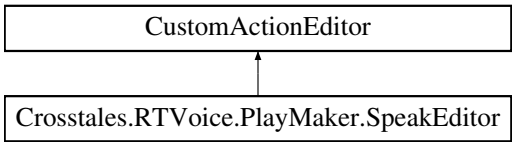
The documentation for this class was generated from the following file:

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

6.61 Crosstales.RTVoice.PlayMaker.SpeakEditor Class Reference

Custom editor for the Speak-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.SpeakEditor:



Public Member Functions

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

6.61.1 Detailed Description

Custom editor for the Speak-action.

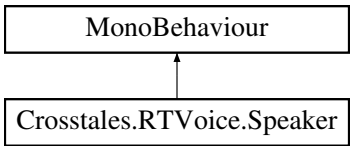
The documentation for this class was generated from the following file:

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

6.62 Crosstales.RTVoice.Speaker Class Reference

Main component of RTVoice.

Inheritance diagram for Crosstales.RTVoice.Speaker:



Public Member Functions

- delegate void **SpeakNativeCurrentWord** (Model.Event.CurrentWordEventArgs e)
- delegate void **SpeakNativeCurrentPhoneme** (Model.Event.CurrentPhonemeEventArgs e)
- delegate void **SpeakNativeCurrentViseme** (Model.Event.CurrentVisemeEventArgs e)
- delegate void **SpeakStart** (Model.Event.SpeakEventArgs e)
- delegate void **SpeakComplete** (Model.Event.SpeakEventArgs e)
- delegate void **SpeakAudioGenerationStart** (Model.Event.SpeakEventArgs e)
- delegate void **SpeakAudioGenerationComplete** (Model.Event.SpeakEventArgs e)
- delegate void **ErrorInfo** (string info)
- delegate void **ProviderChange** (string provider)
- 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 System.Collections.Generic.List< Model.Voice > VoicesForCulture (string culture)

  Get all available voices for a given culture from the current TTS-system.
- static Model.Voice VoiceForCulture (string culture, int index=0)

  Get a voice from for a given culture and otional index from the current TTS-system.
- static Model.Voice VoiceForName (string name)

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

- static System.Guid SpeakNative (string text, Model.Voice voice=null, float rate=1f, float volume=1f, float pitch=1f)

  Speaks a text with a given voice (native mode).
- static void SpeakNativeWithUID (Model.Wrapper wrapper)

  Speaks a text with a given voice (native mode).
- static System.Guid SpeakNative (Model.Wrapper wrapper)

  Speaks a text with a given wrapper (native mode).
- static System.Guid Speak (string text, AudioSource source=null, Model.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 (Model.Wrapper wrapper)

  Speaks a text with a given voice.
- static System.Guid Speak (Model.Wrapper wrapper)

  Speaks a text with a given wrapper.
- static void SpeakMarkedWordsWithUID (Model.Wrapper wrapper)

  Speaks and marks a text with a given wrapper.
- static void SpeakMarkedWordsWithUID (System.Guid uid, string text, AudioSource source, Model.Voice voice=null, float rate=1f, float pitch=1f)

  Speaks and marks a text with a given voice and tracks the word position.
- static void Silence ()

  Silence all active TTS-voices.
- static void Silence (System.Guid uid)

  Silence an active TTS-voice with a UID.

Public Attributes

- bool **MaryTTSMode** = false
- string **MaryTTSURL** = "http://mary.dfki.de"
- int **MaryTTSPort** = 59125

Properties

- static bool MaryMode `[get, set]`

  Enables or disables MaryTTS.
- static string MaryURL `[get, set]`

  Server URL for MaryTTS.
- static int MaryPort `[get, set]`

  Server port for MaryTTS.
- static string AudioFileExtension `[get]`

  Returns the extension of the generated audio files.
- static System.Collections.Generic.List< Model.Voice > Voices `[get]`

  Get all available voices from the current TTS-system.
- static System.Collections.Generic.List< string > Cultures `[get]`

  Get all available cultures from the current TTS-system..
- static bool isTTSAvailable `[get]`

  Checks if TTS is available on this system.

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 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.
- static ProviderChange OnProviderChange

  An event triggered whenever an provider has changed.

6.62.1 Detailed Description

Main component of RTVoice.

6.62.2 Member Function Documentation

6.62.2.1 static float Crosstales.RTVoice.Speaker.ApproximateSpeechLength (string *text*, float *rate* = `1f`, float *wordsPerMinute* = `175f`, float *timeFactor* = `0.9f`) [static]

Approximates the speech length in seconds of a given text and rate. Note: This is an experimental method and doesn't provide an exact value; +/- 15% is "normal"!

Parameters

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

Returns

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

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

Silence all active TTS-voices.

6.62.2.3 static void Crosstales.RTVoice.Speaker.Silence (System.Guid *uid*) [static]

Silence an active TTS-voice with a UID.

Parameters

uid	UID of the speaker

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

Speaks a text with a given voice.

Parameters

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

///

Parameters

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

Returns

UID of the speaker.

6.62.2.5 static System.Guid Crosstales.RTVoice.Speaker.Speak (Model.Wrapper *wrapper*) [static]

Speaks a text with a given wrapper.

Parameters

wrapper	Speak wrapper.

Returns

UID of the speaker.

6.62.2.6 static void Crosstales.RTVoice.Speaker.SpeakMarkedWordsWithUID (Model.Wrapper *wrapper*) [static]

Speaks and marks a text with a given wrapper.

Parameters

wrapper	Speak wrapper.

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

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

Parameters

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

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

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

Parameters

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

Returns

UID of the speaker.

6.62.2.9 static System.Guid Crosstales.RTVoice.Speaker.SpeakNative (Model.Wrapper *wrapper*) [static]

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

Parameters

wrapper	Speak wrapper.

Returns

UID of the speaker.

6.62.2.10 static void Crosstales.RTVoice.Speaker.SpeakNativeWithUID (Model.Wrapper *wrapper*) [static]

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

Parameters

wrapper	Speak wrapper.

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

Speaks a text with a given voice.

Parameters

wrapper	Speak wrapper.

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

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

Parameters

culture	Culture of the voice (e.g. "en")
index	Index of the voice (default = 0, optional)

Returns

Voice for the given culture and index.

6.62.2.13 static Model.Voice Crosstales.RTVoice.Speaker.VoiceForName (string *name*) [static]

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

Parameters

name	Name of the voice (e.g. "Alex")

Returns

Voice for the given name or null if not found.

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

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

Parameters

culture	Culture of the voice (e.g. "en")

Returns

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

6.62.3 Property Documentation

6.62.3.1 string Crosstales.RTVoice.Speaker.AudioFileExtension [static],[get]

Returns the extension of the generated audio files.

Returns

Extension of the generated audio files.

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

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

Returns

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

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

Checks if TTS is available on this system.

Returns

True if TTS is available on this system.

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

Enables or disables MaryTTS.

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

Server port for MaryTTS.

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

Server URL for MaryTTS.

6.62.3.7 System.Collections.Generic.List<Model.Voice> Crosstales.RTVoice.Speaker.Voices [static],[get]

Get all available voices from the current TTS-system.

Returns

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

6.62.4 Event Documentation

6.62.4.1 ErrorInfo Crosstales.RTVoice.Speaker.OnErrorInfo [static]

An event triggered whenever an error occurs.

6.62.4.2 ProviderChange Crosstales.RTVoice.Speaker.OnProviderChange [static]

An event triggered whenever an provider has changed.

6.62.4.3 SpeakAudioGenerationComplete Crosstales.RTVoice.Speaker.OnSpeakAudioGenerationComplete [static]

An event triggered whenever a speak audio generation is completed.

6.62.4.4 SpeakAudioGenerationStart Crosstales.RTVoice.Speaker.OnSpeakAudioGenerationStart [static]

An event triggered whenever a speak audio generation is started.

6.62.4.5 SpeakComplete Crosstales.RTVoice.Speaker.OnSpeakComplete [static]

An event triggered whenever a native speak is completed.

6.62.4.6 SpeakNativeCurrentPhoneme Crosstales.RTVoice.Speaker.OnSpeakNativeCurrentPhoneme [static]

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

6.62.4.7 SpeakNativeCurrentViseme Crosstales.RTVoice.Speaker.OnSpeakNativeCurrentViseme [static]

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

6.62.4.8 SpeakNativeCurrentWord Crosstales.RTVoice.Speaker.OnSpeakNativeCurrentWord [static]

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

6.62.4.9 SpeakStart Crosstales.RTVoice.Speaker.OnSpeakStart [static]

An event triggered whenever a speak is started.

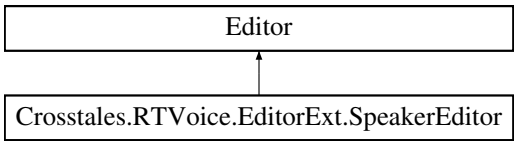
The documentation for this class was generated from the following file:

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

6.63 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** ()

6.63.1 Detailed Description

Custom editor for the 'Speaker'-class.

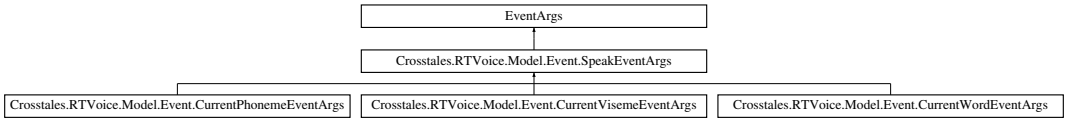
The documentation for this class was generated from the following file:

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

6.64 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.

6.64.1 Detailed Description

EventArgs and base class for all speaker events.

6.64.2 Member Data Documentation

6.64.2.1 Wrapper Crosstales.RTVoice.Model.Event.SpeakEventArgs.Wrapper

Wrapper with "Speak"-function call.

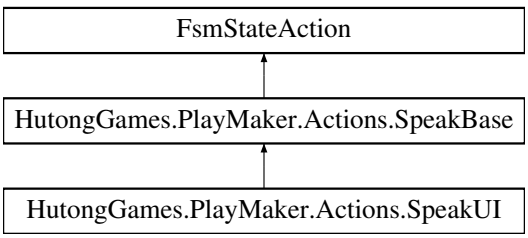
The documentation for this class was generated from the following file:

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

6.65 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

6.65.1 Detailed Description

Speak-action for UI-components in PlayMaker.

6.65.2 Member Data Documentation

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

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

6.65.2.2 InputField HutongGames.PlayMaker.Actions.SpeakUI.RTVoiceName

Name of the RT-Voice.

6.65.2.3 InputField HutongGames.PlayMaker.Actions.SpeakUI.Text

Text to speak.

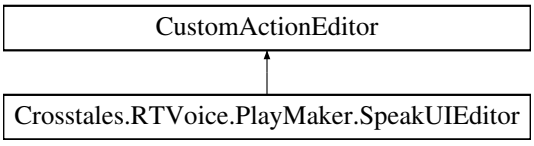
The documentation for this class was generated from the following file:

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

6.66 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** ()

6.66.1 Detailed Description

Custom editor for the SpeakUI-action.

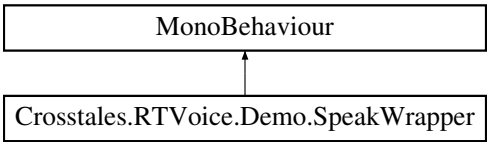
The documentation for this class was generated from the following file:

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

6.67 Crosstales.RTVoice.Demo.SpeakWrapper Class Reference

Wrapper for the dynamic speakers.

Inheritance diagram for Crosstales.RTVoice.Demo.SpeakWrapper:



Public Member Functions

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

Public Attributes

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

6.67.1 Detailed Description

Wrapper for the dynamic speakers.

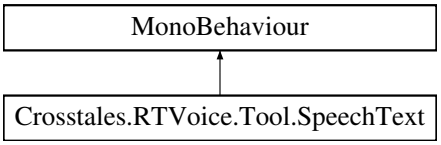
The documentation for this class was generated from the following file:

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

6.68 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.
- string RTVoiceNameWSA = string.Empty

  Name of the RT-Voice under WSA.
- string RTVoiceNameMaryTTS = string.Empty

  Name of the RT-Voice under MaryTTS.
- Model.SpeakMode Mode = Model.SpeakMode.Speak

  Speak mode (default = Speak).
- string Culture = "en"

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

  AudioSource for the output (optional).
- float Rate = 1f

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

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

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

  Speak this text on start on/off (default: off).
- bool GenerateAudioFile = false

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

- string FilePath = @"_generatedAudio/"

  File path for the generated audio.

- string FileName = "RTVGeneratedAudio"

  File name of the generated audio.

- bool FileInsideAssets = true

  Is the generated file path inside the Assets-folder (current project)? If this option is enabled, it prefixes the path with 'Application.dataPath'.

Properties

- string RTVoiceName `[get]`

  Name of the RT-Voice.

6.68.1 Detailed Description

Allows to speak and store generated audio.

6.68.2 Member Data Documentation

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

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

6.68.2.2 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'.

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

File name of the generated audio.

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

File path for the generated audio.

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

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

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

Speak mode (default = Speak).

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

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

6.68.2.8 bool Crosstales.RTVoice.Tool.SpeechText.PlayOnStart = false

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

6.68.2.9 float Crosstales.RTVoice.Tool.SpeechText.Rate = 1f

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

6.68.2.10 string Crosstales.RTVoice.Tool.SpeechText.RTVoiceNameAndroid = string.Empty

Name of the RT-Voice under Android.

6.68.2.11 string Crosstales.RTVoice.Tool.SpeechText.RTVoiceNameIOS = "Daniel"

Name of the RT-Voice under iOS.

6.68.2.12 string Crosstales.RTVoice.Tool.SpeechText.RTVoiceNameMac = "Alex"

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

6.68.2.13 string Crosstales.RTVoice.Tool.SpeechText.RTVoiceNameMaryTTS = string.Empty

Name of the RT-Voice under MaryTTS.

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

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

6.68.2.15 string Crosstales.RTVoice.Tool.SpeechText.RTVoiceNameWSA = string.Empty

Name of the RT-Voice under WSA.

6.68.2.16 AudioSource Crosstales.RTVoice.Tool.SpeechText.Source

AudioSource for the output (optional).

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

Text to speak.

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

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

6.68.3 Property Documentation

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

Name of the RT-Voice.

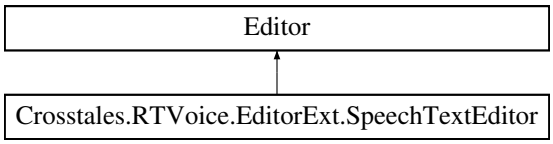
The documentation for this class was generated from the following file:

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

6.69 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** ()

6.69.1 Detailed Description

Custom editor for the 'SpeechText'-class.

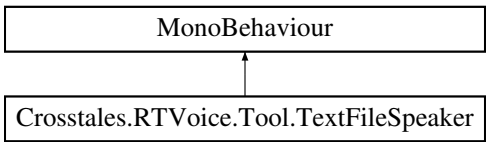
The documentation for this class was generated from the following file:

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

6.70 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.
- System.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.
- string RTVoiceNameWSA = string.Empty

  Name of the RT-Voice under WSA.
- string RTVoiceNameMaryTTS = string.Empty

  Name of the RT-Voice under MaryTTS.
- Model.SpeakMode Mode = Model.SpeakMode.Speak

  Speak mode (default = Speak).
- bool PlayOnStart = false

  Speak a random text file on start on/off (default: off).
- string Culture = "en"

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

  AudioSource for the output (optional).
- float Rate = 1f

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

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

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

Properties

- string RTVoiceName [get]

  Name of the RT-Voice.

6.70.1 Detailed Description

Allows to speak text files.

6.70.2 Member Function Documentation

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

Speaks a random text.

6.70.2.2 System.Guid Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakText (int *index* = −1)

Speaks a text with an optional index.

Parameters

index	Index of the text (default: -1 (random), optional).

Returns

UID of the speaker.

6.70.3 Member Data Documentation

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

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

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

Speak mode (default = Speak).

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

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

6.70.3.4 bool Crosstales.RTVoice.Tool.TextFileSpeaker.PlayOnStart = false

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

6.70.3.5 float Crosstales.RTVoice.Tool.TextFileSpeaker.Rate = 1f

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

6.70.3.6 string Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceNameAndroid = string.Empty

Name of the RT-Voice under Android.

6.70.3.7 string Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceNameIOS = "Daniel"

Name of the RT-Voice under iOS.

6.70.3.8 string Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceNameMac = "Alex"

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

6.70.3.9 string Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceNameMaryTTS = string.Empty

Name of the RT-Voice under MaryTTS.

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

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

6.70.3.11 string Crosstales.RTVoice.Tool.TextFileSpeaker.RTVoiceNameWSA = string.Empty

Name of the RT-Voice under WSA.

6.70.3.12 AudioSource Crosstales.RTVoice.Tool.TextFileSpeaker.Source

AudioSource for the output (optional).

6.70.3.13 TextAsset [ ] Crosstales.RTVoice.Tool.TextFileSpeaker.TextFiles

Text files to speak.

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

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

6.70.4 Property Documentation

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

Name of the RT-Voice.

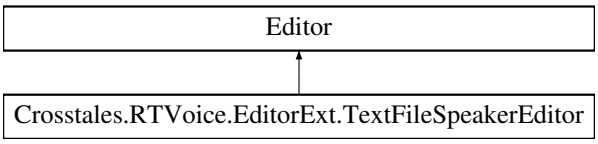
The documentation for this class was generated from the following file:

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

6.71 Crosstales.RTVoice.EditorExt.TextFileSpeakerEditor Class Reference

Custom editor for the 'TextFileSpeaker'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExt.TextFileSpeakerEditor:



Public Member Functions

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

6.71.1 Detailed Description

Custom editor for the 'TextFileSpeaker'-class.

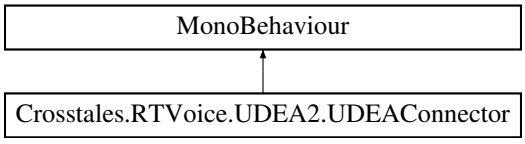
The documentation for this class was generated from the following file:

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

6.72 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).

6.72.1 Detailed Description

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

6.72.2 Member Data Documentation

6.72.2.1 string Crosstales.RTVoice.UDEA2.UDEAConnector.Culture

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

6.72.2.2 UDEAVoiceWrapper [ ] Crosstales.RTVoice.UDEA2.UDEAConnector.Voices

Voices for the UDEA-characters (optional).

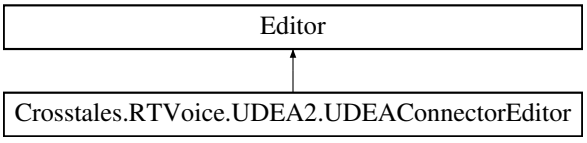
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/THE Dialogue Engine/Scripts/UDEAConnector.cs

6.73 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** ()

6.73.1 Detailed Description

Custom editor for the 'UDEAConnector'-class.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/THE Dialogue Engine/Editor/UDEAConnectorEditor.cs

6.74 Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper Class Reference

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

Public Member Functions

- override string **ToString** ()

Public Attributes

- string UDEAVoiceName = string.Empty

  "Name of the UDEA-character on-screen.
- string RTVoiceNameWindows = string.Empty

  "Name of the RT-Voice under Windows.
- string RTVoiceNameMac = string.Empty

  Name of the RT-Voice under macOS.
- string RTVoiceNameAndroid = string.Empty

  Name of the RT-Voice under Android.
- string RTVoiceNameIOS = string.Empty

  Name of the RT-Voice under iOS.
- string RTVoiceNameWSA = string.Empty

  Name of the RT-Voice under WSA.
- string RTVoiceNameMaryTTS = string.Empty

  Name of the RT-Voice under MaryTTS.
- AudioSource Source

  Origin AudioSource (optional).
- float Rate = 1f

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

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

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

  Ignore this character (default: off).
- bool **initalized** = false

Properties

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

6.74.1 Detailed Description

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

6.74.2 Member Data Documentation

6.74.2.1 bool Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.IgnoreCharacter = false

Ignore this character (default: off).

6.74.2.2 float Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Pitch = 1f

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

6.74.2.3 float Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Rate = 1f

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

6.74.2.4 string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameAndroid = string.Empty

Name of the RT-Voice under Android.

6.74.2.5 string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameIOS = string.Empty

Name of the RT-Voice under iOS.

6.74.2.6 string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameMac = string.Empty

Name of the RT-Voice under macOS.

6.74.2.7 string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameMaryTTS = string.Empty

Name of the RT-Voice under MaryTTS.

6.74.2.8 string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameWindows = string.Empty

"Name of the RT-Voice under Windows.

6.74.2.9 string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceNameWSA = string.Empty

Name of the RT-Voice under WSA.

6.74.2.10 AudioSource Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Source

Origin AudioSource (optional).

6.74.2.11 string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.UDEAVoiceName = string.Empty

"Name of the UDEA-character on-screen.

6.74.2.12 float Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.Volume = 1f

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

6.74.3 Property Documentation

6.74.3.1 string Crosstales.RTVoice.UDEA2.UDEAVoiceWrapper.RTVoiceName [get]

Name of the RT-Voice.

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

- D:/slaubenberger/git/assets/RTVoicePro/3rd party/RTVoice_3rd_party/Assets/crosstales/RTVoice/3rd party/THE Dialogue Engine/Scripts/UDEAVoiceWrapper.cs

6.75 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."

6.75.1 Detailed Description

Checks for updates of the asset.

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

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

6.76 Crosstales.RTVoice.Model.Voice Class Reference

Model for a voice.

Public Member Functions

- Voice (string name, string description, string gender, string age, string culture)

  Instantiate the class.
- Voice (string name, string description, string culture)

  Instantiate the class.
- override string **ToString** ()

Public Attributes

- string Name

  Name of the RT-Voice.
- string Description = string.Empty

  Description of the RT-Voice.
- string Gender = string.Empty

  Gender of the RT-Voice (Windows only).
- string Age = string.Empty

  Age of the RT-Voice (Windows only).
- string Culture = string.Empty

  Culture of the RT-Voice.

6.76.1 Detailed Description

Model for a voice.

6.76.2 Constructor & Destructor Documentation

6.76.2.1 Crosstales.RTVoice.Model.Voice.Voice (string *name,* string *description,* string *gender,* string *age,* string *culture*)

Instantiate the class.

Parameters

name	Name of the RT-Voice.
description	Description of the RT-Voice.
gender	Gender of the RT-Voice (Windows only).
age	Age of the RT-Voice (Windows only).
culture	Culture of the RT-Voice.

6.76.2.2 Crosstales.RTVoice.Model.Voice.Voice (string *name,* string *description,* string *culture*)

Instantiate the class.

Parameters

name	Name of the RT-Voice.
description	Description of the RT-Voice.
culture	Culture of the RT-Voice.

6.76.3 Member Data Documentation

6.76.3.1 string Crosstales.RTVoice.Model.Voice.Age = string.Empty

Age of the RT-Voice (Windows only).

6.76.3.2 string Crosstales.RTVoice.Model.Voice.Culture = string.Empty

Culture of the RT-Voice.

6.76.3.3 string Crosstales.RTVoice.Model.Voice.Description = string.Empty

Description of the RT-Voice.

6.76.3.4 string Crosstales.RTVoice.Model.Voice.Gender = string.Empty

Gender of the RT-Voice (Windows only).

6.76.3.5 string Crosstales.RTVoice.Model.Voice.Name

Name of the RT-Voice.

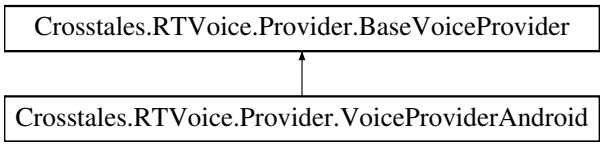
The documentation for this class was generated from the following file:

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

6.77 Crosstales.RTVoice.Provider.VoiceProviderAndroid Class Reference

Android voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderAndroid:



Public Member Functions

- override IEnumerator SpeakNative (Model.Wrapper wrapper)

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

  The current provider speaks a text with a given voice.
- override void Silence ()

  Silence all active TTS-providers.
- void **ShutdownTTS** ()

Properties

- override string **AudioFileExtension** `[get]`
- override System.Collections.Generic.List< Model.Voice > **Voices** `[get]`

Additional Inherited Members

6.77.1 Detailed Description

Android voice provider.

6.77.2 Member Function Documentation

6.77.2.1 override void Crosstales.RTVoice.Provider.VoiceProviderAndroid.Silence ( ) `[virtual]`

Silence all active TTS-providers.

Reimplemented from Crosstales.RTVoice.Provider.BaseVoiceProvider.

6.77.2.2 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderAndroid.Speak (Model.Wrapper *wrapper*) `[virtual]`

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

6.77.2.3 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderAndroid.SpeakNative (Model.Wrapper *wrapper*) [virtual]

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

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

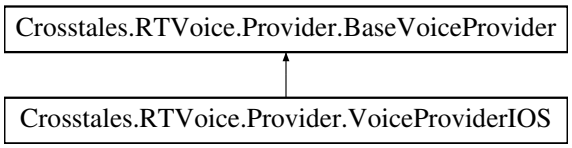
The documentation for this class was generated from the following file:

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

6.78 Crosstales.RTVoice.Provider.VoiceProviderIOS Class Reference

iOS voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderIOS:



Public Member Functions

- override void Silence ()

  Silence all active TTS-providers.
- override IEnumerator SpeakNative (Model.Wrapper wrapper)

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

  The current provider speaks a text with a given voice.

Static Public Member Functions

- static void SetVoices (string voicesText)

  Receives all voices
- static void SetState (string state)

  Receives the state of the speaker.
- static void WordSpoken ()

  Called everytime a new word is spoken.

Properties

- override string **AudioFileExtension** `[get]`
- override System.Collections.Generic.List< Model.Voice > **Voices** `[get]`

Additional Inherited Members

6.78.1 Detailed Description

iOS voice provider.

6.78.2 Member Function Documentation

6.78.2.1 static void Crosstales.RTVoice.Provider.VoiceProviderIOS.SetState (string *state*) `[static]`

Receives the state of the speaker.

Parameters

state	The state of the speaker.

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

Receives all voices

Parameters

voicesText	All voices as text string.

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

Silence all active TTS-providers.

Reimplemented from Crosstales.RTVoice.Provider.BaseVoiceProvider.

6.78.2.4 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderIOS.Speak (Model.Wrapper *wrapper*) [virtual]

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

6.78.2.5 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderIOS.SpeakNative (Model.Wrapper *wrapper*) [virtual]

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

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

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

Called everytime a new word is spoken.

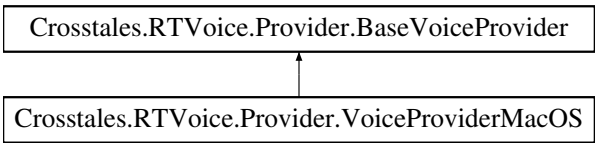
The documentation for this class was generated from the following file:

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

6.79 Crosstales.RTVoice.Provider.VoiceProviderMacOS Class Reference

MacOS voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderMacOS:



Public Member Functions

- override IEnumerator SpeakNative (Model.Wrapper wrapper)

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

  The current provider speaks a text with a given voice.

Properties

- override string **AudioFileExtension** `[get]`
- override System.Collections.Generic.List< Model.Voice > **Voices** `[get]`

Additional Inherited Members

6.79.1 Detailed Description

MacOS voice provider.

6.79.2 Member Function Documentation

6.79.2.1 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMacOS.Speak (Model.Wrapper *wrapper*) `[virtual]`

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

6.79.2.2 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMacOS.SpeakNative (Model.Wrapper *wrapper*) `[virtual]`

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

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

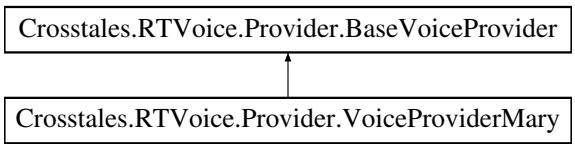
The documentation for this class was generated from the following file:

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

6.80 Crosstales.RTVoice.Provider.VoiceProviderMary Class Reference

MaryTTS voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderMary:



Public Member Functions

- VoiceProviderMary (string url, int port)

  Constructor for VoiceProviderMary. Needed to pass IP and Port of the MaryTTS server to the Provider.
- override IEnumerator SpeakNative (Model.Wrapper wrapper)

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

  The current provider speaks a text with a given voice.
- override void Silence ()

  Silence all active TTS-providers.

Properties

- override string **AudioFileExtension** `[get]`
- override System.Collections.Generic.List< Model.Voice > **Voices** `[get]`

Additional Inherited Members

6.80.1 Detailed Description

MaryTTS voice provider.

6.80.2 Constructor & Destructor Documentation

6.80.2.1 Crosstales.RTVoice.Provider.VoiceProviderMary.VoiceProviderMary (string *url*, int *port*)

Constructor for VoiceProviderMary. Needed to pass IP and Port of the MaryTTS server to the Provider.

Parameters

url	IP-Address of the MaryTTS-server
port	Port to connect to on the MaryTTS-server

6.80.3 Member Function Documentation

6.80.3.1 override void Crosstales.RTVoice.Provider.VoiceProviderMary.Silence ( ) `[virtual]`

Silence all active TTS-providers.

Reimplemented from Crosstales.RTVoice.Provider.BaseVoiceProvider.

6.80.3.2 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMary.Speak (Model.Wrapper *wrapper*) [virtual]

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

6.80.3.3 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMary.SpeakNative (Model.Wrapper *wrapper*) [virtual]

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

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

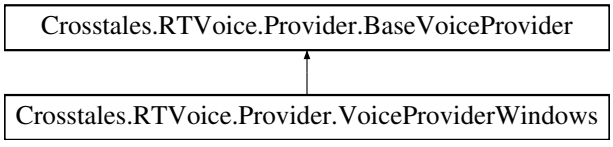
The documentation for this class was generated from the following file:

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

6.81 Crosstales.RTVoice.Provider.VoiceProviderWindows Class Reference

Windows voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderWindows:



Public Member Functions

- override IEnumerator SpeakNative (Model.Wrapper wrapper)

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

  The current provider speaks a text with a given voice.

Properties

- override string **AudioFileExtension** `[get]`
- override System.Collections.Generic.List< Model.Voice > **Voices** `[get]`

Additional Inherited Members

6.81.1 Detailed Description

Windows voice provider.

6.81.2 Member Function Documentation

6.81.2.1 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWindows.Speak (Model.Wrapper *wrapper*) `[virtual]`

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

6.81.2.2 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWindows.SpeakNative (Model.Wrapper *wrapper*) `[virtual]`

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

Parameters

wrapper	Wrapper containing the data.

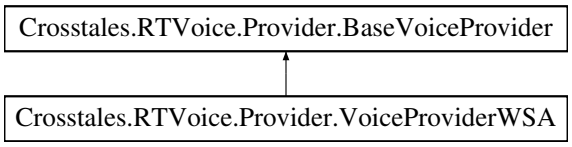
Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

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

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

6.82 Crosstales.RTVoice.Provider.VoiceProviderWSA Class Reference

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderWSA:



Public Member Functions

- override IEnumerator SpeakNative (Model.Wrapper wrapper)

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

  The current provider speaks a text with a given voice.
- override void Silence ()

  Silence all active TTS-providers.

Properties

- override string **AudioFileExtension** `[get]`
- override System.Collections.Generic.List< Model.Voice > **Voices** `[get]`

Additional Inherited Members

6.82.1 Member Function Documentation

6.82.1.1 override void Crosstales.RTVoice.Provider.VoiceProviderWSA.Silence ( ) `[virtual]`

Silence all active TTS-providers.

Reimplemented from Crosstales.RTVoice.Provider.BaseVoiceProvider.

6.82.1.2 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWSA.Speak (Model.Wrapper *wrapper*) `[virtual]`

The current provider speaks a text with a given voice.

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

6.82.1.3 override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWSA.SpeakNative (Model.Wrapper *wrapper*) `[virtual]`

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

Parameters

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseVoiceProvider.

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

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

6.83 Crosstales.RTVoice.Model.Wrapper Class Reference

Wrapper for "Speak"-function calls.

Public Member Functions

- Wrapper (string text, Voice voice=null, float rate=1f, float pitch=1f, float volume=1f, AudioSource source=null, bool speakImmediately=true, string outputFile="")

  Instantiate the class.
- Wrapper (System.Guid uid, string text, Voice voice=null, float rate=1f, float pitch=1f, float volume=1f, Audio↩ Source source=null, bool speakImmediately=true, string outputFile="")

  Instantiate the class.
- override string **ToString** ()

Public Attributes

- System.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 immediatlely 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).

6.83.1 Detailed Description

Wrapper for "Speak"-function calls.

6.83.2 Constructor & Destructor Documentation

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

Instantiate the class.

Parameters

text	Text for the speech.
voice	Voice for the speech.
rate	Rate of the speech (values: 0-3).
pitch	Pitch of the speech (values: 0-2).
volume	Volume of the speech (values: 0-1, Windows only).
source	AudioSource for the speech.
speakImmediately	>Speak immediatlely after the audio generation. Only works if 'Source' is not null.
outputFile	Output file (without extension) for the generated audio.

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

Instantiate the class.

Parameters

uid	UID of the speech.
text	Text for the speech.
voice	Voice for the speech.
rate	Rate of the speech (values: 0-3).
pitch	Pitch of the speech (values: 0-2).
volume	Volume of the speech (values: 0-1, Windows only).
source	AudioSource for the speech.
speakImmediately	>Speak immediatlely after the audio generation. Only works if 'Source' is not null.
outputFile	Output file (without extension) for the generated audio.

6.83.3 Member Data Documentation

6.83.3.1 string Crosstales.RTVoice.Model.Wrapper.OutputFile

Output file (without extension) for the generated audio.

6.83.3.2 AudioSource Crosstales.RTVoice.Model.Wrapper.Source

AudioSource for the speech.

6.83.3.3 bool Crosstales.RTVoice.Model.Wrapper.SpeakImmediately

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

6.83.3.4 string Crosstales.RTVoice.Model.Wrapper.Text

Text for the speech.

6.83.3.5 System.Guid Crosstales.RTVoice.Model.Wrapper.Uid

UID of the speech.

6.83.3.6 Voice Crosstales.RTVoice.Model.Wrapper.Voice

Voice for the speech.

6.83.4 Property Documentation

6.83.4.1 float Crosstales.RTVoice.Model.Wrapper.Pitch [get], [set]

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

6.83.4.2 float Crosstales.RTVoice.Model.Wrapper.Rate [get], [set]

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

6.83.4.3 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:

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