

RT-Voice PRO

Hearing is understanding



API

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1 Namespace Index	1
1.1 Packages	1
2 Hierarchical Index	3
2.1 Class Hierarchy	3
3 Class Index	7
3.1 Class List	7
4 Namespace Documentation	15
4.1 Crosstales Namespace Reference	15
4.2 Crosstales.Common Namespace Reference	15
4.3 Crosstales.Common.EditorTask Namespace Reference	15
4.4 Crosstales.Common.EditorUtil Namespace Reference	15
4.5 Crosstales.Common.Model Namespace Reference	16
4.6 Crosstales.Common.Model.Enum Namespace Reference	16
4.6.1 Enumeration Type Documentation	16
4.6.1.1 Platform	16
4.6.1.2 SampleRate	16
4.7 Crosstales.Common.Util Namespace Reference	16
4.8 Crosstales.RTVoice Namespace Reference	17
4.9 Crosstales.RTVoice.AdventureCreator Namespace Reference	18
4.10 Crosstales.RTVoice.AWSPolly Namespace Reference	18
4.10.1 Enumeration Type Documentation	19
4.10.1.1 Endpoint	19
4.10.1.2 SampleRate	19
4.11 Crosstales.RTVoice.Azure Namespace Reference	19
4.11.1 Enumeration Type Documentation	20
4.11.1.1 AudioOutputFormat	20
4.11.1.2 SampleRate	21
4.12 Crosstales.RTVoice.Demo Namespace Reference	21
4.13 Crosstales.RTVoice.Demo.Util Namespace Reference	21
4.14 Crosstales.RTVoice.EditorExtension Namespace Reference	22
4.15 Crosstales.RTVoice.EditorIntegration Namespace Reference	22
4.16 Crosstales.RTVoice.EditorTask Namespace Reference	22
4.16.1 Enumeration Type Documentation	23
4.16.1.1 UpdateStatus	23
4.17 Crosstales.RTVoice.EditorUtil Namespace Reference	23
4.18 Crosstales.RTVoice.Google Namespace Reference	24
4.19 Crosstales.RTVoice.Klattersynth Namespace Reference	24
4.20 Crosstales.RTVoice.Model Namespace Reference	24
4.21 Crosstales.RTVoice.Model.Enum Namespace Reference	25
4.21.1 Enumeration Type Documentation	25

4.21.1.1 ESpeakModifiers	25
4.21.1.2 Gender	25
4.21.1.3 MaryTTSType	25
4.21.1.4 ProviderType	26
4.21.1.5 SpeakMode	26
4.22 Crosstales.RTVoice.PlayMaker Namespace Reference	26
4.23 Crosstales.RTVoice.Provider Namespace Reference	27
4.24 Crosstales.RTVoice.SALSA Namespace Reference	27
4.25 Crosstales.RTVoice.SAPI Namespace Reference	27
4.26 Crosstales.RTVoice.SLATE Namespace Reference	28
4.27 Crosstales.RTVoice.Tool Namespace Reference	28
4.28 Crosstales.RTVoice.Util Namespace Reference	28
4.29 Crosstales.RTVoice.WebGL Namespace Reference	29
4.30 Crosstales.UI Namespace Reference	29
4.31 Crosstales.UI.Util Namespace Reference	29
4.32 HutongGames Namespace Reference	30
4.33 HutongGames.PlayMaker Namespace Reference	30
4.34 HutongGames.PlayMaker.Actions Namespace Reference	30
5 Class Documentation	31
5.1 Crosstales.RTVoice.EditorTask.AAAConfigLoader Class Reference	31
5.1.1 Detailed Description	31
5.2 Crosstales.RTVoice.AdventureCreator.ACConnector Class Reference	31
5.2.1 Detailed Description	32
5.2.2 Member Data Documentation	32
5.2.2.1 CallOnStopSpeech	32
5.2.2.2 Culture	32
5.2.2.3 SimulateSkipSpeech	33
5.2.2.4 Voices	33
5.2.3 Property Documentation	33
5.2.3.1 CurrentCulture	33
5.2.3.2 isCallOnStopSpeech	33
5.2.3.3 isSimulateSkipSpeech	33
5.3 Crosstales.RTVoice.AdventureCreator.ACConnectorEditor Class Reference	34
5.3.1 Detailed Description	34
5.4 Crosstales.RTVoice.AdventureCreator.ACConnectorGameObject Class Reference	34
5.4.1 Detailed Description	34
5.5 Crosstales.RTVoice.AdventureCreator.ACConnectorMenu Class Reference	34
5.5.1 Detailed Description	35
5.6 Crosstales.RTVoice.AdventureCreator.ACSceneSwitcher Class Reference	35
5.6.1 Detailed Description	35
5.7 Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper Class Reference	35

5.7.1 Detailed Description	36
5.7.2 Member Data Documentation	36
5.7.2.1 ACVoiceName	36
5.7.2.2 IgnoreCharacter	36
5.7.2.3 Mode	37
5.7.2.4 Pitch	37
5.7.2.5 Rate	37
5.7.2.6 Source	37
5.7.2.7 UseSpeechAudioSource	37
5.7.2.8 Voices	37
5.7.2.9 Volume	38
5.8 HutongGames.PlayMaker.Actions.AudioFileGenerator Class Reference	38
5.8.1 Detailed Description	38
5.8.2 Member Data Documentation	38
5.8.2.1 Obj	39
5.9 Crosstales.RTVoice.Tool.AudioFileGenerator Class Reference	39
5.9.1 Detailed Description	40
5.9.2 Member Function Documentation	40
5.9.2.1 Generate()	40
5.9.3 Member Data Documentation	40
5.9.3.1 BitsPerSample	40
5.9.3.2 Channels	40
5.9.3.3 CreateCopy	41
5.9.3.4 FileInsideAssets	41
5.9.3.5 GenerateOnStart	41
5.9.3.6 SampleRate	41
5.9.3.7 TextFiles	41
5.9.4 Property Documentation	41
5.9.4.1 OnAudioFileGeneratorComplete	42
5.9.4.2 OnAudioFileGeneratorStart	42
5.10 Crosstales.RTVoice.PlayMaker.AudioFileGeneratorEditor Class Reference	42
5.10.1 Detailed Description	42
5.11 Crosstales.RTVoice.EditorExtension.AudioFileGeneratorEditor Class Reference	43
5.11.1 Detailed Description	43
5.12 Crosstales.UI.Util.AudioFilterController Class Reference	43
5.12.1 Detailed Description	44
5.12.2 Member Function Documentation	44
5.12.2.1 FindAllAudioFilters()	44
5.12.2.2 ResetAudioFilters()	44
5.12.3 Member Data Documentation	44
5.12.3.1 FindAllAudioFiltersOnStart	45
5.13 Crosstales.UI.Util.AudioSourceController Class Reference	45

5.13.1 Detailed Description	46
5.13.2 Member Function Documentation	46
5.13.2.1 FindAllAudioSources()	46
5.13.2.2 ResetAllAudioSources()	46
5.13.3 Member Data Documentation	46
5.13.3.1 AudioSources	46
5.13.3.2 FindAllAudioSourcesOnStart	46
5.13.3.3 Loop	47
5.13.3.4 Mute	47
5.13.3.5 Pitch	47
5.13.3.6 ResetAudioSourcesOnStart	47
5.13.3.7 StereoPan	47
5.13.3.8 Volume	47
5.14 Crosstales.RTVoice.Azure.Authentication Class Reference	48
5.14.1 Detailed Description	48
5.14.2 Member Function Documentation	48
5.14.2.1 Authenticate()	48
5.15 Crosstales.RTVoice.EditorTask.AutoInitialize Class Reference	48
5.15.1 Detailed Description	49
5.16 Crosstales.Common.Util.BackgroundController Class Reference	49
5.16.1 Detailed Description	49
5.16.2 Member Data Documentation	49
5.16.2.1 Objects	49
5.17 Crosstales.Common.EditorTask.BaseCompileDefines Class Reference	50
5.17.1 Detailed Description	50
5.17.2 Member Function Documentation	50
5.17.2.1 AddSymbolsToAllTargets()	50
5.17.2.2 RemoveSymbolsFromAllTargets()	51
5.18 Crosstales.Common.Util.BaseConstants Class Reference	51
5.18.1 Detailed Description	53
5.18.2 Member Data Documentation	53
5.18.2.1 ASSET_3P_PLAYMAKER	53
5.18.2.2 ASSET_AUTHOR	54
5.18.2.3 ASSET_AUTHOR_URL	54
5.18.2.4 ASSET_BWF	54
5.18.2.5 ASSET_CT_URL	54
5.18.2.6 ASSET_DJ	54
5.18.2.7 ASSET_FB	54
5.18.2.8 ASSET_OC	55
5.18.2.9 ASSET_RADIO	55
5.18.2.10 ASSET_RTV	55
5.18.2.11 ASSET_SOCIAL_DISCORD	55

5.18.2.12 ASSET_SOCIAL_FACEBOOK	55
5.18.2.13 ASSET_SOCIAL_LINKEDIN	55
5.18.2.14 ASSET_SOCIAL_TWITTER	56
5.18.2.15 ASSET_SOCIAL_YOUTUBE	56
5.18.2.16 ASSET_TB	56
5.18.2.17 ASSET_TPB	56
5.18.2.18 ASSET_TPS	56
5.18.2.19 ASSET_TR	56
5.18.2.20 CMD_WINDOWS_PATH	57
5.18.2.21 DEV_DEBUG	57
5.18.2.22 FACTOR_GB	57
5.18.2.23 FACTOR_KB	57
5.18.2.24 FACTOR_MB	57
5.18.2.25 FLOAT_32768	57
5.18.2.26 FLOAT_TOLERANCE	58
5.18.2.27 FORMAT_NO_DECIMAL_PLACES	58
5.18.2.28 FORMAT_PERCENT	58
5.18.2.29 FORMAT_TWO_DECIMAL_PLACES	58
5.18.2.30 PATH_DELIMITER_UNIX	58
5.18.2.31 PATH_DELIMITER_WINDOWS	58
5.18.2.32 PROCESS_KILL_TIME	59
5.18.2.33 SHOW_BWF_BANNER	59
5.18.2.34 SHOW_DJ_BANNER	59
5.18.2.35 SHOW_FB_BANNER	59
5.18.2.36 SHOW_OC_BANNER	59
5.18.2.37 SHOW_RADIO_BANNER	59
5.18.2.38 SHOW_RTV_BANNER	60
5.18.2.39 SHOW_TB_BANNER	60
5.18.2.40 SHOW_TPB_BANNER	60
5.18.2.41 SHOW_TPS_BANNER	60
5.18.2.42 SHOW_TR_BANNER	60
5.18.3 Property Documentation	60
5.18.3.1 APPLICATION_PATH	60
5.18.3.2 PREFIX_FILE	61
5.19 Crosstales.RTVoice.Provider.BaseCustomVoiceProvider Class Reference	61
5.19.1 Detailed Description	63
5.19.2 Member Function Documentation	63
5.19.2.1 Generate()	63
5.19.2.2 GenerateInEditor()	64
5.19.2.3 Load()	64
5.19.2.4 Silence() [1/2]	64
5.19.2.5 Silence() [2/2]	64

5.19.2.6 Speak()	65
5.19.2.7 SpeakNative()	65
5.19.2.8 SpeakNativeInEditor()	66
5.19.3 Property Documentation	66
5.19.3.1 OnErrorInfo	66
5.19.3.2 OnSpeakAudioGenerationComplete	66
5.19.3.3 OnSpeakAudioGenerationStart	66
5.19.3.4 OnSpeakComplete	67
5.19.3.5 OnSpeakCurrentPhoneme	67
5.19.3.6 OnSpeakCurrentViseme	67
5.19.3.7 OnSpeakCurrentWord	67
5.19.3.8 OnSpeakStart	67
5.19.3.9 OnVoicesReady	68
5.20 Crosstales.Common.EditorUtil.BaseEditorHelper Class Reference	68
5.20.1 Detailed Description	69
5.20.2 Member Function Documentation	69
5.20.2.1 FindAssetsByType< T >()	70
5.20.2.2 getBuildNameFromBuildTarget()	70
5.20.2.3 getBuildTargetForBuildName()	70
5.20.2.4 getCLIArgument()	71
5.20.2.5 InvokeMethod()	71
5.20.2.6 isValidBuildTarget()	71
5.20.2.7 ReadOnlyTextField()	72
5.20.2.8 RefreshAssetDatabase()	72
5.20.2.9 RestartUnity()	72
5.20.2.10 SeparatorUI()	72
5.21 Crosstales.Common.Util.BaseHelper Class Reference	73
5.21.1 Detailed Description	75
5.21.2 Member Function Documentation	75
5.21.2.1 CleanUrl()	75
5.21.2.2 ClearLineEndings()	76
5.21.2.3 ClearSpaces()	76
5.21.2.4 ClearTags()	77
5.21.2.5 CreateString()	77
5.21.2.6 FileCopy()	77
5.21.2.7 FormatBytesToHRF()	78
5.21.2.8 FormatSecondsToHourMinSec()	78
5.21.2.9 GetDirectories()	78
5.21.2.10 GetFiles()	79
5.21.2.11 getIP()	79
5.21.2.12 hasActiveClip()	79
5.21.2.13 HSVToRGB()	80

5.21.2.14 isValidURL()	80
5.21.2.15 OpenFile()	80
5.21.2.16 RemoteCertificateValidationCallback()	82
5.21.2.17 ShowFileLocation()	82
5.21.2.18 SplitStringToLines()	82
5.21.2.19 ValidateFile()	83
5.21.2.20 ValidatePath()	83
5.21.2.21 ValidURLFromFilePath()	83
5.21.3 Member Data Documentation	84
5.21.3.1 BaseCulture	84
5.21.3.2 cleanSpacesRegex	84
5.21.3.3 cleanTagsRegex	84
5.21.3.4 lineEndingsRegex	84
5.21.4 Property Documentation	85
5.21.4.1 CurrentPlatform	85
5.21.4.2 isAndroidPlatform	85
5.21.4.3 isAppleBasedPlatform	85
5.21.4.4 isEditor	85
5.21.4.5 isEditorMode	86
5.21.4.6 isIL2CPP	86
5.21.4.7 isInternetAvailable	86
5.21.4.8 isIOSBasedPlatform	86
5.21.4.9 isIOSPlatform	87
5.21.4.10 isLinuxEditor	87
5.21.4.11 isLinuxPlatform	87
5.21.4.12 isMacOSEditor	87
5.21.4.13 isMacOSPlatform	88
5.21.4.14 isPS4Platform	88
5.21.4.15 isStandalonePlatform	88
5.21.4.16 isTvOSPlatform	88
5.21.4.17 isWebGLPlatform	89
5.21.4.18 isWebPlatform	89
5.21.4.19 isWindowsBasedPlatform	89
5.21.4.20 isWindowsEditor	89
5.21.4.21 isWindowsPlatform	90
5.21.4.22 isWSABasedPlatform	90
5.21.4.23 isWSAPlatform	90
5.21.4.24 isXboxOnePlatform	90
5.21.4.25 StreamingAssetsPath	91
5.22 HutongGames.PlayMaker.Actions.BaseRTVAction Class Reference	91
5.22.1 Detailed Description	92
5.23 Crosstales.RTVoice.PlayMaker.BaseRTVEditor Class Reference	92

5.23.1 Detailed Description	92
5.24 Crosstales.Common.EditorTask.BaseSetupResources Class Reference	92
5.24.1 Detailed Description	93
5.25 Crosstales.RTVoice.Provider.BaseVoiceProvider Class Reference	93
5.25.1 Detailed Description	94
5.25.2 Constructor & Destructor Documentation	95
5.25.2.1 BaseVoiceProvider()	95
5.25.3 Member Function Documentation	95
5.25.3.1 Generate()	95
5.25.3.2 GenerateInEditor()	95
5.25.3.3 Silence() [1/2]	96
5.25.3.4 Silence() [2/2]	96
5.25.3.5 Speak()	96
5.25.3.6 SpeakNative()	97
5.25.4 Member Data Documentation	97
5.25.4.1 cachedVoices	97
5.25.4.2 processes	97
5.25.5 Property Documentation	98
5.25.5.1 OnErrorInfo	98
5.25.5.2 OnSpeakAudioGenerationComplete	98
5.25.5.3 OnSpeakAudioGenerationStart	98
5.25.5.4 OnSpeakComplete	98
5.25.5.5 OnSpeakCurrentPhoneme	98
5.25.5.6 OnSpeakCurrentViseme	99
5.25.5.7 OnSpeakCurrentWord	99
5.25.5.8 OnSpeakStart	99
5.25.5.9 OnVoicesReady	99
5.26 Crosstales.RTVoice.SALSA.Bots Class Reference	99
5.26.1 Detailed Description	100
5.27 Crosstales.RTVoice.EditorUtil.BuildPostprocessor Class Reference	100
5.27.1 Detailed Description	100
5.28 Crosstales.RTVoice.Tool.ChangeGender Class Reference	100
5.28.1 Detailed Description	101
5.28.2 Member Data Documentation	101
5.28.2.1 ESpeakOnly	101
5.28.2.2 NewGender	101
5.29 Crosstales.RTVoice.EditorExtension.ChangeGenderEditor Class Reference	102
5.29.1 Detailed Description	102
5.30 Crosstales.RTVoice.EditorTask.CompileDefines Class Reference	102
5.30.1 Detailed Description	102
5.31 Crosstales.RTVoice.Util.Config Class Reference	103
5.31.1 Detailed Description	104

5.31.2 Member Function Documentation	104
5.31.2.1 Load()	104
5.31.2.2 Reset()	104
5.31.2.3 Save()	104
5.31.3 Member Data Documentation	104
5.31.3.1 ASSET_PATH	104
5.31.3.2 AUDIOFILE_AUTOMATIC_DELETE	105
5.31.3.3 DEBUG	105
5.31.3.4 ENFORCE_32BIT_WINDOWS	105
5.31.3.5 ENFORCE_STANDALONE_TTS	105
5.31.3.6 ENSURE_NAME	105
5.31.3.7 isLoaded	105
5.31.3.8 TTS_LINUX	106
5.31.3.9 TTS_LINUX_DATA	106
5.31.3.10 TTS_MACOS	106
5.31.3.11 TTS_WINDOWS_BUILD	106
5.31.4 Property Documentation	106
5.31.4.1 AUDIOFILE_PATH	106
5.31.4.2 TTS_WINDOWS_EDITOR	106
5.31.4.3 TTS_WINDOWS_EDITOR_x86	107
5.32 Crosstales.RTVoice.EditorIntegration.ConfigBase Class Reference	107
5.32.1 Detailed Description	107
5.33 Crosstales.RTVoice.EditorIntegration.ConfigPreferences Class Reference	108
5.33.1 Detailed Description	108
5.34 Crosstales.RTVoice.EditorIntegration.ConfigWindow Class Reference	108
5.34.1 Detailed Description	109
5.35 Crosstales.RTVoice.Util.Constants Class Reference	109
5.35.1 Detailed Description	111
5.35.2 Member Data Documentation	111
5.35.2.1 ASSET_2019_URL	112
5.35.2.2 ASSET_3P_ADVENTURE_CREATOR	112
5.35.2.3 ASSET_3P_AMPLITUDE	112
5.35.2.4 ASSET_3P_CINEMA_DIRECTOR	112
5.35.2.5 ASSET_3P_DIALOGUE_SYSTEM	112
5.35.2.6 ASSET_3P_GOOGLE	112
5.35.2.7 ASSET_3P_KLATTERSYNTH	113
5.35.2.8 ASSET_3P_LIPSYNC	113
5.35.2.9 ASSET_3P_LOCALIZED_DIALOGS	113
5.35.2.10 ASSET_3P_NPC_CHAT	113
5.35.2.11 ASSET_3P_QUEST_SYSTEM	113
5.35.2.12 ASSET_3P_SALSA	113
5.35.2.13 ASSET_3P_SLATE	114

5.35.2.14 ASSET_3P_URL	114
5.35.2.15 ASSET_3P_WEBGL	114
5.35.2.16 ASSET_API_URL	114
5.35.2.17 ASSET_BUILD	114
5.35.2.18 ASSET_CHANGED	114
5.35.2.19 ASSET_CONTACT	115
5.35.2.20 ASSET_CREATED	115
5.35.2.21 ASSET_FORUM_URL	115
5.35.2.22 ASSET_MANUAL_URL	115
5.35.2.23 ASSET_NAME	115
5.35.2.24 ASSET_NAME_SHORT	115
5.35.2.25 ASSET_PRO_URL	116
5.35.2.26 ASSET_UPDATE_CHECK_URL	116
5.35.2.27 ASSET_VERSION	116
5.35.2.28 ASSET_VIDEO_PROMO	116
5.35.2.29 ASSET_VIDEO_TUTORIAL	116
5.35.2.30 ASSET_WEB_URL	116
5.35.2.31 AUDIOFILE_PREFIX	117
5.35.2.32 ESPEAK_FEMALE_MODIFIER	117
5.35.2.33 RTVOICE_SCENE_OBJECT_NAME	117
5.35.2.34 SPEAK_CALL_SPEED	117
5.35.2.35 TTS_WINDOWS_SUBPATH	117
5.35.2.36 TTS_WINDOWS_x86_SUBPATH	117
5.36 Crosstales.Common.Util.CTPlayerPrefs Class Reference	118
5.36.1 Detailed Description	118
5.36.2 Member Function Documentation	118
5.36.2.1 DeleteAll()	118
5.36.2.2 DeleteKey()	119
5.36.2.3 GetBool()	119
5.36.2.4 GetDate()	119
5.36.2.5 GetFloat()	120
5.36.2.6 GetInt()	120
5.36.2.7 GetString()	120
5.36.2.8 HasKey()	121
5.36.2.9 Save()	121
5.36.2.10 SetBool()	121
5.36.2.11 SetDate()	121
5.36.2.12 SetFloat()	123
5.36.2.13 SetInt()	123
5.36.2.14 SetString()	123
5.37 Crosstales.Common.Util.CTProcess Class Reference	124
5.37.1 Detailed Description	125

5.37.2 Member Function Documentation	125
5.37.2.1 Kill() [1/2]	125
5.37.2.2 Kill() [2/2]	125
5.37.2.3 Start() [1/4]	126
5.37.2.4 Start() [2/4]	126
5.37.2.5 Start() [3/4]	126
5.37.2.6 Start() [4/4]	126
5.37.3 Property Documentation	126
5.37.3.1 ExitCode	126
5.37.3.2 ExitTime	127
5.37.3.3 Handle	127
5.37.3.4 HasExited	127
5.37.3.5 Id	127
5.37.3.6 isBusy	127
5.37.3.7 StandardError	127
5.37.3.8 StandardOutput	128
5.37.3.9 StartInfo	128
5.37.3.10 StartTime	128
5.38 Crosstales.Common.Util.CTProcessStartInfo Class Reference	128
5.38.1 Detailed Description	129
5.38.2 Property Documentation	129
5.38.2.1 Arguments	129
5.38.2.2 CreateNoWindow	129
5.38.2.3 FileName	129
5.38.2.4 RedirectStandardError	129
5.38.2.5 RedirectStandardOutput	129
5.38.2.6 StandardErrorEncoding	130
5.38.2.7 StandardOutputEncoding	130
5.38.2.8 UseCmdExecute	130
5.38.2.9 UseShellExecute	130
5.38.2.10 UseThread	130
5.38.2.11 WorkingDirectory	130
5.39 Crosstales.Common.Util.CTWebClient Class Reference	131
5.39.1 Detailed Description	131
5.39.2 Property Documentation	131
5.39.2.1 ConnectionLimit	131
5.39.2.2 Timeout	132
5.40 Crosstales.RTVoice.SLATE.CutSceneStart Class Reference	132
5.41 Crosstales.RTVoice.Demo.Dialog Class Reference	132
5.41.1 Detailed Description	133
5.42 Crosstales.RTVoice.EditorUtil.EditorConfig Class Reference	133
5.42.1 Detailed Description	134

5.42.2 Member Function Documentation	134
5.42.2.1 Load()	134
5.42.2.2 Reset()	134
5.42.2.3 Save()	134
5.42.3 Member Data Documentation	135
5.42.3.1 HIERARCHY_ICON	135
5.42.3.2 isLoadingd	135
5.42.3.3 PREFAB_AUTOLOAD	135
5.42.3.4 UPDATE_CHECK	135
5.42.4 Property Documentation	135
5.42.4.1 ASSET_PATH	135
5.42.4.2 PREFAB_PATH	136
5.43 Crosstales.RTVoice.EditorUtil.EditorConstants Class Reference	136
5.43.1 Detailed Description	136
5.43.2 Member Data Documentation	137
5.43.2.1 PREFAB_SUBPATH	137
5.43.3 Property Documentation	137
5.43.3.1 ASSET_ID	137
5.43.3.2 ASSET_UID	137
5.43.3.3 ASSET_URL	137
5.44 Crosstales.RTVoice.EditorUtil.EditorHelper Class Reference	138
5.44.1 Detailed Description	139
5.44.2 Member Function Documentation	139
5.44.2.1 BannerOC()	139
5.44.2.2 InstantiatePrefab()	139
5.44.2.3 NoVoicesUI()	139
5.44.3 Member Data Documentation	139
5.44.3.1 GO_ID	139
5.44.3.2 MENU_ID	140
5.44.4 Property Documentation	140
5.44.4.1 isRTVoiceInScene	140
5.45 Crosstales.ExtensionMethods Class Reference	140
5.45.1 Detailed Description	141
5.45.2 Member Function Documentation	141
5.45.2.1 CTAddRange< K, V >()	142
5.45.2.2 CTContains()	142
5.45.2.3 CTContainsAll()	142
5.45.2.4 CTContainsAny()	143
5.45.2.5 CTDeepSearch()	143
5.45.2.6 CTDump() [1/8]	144
5.45.2.7 CTDump() [2/8]	144
5.45.2.8 CTDump() [3/8]	144

5.45.2.9 CTDump() [4 / 8]	145
5.45.2.10 CTDump() [5 / 8]	145
5.45.2.11 CTDump() [6 / 8]	145
5.45.2.12 CTDump() [7 / 8]	146
5.45.2.13 CTDump() [8 / 8]	146
5.45.2.14 CTDump< K, V >()	146
5.45.2.15 CTDump< T >() [1 / 2]	147
5.45.2.16 CTDump< T >() [2 / 2]	147
5.45.2.17 CTEquals()	148
5.45.2.18 CTIsNumeric()	148
5.45.2.19 CTIsVisibleFrom()	148
5.45.2.20 CTReplace()	149
5.45.2.21 CTReverse()	149
5.45.2.22 CTShuffle< T >() [1 / 2]	150
5.45.2.23 CTShuffle< T >() [2 / 2]	150
5.45.2.24 CTToString< T >() [1 / 2]	150
5.45.2.25 CTToString< T >() [2 / 2]	151
5.45.2.26 CTToTitleCase()	151
5.46 Crosstales.Common.Util.FFTAnalyzer Class Reference	151
5.46.1 Detailed Description	152
5.46.2 Member Data Documentation	152
5.46.2.1 Channel	152
5.46.2.2 Samples	152
5.47 Crosstales.UI.Util.FPSDisplay Class Reference	153
5.47.1 Detailed Description	153
5.47.2 Member Data Documentation	153
5.47.2.1 FPS	153
5.48 Crosstales.Common.Util.FreeCam Class Reference	154
5.48.1 Detailed Description	154
5.48.2 Member Function Documentation	154
5.48.2.1 StartLooking()	155
5.48.2.2 StopLooking()	155
5.48.3 Member Data Documentation	155
5.48.3.1 FastMovementSpeed	155
5.48.3.2 FastZoomSensitivity	155
5.48.3.3 FreeLookSensitivity	155
5.48.3.4 MovementSpeed	155
5.48.3.5 ZoomSensitivity	156
5.49 Crosstales.RTVoice.Azure.GenericEventArgs< T > Class Template Reference	156
5.49.1 Detailed Description	156
5.49.2 Constructor & Destructor Documentation	156
5.49.2.1 GenericEventArgs()	157

5.49.3 Property Documentation	157
5.49.3.1 EventData	157
5.50 HutongGames.PlayMaker.Actions.GetCultures Class Reference	157
5.50.1 Detailed Description	158
5.50.2 Member Data Documentation	158
5.50.2.1 Cultures	158
5.51 Crosstales.RTVoice.PlayMaker.GetCulturesEditor Class Reference	158
5.51.1 Detailed Description	158
5.52 HutongGames.PlayMaker.Actions.GetVoices Class Reference	159
5.52.1 Detailed Description	159
5.52.2 Member Data Documentation	159
5.52.2.1 Culture	159
5.52.2.2 Gender	160
5.52.2.3 Voices	160
5.53 Crosstales.RTVoice.PlayMaker.GetVoicesEditor Class Reference	160
5.53.1 Detailed Description	160
5.54 Crosstales.RTVoice.Demo.GUIAudioFilter Class Reference	161
5.54.1 Detailed Description	161
5.55 Crosstales.RTVoice.Demo.GUIDialog Class Reference	162
5.55.1 Detailed Description	162
5.56 Crosstales.RTVoice.Demo.GUIMain Class Reference	163
5.56.1 Detailed Description	163
5.57 Crosstales.RTVoice.Demo.GUIMultiAudioFilter Class Reference	163
5.57.1 Detailed Description	164
5.58 Crosstales.RTVoice.Demo.GUIScenes Class Reference	165
5.58.1 Detailed Description	165
5.59 Crosstales.RTVoice.Demo.GUISpeech Class Reference	165
5.59.1 Detailed Description	166
5.60 Crosstales.RTVoice.Util.Helper Class Reference	167
5.60.1 Detailed Description	167
5.60.2 Member Function Documentation	168
5.60.2.1 AppleVoiceNameToGender()	168
5.60.2.2 CleanText()	169
5.60.2.3 MarkSpokenText()	169
5.60.2.4 StringToGender()	170
5.60.2.5 WSAVoiceNameToGender()	170
5.60.3 Property Documentation	170
5.60.3.1 CurrentProviderType	170
5.60.3.2 hasBuiltInTTS	171
5.61 Crosstales.RTVoice.Azure.Synthesize.InputOptions Class Reference	171
5.61.1 Detailed Description	172
5.61.2 Constructor & Destructor Documentation	172

5.61.2.1 InputOptions()	172
5.61.3 Property Documentation	172
5.61.3.1 AuthorizationToken	172
5.61.3.2 Headers	172
5.61.3.3 Locale	172
5.61.3.4 OutputFormat	173
5.61.3.5 RequestUri	173
5.61.3.6 Text	173
5.61.3.7 VoiceName	173
5.61.3.8 VoiceType	173
5.62 Crosstales.RTVoice.Demo.Util.iOSController Class Reference	174
5.62.1 Detailed Description	174
5.63 Crosstales.RTVoice.Provider.IVoiceProvider Interface Reference	174
5.63.1 Detailed Description	176
5.63.2 Member Function Documentation	176
5.63.2.1 Generate()	176
5.63.2.2 GenerateInEditor()	176
5.63.2.3 Silence() [1/2]	177
5.63.2.4 Silence() [2/2]	177
5.63.2.5 Speak()	177
5.63.2.6 SpeakNative()	178
5.63.2.7 SpeakNativeInEditor()	178
5.63.3 Property Documentation	178
5.63.3.1 AudioFileExtension	178
5.63.3.2 AudioFileType	179
5.63.3.3 Cultures	179
5.63.3.4 DefaultVoiceName	179
5.63.3.5 hasCoRoutines	179
5.63.3.6 hasVoicesInEditor	180
5.63.3.7 isIL2CPPSupported	180
5.63.3.8 isOnlineService	180
5.63.3.9 isPlatformSupported	180
5.63.3.10 isSpeakNativeSupported	181
5.63.3.11 isSpeakSupported	181
5.63.3.12 isSSMLSupported	181
5.63.3.13 isWorkingInEditor	181
5.63.3.14 isWorkingInPlaymode	182
5.63.3.15 MaxTextLength	182
5.63.3.16 Voices	182
5.64 Crosstales.RTVoice.EditorTask.Launch Class Reference	182
5.64.1 Detailed Description	183
5.65 Crosstales.RTVoice.LiveSpeaker Class Reference	183

5.65.1 Detailed Description	183
5.65.2 Member Function Documentation	184
5.65.2.1 SetState()	184
5.65.2.2 SetVoices()	184
5.65.2.3 Silence()	184
5.65.2.4 Speak() [1/3]	184
5.65.2.5 Speak() [2/3]	185
5.65.2.6 Speak() [3/3]	185
5.65.2.7 SpeakNative() [1/3]	185
5.65.2.8 SpeakNative() [2/3]	186
5.65.2.9 SpeakNative() [3/3]	186
5.65.2.10 WordSpoken()	186
5.66 Crosstales.RTVoice.Tool.Loudspeaker Class Reference	186
5.66.1 Detailed Description	187
5.66.2 Member Data Documentation	187
5.66.2.1 SilenceSource	187
5.66.2.2 Source	188
5.66.2.3 Synchronized	188
5.66.3 Property Documentation	188
5.66.3.1 isSilenceSource	188
5.66.3.2 isSynchronized	188
5.67 Crosstales.RTVoice.EditorExtension.LoudspeakerEditor Class Reference	188
5.67.1 Detailed Description	189
5.68 Crosstales.RTVoice.Demo.Util.MaterialChanger Class Reference	189
5.68.1 Detailed Description	189
5.69 Crosstales.RTVoice.Demo.NativeAudio Class Reference	190
5.69.1 Detailed Description	190
5.70 Crosstales.RTVoice.Demo.Util.NativeController Class Reference	190
5.70.1 Detailed Description	191
5.70.2 Member Data Documentation	191
5.70.2.1 Active	191
5.71 Crosstales.Common.EditorTask.NYCheck Class Reference	191
5.71.1 Detailed Description	191
5.72 Crosstales.RTVoice.Tool.Paralanguage Class Reference	192
5.72.1 Detailed Description	193
5.72.2 Member Function Documentation	193
5.72.2.1 Silence()	193
5.72.2.2 Speak()	193
5.72.3 Member Data Documentation	193
5.72.3.1 Clips	193
5.72.3.2 Delay	194
5.72.3.3 Mode	194

5.72.3.4 Pitch	194
5.72.3.5 PlayOnStart	194
5.72.3.6 Rate	194
5.72.3.7 Text	194
5.72.3.8 Voices	195
5.72.3.9 Volume	195
5.72.4 Property Documentation	195
5.72.4.1 CurrentPitch	195
5.72.4.2 CurrentRate	195
5.72.4.3 CurrentText	195
5.72.4.4 CurrentVolume	195
5.72.4.5 OnParalanguageComplete	196
5.72.4.6 OnParalanguageStart	196
5.73 HutongGames.PlayMaker.Actions.Paralanguage Class Reference	196
5.73.1 Detailed Description	196
5.73.2 Member Data Documentation	197
5.73.2.1 Obj	197
5.74 Crosstales.RTVoice.EditorExtension.ParalanguageEditor Class Reference	197
5.74.1 Detailed Description	197
5.75 Crosstales.RTVoice.PlayMaker.ParalanguageEditor Class Reference	198
5.75.1 Detailed Description	198
5.76 Crosstales.RTVoice.Demo.Util.PlatformController Class Reference	198
5.76.1 Detailed Description	199
5.77 Crosstales.Common.Util.PlatformController Class Reference	199
5.77.1 Detailed Description	200
5.77.2 Member Data Documentation	200
5.77.2.1 Active	200
5.77.2.2 Platforms	200
5.78 Crosstales.RTVoice.Demo.PreGeneratedAudio Class Reference	200
5.78.1 Detailed Description	201
5.79 Crosstales.Common.Util.RandomColor Class Reference	201
5.79.1 Detailed Description	202
5.79.2 Member Data Documentation	202
5.79.2.1 AlphaRange	202
5.79.2.2 ChangeInterval	202
5.79.2.3 GrayScale	202
5.79.2.4 HueRange	202
5.79.2.5 Material	202
5.79.2.6 SaturationRange	203
5.79.2.7 UseInterval	203
5.79.2.8 ValueRange	203
5.80 Crosstales.Common.Util.RandomRotator Class Reference	203

5.80.1 Detailed Description	204
5.80.2 Member Data Documentation	204
5.80.2.1 ChangeInterval	204
5.80.2.2 SpeedMax	204
5.80.2.3 SpeedMin	204
5.80.2.4 UseInterval	205
5.81 Crosstales.Common.Util.RandomScaler Class Reference	205
5.81.1 Detailed Description	205
5.81.2 Member Data Documentation	206
5.81.2.1 ChangeInterval	206
5.81.2.2 ScaleMax	206
5.81.2.3 ScaleMin	206
5.81.2.4 Uniform	206
5.81.2.5 UseInterval	206
5.82 Crosstales.RTVoice.EditorIntegration.RTVoiceGameObject Class Reference	207
5.82.1 Detailed Description	207
5.83 RTVoiceIOSBridge Class Reference	207
5.83.1 Method Documentation	207
5.83.1.1 setVoices	207
5.83.1.2 speak:text:rate:pitch:volume:	207
5.83.1.3 stop	208
5.84 Crosstales.RTVoice.EditorIntegration.RTVoiceMenu Class Reference	208
5.84.1 Detailed Description	208
5.85 Crosstales.UI.Util.ScrollRectHandler Class Reference	208
5.85.1 Detailed Description	209
5.86 Crosstales.RTVoice.Demo.SendMessage Class Reference	209
5.86.1 Detailed Description	210
5.87 Crosstales.RTVoice.Model.Sequence Class Reference	210
5.87.1 Detailed Description	210
5.87.2 Member Data Documentation	210
5.87.2.1 Mode	211
5.87.2.2 Pitch	211
5.87.2.3 Rate	211
5.87.2.4 Source	211
5.87.2.5 Text	211
5.87.2.6 Voices	211
5.87.2.7 Volume	212
5.88 Crosstales.RTVoice.Demo.SequenceCaller Class Reference	212
5.88.1 Detailed Description	212
5.89 Crosstales.RTVoice.Tool.Sequencer Class Reference	213
5.89.1 Detailed Description	213
5.89.2 Member Function Documentation	213

5.89.2.1 PlayAllSequences()	214
5.89.2.2 PlayNextSequence()	214
5.89.2.3 PlaySequence()	214
5.89.2.4 StopAllSequences()	214
5.89.3 Member Data Documentation	214
5.89.3.1 Delay	214
5.89.3.2 PlayOnStart	215
5.89.3.3 Sequences	215
5.89.4 Property Documentation	215
5.89.4.1 CurrentSequence	215
5.90 Crosstales.RTVoice.EditorExtension.SequencerEditor Class Reference	215
5.90.1 Detailed Description	216
5.91 Crosstales.Common.Util.SerializableDictionary< TKey, TValue > Class Template Reference	216
5.91.1 Detailed Description	216
5.92 Crosstales.Common.Util.SerializeDeSerialize Class Reference	217
5.92.1 Detailed Description	217
5.92.2 Member Function Documentation	217
5.92.2.1 DeserializeFromByteArray< T >()	217
5.92.2.2 DeserializeFromFile< T >()	217
5.92.2.3 SerializeToByteArray< T >()	218
5.92.2.4 SerializeToFile< T >()	218
5.93 Crosstales.Common.EditorTask.SetupResources Class Reference	219
5.93.1 Detailed Description	219
5.94 Crosstales.RTVoice.EditorTask.SetupResources Class Reference	219
5.94.1 Detailed Description	219
5.95 Crosstales.RTVoice.Google.ShowMore Class Reference	220
5.95.1 Detailed Description	220
5.96 Crosstales.RTVoice.Klattersynth.ShowMore Class Reference	220
5.96.1 Detailed Description	220
5.97 Crosstales.RTVoice.SALSA.ShowMore Class Reference	221
5.97.1 Detailed Description	221
5.98 Crosstales.RTVoice.AWSPolly.ShowMore Class Reference	221
5.98.1 Detailed Description	221
5.99 Crosstales.RTVoice.WebGL.ShowMore Class Reference	222
5.99.1 Detailed Description	222
5.100 Crosstales.RTVoice.Azure.ShowMore Class Reference	222
5.100.1 Detailed Description	222
5.101 HutongGames.PlayMaker.Actions.Silence Class Reference	223
5.101.1 Detailed Description	223
5.102 Crosstales.RTVoice.PlayMaker.SilenceEditor Class Reference	223
5.102.1 Detailed Description	224
5.103 Crosstales.RTVoice.Demo.Simple Class Reference	224

5.103.1 Detailed Description	225
5.104 Crosstales.RTVoice.Demo.SimpleNative Class Reference	225
5.104.1 Detailed Description	226
5.105 Crosstales.UI.Social Class Reference	226
5.105.1 Detailed Description	226
5.106 HutongGames.PlayMaker.Actions.Speak Class Reference	226
5.106.1 Detailed Description	227
5.106.2 Member Data Documentation	227
5.106.2.1 Culture	227
5.106.2.2 RTVoiceNameAndroid	228
5.106.2.3 RTVoiceNameCustom	228
5.106.2.4 RTVoiceNameIOS	228
5.106.2.5 RTVoiceNameMac	228
5.106.2.6 RTVoiceNameMaryTTS	228
5.106.2.7 RTVoiceNameWindows	228
5.106.2.8 RTVoiceNameWSA	229
5.106.2.9 Text	229
5.107 HutongGames.PlayMaker.Actions.SpeakBase Class Reference	229
5.107.1 Detailed Description	230
5.107.2 Member Data Documentation	230
5.107.2.1 AudioSource	230
5.107.2.2 Mode	230
5.107.2.3 Pitch	230
5.107.2.4 Rate	230
5.107.2.5 Volume	231
5.108 Crosstales.RTVoice.PlayMaker.SpeakEditor Class Reference	231
5.108.1 Detailed Description	231
5.109 Crosstales.RTVoice.Speaker Class Reference	231
5.109.1 Detailed Description	236
5.109.2 Member Function Documentation	236
5.109.2.1 ApproximateSpeechLength()	236
5.109.2.2 DeleteAudioFiles()	236
5.109.2.3 Generate() [1/2]	236
5.109.2.4 Generate() [2/2]	237
5.109.2.5 isVoiceForCultureAvailable()	237
5.109.2.6 isVoiceForGenderAvailable()	238
5.109.2.7 isVoiceForNameAvailable()	238
5.109.2.8 Mute()	238
5.109.2.9 MuteOrUnMute()	239
5.109.2.10 Pause()	239
5.109.2.11 PauseOrUnPause()	239
5.109.2.12 ReloadProvider()	240

5.109.2.13 Reset()	240
5.109.2.14 Silence()	240
5.109.2.15 Speak() [1/2]	240
5.109.2.16 Speak() [2/2]	241
5.109.2.17 SpeakMarkedWordsWithUID() [1/2]	241
5.109.2.18 SpeakMarkedWordsWithUID() [2/2]	241
5.109.2.19 SpeakNative() [1/2]	242
5.109.2.20 SpeakNative() [2/2]	242
5.109.2.21 SpeakNativeWithUID()	243
5.109.2.22 SpeakWithUID()	243
5.109.2.23 UnMute()	243
5.109.2.24 UnPause()	244
5.109.2.25 VoiceForCulture()	244
5.109.2.26 VoiceForGender()	244
5.109.2.27 VoiceForName()	245
5.109.2.28 VoicesForCulture()	245
5.109.2.29 VoicesForGender()	246
5.109.3 Member Data Documentation	246
5.109.3.1 AutoClearTags	246
5.109.3.2 CustomMode	246
5.109.3.3 CustomProvider	247
5.109.3.4 DontDestroy	247
5.109.3.5 ESpeakMode	247
5.109.3.6 ESpeakModifier	247
5.109.3.7 MaryTTSMode	247
5.109.3.8 MaryTTSPassword	247
5.109.3.9 MaryTTSPort	248
5.109.3.10 MaryTTSType	248
5.109.3.11 MaryTTSUrl	248
5.109.3.12 MaryTTSUser	248
5.109.3.13 SilenceOnDisable	248
5.109.3.14 SilenceOnFocusLost	248
5.109.4 Property Documentation	249
5.109.4.1 areVoicesReady	249
5.109.4.2 AudioFileExtension	249
5.109.4.3 BusyCount	249
5.109.4.4 Cultures	249
5.109.4.5 CustomVoiceProvider	250
5.109.4.6 DefaultVoiceName	250
5.109.4.7 enforcedStandaloneTTS	250
5.109.4.8 ESpeakMod	250
5.109.4.9 hasCoRoutines	250

5.109.4.10 hasVoicesInEditor	251
5.109.4.11 isAutoClearTags	251
5.109.4.12 isBusy	251
5.109.4.13 isCustomMode	251
5.109.4.14 isESpeakMode	251
5.109.4.15 isIL2CPPSupported	252
5.109.4.16 isMaryMode	252
5.109.4.17 isMuted	252
5.109.4.18 isOnlineService	252
5.109.4.19 isPaused	252
5.109.4.20 isPlatformSupported	253
5.109.4.21 isSilenceOnDisable	253
5.109.4.22 isSilenceOnFocusLost	253
5.109.4.23 isSpeaking	253
5.109.4.24 isSpeakNativeSupported	253
5.109.4.25 isSpeakSupported	254
5.109.4.26 isSSMLSupported	254
5.109.4.27 isTTSAvailable	254
5.109.4.28 isWorkingInEditor	254
5.109.4.29 isWorkingInPlaymode	255
5.109.4.30 MaryPassword	255
5.109.4.31 MaryPort	255
5.109.4.32 MaryType	255
5.109.4.33 MaryUrl	255
5.109.4.34 MaryUser	255
5.109.4.35 MaxTextLength	256
5.109.4.36 OnErrorInfo	256
5.109.4.37 OnProviderChange	256
5.109.4.38 OnSpeakAudioGenerationComplete	256
5.109.4.39 OnSpeakAudioGenerationStart	256
5.109.4.40 OnSpeakComplete	257
5.109.4.41 OnSpeakCurrentPhoneme	257
5.109.4.42 OnSpeakCurrentViseme	257
5.109.4.43 OnSpeakCurrentWord	257
5.109.4.44 OnSpeakStart	257
5.109.4.45 OnVoicesReady	257
5.109.4.46 SpeechCount	258
5.109.4.47 Voices	258
5.110 Crosstales.RTVoice.EditorExtension.SpeakerEditor Class Reference	258
5.110.1 Detailed Description	259
5.111 Crosstales.RTVoice.SALSA.SpeakSimple Class Reference	259
5.111.1 Detailed Description	259

5.112 HutongGames.PlayMaker.Actions.SpeakUI Class Reference	260
5.112.1 Detailed Description	260
5.112.2 Member Data Documentation	260
5.112.2.1 Culture	260
5.112.2.2 RTVoiceName	261
5.112.2.3 Text	261
5.113 Crosstales.RTVoice.PlayMaker.SpeakUIEditor Class Reference	261
5.113.1 Detailed Description	261
5.114 Crosstales.RTVoice.Demo.SpeakWrapper Class Reference	262
5.114.1 Detailed Description	262
5.115 Crosstales.Common.Util.SpectrumVisualizer Class Reference	262
5.115.1 Detailed Description	263
5.115.2 Member Data Documentation	263
5.115.2.1 Analyzer	263
5.115.2.2 Gain	263
5.115.2.3 LeftToRight	264
5.115.2.4 VisualPrefab	264
5.115.2.5 Width	264
5.116 HutongGames.PlayMaker.Actions.SpeechText Class Reference	264
5.116.1 Detailed Description	265
5.116.2 Member Data Documentation	265
5.116.2.1 Obj	265
5.117 Crosstales.RTVoice.Tool.SpeechText Class Reference	265
5.117.1 Detailed Description	266
5.117.2 Member Function Documentation	267
5.117.2.1 Silence()	267
5.117.2.2 Speak()	267
5.117.3 Member Data Documentation	267
5.117.3.1 Delay	267
5.117.3.2 FileInsideAssets	267
5.117.3.3 FileName	267
5.117.3.4 GenerateAudioFile	268
5.117.3.5 Mode	268
5.117.3.6 Pitch	268
5.117.3.7 PlayOnStart	268
5.117.3.8 Rate	268
5.117.3.9 Source	268
5.117.3.10 Text	269
5.117.3.11 Voices	269
5.117.3.12 Volume	269
5.117.4 Property Documentation	269
5.117.4.1 CurrentPitch	269

5.117.4.2 CurrentRate	269
5.117.4.3 CurrentText	269
5.117.4.4 CurrentVolume	270
5.117.4.5 OnSpeechTextComplete	270
5.117.4.6 OnSpeechTextStart	270
5.118 Crosstales.RTVoice.EditorExtension.SpeechTextEditor Class Reference	270
5.118.1 Detailed Description	271
5.119 Crosstales.RTVoice.PlayMaker.SpeechTextEditor Class Reference	271
5.119.1 Detailed Description	271
5.120 Crosstales.UI.StaticManager Class Reference	271
5.120.1 Detailed Description	272
5.121 Crosstales.Common.Util.SurviveSceneSwitch Class Reference	272
5.121.1 Detailed Description	272
5.121.2 Member Data Documentation	273
5.121.2.1 DontDestroy	273
5.121.2.2 Survivors	273
5.122 Crosstales.RTVoice.Google.Switcher Class Reference	273
5.122.1 Detailed Description	273
5.123 Crosstales.RTVoice.AWSPolly.Switcher Class Reference	274
5.123.1 Detailed Description	274
5.124 Crosstales.RTVoice.Azure.Switcher Class Reference	274
5.124.1 Detailed Description	275
5.125 Crosstales.RTVoice.Azure.Synthesize Class Reference	275
5.125.1 Detailed Description	275
5.125.2 Constructor & Destructor Documentation	275
5.125.2.1 Synthesize()	275
5.125.3 Member Function Documentation	275
5.125.3.1 Speak()	275
5.126 Crosstales.Common.Util.TakeScreenshot Class Reference	276
5.126.1 Detailed Description	276
5.126.2 Member Function Documentation	277
5.126.2.1 Capture()	277
5.126.3 Member Data Documentation	277
5.126.3.1 KeyCode	277
5.126.3.2 Prefix	277
5.126.3.3 Scale	277
5.127 HutongGames.PlayMaker.Actions.TextFileSpeaker Class Reference	278
5.127.1 Detailed Description	278
5.127.2 Member Data Documentation	278
5.127.2.1 Obj	278
5.128 Crosstales.RTVoice.Tool.TextFileSpeaker Class Reference	279
5.128.1 Detailed Description	280

5.128.2 Member Function Documentation	280
5.128.2.1 Next() [1/2]	280
5.128.2.2 Next() [2/2]	280
5.128.2.3 Previous() [1/2]	281
5.128.2.4 Previous() [2/2]	281
5.128.2.5 Reload()	281
5.128.2.6 Silence()	281
5.128.2.7 Speak()	281
5.128.2.8 SpeakAll()	282
5.128.2.9 SpeakText()	282
5.128.2.10 StopAll()	282
5.128.3 Member Data Documentation	282
5.128.3.1 Delay	282
5.128.3.2 Mode	283
5.128.3.3 Pitch	283
5.128.3.4 PlayAllOnStart	283
5.128.3.5 PlayOnStart	283
5.128.3.6 Rate	283
5.128.3.7 Source	283
5.128.3.8 SpeakRandom	284
5.128.3.9 TextFiles	284
5.128.3.10 Voices	284
5.128.3.11 Volume	284
5.128.4 Property Documentation	284
5.128.4.1 CurrentPitch	284
5.128.4.2 CurrentRate	284
5.128.4.3 CurrentVolume	285
5.129 Crosstales.RTVoice.PlayMaker.TextFileSpeakerEditor Class Reference	285
5.129.1 Detailed Description	285
5.130 Crosstales.RTVoice.EditorExtension.TextFileSpeakerEditor Class Reference	285
5.130.1 Detailed Description	286
5.131 Crosstales.UI.UIDrag Class Reference	286
5.131.1 Detailed Description	286
5.132 Crosstales.UI.UIFocus Class Reference	287
5.132.1 Detailed Description	287
5.132.2 Member Function Documentation	287
5.132.2.1 OnPanelEnter()	287
5.132.3 Member Data Documentation	287
5.132.3.1 ManagerName	288
5.133 Crosstales.UI.UIHint Class Reference	288
5.133.1 Detailed Description	288
5.133.2 Member Data Documentation	289

5.133.2.1 Delay	289
5.133.2.2 Disable	289
5.133.2.3 FadeAtStart	289
5.133.2.4 FadeTime	289
5.133.2.5 Group	289
5.134 Crosstales.UI.UIResize Class Reference	290
5.134.1 Detailed Description	290
5.134.2 Member Data Documentation	290
5.134.2.1 MaxSize	290
5.134.2.2 MinSize	291
5.135 Crosstales.UI.UIWindowManager Class Reference	291
5.135.1 Detailed Description	291
5.135.2 Member Function Documentation	291
5.135.2.1 ChangeState()	291
5.135.3 Member Data Documentation	292
5.135.3.1 Windows	292
5.136 Crosstales.RTVoice.EditorTask.UpdateCheck Class Reference	292
5.136.1 Detailed Description	292
5.137 Crosstales.RTVoice.Model.Voice Class Reference	292
5.137.1 Detailed Description	293
5.137.2 Constructor & Destructor Documentation	293
5.137.2.1 Voice()	293
5.137.3 Member Data Documentation	294
5.137.3.1 Age	294
5.137.3.2 Description	294
5.137.3.3 Gender	294
5.137.3.4 Identifier	294
5.137.3.5 Name	295
5.137.3.6 SampleRate	295
5.137.3.7 Vendor	295
5.137.3.8 Version	295
5.137.4 Property Documentation	295
5.137.4.1 Culture	295
5.137.4.2 SimplifiedCulture	296
5.138 Crosstales.RTVoice.Model.VoiceAlias Class Reference	296
5.138.1 Detailed Description	297
5.138.2 Member Data Documentation	297
5.138.2.1 Culture	297
5.138.2.2 Gender	297
5.138.2.3 VoiceNameAndroid	297
5.138.2.4 VoiceNameCustom	297
5.138.2.5 VoiceNameIOS	297

5.138.2.6 VoiceNameLinux	298
5.138.2.7 VoiceNameMac	298
5.138.2.8 VoiceNameMaryTTS	298
5.138.2.9 VoiceNameWindows	298
5.138.2.10 VoiceNameWSA	298
5.138.3 Property Documentation	298
5.138.3.1 Voice	299
5.138.3.2 VoiceName	299
5.139 Crosstales.RTVoice.Tool.VoiceInitializer Class Reference	299
5.139.1 Detailed Description	300
5.139.2 Member Data Documentation	300
5.139.2.1 AllVoices	300
5.139.2.2 DestroyWhenFinished	300
5.139.2.3 Provider	300
5.139.2.4 VoiceNames	301
5.140 Crosstales.RTVoice.EditorExtension.VoiceInitializerEditor Class Reference	301
5.140.1 Detailed Description	301
5.141 Crosstales.RTVoice.Provider.VoiceProviderAndroid Class Reference	301
5.141.1 Detailed Description	302
5.141.2 Constructor & Destructor Documentation	302
5.141.2.1 VoiceProviderAndroid()	302
5.141.3 Member Function Documentation	303
5.141.3.1 Generate()	303
5.141.3.2 GenerateInEditor()	303
5.141.3.3 Silence()	303
5.141.3.4 Speak()	304
5.141.3.5 SpeakNative()	304
5.141.3.6 SpeakNativeInEditor()	304
5.142 Crosstales.RTVoice.AWSPolly.VoiceProviderAWS Class Reference	305
5.142.1 Detailed Description	306
5.142.2 Member Function Documentation	306
5.142.2.1 Generate()	306
5.142.2.2 GenerateInEditor()	306
5.142.2.3 Load()	307
5.142.2.4 Speak()	307
5.142.2.5 SpeakNative()	307
5.142.2.6 SpeakNativeInEditor()	308
5.142.3 Member Data Documentation	308
5.142.3.1 AutoBreath	308
5.142.3.2 CognitoCredentials	308
5.142.3.3 Endpoint	308
5.142.3.4 SampleRate	308

5.142.3.5 UseNeuralVoices	309
5.142.4 Property Documentation	309
5.142.4.1 hasNeuralVoices	309
5.143 Crosstales.RTVoice.AWSPolly.VoiceProviderAWSEditor Class Reference	309
5.143.1 Detailed Description	310
5.144 Crosstales.RTVoice.AWSPolly.VoiceProviderAWSGameObject Class Reference	310
5.144.1 Detailed Description	310
5.145 Crosstales.RTVoice.AWSPolly.VoiceProviderAWSMenu Class Reference	310
5.145.1 Detailed Description	310
5.146 Crosstales.RTVoice.Azure.VoiceProviderAWSMenu Class Reference	310
5.146.1 Detailed Description	311
5.147 Crosstales.RTVoice.Azure.VoiceProviderAzure Class Reference	311
5.147.1 Detailed Description	312
5.147.2 Member Function Documentation	312
5.147.2.1 Generate()	312
5.147.2.2 GenerateInEditor()	312
5.147.2.3 Load()	313
5.147.2.4 Speak()	313
5.147.2.5 SpeakNative()	313
5.147.2.6 SpeakNativeInEditor()	314
5.147.3 Member Data Documentation	314
5.147.3.1 APIKey	314
5.147.3.2 Endpoint	314
5.147.3.3 RequestUri	314
5.147.3.4 SampleRate	315
5.148 Crosstales.RTVoice.Azure.VoiceProviderAzureEditor Class Reference	315
5.148.1 Detailed Description	315
5.149 Crosstales.RTVoice.Azure.VoiceProviderAzureGameObject Class Reference	315
5.149.1 Detailed Description	316
5.150 Crosstales.RTVoice.VoiceProviderExample Class Reference	316
5.150.1 Detailed Description	317
5.150.2 Member Function Documentation	317
5.150.2.1 Generate()	317
5.150.2.2 GenerateInEditor()	317
5.150.2.3 Load()	317
5.150.2.4 Speak()	318
5.150.2.5 SpeakNative()	318
5.150.2.6 SpeakNativeInEditor()	318
5.151 Crosstales.RTVoice.Google.VoiceProviderGoogle Class Reference	319
5.151.1 Detailed Description	320
5.151.2 Member Function Documentation	320
5.151.2.1 Generate()	320

5.151.2.2 GenerateInEditor()	320
5.151.2.3 Load()	320
5.151.2.4 Speak()	321
5.151.2.5 SpeakNative()	321
5.151.2.6 SpeakNativeInEditor()	321
5.152 Crosstales.RTVoice.Google.VoiceProviderGoogleEditor Class Reference	322
5.152.1 Detailed Description	322
5.153 Crosstales.RTVoice.Google.VoiceProviderGoogleGameObject Class Reference	322
5.153.1 Detailed Description	322
5.154 Crosstales.RTVoice.Google.VoiceProviderGoogleMenu Class Reference	323
5.154.1 Detailed Description	323
5.155 Crosstales.RTVoice.Provider.VoiceProviderIOS Class Reference	323
5.155.1 Detailed Description	324
5.155.2 Constructor & Destructor Documentation	324
5.155.2.1 VoiceProviderIOS()	324
5.155.3 Member Function Documentation	325
5.155.3.1 Generate()	325
5.155.3.2 GenerateInEditor()	325
5.155.3.3 SetState()	325
5.155.3.4 SetVoices()	326
5.155.3.5 Silence() [1/2]	326
5.155.3.6 Silence() [2/2]	326
5.155.3.7 Speak()	326
5.155.3.8 SpeakNative()	327
5.155.3.9 SpeakNativeInEditor()	327
5.155.3.10 WordSpoken()	327
5.156 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth Class Reference	328
5.156.1 Detailed Description	329
5.156.2 Member Function Documentation	329
5.156.2.1 Generate()	329
5.156.2.2 GenerateInEditor()	329
5.156.2.3 Load()	329
5.156.2.4 Speak()	330
5.156.2.5 SpeakNative()	330
5.156.2.6 SpeakNativeInEditor()	330
5.156.3 Member Data Documentation	330
5.156.3.1 SampleRate	331
5.156.3.2 Speeches	331
5.157 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthEditor Class Reference	331
5.157.1 Detailed Description	332
5.158 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthGameObject Class Reference	332
5.158.1 Detailed Description	332

5.159 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthMenu Class Reference	332
5.159.1 Detailed Description	332
5.160 Crosstales.RTVoice.Provider.VoiceProviderLinux Class Reference	333
5.160.1 Detailed Description	334
5.160.2 Constructor & Destructor Documentation	334
5.160.2.1 VoiceProviderLinux()	334
5.160.3 Member Function Documentation	334
5.160.3.1 Generate()	334
5.160.3.2 GenerateInEditor()	334
5.160.3.3 Silence() [1/2]	335
5.160.3.4 Silence() [2/2]	335
5.160.3.5 Speak()	335
5.160.3.6 SpeakNative()	336
5.160.3.7 SpeakNativeInEditor()	336
5.161 Crosstales.RTVoice.Provider.VoiceProviderMacOS Class Reference	336
5.161.1 Detailed Description	337
5.161.2 Constructor & Destructor Documentation	337
5.161.2.1 VoiceProviderMacOS()	337
5.161.3 Member Function Documentation	338
5.161.3.1 Generate()	338
5.161.3.2 GenerateInEditor()	338
5.161.3.3 Silence() [1/2]	338
5.161.3.4 Silence() [2/2]	339
5.161.3.5 Speak()	339
5.161.3.6 SpeakNative()	339
5.161.3.7 SpeakNativeInEditor()	339
5.162 Crosstales.RTVoice.Provider.VoiceProviderMary Class Reference	341
5.162.1 Detailed Description	342
5.162.2 Constructor & Destructor Documentation	342
5.162.2.1 VoiceProviderMary()	342
5.162.3 Member Function Documentation	342
5.162.3.1 Generate()	342
5.162.3.2 GenerateInEditor()	343
5.162.3.3 Speak()	343
5.162.3.4 SpeakNative()	343
5.162.3.5 SpeakNativeInEditor()	344
5.163 Crosstales.RTVoice.SAPI.VoiceProviderSAPI Class Reference	344
5.163.1 Detailed Description	345
5.163.2 Member Function Documentation	345
5.163.2.1 Generate()	345
5.163.2.2 GenerateInEditor()	345
5.163.2.3 Load()	346

5.163.2.4 Silence() [1/2]	346
5.163.2.5 Silence() [2/2]	346
5.163.2.6 Speak()	346
5.163.2.7 SpeakNative()	347
5.163.2.8 SpeakNativeInEditor()	347
5.164 Crosstales.RTVoice.SAPI.VoiceProviderSAPIEditor Class Reference	347
5.164.1 Detailed Description	348
5.165 Crosstales.RTVoice.SAPI.VoiceProviderSAPIGameObject Class Reference	348
5.165.1 Detailed Description	348
5.166 Crosstales.RTVoice.SAPI.VoiceProviderSAPIMenu Class Reference	348
5.166.1 Detailed Description	349
5.167 Crosstales.RTVoice.WebGL.VoiceProviderWebGL Class Reference	349
5.167.1 Detailed Description	350
5.167.2 Member Function Documentation	350
5.167.2.1 Generate()	350
5.167.2.2 GenerateInEditor()	350
5.167.2.3 Load()	351
5.167.2.4 Silence()	351
5.167.2.5 Speak()	351
5.167.2.6 SpeakNative()	351
5.167.2.7 SpeakNativeInEditor()	352
5.168 Crosstales.RTVoice.WebGL.VoiceProviderWebGLEditor Class Reference	352
5.168.1 Detailed Description	353
5.169 Crosstales.RTVoice.WebGL.VoiceProviderWebGLGameObject Class Reference	353
5.169.1 Detailed Description	353
5.170 Crosstales.RTVoice.WebGL.VoiceProviderWebGLMenu Class Reference	353
5.170.1 Detailed Description	353
5.171 Crosstales.RTVoice.Provider.VoiceProviderWindows Class Reference	354
5.171.1 Detailed Description	355
5.171.2 Constructor & Destructor Documentation	355
5.171.2.1 VoiceProviderWindows()	355
5.171.3 Member Function Documentation	355
5.171.3.1 Generate()	355
5.171.3.2 Silence() [1/2]	355
5.171.3.3 Silence() [2/2]	356
5.171.3.4 Speak()	356
5.171.3.5 SpeakNative()	356
5.172 Crosstales.RTVoice.Provider.VoiceProviderWSA Class Reference	357
5.172.1 Detailed Description	358
5.172.2 Constructor & Destructor Documentation	358
5.172.2.1 VoiceProviderWSA()	358
5.172.3 Member Function Documentation	358

5.172.3.1 Generate()	358
5.172.3.2 GenerateInEditor()	358
5.172.3.3 Silence()	359
5.172.3.4 Speak()	359
5.172.3.5 SpeakNative()	359
5.172.3.6 SpeakNativeInEditor()	360
5.173 Crosstales.RTVoice.Util.WavMaster Class Reference	360
5.173.1 Detailed Description	360
5.173.2 Member Function Documentation	361
5.173.2.1 BitDepth()	361
5.173.2.2 FromAudioClip() [1/2]	361
5.173.2.3 FromAudioClip() [2/2]	361
5.173.2.4 ToAudioClip() [1/2]	362
5.173.2.5 ToAudioClip() [2/2]	362
5.174 Crosstales.UI.WindowManager Class Reference	363
5.174.1 Detailed Description	363
5.174.2 Member Data Documentation	363
5.174.2.1 Dependencies	364
5.174.2.2 Speed	364
5.175 Crosstales.RTVoice.Model.Wrapper Class Reference	364
5.175.1 Detailed Description	365
5.175.2 Constructor & Destructor Documentation	365
5.175.2.1 Wrapper() [1/4]	365
5.175.2.2 Wrapper() [2/4]	365
5.175.2.3 Wrapper() [3/4]	366
5.175.2.4 Wrapper() [4/4]	366
5.175.3 Member Data Documentation	367
5.175.3.1 ForceSSML	367
5.175.3.2 OutputFile	367
5.175.3.3 Source	367
5.175.3.4 SpeakImmediately	367
5.175.3.5 Uid	368
5.175.3.6 Voice	368
5.175.4 Property Documentation	368
5.175.4.1 Created	368
5.175.4.2 Pitch	368
5.175.4.3 Rate	368
5.175.4.4 SpeechTime	369
5.175.4.5 Text	369
5.175.4.6 Volume	369
5.176 Crosstales.Common.Util.XmlHelper Class Reference	369
5.176.1 Detailed Description	370

5.176.2 Member Function Documentation	370
5.176.2.1 DeserializeFromFile< T >()	370
5.176.2.2 DeserializeFromResource< T >()	370
5.176.2.3 DeserializeFromString< T >()	371
5.176.2.4 SerializeToFile< T >()	371
5.176.2.5 SerializeToString< T >()	371
5.177 Crosstales.RTVoice.AWSPolly.ZInstaller Class Reference	372
5.177.1 Detailed Description	372
6 More information	373
6.1 Homepage	373
6.2 AssetStore	373
6.3 Forum	373
6.4 Documentation	373
6.5 Discord	373
6.6 Demos	373
6.6.1 WebGL	373
6.6.2 Windows	374
6.6.3 macOS	374
6.6.4 Android	374
6.7 Videos	374
6.7.1 Promotion	374
6.7.2 Tutorial	374
Index	375

Chapter 1

Namespace Index

1.1 Packages

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

Crosstales	15
Crosstales.Common	15
Crosstales.Common.EditorTask	15
Crosstales.Common.EditorUtil	15
Crosstales.Common.Model	16
Crosstales.Common.Model.Enum	16
Crosstales.Common.Util	16
Crosstales.RTVoice	17
Crosstales.RTVoice.AdventureCreator	18
Crosstales.RTVoice.AWSPolly	18
Crosstales.RTVoice.Azure	19
Crosstales.RTVoice.Demo	21
Crosstales.RTVoice.Demo.Util	21
Crosstales.RTVoice.EditorExtension	22
Crosstales.RTVoice.EditorIntegration	22
Crosstales.RTVoice.EditorTask	22
Crosstales.RTVoice.EditorUtil	23
Crosstales.RTVoice.Google	24
Crosstales.RTVoice.Klattersynth	24
Crosstales.RTVoice.Model	24
Crosstales.RTVoice.Model.Enum	25
Crosstales.RTVoice.PlayMaker	26
Crosstales.RTVoice.Provider	27
Crosstales.RTVoice.SALSA	27
Crosstales.RTVoice.SAPI	27
Crosstales.RTVoice.SLATE	28
Crosstales.RTVoice.Tool	28
Crosstales.RTVoice.Util	28
Crosstales.RTVoice.WebGL	29
Crosstales.UI	29
Crosstales.UI.Util	29
HutongGames	30
HutongGames.PlayMaker	30
HutongGames.PlayMaker.Actions	30

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

Crosstales.RTVoice.EditorTask.AAAConfigLoader	31
Crosstales.RTVoice.AdventureCreator.ACConnectorGameObject	34
Crosstales.RTVoice.AdventureCreator.ACConnectorMenu	34
Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper	35
Crosstales.RTVoice.Azure.Authentication	48
Crosstales.RTVoice.EditorTask.AutoInitialize	48
<AVSpeechSynthesizerDelegate>	
RTVoiceIOSBridge	207
Crosstales.Common.EditorTask.BaseCompileDefines	50
Crosstales.RTVoice.EditorTask.CompileDefines	102
Crosstales.Common.Util.BaseConstants	51
Crosstales.RTVoice.Util.Constants	109
Crosstales.Common.Util.BaseHelper	73
Crosstales.Common.EditorUtil.BaseEditorHelper	68
Crosstales.RTVoice.EditorUtil.EditorHelper	138
Crosstales.RTVoice.Util.Helper	167
Crosstales.Common.EditorTask.BaseSetupResources	92
Crosstales.Common.EditorTask.SetupResources	219
Crosstales.RTVoice.EditorTask.SetupResources	219
Crosstales.RTVoice.EditorUtil.BuildPostprocessor	100
Crosstales.RTVoice.Util.Config	103
Crosstales.Common.Util.CTPlayerPrefs	118
Crosstales.Common.Util.CTProcessStartInfo	128
CustomActionEditor	
Crosstales.RTVoice.PlayMaker.BaseRTVEditor	92
Crosstales.RTVoice.PlayMaker.AudioFileGeneratorEditor	42
Crosstales.RTVoice.PlayMaker.GetCulturesEditor	158
Crosstales.RTVoice.PlayMaker.GetVoicesEditor	160
Crosstales.RTVoice.PlayMaker.ParalanguageEditor	198
Crosstales.RTVoice.PlayMaker.SilenceEditor	223
Crosstales.RTVoice.PlayMaker.SpeechTextEditor	271
Crosstales.RTVoice.PlayMaker.TextFileSpeakerEditor	285
Crosstales.RTVoice.PlayMaker.SpeakEditor	231
Crosstales.RTVoice.PlayMaker.SpeakUIEditor	261

Dictionary	
Crosstales.Common.Util.SerializableDictionary< TKey, TVal >	216
Editor	
Crosstales.RTVoice.AdventureCreator.ACConnectorEditor	34
Crosstales.RTVoice.AWSPolly.VoiceProviderAWSEditor	309
Crosstales.RTVoice.Azure.VoiceProviderAzureEditor	315
Crosstales.RTVoice.EditorExtension.AudioFileGeneratorEditor	43
Crosstales.RTVoice.EditorExtension.ChangeGenderEditor	102
Crosstales.RTVoice.EditorExtension.LoudspeakerEditor	188
Crosstales.RTVoice.EditorExtension.ParalanguageEditor	197
Crosstales.RTVoice.EditorExtension.SequencerEditor	215
Crosstales.RTVoice.EditorExtension.SpeakerEditor	258
Crosstales.RTVoice.EditorExtension.SpeechTextEditor	270
Crosstales.RTVoice.EditorExtension.TextFileSpeakerEditor	285
Crosstales.RTVoice.EditorExtension.VoiceInitializerEditor	301
Crosstales.RTVoice.Google.VoiceProviderGoogleEditor	322
Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthEditor	331
Crosstales.RTVoice.SAPI.VoiceProviderSAPIEditor	347
Crosstales.RTVoice.WebGL.VoiceProviderWebGLEditor	352
Crosstales.RTVoice.EditorUtil.EditorConfig	133
Crosstales.RTVoice.EditorUtil.EditorConstants	136
EditorWindow	
Crosstales.RTVoice.EditorIntegration.ConfigBase	107
Crosstales.RTVoice.EditorIntegration.ConfigPreferences	108
Crosstales.RTVoice.EditorIntegration.ConfigWindow	108
EventArgs	
Crosstales.RTVoice.Azure.GenericEventArgs< T >	156
Crosstales.ExtensionMethods	140
FsmStateAction	
HutongGames.PlayMaker.Actions.BaseRTVAction	91
HutongGames.PlayMaker.Actions.AudioFileGenerator	38
HutongGames.PlayMaker.Actions.GetCultures	157
HutongGames.PlayMaker.Actions.GetVoices	159
HutongGames.PlayMaker.Actions.Paralanguage	196
HutongGames.PlayMaker.Actions.Silence	223
HutongGames.PlayMaker.Actions.SpeakBase	229
HutongGames.PlayMaker.Actions.Speak	226
HutongGames.PlayMaker.Actions.SpeakUI	260
HutongGames.PlayMaker.Actions.SpeechText	264
HutongGames.PlayMaker.Actions.TextFileSpeaker	278
IDisposable	
Crosstales.Common.Util.CTPProcess	124
IDragHandler	
Crosstales.UI.UIResize	290
Crosstales.RTVoice.Azure.Synthesize.InputOptions	171
IPointerDownHandler	
Crosstales.UI.UIResize	290
ISerializable	
Crosstales.Common.Util.SerializableDictionary< TKey, TVal >	216
Crosstales.RTVoice.Provider.IVoiceProvider	174
Crosstales.RTVoice.Provider.BaseCustomVoiceProvider	61
Crosstales.RTVoice.AWSPolly.VoiceProviderAWS	305
Crosstales.RTVoice.Azure.VoiceProviderAzure	311
Crosstales.RTVoice.Google.VoiceProviderGoogle	319
Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth	328
Crosstales.RTVoice.SAPI.VoiceProviderSAPI	344
Crosstales.RTVoice.VoiceProviderExample	316
Crosstales.RTVoice.WebGL.VoiceProviderWebGL	349

Crosstales.RTVoice.Provider.BaseVoiceProvider	93
Crosstales.RTVoice.Provider.VoiceProviderAndroid	301
Crosstales.RTVoice.Provider.VoiceProviderIOS	323
Crosstales.RTVoice.Provider.VoiceProviderLinux	333
Crosstales.RTVoice.Provider.VoiceProviderMacOS	336
Crosstales.RTVoice.Provider.VoiceProviderMary	341
Crosstales.RTVoice.Provider.VoiceProviderWindows	354
Crosstales.RTVoice.Provider.VoiceProviderWSA	357
IXmlSerializable	
Crosstales.Common.Util.SerializableDictionary< TKey, TVal >	216
Crosstales.RTVoice.EditorTask.Launch	182
MonoBehaviour	
Crosstales.Common.Util.BackgroundController	49
Crosstales.Common.Util.FFTAnalyzer	151
Crosstales.Common.Util.FreeCam	154
Crosstales.Common.Util.PlatformController	199
Crosstales.RTVoice.Demo.Util.PlatformController	198
Crosstales.Common.Util.RandomColor	201
Crosstales.Common.Util.RandomRotator	203
Crosstales.Common.Util.RandomScaler	205
Crosstales.Common.Util.SpectrumVisualizer	262
Crosstales.Common.Util.SurviveSceneSwitch	272
Crosstales.Common.Util.TakeScreenshot	276
Crosstales.RTVoice.AdventureCreator.ACConnector	31
Crosstales.RTVoice.AdventureCreator.ACSceneSwitcher	35
Crosstales.RTVoice.AWSPolly.ShowMore	221
Crosstales.RTVoice.AWSPolly.Switcher	274
Crosstales.RTVoice.Azure.ShowMore	222
Crosstales.RTVoice.Azure.Switcher	274
Crosstales.RTVoice.Demo.Dialog	132
Crosstales.RTVoice.Demo.GUIAudioFilter	161
Crosstales.RTVoice.Demo.GUIDialog	162
Crosstales.RTVoice.Demo.GUIMain	163
Crosstales.RTVoice.Demo.GUIMultiAudioFilter	163
Crosstales.RTVoice.Demo.GUIScenes	165
Crosstales.RTVoice.Demo.GUISpeech	165
Crosstales.RTVoice.Demo.NativeAudio	190
Crosstales.RTVoice.Demo.PreGeneratedAudio	200
Crosstales.RTVoice.Demo.SendMessage	209
Crosstales.RTVoice.Demo.SequenceCaller	212
Crosstales.RTVoice.Demo.Simple	224
Crosstales.RTVoice.Demo.SimpleNative	225
Crosstales.RTVoice.Demo.SpeakWrapper	262
Crosstales.RTVoice.Demo.Util.iOSController	174
Crosstales.RTVoice.Demo.Util.MaterialChanger	189
Crosstales.RTVoice.Demo.Util.NativeController	190
Crosstales.RTVoice.Google.ShowMore	220
Crosstales.RTVoice.Google.Switcher	273
Crosstales.RTVoice.Klattersynth.ShowMore	220
Crosstales.RTVoice.LiveSpeaker	183
Crosstales.RTVoice.Provider.BaseCustomVoiceProvider	61
Crosstales.RTVoice.SALSA.Bots	99
Crosstales.RTVoice.SALSA.ShowMore	221
Crosstales.RTVoice.SALSA.SpeakSimple	259
Crosstales.RTVoice.SLATE.CutSceneStart	132
Crosstales.RTVoice.Speaker	231
Crosstales.RTVoice.Tool.AudioFileGenerator	39
Crosstales.RTVoice.Tool.ChangeGender	100

Crosstales.RTVoice.Tool.Loudspeaker	186
Crosstales.RTVoice.Tool.Paralanguage	192
Crosstales.RTVoice.Tool.Sequencer	213
Crosstales.RTVoice.Tool.SpeechText	265
Crosstales.RTVoice.Tool.TextFileSpeaker	279
Crosstales.RTVoice.Tool.VoiceInitializer	299
Crosstales.RTVoice.WebGL.ShowMore	222
Crosstales.UI.Social	226
Crosstales.UI.StaticManager	271
Crosstales.UI.UIDrag	286
Crosstales.UI.UIFocus	287
Crosstales.UI.UIHint	288
Crosstales.UI.UIResize	290
Crosstales.UI.UIWindowManager	291
Crosstales.UI.Util.AudioFilterController	43
Crosstales.UI.Util.AudioSourceController	45
Crosstales.UI.Util.FPSDisplay	153
Crosstales.UI.Util.ScrollRectHandler	208
Crosstales.UI.WindowManager	363
NSObject	
RTVoiceIOSBridge	207
Crosstales.Common.EditorTask.NYCheck	191
Crosstales.RTVoice.EditorIntegration.RTVoiceGameObject	207
Crosstales.RTVoice.EditorIntegration.RTVoiceMenu	208
Crosstales.RTVoice.Model.Sequence	210
Crosstales.Common.Util.SerializableDictionary< string, string >	216
Crosstales.Common.Util.SerializeDeSerialize	217
Crosstales.RTVoice.Azure.Synthesize	275
Crosstales.RTVoice.EditorTask.UpdateCheck	292
Crosstales.RTVoice.Model.Voice	292
Crosstales.RTVoice.Model.VoiceAlias	296
Crosstales.RTVoice.AWSPolly.VoiceProviderAWSGameObject	310
Crosstales.RTVoice.AWSPolly.VoiceProviderAWSMenu	310
Crosstales.RTVoice.Azure.VoiceProviderAWSMenu	310
Crosstales.RTVoice.Azure.VoiceProviderAzureGameObject	315
Crosstales.RTVoice.Google.VoiceProviderGoogleGameObject	322
Crosstales.RTVoice.Google.VoiceProviderGoogleMenu	323
Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthGameObject	332
Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthMenu	332
Crosstales.RTVoice.SAPI.VoiceProviderSAPIGameObject	348
Crosstales.RTVoice.SAPI.VoiceProviderSAPIMenu	348
Crosstales.RTVoice.WebGL.VoiceProviderWebGLGameObject	353
Crosstales.RTVoice.WebGL.VoiceProviderWebGLMenu	353
Crosstales.RTVoice.Util.WavMaster	360
WebClient	
Crosstales.Common.Util.CTWebClient	131
Crosstales.RTVoice.Model.Wrapper	364
Crosstales.Common.Util.XmlHelper	369
Crosstales.RTVoice.AWSPolly.ZInstaller	372

Chapter 3

Class Index

3.1 Class List

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

Crosstales.RTVoice.EditorTask.AAAConfigLoader	
Loads the configuration at startup	31
Crosstales.RTVoice.AdventureCreator.ACConnector	
Connects Adventure Creator and RT-Voice. It listens to AC-events and speaks when needed . .	31
Crosstales.RTVoice.AdventureCreator.ACConnectorEditor	
Custom editor for the 'ACConnector'-class	34
Crosstales.RTVoice.AdventureCreator.ACConnectorGameObject	
Editor component for for adding the prefabs from 'Adventure Creator' in the "Hierarchy"-menu .	34
Crosstales.RTVoice.AdventureCreator.ACConnectorMenu	
Editor component for for adding the prefabs from 'Adventure Creator' in the "Tools"-menu . . .	34
Crosstales.RTVoice.AdventureCreator.ACSceneSwitcher	
Allows to switch scenes with Adventure Creator	35
Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper	
Wrapper for an AC-character to an RT-Voice	35
HutongGames.PlayMaker.Actions.AudioFileGenerator	
AudioFileGenerator-action for PlayMaker	38
Crosstales.RTVoice.Tool.AudioFileGenerator	
Process files with configured speeches	39
Crosstales.RTVoice.PlayMaker.AudioFileGeneratorEditor	
Custom editor for the AudioFileGenerator-action	42
Crosstales.RTVoice.EditorExtension.AudioFileGeneratorEditor	
Custom editor for the 'SpeechText'-class	43
Crosstales.UI.Util.AudioFilterController	
Controller for audio filters	43
Crosstales.UI.Util.AudioSourceController	
Controller for AudioSources	45
Crosstales.RTVoice.Azure.Authentication	
This class demonstrates how to get a valid O-auth token	48
Crosstales.RTVoice.EditorTask.AutoInitialize	
Automatically adds the necessary prefabs to the current scene	48
Crosstales.Common.Util.BackgroundController	
Enables or disable game objects on Android or iOS in the background	49
Crosstales.Common.EditorTask.BaseCompileDefines	
Base for adding and removing the given symbols to PlayerSettings compiler define symbols . .	50
Crosstales.Common.Util.BaseConstants	
Base for collected constants of very general utility for the asset	51

Crosstales.RTVoice.Provider.BaseCustomVoiceProvider	
Base class for custom voice providers (TTS-systems)	61
Crosstales.Common.EditorUtil.BaseEditorHelper	
Base for various Editor helper functions	68
Crosstales.Common.Util.BaseHelper	
Base for various helper functions	73
HutongGames.PlayMaker.Actions.BaseRTVAction	
Base class for RT-Voice actions in PlayMaker	91
Crosstales.RTVoice.PlayMaker.BaseRTVEditor	
Base class for RT-Voice custom editors in PlayMaker	92
Crosstales.Common.EditorTask.BaseSetupResources	
Base for copying all resources to 'Editor Default Resources'	92
Crosstales.RTVoice.Provider.BaseVoiceProvider	
Base class for voice providers	93
Crosstales.RTVoice.SALSA.Bots	
This is a class for conversations between two SALSA-Bots	99
Crosstales.RTVoice.EditorUtil.BuildPostprocessor	
BuildPostprocessor for Windows. Adds the TTS-wrapper to the build	100
Crosstales.RTVoice.Tool.ChangeGender	
Change the gender of all voices (useful for eSpeak)	100
Crosstales.RTVoice.EditorExtension.ChangeGenderEditor	
Custom editor for the 'ChangeGender'-class	102
Crosstales.RTVoice.EditorTask.CompileDefines	
Adds the given define symbols to PlayerSettings define symbols	102
Crosstales.RTVoice.Util.Config	
Configuration for the asset	103
Crosstales.RTVoice.EditorIntegration.ConfigBase	
Base class for editor windows	107
Crosstales.RTVoice.EditorIntegration.ConfigPreferences	
Unity "Preferences" extension	108
Crosstales.RTVoice.EditorIntegration.ConfigWindow	
Editor window extension	108
Crosstales.RTVoice.Util.Constants	
Collected constants of very general utility for the asset	109
Crosstales.Common.Util.CTPlayerPrefs	
Wrapper for the PlayerPrefs	118
Crosstales.Common.Util.CTProcess	
Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events)	124
Crosstales.Common.Util.CTProcessStartInfo	
Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.ProcessStartInfo"-class with the most important properties)	128
Crosstales.Common.Util.CTWebClient	
Specialized WebClient	131
Crosstales.RTVoice.SLATE.CutSceneStart	132
Crosstales.RTVoice.Demo.Dialog	
Simple dialog system with TTS voices	132
Crosstales.RTVoice.EditorUtil.EditorConfig	
Editor configuration for the asset	133
Crosstales.RTVoice.EditorUtil.EditorConstants	
Collected constants of very general utility for the asset	136
Crosstales.RTVoice.EditorUtil.EditorHelper	
Editor helper class	138
Crosstales.ExtensionMethods	
Various extension methods	140
Crosstales.Common.Util.FFTAnalyzer	
FFT analyzer for an audio channel	151

Crosstales.UI.Util.FPSDisplay	
Simple FPS-Counter	153
Crosstales.Common.Util.FreeCam	
A simple free camera to be added to a Unity game object	154
Crosstales.RTVoice.Azure.GenericEventArgs< T >	
Generic event args	156
HutongGames.PlayMaker.Actions.GetCultures	
GetCultures-action for PlayMaker	157
Crosstales.RTVoice.PlayMaker.GetCulturesEditor	
Custom editor for the GetCultures-action	158
HutongGames.PlayMaker.Actions.GetVoices	
GetVoices-action for PlayMaker	159
Crosstales.RTVoice.PlayMaker.GetVoicesEditor	
Custom editor for the GetVoices-action	160
Crosstales.RTVoice.Demo.GUIAudioFilter	
Simple GUI for audio filters	161
Crosstales.RTVoice.Demo.GUIDialog	
Simple GUI for runtime dialogs with all available OS voices	162
Crosstales.RTVoice.Demo.GUIMain	
Main GUI component for all demo scenes	163
Crosstales.RTVoice.Demo.GUIMultiAudioFilter	
Simple GUI for audio filters on multiple objects	163
Crosstales.RTVoice.Demo.GUIScenes	
Main GUI scene manager for all demo scenes	165
Crosstales.RTVoice.Demo.GUISpeech	
Simple GUI for runtime TTS with all available OS voices	165
Crosstales.RTVoice.Util.Helper	
Various helper functions	167
Crosstales.RTVoice.Azure.Synthesize.InputOptions	
Inputs Options for the TTS Service	171
Crosstales.RTVoice.Demo.Util.iOSController	
Enables MaryTTS on iOS for specific scenes	174
Crosstales.RTVoice.Provider.IVoiceProvider	
Interface for all voice providers	174
Crosstales.RTVoice.EditorTask.Launch	
Show the configuration window on the first launch	182
Crosstales.RTVoice.LiveSpeaker	
Wrapper of the main component from RT-Voice for MonoBehaviour-access (like "SendMessage")	183
Crosstales.RTVoice.Tool.Loudspeaker	
Loudspeaker for an AudioSource	186
Crosstales.RTVoice.EditorExtension.LoudspeakerEditor	
Custom editor for the 'Loudspeaker'-class	188
Crosstales.RTVoice.Demo.Util.MaterialChanger	
Changes the material of a render while an AudioSource is playing	189
Crosstales.RTVoice.Demo.NativeAudio	
Simple example with native audio for exact timing	190
Crosstales.RTVoice.Demo.Util.NativeController	
Enables or disable game objects for native mode	190
Crosstales.Common.EditorTask.NYCheck	
Checks if a 'Happy new year'-message must be displayed	191
Crosstales.RTVoice.Tool.Paralanguage	
Para-language simulator with audio files	192
HutongGames.PlayMaker.Actions.Paralanguage	
Paralanguage-action for PlayMaker	196
Crosstales.RTVoice.EditorExtension.ParalanguageEditor	
Custom editor for the 'Paralanguage'-class	197
Crosstales.RTVoice.PlayMaker.ParalanguageEditor	
Custom editor for the Paralanguage-action	198

Crosstales.RTVoice.Demo.Util.PlatformController	
Enables or disable game objects for a given platform	198
Crosstales.Common.Util.PlatformController	
Enables or disable game objects for a given platform	199
Crosstales.RTVoice.Demo.PreGeneratedAudio	
Simple example with pre-generated audio for exact timing	200
Crosstales.Common.Util.RandomColor	
Random color changer	201
Crosstales.Common.Util.RandomRotator	
Random rotation changer	203
Crosstales.Common.Util.RandomScaler	
Random scale changer	205
Crosstales.RTVoice.EditorIntegration.RTVoiceGameObject	
Editor component for the "Hierarchy"-menu	207
RTVoiceIOSBridge	207
Crosstales.RTVoice.EditorIntegration.RTVoiceMenu	
Editor component for the "Tools"-menu	208
Crosstales.UI.Util.ScrollRectHandler	
Changes the sensitivity of ScrollRects under various platforms	208
Crosstales.RTVoice.Demo.SendMessage	
Simple "SendMessage" example	209
Crosstales.RTVoice.Model.Sequence	
Model for a sequence	210
Crosstales.RTVoice.Demo.SequenceCaller	
Simple Sequence caller example	212
Crosstales.RTVoice.Tool.Sequencer	
Simple sequencer for dialogues	213
Crosstales.RTVoice.EditorExtension.SequencerEditor	
Custom editor for the 'Sequencer'-class	215
Crosstales.Common.Util.SerializableDictionary< TKey, TValue >	
Serializable Dictionary-class for XML	216
Crosstales.Common.Util.SerializeDeSerialize	
Serialize and deserialize objects to/from binary files	217
Crosstales.Common.EditorTask.SetupResources	
Copies all resources to 'Editor Default Resources'	219
Crosstales.RTVoice.EditorTask.SetupResources	
Moves all needed resources to 'Editor Default Resources'	219
Crosstales.RTVoice.Google.ShowMore	
Shows the details for Google Cloud Speech	220
Crosstales.RTVoice.Klattersynth.ShowMore	
Shows the details for Klattersynth	220
Crosstales.RTVoice.SALSA.ShowMore	
Shows the details for SALSA	221
Crosstales.RTVoice.AWSPolly.ShowMore	
Shows the details for AWS Polly	221
Crosstales.RTVoice.WebGL.ShowMore	
Shows the details for WebGL Speech Synthesis	222
Crosstales.RTVoice.Azure.ShowMore	
Shows the details for Azure	222
HutongGames.PlayMaker.Actions.Silence	
Silence-action for PlayMaker	223
Crosstales.RTVoice.PlayMaker.SilenceEditor	
Custom editor for the Silence-action	223
Crosstales.RTVoice.Demo.Simple	
Simple TTS example	224
Crosstales.RTVoice.Demo.SimpleNative	
Simple native TTS example	225

Crosstales.UI.Social	
Crosstales social media links	226
HutongGames.PlayMaker.Actions.Speak	
Speak-action for PlayMaker	226
HutongGames.PlayMaker.Actions.SpeakBase	
Base for Speak-actions in PlayMaker	229
Crosstales.RTVoice.PlayMaker.SpeakEditor	
Custom editor for the Speak-action	231
Crosstales.RTVoice.Speaker	
Main component of RT-Voice	231
Crosstales.RTVoice.EditorExtension.SpeakerEditor	
Custom editor for the 'Speaker'-class	258
Crosstales.RTVoice.SALSA.SpeakSimple	
Speaks a given text with RT-Voice and SALSA	259
HutongGames.PlayMaker.Actions.SpeakUI	
Speak-action for UI-components in PlayMaker	260
Crosstales.RTVoice.PlayMaker.SpeakUIEditor	
Custom editor for the SpeakUI-action	261
Crosstales.RTVoice.Demo.SpeakWrapper	
Wrapper for the dynamic speakers	262
Crosstales.Common.Util.SpectrumVisualizer	
Simple spectrum visualizer	262
HutongGames.PlayMaker.Actions.SpeechText	
SpeechText-action for PlayMaker	264
Crosstales.RTVoice.Tool.SpeechText	
Allows to speak and store generated audio	265
Crosstales.RTVoice.EditorExtension.SpeechTextEditor	
Custom editor for the 'SpeechText'-class	270
Crosstales.RTVoice.PlayMaker.SpeechTextEditor	
Custom editor for the SpeechText-action	271
Crosstales.UI.StaticManager	
Static Button Manager	271
Crosstales.Common.Util.SurviveSceneSwitch	
Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene	272
Crosstales.RTVoice.Google.Switcher	
Simple switcher to test the functionality of the Google Cloud provider	273
Crosstales.RTVoice.AWSPolly.Switcher	
Simple switcher to test the functionality of the AWS Polly provider	274
Crosstales.RTVoice.Azure.Switcher	
Simple switcher to test the functionality of the Azure provider	274
Crosstales.RTVoice.Azure.Synthesize	
Sample synthesize request	275
Crosstales.Common.Util.TakeScreenshot	
Take screen shots inside an application	276
HutongGames.PlayMaker.Actions.TextFileSpeaker	
TextFileSpeaker-action for PlayMaker	278
Crosstales.RTVoice.Tool.TextFileSpeaker	
Allows to speak text files	279
Crosstales.RTVoice.PlayMaker.TextFileSpeakerEditor	
Custom editor for the TextFileSpeaker-action	285
Crosstales.RTVoice.EditorExtension.TextFileSpeakerEditor	
Custom editor for the 'TextFileSpeaker'-class	285
Crosstales.UI.UIDrag	
Allow to Drag the Windows around	286
Crosstales.UI.UIFocus	
Change the Focus on from a Window	287

Crosstales.UI.UIHint	
Controls a UI group (hint)	288
Crosstales.UI.UIResize	
Resize a UI element	290
Crosstales.UI.UIWindowManager	
Change the state of all Window panels	291
Crosstales.RTVoice.EditorTask.UpdateCheck	
Checks for updates of the asset	292
Crosstales.RTVoice.Model.Voice	
Model for a voice	292
Crosstales.RTVoice.Model.VoiceAlias	
Alias for multiple voices on different platforms	296
Crosstales.RTVoice.Tool.VoiceInitializer	
Allows to initialize voices (useful on Android)	299
Crosstales.RTVoice.EditorExtension.VoiceInitializerEditor	
Custom editor for the 'VoiceInitializer'-class	301
Crosstales.RTVoice.Provider.VoiceProviderAndroid	
Android voice provider	301
Crosstales.RTVoice.AWSPolly.VoiceProviderAWS	
AWS Polly voice provider	305
Crosstales.RTVoice.AWSPolly.VoiceProviderAWSEditor	
Custom editor for the 'VoiceProviderAWS'-class	309
Crosstales.RTVoice.AWSPolly.VoiceProviderAWSGameObject	
Editor component for for adding the prefabs from 'AWS Polly' in the "Hierarchy"-menu	310
Crosstales.RTVoice.AWSPolly.VoiceProviderAWSMenu	
Editor component for for adding the prefabs from 'AWS Polly' in the "Tools"-menu	310
Crosstales.RTVoice.Azure.VoiceProviderAWSMenu	
Editor component for for adding the prefabs from 'Azure' in the "Tools"-menu	310
Crosstales.RTVoice.Azure.VoiceProviderAzure	
Azure (Bing Speech) voice provider	311
Crosstales.RTVoice.Azure.VoiceProviderAzureEditor	
Custom editor for the 'VoiceProviderAzure'-class	315
Crosstales.RTVoice.Azure.VoiceProviderAzureGameObject	
Editor component for for adding the prefabs from 'Azure' in the "Hierarchy"-menu	315
Crosstales.RTVoice.VoiceProviderExample	
Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything). NOTE: please make sure you understand the Wrapper and its variables	316
Crosstales.RTVoice.Google.VoiceProviderGoogle	
Google Cloud voice provider. NOTE: This provider needs "Google Cloud Text To Speech" https://assetstore.unity.com/packages/slug/115170?aid=10111NGT	319
Crosstales.RTVoice.Google.VoiceProviderGoogleEditor	
Custom editor for the 'VoiceProviderGoogle'-class	322
Crosstales.RTVoice.Google.VoiceProviderGoogleGameObject	
Editor component for for adding the prefabs from 'Google' in the "Hierarchy"-menu	322
Crosstales.RTVoice.Google.VoiceProviderGoogleMenu	
Editor component for for adding the prefabs from 'Google' in the "Tools"-menu	323
Crosstales.RTVoice.Provider.VoiceProviderIOS	
iOS voice provider	323
Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth	
Klattersynth voice provider. NOTE: This provider needs "Klattersynth" https://assetstore.unity.com/packages/slug/95453?aid=10111NGT	328
Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthEditor	
Custom editor for the 'VoiceProviderKlattersynth'-class	331
Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthGameObject	
Editor component for for adding the prefabs from 'Klattersynth' in the "Hierarchy"-menu	332
Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthMenu	
Editor component for for adding the prefabs from 'Klattersynth' in the "Tools"-menu	332

Crosstales.RTVoice.Provider.VoiceProviderLinux	
Linux voice provider. NOTE: needs eSpeak to work: http://espeak.sourceforge.net/	333
Crosstales.RTVoice.Provider.VoiceProviderMacOS	
MacOS voice provider	336
Crosstales.RTVoice.Provider.VoiceProviderMary	
MaryTTS voice provider	341
Crosstales.RTVoice.SAPI.VoiceProviderSAPI	
Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything). NOTE: please make sure you understand the Wrapper and its variables	344
Crosstales.RTVoice.SAPI.VoiceProviderSAPIEditor	
Custom editor for the 'VoiceProviderSAPI'-class	347
Crosstales.RTVoice.SAPI.VoiceProviderSAPIGameObject	
Editor component for for adding the prefabs from 'SAPI Unity' in the "Hierarchy"-menu	348
Crosstales.RTVoice.SAPI.VoiceProviderSAPIMenu	
Editor component for for adding the prefabs from 'SAPI Unity' in the "Tools"-menu	348
Crosstales.RTVoice.WebGL.VoiceProviderWebGL	
WebGL voice provider. NOTE: This provider needs "WebGL Speech Synthesis" https://assetstore.unity.com/packages/slug/81861?aid=10111NGT	349
Crosstales.RTVoice.WebGL.VoiceProviderWebGLEditor	
Custom editor for the 'VoiceProviderWebGL'-class	352
Crosstales.RTVoice.WebGL.VoiceProviderWebGLGameObject	
Editor component for for adding the prefabs from 'WebGL' in the "Hierarchy"-menu	353
Crosstales.RTVoice.WebGL.VoiceProviderWebGLMenu	
Editor component for for adding the prefabs from 'WebGL' in the "Tools"-menu	353
Crosstales.RTVoice.Provider.VoiceProviderWindows	
Windows voice provider	354
Crosstales.RTVoice.Provider.VoiceProviderWSA	
WSA (UWP) voice provider	357
Crosstales.RTVoice.Util.WavMaster	
WAV utility for recording and audio playback functions in Unity	360
Crosstales.UI.WindowManager	
Manager for a Window	363
Crosstales.RTVoice.Model.Wrapper	
Wrapper for "Speak"-function calls	364
Crosstales.Common.Util.XmlHelper	
Helper-class for XML	369
Crosstales.RTVoice.AWSPolly.ZInstaller	
Installs the 'AWSSDK'-package	372

Chapter 4

Namespace Documentation

4.1 Crosstales Namespace Reference

Classes

- class [ExtensionMethods](#)
Various extension methods.

4.2 Crosstales.Common Namespace Reference

4.3 Crosstales.Common.EditorTask Namespace Reference

Classes

- class [BaseCompileDefines](#)
Base for adding and removing the given symbols to PlayerSettings compiler define symbols.
- class [BaseSetupResources](#)
Base for copying all resources to 'Editor Default Resources'.
- class [NYCheck](#)
Checks if a 'Happy new year'-message must be displayed.
- class [SetupResources](#)
Copies all resources to 'Editor Default Resources'.

4.4 Crosstales.Common.EditorUtil Namespace Reference

Classes

- class [BaseEditorHelper](#)
Base for various Editor helper functions.

4.5 Crosstales.Common.Model Namespace Reference

4.6 Crosstales.Common.Model.Enum Namespace Reference

Enumerations

- enum [Platform](#) {
Windows, OSX, Linux, IOS,
Android, WSA, Web, Unsupported,
MaryTTS }
All available platforms.
- enum [SampleRate](#) {
_8000Hz = 8000, _11025Hz = 11025, _22050Hz = 22050, _44100Hz = 44100,
_48000Hz = 48000 }
Typical audio sample rates.

4.6.1 Enumeration Type Documentation

4.6.1.1 Platform

enum [Crosstales.Common.Model.Enum.Platform](#) [strong]

All available platforms.

4.6.1.2 SampleRate

enum [Crosstales.Common.Model.Enum.SampleRate](#) [strong]

Typical audio sample rates.

4.7 Crosstales.Common.Util Namespace Reference

Classes

- class [BackgroundController](#)
Enables or disable game objects on Android or iOS in the background.
- class [BaseConstants](#)
Base for collected constants of very general utility for the asset.
- class [BaseHelper](#)
Base for various helper functions.
- class [CTPlayerPrefs](#)
Wrapper for the PlayerPrefs.

- class [CTProcess](#)
Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).
- class [CTProcessStartInfo](#)
Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.ProcessStartInfo"-class with the most important properties).
- class [CTWebClient](#)
Specialized WebClient.
- class [FFTAnalyzer](#)
FFT analyzer for an audio channel.
- class [FreeCam](#)
A simple free camera to be added to a Unity game object.
- class **NativeMethods**
Native methods (bridge to Windows).
- class [PlatformController](#)
Enables or disable game objects for a given platform.
- class [RandomColor](#)
Random color changer.
- class [RandomRotator](#)
Random rotation changer.
- class [RandomScaler](#)
Random scale changer.
- class [SerializableDictionary](#)
Serializable Dictionary-class for XML.
- class [SerializeDeSerialize](#)
Serialize and deserialize objects to/from binary files.
- class [SpectrumVisualizer](#)
Simple spectrum visualizer.
- class [SurviveSceneSwitch](#)
Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.
- class [TakeScreenshot](#)
Take screen shots inside an application.
- class [XmlHelper](#)
Helper-class for XML.

4.8 Crosstales.RTVoice Namespace Reference

Classes

- class [LiveSpeaker](#)
Wrapper of the main component from RT-Voice for MonoBehaviour-access (like "SendMessage").
- class [Speaker](#)
Main component of RT-Voice.
- class [VoiceProviderExample](#)
*Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).
NOTE: please make sure you understand the Wrapper and its variables*

Functions

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

4.9 Crosstales.RTVoice.AdventureCreator Namespace Reference

Classes

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

4.10 Crosstales.RTVoice.AWSPolly Namespace Reference

Classes

- class [ShowMore](#)
Shows the details for AWS Polly.
- class [Switcher](#)
Simple switcher to test the functionality of the AWS Polly provider.
- class [VoiceProviderAWS](#)
AWS Polly voice provider.
- class [VoiceProviderAWSEditor](#)
Custom editor for the '[VoiceProviderAWS](#)'-class.
- class [VoiceProviderAWSGameObject](#)
Editor component for for adding the prefabs from 'AWS Polly' in the "Hierarchy"-menu.
- class [VoiceProviderAWSMenu](#)
Editor component for for adding the prefabs from 'AWS Polly' in the "Tools"-menu.
- class [ZInstaller](#)
Installs the 'AWSSDK'-package.

Enumerations

- enum [Endpoint](#) {
 APNortheast1, **APNortheast2**, **APSouth1**, **APSoutheast1**,
 APSoutheast2, **CACentral1**, **CNNorth1**, **EUCentral1**,
 EUWest1, **EUWest2**, **SAEast1**, **USEast1**,
 USEast2, **USGovCloudWest1**, **USWest1**, **USWest2** }
 All available AWS Polly endpoints.
- enum [SampleRate](#) { **_8000Hz**, **_16000Hz**, **_22050Hz**, **_24000Hz** }
 All supported sample rates for AWS Polly.

4.10.1 Enumeration Type Documentation

4.10.1.1 Endpoint

enum [Crosstales.RTVoice.AWSPolly.Endpoint](#) [strong]

All available AWS Polly endpoints.

4.10.1.2 SampleRate

enum [Crosstales.RTVoice.AWSPolly.SampleRate](#) [strong]

All supported sample rates for AWS Polly.

4.11 Crosstales.RTVoice.Azure Namespace Reference

Classes

- class [Authentication](#)
 This class demonstrates how to get a valid O-auth token
- class [GenericEventArgs](#)
 Generic event args
- class [ShowMore](#)
 Shows the details for [Azure](#).
- class [Switcher](#)
 Simple switcher to test the functionality of the [Azure](#) provider.
- class [Synthesize](#)
 Sample synthesize request
- class [VoiceProviderAWSMenu](#)
 Editor component for for adding the prefabs from '[Azure](#)' in the "Tools"-menu.
- class [VoiceProviderAzure](#)
 [Azure](#) (Bing Speech) voice provider.
- class [VoiceProviderAzureEditor](#)
 Custom editor for the '[VoiceProviderAzure](#)'-class.
- class [VoiceProviderAzureGameObject](#)
 Editor component for for adding the prefabs from '[Azure](#)' in the "Hierarchy"-menu.

Enumerations

- enum [SampleRate](#) { [_16000Hz](#), [_24000Hz](#) }

All supported sample rates for Azure.

- enum [AudioOutputFormat](#) {
[AudioOutputFormat.Raw8Khz8BitMonoMULaw](#), [AudioOutputFormat.Raw16Khz16BitMonoPcm](#), [AudioOutputFormat.Riff8Khz8BitMonoMULaw](#),
[AudioOutputFormat.Riff16Khz16BitMonoPcm](#),
[AudioOutputFormat.Ssml16Khz16BitMonoSilk](#), [AudioOutputFormat.Raw16Khz16BitMonoTrueSilk](#), [AudioOutputFormat.Ssml16Khz16BitMonoTts](#),
[AudioOutputFormat.Audio16Khz128KBitRateMonoMp3](#),
[AudioOutputFormat.Audio16Khz64KBitRateMonoMp3](#), [AudioOutputFormat.Audio16Khz32KBitRateMonoMp3](#),
[AudioOutputFormat.Audio16Khz16KbpsMonoSiren](#), [AudioOutputFormat.Riff16Khz16KbpsMonoSiren](#),
[AudioOutputFormat.Raw24Khz16BitMonoTrueSilk](#), [AudioOutputFormat.Raw24Khz16BitMonoPcm](#), [AudioOutputFormat.Riff24Khz16BitMonoPcm](#),
[AudioOutputFormat.Audio24Khz48KBitRateMonoMp3](#),
[AudioOutputFormat.Audio24Khz96KBitRateMonoMp3](#), [AudioOutputFormat.Audio24Khz160KBitRateMonoMp3](#)
}

Voice output formats.

4.11.1 Enumeration Type Documentation

4.11.1.1 AudioOutputFormat

```
enum Crosstales.RTVoice.Azure.AudioOutputFormat [strong]
```

Voice output formats.

Enumerator

Raw8Khz8BitMonoMULaw	raw-8khz-8bit-mono-mulaw request output audio format type.
Raw16Khz16BitMonoPcm	raw-16khz-16bit-mono-pcm request output audio format type.
Riff8Khz8BitMonoMULaw	riff-8khz-8bit-mono-mulaw request output audio format type.
Riff16Khz16BitMonoPcm	riff-16khz-16bit-mono-pcm request output audio format type.
Ssml16Khz16BitMonoSilk	ssml-16khz-16bit-mono-silk request output audio format type. It is a SSML with audio segment, with audio compressed by SILK codec
Raw16Khz16BitMonoTrueSilk	raw-16khz-16bit-mono-truesilk request output audio format type. Audio compressed by SILK codec
Ssml16Khz16BitMonoTts	ssml-16khz-16bit-mono-tts request output audio format type. It is a SSML with audio segment, and it needs tts engine to play out
Audio16Khz128KBitRateMonoMp3	audio-16khz-128kbitrate-mono-mp3 request output audio format type.
Audio16Khz64KBitRateMonoMp3	audio-16khz-64kbitrate-mono-mp3 request output audio format type.
Audio16Khz32KBitRateMonoMp3	audio-16khz-32kbitrate-mono-mp3 request output audio format type.
Audio16Khz16KbpsMonoSiren	audio-16khz-16kbps-mono-siren request output audio format type.
Riff16Khz16KbpsMonoSiren	riff-16khz-16kbps-mono-siren request output audio format type.
Raw24Khz16BitMonoTrueSilk	raw-24khz-16bit-mono-truesilk request output audio format type.
Raw24Khz16BitMonoPcm	raw-24khz-16bit-mono-pcm request output audio format type.
Riff24Khz16BitMonoPcm	riff-24khz-16bit-mono-pcm request output audio format type.
Audio24Khz48KBitRateMonoMp3	audio-24khz-48kbitrate-mono-mp3 request output audio format type.
Audio24Khz96KBitRateMonoMp3	audio-24khz-96kbitrate-mono-mp3 request output audio format type.
Audio24Khz160KBitRateMonoMp3	audio-24khz-160kbitrate-mono-mp3 request output audio format type.

4.11.1.2 SampleRate

enum [Crosstales.RTVoice.Azure.SampleRate](#) [strong]

All supported sample rates for [Azure](#).

4.12 Crosstales.RTVoice.Demo Namespace Reference

Classes

- class [Dialog](#)
Simple dialog system with TTS voices.
- class [GUIAudioFilter](#)
Simple GUI for audio filters.
- class [GUIDialog](#)
Simple GUI for runtime dialogs with all available OS voices.
- class [GUIMain](#)
Main GUI component for all demo scenes.
- class [GUIMultiAudioFilter](#)
Simple GUI for audio filters on multiple objects.
- class [GUIScenes](#)
Main GUI scene manager for all demo scenes.
- class [GUISpeech](#)
Simple GUI for runtime TTS with all available OS voices.
- class [NativeAudio](#)
Simple example with native audio for exact timing.
- class [PreGeneratedAudio](#)
Simple example with pre-generated audio for exact timing.
- class [SendMessage](#)
Simple "SendMessage" example.
- class [SequenceCaller](#)
Simple Sequence caller example.
- class [Simple](#)
Simple TTS example.
- class [SimpleNative](#)
Simple native TTS example.
- class [SpeakWrapper](#)
Wrapper for the dynamic speakers.

4.13 Crosstales.RTVoice.Demo.Util Namespace Reference

Classes

- class [iOSController](#)
Enables MaryTTS on iOS for specific scenes.
- class [MaterialChanger](#)
Changes the material of a renderer while an AudioSource is playing.
- class [NativeController](#)
Enables or disable game objects for native mode.
- class [PlatformController](#)
Enables or disable game objects for a given platform.

4.14 Crosstales.RTVoice.EditorExtension Namespace Reference

Classes

- class [AudioFileGeneratorEditor](#)
Custom editor for the 'SpeechText'-class.
- class [ChangeGenderEditor](#)
Custom editor for the 'ChangeGender'-class.
- class [LoudspeakerEditor](#)
Custom editor for the 'Loudspeaker'-class.
- class [ParalanguageEditor](#)
Custom editor for the 'Paralanguage'-class.
- class [SequencerEditor](#)
Custom editor for the 'Sequencer'-class.
- class [SpeakerEditor](#)
Custom editor for the 'Speaker'-class.
- class [SpeechTextEditor](#)
Custom editor for the 'SpeechText'-class.
- class [TextFileSpeakerEditor](#)
Custom editor for the 'TextFileSpeaker'-class.
- class [VoiceInitializerEditor](#)
Custom editor for the 'VoiceInitalizer'-class.

4.15 Crosstales.RTVoice.EditorIntegration Namespace Reference

Classes

- class [ConfigBase](#)
Base class for editor windows.
- class [ConfigPreferences](#)
Unity "Preferences" extension.
- class [ConfigWindow](#)
Editor window extension.
- class [RTVoiceGameObject](#)
Editor component for the "Hierarchy"-menu.
- class [RTVoiceMenu](#)
Editor component for the "Tools"-menu.

4.16 Crosstales.RTVoice.EditorTask Namespace Reference

Classes

- class [AAAConfigLoader](#)
Loads the configuration at startup.
- class [AutoInitialize](#)
Automatically adds the necessary prefabs to the current scene.
- class [CompileDefines](#)

- Adds the given define symbols to PlayerSettings define symbols.*
- class [Launch](#)
 - Show the configuration window on the first launch.*
- class [SetupResources](#)
 - Moves all needed resources to 'Editor Default Resources'.*
- class [UpdateCheck](#)
 - Checks for updates of the asset.*

Enumerations

- enum [UpdateStatus](#) {
NOT_CHECKED, NO_UPDATE, UPDATE, UPDATE_PRO,
UPDATE_VERSION, DEPRECATED, V2019 }
 - All possible update stati.*

4.16.1 Enumeration Type Documentation

4.16.1.1 UpdateStatus

enum [Crosstales.RTVoice.EditorTask.UpdateStatus](#) [strong]

All possible update stati.

4.17 Crosstales.RTVoice.EditorUtil Namespace Reference

Classes

- class [BuildPostprocessor](#)
 - [BuildPostprocessor](#) for Windows. Adds the TTS-wrapper to the build.*
- class [EditorConfig](#)
 - Editor configuration for the asset.*
- class [EditorConstants](#)
 - Collected constants of very general utility for the asset.*
- class [EditorHelper](#)
 - Editor helper class.*

4.18 Crosstales.RTVoice.Google Namespace Reference

Classes

- class [ShowMore](#)
Shows the details for [Google](#) Cloud Speech.
- class [Switcher](#)
Simple switcher to test the functionality of the [Google](#) Cloud provider.
- class [VoiceProviderGoogle](#)
[Google](#) Cloud voice provider. NOTE: This provider needs "Google Cloud Text To Speech" <https://assetstore.unity.com/packages/slug/115170?aid=10111NGT>
- class [VoiceProviderGoogleEditor](#)
Custom editor for the '[VoiceProviderGoogle](#)'-class.
- class [VoiceProviderGoogleGameObject](#)
Editor component for for adding the prefabs from '[Google](#)' in the "Hierarchy"-menu.
- class [VoiceProviderGoogleMenu](#)
Editor component for for adding the prefabs from '[Google](#)' in the "Tools"-menu.

4.19 Crosstales.RTVoice.Klattersynth Namespace Reference

Classes

- class [ShowMore](#)
Shows the details for [Klattersynth](#).
- class [VoiceProviderKlattersynth](#)
[Klattersynth](#) voice provider. NOTE: This provider needs "Klattersynth" <https://assetstore.unity.com/packages/slug/95453?aid=10111NGT>
- class [VoiceProviderKlattersynthEditor](#)
Custom editor for the '[VoiceProviderKlattersynth](#)'-class.
- class [VoiceProviderKlattersynthGameObject](#)
Editor component for for adding the prefabs from '[Klattersynth](#)' in the "Hierarchy"-menu.
- class [VoiceProviderKlattersynthMenu](#)
Editor component for for adding the prefabs from '[Klattersynth](#)' in the "Tools"-menu.

4.20 Crosstales.RTVoice.Model Namespace Reference

Classes

- class [Sequence](#)
[Model](#) for a sequence.
- class [Voice](#)
[Model](#) for a voice.
- class [VoiceAlias](#)
Alias for multiple voices on different platforms.
- class [Wrapper](#)
[Wrapper](#) for "Speak"-function calls.

4.21 Crosstales.RTVoice.Model.Enum Namespace Reference

Enumerations

- enum [ESpeakModifiers](#) {
 none, **m1**, **m2**, **m3**,
 m4, **m5**, **m6**, **f1**,
 f2, **f3**, **f4**, **croak**,
 whisper }
The modifiers for eSpeak voices (m1-m6 = male, f1-f4 = female).
- enum [Gender](#) { **MALE**, **FEMALE**, **UNKNOWN** }
The genders for voices.
- enum [MaryTTSType](#) { **RAWMARYXML**, **EMOTIONML**, **SSML**, **TEXT** }
The different MaryTTS input types.
- enum [ProviderType](#) {
 Windows, **macOS**, **Android**, **iOS**,
 WSA, **MaryTTS**, **Linux** }
Available provider types.
- enum [SpeakMode](#) { **Speak**, **SpeakNative** }
Available Speak-modes.

4.21.1 Enumeration Type Documentation

4.21.1.1 ESpeakModifiers

enum [Crosstales.RTVoice.Model.Enum.ESpeakModifiers](#) [strong]

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

4.21.1.2 Gender

enum [Crosstales.RTVoice.Model.Enum.Gender](#) [strong]

The genders for voices.

4.21.1.3 MaryTTSType

enum [Crosstales.RTVoice.Model.Enum.MaryTTSType](#) [strong]

The different MaryTTS input types.

4.21.1.4 ProviderType

enum [Crosstales.RTVoice.Model.Enum.ProviderType](#) [strong]

Available provider types.

4.21.1.5 SpeakMode

enum [Crosstales.RTVoice.Model.Enum.SpeakMode](#) [strong]

Available Speak-modes.

4.22 Crosstales.RTVoice.PlayMaker Namespace Reference

Classes

- class [AudioFileGeneratorEditor](#)
Custom editor for the AudioFileGenerator-action.
- class [BaseRTVEditor](#)
Base class for RT-Voice custom editors in [PlayMaker](#).
- class [GetCulturesEditor](#)
Custom editor for the GetCultures-action.
- class [GetVoicesEditor](#)
Custom editor for the GetVoices-action.
- class [ParalanguageEditor](#)
Custom editor for the Paralanguage-action.
- class [SilenceEditor](#)
Custom editor for the Silence-action.
- class [SpeakEditor](#)
Custom editor for the Speak-action.
- class [SpeakUIEditor](#)
Custom editor for the SpeakUI-action.
- class [SpeechTextEditor](#)
Custom editor for the SpeechText-action.
- class [TextFileSpeakerEditor](#)
Custom editor for the TextFileSpeaker-action.

4.23 Crosstales.RTVoice.Provider Namespace Reference

Classes

- class [BaseCustomVoiceProvider](#)
Base class for custom voice providers (TTS-systems).
- class [BaseVoiceProvider](#)
Base class for voice providers.
- interface [IVoiceProvider](#)
Interface for all voice providers.
- class **NativeMethods**
Native methods (bridge to iOS).
- class [VoiceProviderAndroid](#)
Android voice provider.
- class [VoiceProviderIOS](#)
iOS voice provider.
- class [VoiceProviderLinux](#)
Linux voice provider. NOTE: needs eSpeak to work: <http://espeak.sourceforge.net/>
- class [VoiceProviderMacOS](#)
MacOS voice provider.
- class [VoiceProviderMary](#)
MaryTTS voice provider.
- class [VoiceProviderWindows](#)
Windows voice provider.
- class [VoiceProviderWSA](#)
WSA (UWP) voice provider.

4.24 Crosstales.RTVoice.SALSA Namespace Reference

Classes

- class [Bots](#)
This is a class for conversations between two SALSA-Bots.
- class [ShowMore](#)
Shows the details for [SALSA](#).
- class [SpeakSimple](#)
Speaks a given text with RT-Voice and [SALSA](#).

4.25 Crosstales.RTVoice.SAPI Namespace Reference

Classes

- class [VoiceProviderSAPI](#)
*Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).
NOTE: please make sure you understand the Wrapper and its variables*
- class [VoiceProviderSAPIEditor](#)
Custom editor for the '[VoiceProviderSAPI](#)'-class.
- class [VoiceProviderSAPIGameObject](#)
Editor component for for adding the prefabs from '[SAPI](#) Unity' in the "Hierarchy"-menu.
- class [VoiceProviderSAPIMenu](#)
Editor component for for adding the prefabs from '[SAPI](#) Unity' in the "Tools"-menu.

4.26 Crosstales.RTVoice.SLATE Namespace Reference

Classes

- class [CutSceneStart](#)

4.27 Crosstales.RTVoice.Tool Namespace Reference

Classes

- class [AudioFileGenerator](#)
Process files with configured speeches.
- class [ChangeGender](#)
Change the gender of all voices (useful for eSpeak).
- class [Loudspeaker](#)
Loudspeaker for an AudioSource.
- class [Paralanguage](#)
Para-language simulator with audio files.
- class [Sequencer](#)
Simple sequencer for dialogues.
- class [SpeechText](#)
Allows to speak and store generated audio.
- class [TextFileSpeaker](#)
Allows to speak text files.
- class [VoiceInitializer](#)
Allows to initialize voices (useful on Android).

4.28 Crosstales.RTVoice.Util Namespace Reference

Classes

- class [Config](#)
Configuration for the asset.
- class [Constants](#)
Collected constants of very general utility for the asset.
- class [Helper](#)
Various helper functions.
- class [WavMaster](#)
WAV utility for recording and audio playback functions in Unity.

4.29 Crosstales.RTVoice.WebGL Namespace Reference

Classes

- class [ShowMore](#)
Shows the details for [WebGL](#) Speech Synthesis.
- class [VoiceProviderWebGL](#)
[WebGL](#) voice provider. NOTE: This provider needs "WebGL Speech Synthesis" <https://assetstore.unity.com/packages/slug/81861?aid=10111NGT>
- class [VoiceProviderWebGLEditor](#)
Custom editor for the '[VoiceProviderWebGL](#)'-class.
- class [VoiceProviderWebGLGameObject](#)
Editor component for for adding the prefabs from '[WebGL](#)' in the "Hierarchy"-menu.
- class [VoiceProviderWebGLMenu](#)
Editor component for for adding the prefabs from '[WebGL](#)' in the "Tools"-menu.

4.30 Crosstales.UI Namespace Reference

Classes

- class [Social](#)
[Crosstales](#) social media links.
- class [StaticManager](#)
Static Button Manager.
- class [UIDrag](#)
Allow to Drag the Windows around.
- class [UIFocus](#)
Change the Focus on from a Window.
- class [UIHint](#)
Controls a [UI](#) group (hint).
- class [UIResize](#)
Resize a [UI](#) element.
- class [UIWindowManager](#)
Change the state of all Window panels.
- class [WindowManager](#)
Manager for a Window.

4.31 Crosstales.UI.Util Namespace Reference

Classes

- class [AudioFilterController](#)
Controller for audio filters.
- class [AudioSourceController](#)
Controller for AudioSources.
- class [FPSDisplay](#)
Simple FPS-Counter.
- class [ScrollRectHandler](#)
Changes the sensitivity of ScrollRects under various platforms.

4.32 HutongGames Namespace Reference

4.33 HutongGames.PlayMaker Namespace Reference

4.34 HutongGames.PlayMaker.Actions Namespace Reference

Classes

- class [AudioFileGenerator](#)
AudioFileGenerator-action for [PlayMaker](#).
- class [BaseRTVAction](#)
Base class for RT-Voice actions in [PlayMaker](#).
- class [GetCultures](#)
GetCultures-action for [PlayMaker](#).
- class [GetVoices](#)
GetVoices-action for [PlayMaker](#).
- class [Paralanguage](#)
Paralanguage-action for [PlayMaker](#).
- class [Silence](#)
Silence-action for [PlayMaker](#).
- class [Speak](#)
Speak-action for [PlayMaker](#).
- class [SpeakBase](#)
Base for Speak-actions in [PlayMaker](#).
- class [SpeakUI](#)
Speak-action for UI-components in [PlayMaker](#).
- class [SpeechText](#)
SpeechText-action for [PlayMaker](#).
- class [TextFileSpeaker](#)
TextFileSpeaker-action for [PlayMaker](#).

Chapter 5

Class Documentation

5.1 Crosstales.RTVoice.EditorTask.AAAConfigLoader Class Reference

Loads the configuration at startup.

5.1.1 Detailed Description

Loads the configuration at startup.

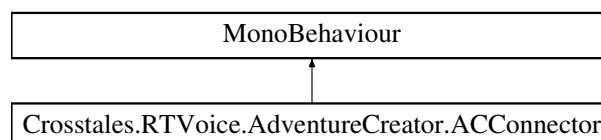
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/Task/AAAConfigLoader.cs`

5.2 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 OnEnable ()`
- `void OnDisable ()`
- `void OnValidate ()`

Public Attributes

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

Properties

- string [CurrentCulture](#) [get, set]
Fallback culture for the text (main use is for [UI](#)).
- bool [isCallOnStopSpeech](#) [get, set]
Calls a AC-'OnStopSpeech' at the end of a speech (main use is for [UI](#)).
- bool [isSimulateSkipSpeech](#) [get, set]
Simulates AC-'SkipSpeech' at the end of a speech (main use is for [UI](#)).

5.2.1 Detailed Description

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

5.2.2 Member Data Documentation

5.2.2.1 CallOnStopSpeech

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

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

5.2.2.2 Culture

```
string Crosstales.RTVoice.AdventureCreator.ACConnector.Culture
```

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

5.2.2.3 SimulateSkipSpeech

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

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

5.2.2.4 Voices

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

Voices for the AC-characters (optional).

5.2.3 Property Documentation

5.2.3.1 CurrentCulture

```
string Crosstales.RTVoice.AdventureCreator.ACConnector.CurrentCulture [get], [set]
```

Fallback culture for the text (main use is for [UI](#)).

5.2.3.2 isCallOnStopSpeech

```
bool Crosstales.RTVoice.AdventureCreator.ACConnector.isCallOnStopSpeech [get], [set]
```

Calls a AC-'OnStopSpeech' at the end of a speech (main use is for [UI](#)).

5.2.3.3 isSimulateSkipSpeech

```
bool Crosstales.RTVoice.AdventureCreator.ACConnector.isSimulateSkipSpeech [get], [set]
```

Simulates AC-'SkipSpeech' at the end of a speech (main use is for [UI](#)).

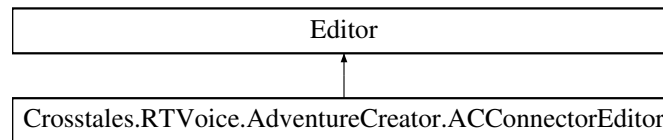
The documentation for this class was generated from the following file:

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

5.3 Crosstales.RTVoice.AdventureCreator.ACConnectorEditor Class Reference

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

Inheritance diagram for Crosstales.RTVoice.AdventureCreator.ACConnectorEditor:



Public Member Functions

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

5.3.1 Detailed Description

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

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

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

5.4 Crosstales.RTVoice.AdventureCreator.ACConnectorGameObject Class Reference

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

5.4.1 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/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Adventure Creator/Editor/ACConnectorGameObject.cs

5.5 Crosstales.RTVoice.AdventureCreator.ACConnectorMenu Class Reference

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

5.5.1 Detailed Description

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

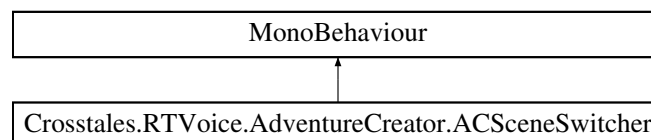
The documentation for this class was generated from the following file:

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

5.6 Crosstales.RTVoice.AdventureCreator.ACSwitcher Class Reference

Allows to switch scenes with Adventure Creator.

Inheritance diagram for Crosstales.RTVoice.AdventureCreator.ACSwitcher:



Public Member Functions

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

5.6.1 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/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Adventure Creator/Scripts/ACSwitcher.cs

5.7 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.
- [Model.VoiceAlias Voices](#)
Voices for the speech.
- [Model.Enum.SpeakMode Mode](#) = Model.Enum.SpeakMode.Speak
Speak mode (default: 'Speak').
- bool [UseSpeechAudioSource](#) = true
Use speech AudioSource of the character (default: true).
- AudioSource [Source](#)
Origin AudioSource (optional).
- float [Rate](#) = 1f
Speech rate of the speaker in percent (1 = 100%, default: 1, optional).
- float [Pitch](#) = 1f
Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).
- float [Volume](#) = 1f
Volume of the speaker in percent (1 = 100%, default: 1, optional).
- bool [IgnoreCharacter](#) = false
Ignore this character (default: false).
- bool **initialized** = false

5.7.1 Detailed Description

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

5.7.2 Member Data Documentation

5.7.2.1 ACVoiceName

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

Name of the AC-character on-screen.

5.7.2.2 IgnoreCharacter

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

Ignore this character (default: false).

5.7.2.3 Mode

`Model.Enum.SpeakMode` Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Mode = Model.Enum.SpeakMode.Speak

Speak mode (default: 'Speak').

5.7.2.4 Pitch

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

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

5.7.2.5 Rate

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

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

5.7.2.6 Source

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

Origin AudioSource (optional).

5.7.2.7 UseSpeechAudioSource

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

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

5.7.2.8 Voices

`Model.VoiceAlias` Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper.Voices

Voices for the speech.

5.7.2.9 Volume

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

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

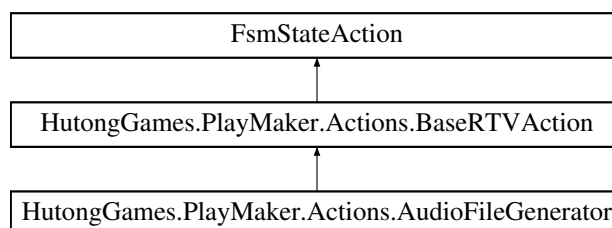
The documentation for this class was generated from the following file:

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

5.8 HutongGames.PlayMaker.Actions.AudioFileGenerator Class Reference

AudioFileGenerator-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.AudioFileGenerator:



Public Member Functions

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

Public Attributes

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

5.8.1 Detailed Description

AudioFileGenerator-action for [PlayMaker](#).

5.8.2 Member Data Documentation

5.8.2.1 Obj

`Crosstales.RTVoice.Tool.AudioFileGenerator` `HutongGames.PlayMaker.Actions.AudioFileGenerator.<←`
 Obj

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

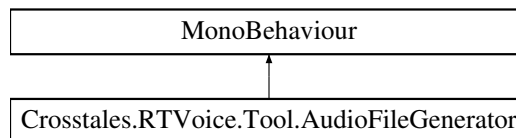
The documentation for this class was generated from the following file:

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

5.9 Crosstales.RTVoice.Tool.AudioFileGenerator Class Reference

Process files with configured speeches.

Inheritance diagram for `Crosstales.RTVoice.Tool.AudioFileGenerator`:



Public Member Functions

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

Generate the audio files from the text files.

Public Attributes

- TextAsset[] **TextFiles**
Text files to generate.
- bool **FileInsideAssets** = true
Are the specified file paths inside the Assets-folder (current project)? If this option is enabled, it prefixes the path with 'Application.dataPath' (default: true).
- **Common.Model.Enum.SampleRate** **SampleRate** = **Common.Model.Enum.SampleRate._48000Hz**
Set the sample rate of the WAV files (default: 48000). Note: this works only under Windows standalone.
- int **BitsPerSample** = 16
Set the bits per sample of the WAV files (default: 16). Note: this works only under Windows standalone.
- int **Channels** = 2
Set the channels of the WAV files (default: 2). Note: this works only under Windows standalone.
- bool **CreateCopy** = false
Creates a copy of the downsampled WAV file and leaves the original intact (default: false). Note: this works only under Windows standalone..
- bool **isNormalize** = false
- bool **GenerateOnStart** = false
Enable generating of the texts on start (default: false).

Properties

- AudioFileGeneratorStart [OnAudioFileGeneratorStart](#)
An event triggered whenever a [AudioFileGenerator](#) 'Generate' is started.
- AudioFileGeneratorComplete [OnAudioFileGeneratorComplete](#)
An event triggered whenever a [AudioFileGenerator](#) 'Generate' is completed.

5.9.1 Detailed Description

Process files with configured speeches.

5.9.2 Member Function Documentation

5.9.2.1 Generate()

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

Generate the audio files from the text files.

5.9.3 Member Data Documentation

5.9.3.1 BitsPerSample

```
int Crosstales.RTVoice.Tool.AudioFileGenerator.BitsPerSample = 16
```

Set the bits per sample of the WAV files (default: 16). Note: this works only under Windows standalone.

5.9.3.2 Channels

```
int Crosstales.RTVoice.Tool.AudioFileGenerator.Channels = 2
```

Set the channels of the WAV files (default: 2). Note: this works only under Windows standalone.

5.9.3.3 CreateCopy

```
bool Crosstales.RTVoice.Tool.AudioFileGenerator.CreateCopy = false
```

Creates a copy of the downsampled WAV file and leaves the original intact (default: false). Note: this works only under Windows standalone..

5.9.3.4 FileInsideAssets

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

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

5.9.3.5 GenerateOnStart

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

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

5.9.3.6 SampleRate

```
Common.Model.Enum.SampleRate Crosstales.RTVoice.Tool.AudioFileGenerator.SampleRate = Common.↵  
Model.Enum.SampleRate._48000Hz
```

Set the sample rate of the WAV files (default: 48000). Note: this works only under Windows standalone.

5.9.3.7 TextFiles

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

Text files to generate.

5.9.4 Property Documentation

5.9.4.1 OnAudioFileGeneratorComplete

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

An event triggered whenever a [AudioFileGenerator](#) 'Generate' is completed.

5.9.4.2 OnAudioFileGeneratorStart

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

An event triggered whenever a [AudioFileGenerator](#) 'Generate' is started.

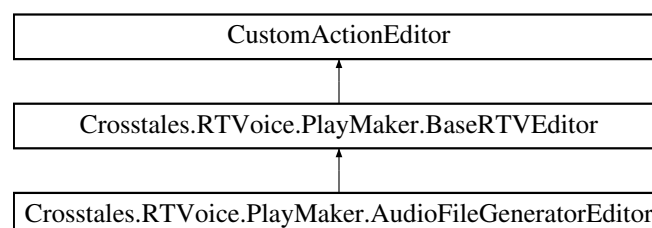
The documentation for this class was generated from the following file:

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

5.10 Crosstales.RTVoice.PlayMaker.AudioFileGeneratorEditor Class Reference

Custom editor for the AudioFileGenerator-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.AudioFileGeneratorEditor:



Additional Inherited Members

5.10.1 Detailed Description

Custom editor for the AudioFileGenerator-action.

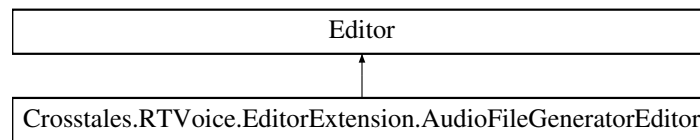
The documentation for this class was generated from the following file:

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

5.11 Crosstales.RTVoice.EditorExtension.AudioFileGeneratorEditor Class Reference

Custom editor for the 'SpeechText'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.AudioFileGeneratorEditor:



Public Member Functions

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

5.11.1 Detailed Description

Custom editor for the 'SpeechText'-class.

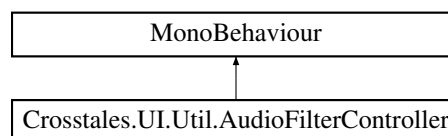
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/↔
Extension/AudioFileGeneratorEditor.cs

5.12 Crosstales.UI.Util.AudioFilterController Class Reference

Controller for audio filters.

Inheritance diagram for Crosstales.UI.Util.AudioFilterController:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **FindAllAudioFilters** ()
Finds all audio filters in the scene.
- void **ResetAudioFilters** ()
Resets all audio filters.
- void **ReverbFilterDropdownChanged** (System.Int32 index)
- void **ChorusFilterEnabled** (bool isEnabled)
- void **EchoFilterEnabled** (bool isEnabled)
- void **DistortionFilterEnabled** (bool isEnabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool isEnabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool isEnabled)
- void **HighPassFilterChanged** (float value)

Public Attributes

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

5.12.1 Detailed Description

Controller for audio filters.

5.12.2 Member Function Documentation

5.12.2.1 FindAllAudioFilters()

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

Finds all audio filters in the scene.

5.12.2.2 ResetAudioFilters()

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

Resets all audio filters.

5.12.3 Member Data Documentation

5.12.3.1 FindAllAudioFiltersOnStart

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

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

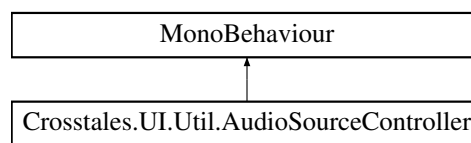
The documentation for this class was generated from the following file:

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

5.13 Crosstales.UI.Util.AudioSourceController Class Reference

Controller for AudioSources.

Inheritance diagram for Crosstales.UI.Util.AudioSourceController:



Public Member Functions

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

Public Attributes

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

5.13.1 Detailed Description

Controller for AudioSources.

5.13.2 Member Function Documentation

5.13.2.1 FindAllAudioSources()

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

Finds all audio sources in the scene.

5.13.2.2 ResetAllAudioSources()

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

Resets all audio sources.

5.13.3 Member Data Documentation

5.13.3.1 AudioSources

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

Active controlled AudioSources.

5.13.3.2 FindAllAudioSourcesOnStart

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

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

5.13.3.3 Loop

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

Loop on/off (default: false).

5.13.3.4 Mute

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

Mute on/off (default: false).

5.13.3.5 Pitch

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

Pitch of the audio (default: 1).

5.13.3.6 ResetAudioSourcesOnStart

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

Resets all active AudioSources (default: true).

5.13.3.7 StereoPan

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

Stereo pan of the audio (default: 0).

5.13.3.8 Volume

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

Volume of the audio (default: 1)

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

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

5.14 Crosstales.RTVoice.Azure.Authentication Class Reference

This class demonstrates how to get a valid O-auth token

Public Member Functions

- async System.Threading.Tasks.Task< string > [Authenticate](#) (string issueTokenUri, string key)
The Authenticate method needs to be called separately since it runs asynchronously and cannot be in the constructor, nor should it block the main Unity thread.
- string [GetAccessToken](#) ()

5.14.1 Detailed Description

This class demonstrates how to get a valid O-auth token

5.14.2 Member Function Documentation

5.14.2.1 Authenticate()

```
async System.Threading.Tasks.Task<string> Crosstales.RTVoice.Azure.Authentication.Authenticate  
(  
    string issueTokenUri,  
    string key )
```

The Authenticate method needs to be called separately since it runs asynchronously and cannot be in the constructor, nor should it block the main Unity thread.

Parameters

<i>issueTokenUri</i>	
<i>key</i>	

Returns

[Authentication](#) task

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

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

5.15 Crosstales.RTVoice.EditorTask.AutoInitialize Class Reference

Automatically adds the necessary prefabs to the current scene.

5.15.1 Detailed Description

Automatically adds the necessary prefabs to the current scene.

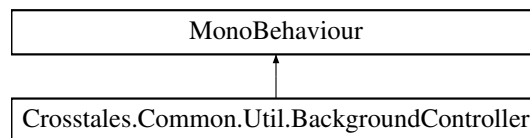
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/↔ Task/AutoInitialize.cs`

5.16 Crosstales.Common.Util.BackgroundController Class Reference

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

Inheritance diagram for `Crosstales.Common.Util.BackgroundController`:



Public Member Functions

- `void Start ()`
- `void FixedUpdate ()`

Public Attributes

- `GameObject[] Objects`
Selected objects to disable in the background for the controller.

5.16.1 Detailed Description

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

5.16.2 Member Data Documentation

5.16.2.1 Objects

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

Selected objects to disable in the background for the controller.

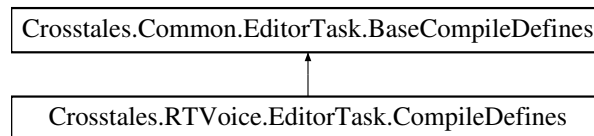
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↔ Util/BackgroundController.cs`

5.17 Crosstales.Common.EditorTask.BaseCompileDefines Class Reference

Base for adding and removing the given symbols to PlayerSettings compiler define symbols.

Inheritance diagram for Crosstales.Common.EditorTask.BaseCompileDefines:



Static Public Member Functions

- static void [AddSymbolsToAllTargets](#) (params string[] symbols)
Adds the given symbols to the compiler defines.
- static void [RemoveSymbolsFromAllTargets](#) (params string[] symbols)
Removes the given symbols from the compiler defines.

Static Protected Member Functions

- static void **addSymbolsToAllTargets** (params string[] symbols)
- static void **removeSymbolsFromAllTargets** (params string[] symbols)
- static void **setCompileDefines** (string[] symbols)

5.17.1 Detailed Description

Base for adding and removing the given symbols to PlayerSettings compiler define symbols.

5.17.2 Member Function Documentation

5.17.2.1 AddSymbolsToAllTargets()

```
static void Crosstales.Common.EditorTask.BaseCompileDefines.AddSymbolsToAllTargets (
    params string[] symbols ) [static]
```

Adds the given symbols to the compiler defines.

Parameters

<i>symbols</i>	Symbols to add to the compiler defines
----------------	--

5.17.2.2 RemoveSymbolsFromAllTargets()

```
static void Crosstales.Common.EditorTask.BaseCompileDefines.RemoveSymbolsFromAllTargets (
    params string[] symbols ) [static]
```

Removes the given symbols from the compiler defines.

Parameters

<i>symbols</i>	Symbols to remove from the compiler defines
----------------	---

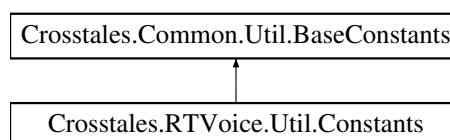
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Editor/↔ Task/BaseCompileDefines.cs

5.18 Crosstales.Common.Util.BaseConstants Class Reference

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

Inheritance diagram for Crosstales.Common.Util.BaseConstants:



Static Public Attributes

- const string **ASSET_AUTHOR** = "crosstales LLC"
Author of the asset.
- const string **ASSET_AUTHOR_URL** = "https://www.crosstales.com"
URL of the asset author.
- const string **ASSET_CT_URL** = "https://assetstore.unity.com/lists/crosstales-42213?aid=1011INGT"
URL of the crosstales assets in UAS.
- const string **ASSET_SOCIAL_DISCORD** = "https://discord.gg/ZbZ2sh4"
URL of the crosstales Discord-channel.
- const string **ASSET_SOCIAL_FACEBOOK** = "https://www.facebook.com/crosstales/"
URL of the crosstales Facebook-profile.
- const string **ASSET_SOCIAL_TWITTER** = "https://twitter.com/crosstales"
URL of the crosstales Twitter-profile.
- const string **ASSET_SOCIAL_YOUTUBE** = "https://www.youtube.com/c/Crosstales"
URL of the crosstales Youtube-profile.
- const string **ASSET_SOCIAL_LINKEDIN** = "https://www.linkedin.com/company/crosstales"

- URL of the crosstales LinkedIn-profile.*
- const string **ASSET_3P_PLAYMAKER** = "https://assetstore.unity.com/packages/slug/368?aid=1011INGT"
- URL of the 3rd party asset "PlayMaker".*
- const string **ASSET_BWF** = "https://assetstore.unity.com/packages/slug/26255?aid=1011INGT"
- URL of the "Badword Filter" asset.*
- const string **ASSET_DJ** = "https://assetstore.unity.com/packages/slug/41993?aid=1011INGT"
- URL of the "DJ" asset.*
- const string **ASSET_FB** = "https://assetstore.unity.com/packages/slug/98713?aid=1011INGT"
- URL of the "File Browser" asset.*
- const string **ASSET_OC** = "https://assetstore.unity.com/packages/slug/74688?aid=1011INGT"
- URL of the "Online Check" asset.*
- const string **ASSET_RADIO** = "https://assetstore.unity.com/packages/slug/32034?aid=1011INGT"
- URL of the "Radio" asset.*
- const string **ASSET_RTV** = "https://assetstore.unity.com/packages/slug/41068?aid=1011INGT"
- URL of the "RT-Voice" asset.*
- const string **ASSET_TB** = "https://assetstore.unity.com/packages/slug/98711?aid=1011INGT"
- URL of the "Turbo Backup" asset.*
- const string **ASSET_TPB** = "https://assetstore.unity.com/packages/slug/98714?aid=1011INGT"
- URL of the "Turbo Builder" asset.*
- const string **ASSET_TPS** = "https://assetstore.unity.com/packages/slug/60040?aid=1011INGT"
- URL of the "Turbo Switch" asset.*
- const string **ASSET_TR** = "https://assetstore.unity.com/packages/slug/61617?aid=1011INGT"
- URL of the "True Random" asset.*
- const int **FACTOR_KB** = 1024
- Factor for kilo bytes.*
- const int **FACTOR_MB** = **FACTOR_KB** * 1024
- Factor for mega bytes.*
- const int **FACTOR_GB** = **FACTOR_MB** * 1024
- Factor for giga bytes.*
- const float **FLOAT_32768** = 32768f
- Float value of 32768.*
- const float **FLOAT_TOLERANCE** = 0.0001f
- Float tolerance.*
- const string **FORMAT_TWO_DECIMAL_PLACES** = "0.00"
- ToString for two decimal places.*
- const string **FORMAT_NO_DECIMAL_PLACES** = "0"
- ToString for no decimal places.*
- const string **FORMAT_PERCENT** = "0%"
- ToString for percent.*
- const bool **DEFAULT_DEBUG** = false
- const string **PATH_DELIMITER_WINDOWS** = @"\"
- Path delimiter for Windows.*
- const string **PATH_DELIMITER_UNIX** = "/"
- Path delimiter for Unix.*
- static bool **DEV_DEBUG** = false
- Development debug logging for the asset.*
- static string **TEXT_TOSTRING_START** = "{"
- static string **TEXT_TOSTRING_END** = "}"
- static string **TEXT_TOSTRING_DELIMITER** = ", "
- static string **TEXT_TOSTRING_DELIMITER_END** = ""
- static string **PREFIX_HTTP** = "http://"

- static string **PREFIX_HTTPS** = "https://"
- static int **PROCESS_KILL_TIME** = 5000
Kill processes after 5000 milliseconds.
- static string **CMD_WINDOWS_PATH** = @"C:\Windows\system32\cmd.exe"
Path to the cmd under Windows.
- static bool **SHOW_BWF_BANNER** = true
Show the BWF banner.
- static bool **SHOW_DJ_BANNER** = true
Show the DJ banner.
- static bool **SHOW_FB_BANNER** = true
Show the FB banner.
- static bool **SHOW_OC_BANNER** = true
Show the OC banner.
- static bool **SHOW_RADIO_BANNER** = true
Show the Radio banner.
- static bool **SHOW_RTV_BANNER** = true
Show the RTV banner.
- static bool **SHOW_TB_BANNER** = true
Show the TB banner.
- static bool **SHOW_TPB_BANNER** = true
Show the TPB banner.
- static bool **SHOW_TPS_BANNER** = true
Show the TPS banner.
- static bool **SHOW_TR_BANNER** = true
Show the TR banner.

Properties

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

5.18.1 Detailed Description

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

5.18.2 Member Data Documentation

5.18.2.1 ASSET_3P_PLAYMAKER

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_PLAYMAKER = "https://assetstore.↵
unity.com/packages/slug/368?aid=10111NGT" [static]
```

URL of the 3rd party asset "PlayMaker".

5.18.2.2 ASSET_AUTHOR

```
const string Crosstales.Common.Util.BaseConstants.ASSET_AUTHOR = "crosstales LLC" [static]
```

Author of the asset.

5.18.2.3 ASSET_AUTHOR_URL

```
const string Crosstales.Common.Util.BaseConstants.ASSET_AUTHOR_URL = "https://www.crosstales.com" [static]
```

URL of the asset author.

5.18.2.4 ASSET_BWF

```
const string Crosstales.Common.Util.BaseConstants.ASSET_BWF = "https://assetstore.unity.com/packages/slug/26255?aid=10111NGT" [static]
```

URL of the "Badword Filter" asset.

5.18.2.5 ASSET_CT_URL

```
const string Crosstales.Common.Util.BaseConstants.ASSET_CT_URL = "https://assetstore.unity.com/lists/crosstales-42213?aid=10111NGT" [static]
```

URL of the crosstales assets in UAS.

5.18.2.6 ASSET_DJ

```
const string Crosstales.Common.Util.BaseConstants.ASSET_DJ = "https://assetstore.unity.com/packages/slug/41993?aid=10111NGT" [static]
```

URL of the "DJ" asset.

5.18.2.7 ASSET_FB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_FB = "https://assetstore.unity.com/packages/slug/98713?aid=10111NGT" [static]
```

URL of the "File Browser" asset.

5.18.2.8 ASSET_OC

```
const string Crosstales.Common.Util.BaseConstants.ASSET_OC = "https://assetstore.unity.↵  
com/packages/slug/74688?aid=10111NGT" [static]
```

URL of the "Online Check" asset.

5.18.2.9 ASSET_RADIO

```
const string Crosstales.Common.Util.BaseConstants.ASSET_RADIO = "https://assetstore.unity.↵  
com/packages/slug/32034?aid=10111NGT" [static]
```

URL of the "Radio" asset.

5.18.2.10 ASSET_RTV

```
const string Crosstales.Common.Util.BaseConstants.ASSET_RTV = "https://assetstore.unity.↵  
com/packages/slug/41068?aid=10111NGT" [static]
```

URL of the "RT-Voice" asset.

5.18.2.11 ASSET_SOCIAL_DISCORD

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_DISCORD = "https://discord.↵  
gg/ZbZ2sh4" [static]
```

URL of the crosstales Discord-channel.

5.18.2.12 ASSET_SOCIAL_FACEBOOK

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_FACEBOOK = "https://www.↵  
facebook.com/crosstales/" [static]
```

URL of the crosstales Facebook-profile.

5.18.2.13 ASSET_SOCIAL_LINKEDIN

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_LINKEDIN = "https://www.↵  
linkedin.com/company/crosstales" [static]
```

URL of the crosstales LinkedIn-profile.

5.18.2.14 ASSET_SOCIAL_TWITTER

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_TWITTER = "https://twitter.↵  
com/crosstales" [static]
```

URL of the crosstales Twitter-profile.

5.18.2.15 ASSET_SOCIAL_YOUTUBE

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_YOUTUBE = "https://www.youtube.↵  
com/c/Crosstales" [static]
```

URL of the crosstales Youtube-profile.

5.18.2.16 ASSET_TB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TB = "https://assetstore.unity.↵  
com/packages/slug/98711?aid=10111NGT" [static]
```

URL of the "Turbo Backup" asset.

5.18.2.17 ASSET_TPB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TPB = "https://assetstore.unity.↵  
com/packages/slug/98714?aid=10111NGT" [static]
```

URL of the "Turbo Builder" asset.

5.18.2.18 ASSET_TPS

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TPS = "https://assetstore.unity.↵  
com/packages/slug/60040?aid=10111NGT" [static]
```

URL of the "Turbo Switch" asset.

5.18.2.19 ASSET_TR

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TR = "https://assetstore.unity.↵  
com/packages/slug/61617?aid=10111NGT" [static]
```

URL of the "True Random" asset.

5.18.2.20 CMD_WINDOWS_PATH

```
string Crosstales.Common.Util.BaseConstants.CMD_WINDOWS_PATH = @"C:\Windows\system32\cmd.exe"  
[static]
```

Path to the cmd under Windows.

5.18.2.21 DEV_DEBUG

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

Development debug logging for the asset.

5.18.2.22 FACTOR_GB

```
const int Crosstales.Common.Util.BaseConstants.FACTOR_GB = FACTOR_MB * 1024 [static]
```

Factor for giga bytes.

5.18.2.23 FACTOR_KB

```
const int Crosstales.Common.Util.BaseConstants.FACTOR_KB = 1024 [static]
```

Factor for kilo bytes.

5.18.2.24 FACTOR_MB

```
const int Crosstales.Common.Util.BaseConstants.FACTOR_MB = FACTOR_KB * 1024 [static]
```

Factor for mega bytes.

5.18.2.25 FLOAT_32768

```
const float Crosstales.Common.Util.BaseConstants.FLOAT_32768 = 32768f [static]
```

Float value of 32768.

5.18.2.26 FLOAT_TOLERANCE

```
const float Crosstales.Common.Util.BaseConstants.FLOAT_TOLERANCE = 0.0001f [static]
```

Float tolerance.

5.18.2.27 FORMAT_NO_DECIMAL_PLACES

```
const string Crosstales.Common.Util.BaseConstants.FORMAT_NO_DECIMAL_PLACES = "0" [static]
```

ToString for no decimal places.

5.18.2.28 FORMAT_PERCENT

```
const string Crosstales.Common.Util.BaseConstants.FORMAT_PERCENT = "0%" [static]
```

ToString for percent.

5.18.2.29 FORMAT_TWO_DECIMAL_PLACES

```
const string Crosstales.Common.Util.BaseConstants.FORMAT_TWO_DECIMAL_PLACES = "0.00" [static]
```

ToString for two decimal places.

5.18.2.30 PATH_DELIMITER_UNIX

```
const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_UNIX = "/" [static]
```

Path delimiter for Unix.

5.18.2.31 PATH_DELIMITER_WINDOWS

```
const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_WINDOWS = @"\" [static]
```

Path delimiter for Windows.

5.18.2.32 PROCESS_KILL_TIME

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

Kill processes after 5000 milliseconds.

5.18.2.33 SHOW_BWF_BANNER

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

Show the BWF banner.

5.18.2.34 SHOW_DJ_BANNER

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

Show the DJ banner.

5.18.2.35 SHOW_FB_BANNER

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

Show the FB banner.

5.18.2.36 SHOW_OC_BANNER

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

Show the OC banner.

5.18.2.37 SHOW_RADIO_BANNER

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

Show the Radio banner.

5.18.2.38 SHOW_RTV_BANNER

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

Show the RTV banner.

5.18.2.39 SHOW_TB_BANNER

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

Show the TB banner.

5.18.2.40 SHOW_TPB_BANNER

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

Show the TPB banner.

5.18.2.41 SHOW_TPS_BANNER

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

Show the TPS banner.

5.18.2.42 SHOW_TR_BANNER

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

Show the TR banner.

5.18.3 Property Documentation

5.18.3.1 APPLICATION_PATH

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

Application path.

5.18.3.2 PREFIX_FILE

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

URL prefix for files.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↔ Util/BaseConstants.cs

5.19 Crosstales.RTVoice.Provider.BaseCustomVoiceProvider Class Reference

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

Inheritance diagram for Crosstales.RTVoice.Provider.BaseCustomVoiceProvider:



Public Member Functions

- virtual void [Silence](#) ()
Silence all active TTS-providers.
- virtual void [Silence](#) (string uid)
Silence the current TTS-provider (native mode).
- abstract IEnumerator [SpeakNative](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode).
- abstract IEnumerator [Speak](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice.
- abstract IEnumerator [Generate](#) ([Model.Wrapper](#) wrapper)
The current provider generates an audio file from a text with a given voice.
- abstract void [Load](#) ()
Load the provider (e.g. all voices).
- abstract void [SpeakNativeInEditor](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).
- abstract void [GenerateInEditor](#) ([Model.Wrapper](#) wrapper)
Generates an audio file with the current provider (Editor only).

Protected Member Functions

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

Static Protected Member Functions

- static string **getValidXML** (string xml)

Protected Attributes

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

Static Protected Attributes

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

Properties

- VoicesReady [OnVoicesReady](#)
An event triggered whenever the voices of a provider are ready.
- SpeakStart [OnSpeakStart](#)
An event triggered whenever a speak is started.
- SpeakComplete [OnSpeakComplete](#)
An event triggered whenever a speak is completed.
- SpeakCurrentWord [OnSpeakCurrentWord](#)
An event triggered whenever a new word is spoken (native, Windows and iOS only).
- SpeakCurrentPhoneme [OnSpeakCurrentPhoneme](#)
An event triggered whenever a new phoneme is spoken (native mode, Windows only).
- SpeakCurrentViseme [OnSpeakCurrentViseme](#)
An event triggered whenever a new viseme is spoken (native mode, Windows only).
- SpeakAudioGenerationStart [OnSpeakAudioGenerationStart](#)

An event triggered whenever a speak audio generation is started.

- SpeakAudioGenerationComplete [OnSpeakAudioGenerationComplete](#)

An event triggered whenever a speak audio generation is completed.

- ErrorInfo [OnErrorInfo](#)

An event triggered whenever an error occurs.

- bool **isActive** [get, set]
- abstract string **AudioFileExtension** [get]
- abstract AudioType **AudioFileType** [get]
- abstract string **DefaultVoiceName** [get]
- virtual System.Collections.Generic.List< [Model.Voice](#) > **Voices** [get]
- abstract bool **isWorkingInEditor** [get]
- abstract bool **isWorkingInPlaymode** [get]
- abstract int **MaxTextLength** [get]
- abstract bool **isSpeakNativeSupported** [get]
- abstract bool **isSpeakSupported** [get]
- abstract bool **isPlatformSupported** [get]
- abstract bool **isSSMLSupported** [get]
- abstract bool **isOnlineService** [get]
- abstract bool **hasCoRoutines** [get]
- abstract bool **isIL2CPPSupported** [get]
- abstract bool **hasVoicesInEditor** [get]
- System.Collections.Generic.List< string > **Cultures** [get]

5.19.1 Detailed Description

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

5.19.2 Member Function Documentation

5.19.2.1 Generate()

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

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

Parameters

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

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.VoiceProviderExample](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

5.19.2.2 GenerateInEditor()

```
abstract void Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.GenerateInEditor (
    Model.Wrapper wrapper ) [pure virtual]
```

Generates an audio file with the current provider (Editor only).

Parameters

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

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.VoiceProviderExample](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

5.19.2.3 Load()

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

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

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.VoiceProviderExample](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

5.19.2.4 Silence() [1/2]

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

Silence all active TTS-providers.

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Reimplemented in [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), and [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#).

5.19.2.5 Silence() [2/2]

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

Silence the current TTS-provider (native mode).

Parameters

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

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Reimplemented in [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#).

5.19.2.6 Speak()

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

The current provider speaks a text with a given voice.

Parameters

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

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.VoiceProviderExample](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

5.19.2.7 SpeakNative()

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

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

Parameters

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

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.VoiceProviderExample](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

5.19.2.8 SpeakNativeInEditor()

```
abstract void Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.SpeakNativeInEditor (
    Model.Wrapper wrapper ) [pure virtual]
```

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

Parameters

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

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.VoiceProviderExample](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

5.19.3 Property Documentation

5.19.3.1 OnErrorInfo

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

An event triggered whenever an error occurs.

5.19.3.2 OnSpeakAudioGenerationComplete

```
SpeakAudioGenerationComplete Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeak↔
AudioGenerationComplete [add], [remove]
```

An event triggered whenever a speak audio generation is completed.

5.19.3.3 OnSpeakAudioGenerationStart

```
SpeakAudioGenerationStart Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.OnSpeakAudio↔
GenerationStart [add], [remove]
```

An event triggered whenever a speak audio generation is started.

5.19.3.4 OnSpeakComplete

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

An event triggered whenever a speak is completed.

5.19.3.5 OnSpeakCurrentPhoneme

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

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

5.19.3.6 OnSpeakCurrentViseme

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

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

5.19.3.7 OnSpeakCurrentWord

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

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

5.19.3.8 OnSpeakStart

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

An event triggered whenever a speak is started.

5.19.3.9 OnVoicesReady

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

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

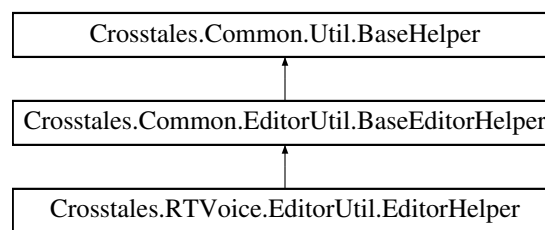
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵ Provider/BaseCustomVoiceProvider.cs

5.20 Crosstales.Common.EditorUtil.BaseEditorHelper Class Reference

Base for various Editor helper functions.

Inheritance diagram for Crosstales.Common.EditorUtil.BaseEditorHelper:



Static Public Member Functions

- static void [RestartUnity](#) (string executeMethod="")
Restart Unity.
- static void [SeparatorUI](#) (int space=12)
Shows a separator-UI.
- static void [ReadOnlyTextField](#) (string label, string text)
Generates a read-only text field with a label.
- static void [RefreshAssetDatabase](#) (ImportAssetOptions options=ImportAssetOptions.Default)
Refreshes the asset database.
- static void [InvokeMethod](#) (string className, string methodName, params object[] parameters)
Invokes a public static method on a full qualified class.
- static bool [IsValidBuildTarget](#) (BuildTarget target)
Returns the true if the BuildTarget is installed in Unity.
- static string [getCLIArgument](#) (string name)
Returns an argument for a name from the command line.
- static BuildTarget [getBuildTargetForBuildName](#) (string build)
Returns the BuildTarget for a build name, like 'win64'.
- static string [getBuildNameFromBuildTarget](#) (BuildTarget build)
Returns the build name for a BuildTarget.
- static System.Collections.Generic.List< T > [FindAssetsByType< T > \(\)](#)
Returns assets for a certain type.

Properties

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

Additional Inherited Members

5.20.1 Detailed Description

Base for various Editor helper functions.

5.20.2 Member Function Documentation

5.20.2.1 FindAssetsByType< T >()

```
static System.Collections.Generic.List<T> Crosstales.Common.EditorUtil.BaseEditorHelper.FindAssetsByType< T > ( ) [static]
```

Returns assets for a certain type.

Returns

List of assets for a certain type.

Type Constraints

T: *Object*

5.20.2.2 getBuildNameFromBuildTarget()

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

Returns the build name for a BuildTarget.

Parameters

<i>build</i>	BuildTarget for a build name
--------------	------------------------------

Returns

The build name for a BuildTarget.

5.20.2.3 getBuildTargetForBuildName()

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

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

Parameters

<i>build</i>	Build name, like 'win64'
--------------	--------------------------

Returns

The BuildTarget for a build name.

5.20.2.4 getCLIArgument()

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

Returns an argument for a name from the command line.

Parameters

<i>name</i>	Name for the argument
-------------	-----------------------

Returns

True if the BuildTarget is installed in Unity.

5.20.2.5 InvokeMethod()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.InvokeMethod (
    string className,
    string methodName,
    params object[] parameters ) [static]
```

Invokes a public static method on a full qualified class.

Parameters

<i>className</i>	Full qualified name of the class
<i>methodName</i>	Public static method of the class to execute
<i>parameters</i>	Parameters for the method (optional)

5.20.2.6 isValidBuildTarget()

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

Returns the true if the BuildTarget is installed in Unity.

Parameters

<i>target</i>	BuildTarget to test
---------------	---------------------

Returns

True if the BuildTarget is installed in Unity.

5.20.2.7 ReadOnlyTextField()

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

Generates a read-only text field with a label.

5.20.2.8 RefreshAssetDatabase()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.RefreshAssetDatabase (
    ImportAssetOptions options = ImportAssetOptions.Default ) [static]
```

Refreshes the asset database.

Parameters

<i>options</i>	Asset import options (default: ImportAssetOptions.Default, optional).
----------------	---

5.20.2.9 RestartUnity()

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

Restart Unity.

Parameters

<i>executeMethod</i>	Executed method after the restart (optional)
----------------------	--

5.20.2.10 SeparatorUI()

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

Shows a separator-UI.

Parameters

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

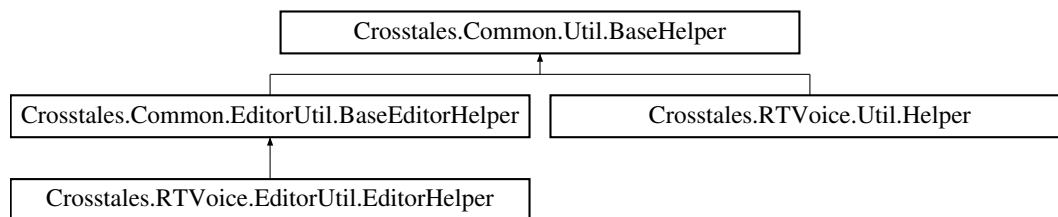
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Editor/↔ Util/BaseEditorHelper.cs

5.21 Crosstales.Common.Util.BaseHelper Class Reference

Base for various helper functions.

Inheritance diagram for Crosstales.Common.Util.BaseHelper:



Static Public Member Functions

- static string [CreateString](#) (string replaceChars, int stringLength)
Creates a string of characters with a given length.
- static bool [hasActiveClip](#) (AudioSource source)
Determines if an AudioSource has an active clip.
- static bool [RemoteCertificateValidationCallback](#) (System.Object sender, System.Security.Cryptography.X509Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)
HTTPS-certification callback.
- static string [ValidatePath](#) (string path, bool addEndDelimiter=true)
Validates a given path and add missing slash.
- static string [ValidateFile](#) (string path)
Validates a given file.
- static string[] [GetFiles](#) (string path, bool isRecursive=false, params string[] extensions)
Find files inside a path.
- static string[] [GetDirectories](#) (string path, bool isRecursive=false)
Find directories inside.
- static string [ValidURLFromFilePath](#) (string path)
Validates a given file.
- static string [CleanUrl](#) (string url, bool removeProtocol=true, bool removeWWW=true, bool removeSlash=true)
Cleans a given URL.
- static string [ClearTags](#) (string text)
Cleans a given text from tags.
- static string [ClearSpaces](#) (string text)
Cleans a given text from multiple spaces.
- static string [ClearLineEndings](#) (string text)
Cleans a given text from line endings.
- static System.Collections.Generic.List< string > [SplitStringToLines](#) (string text, bool ignoreCommented↔ Lines=true, int skipHeaderLines=0, int skipFooterLines=0)

- Split the given text to lines and return it as list.*
 - static string [FormatBytesToHRF](#) (long bytes)
 - Format byte-value to Human-Readable-Form.*
 - static string [FormatSecondsToHourMinSec](#) (double seconds)
 - Format seconds to Human-Readable-Form.*
 - static Color [HSVToRGB](#) (float h, float s, float v, float a=1f)
 - Generate nice HSV colors. Based on <https://gist.github.com/rje/6206099>*
 - static bool [IsValidURL](#) (string url)
 - Checks if the URL is valid.*
 - static void [FileCopy](#) (string inputFile, string outputFile, bool move=false)
 - Copy or move a file.*
 - static void [ShowFileLocation](#) (string file)
 - Shows the location of a path or file in OS file explorer. NOTE: only works for standalone platforms*
 - static void [OpenFile](#) (string file)
 - Opens a file with the OS default application. NOTE: only works for standalone platforms*
 - static string [getIP](#) (string host)
 - Returns the IP of a given host name.*

Static Public Attributes

- static readonly System.Globalization.CultureInfo **BaseCulture**

Static Protected Attributes

- static readonly System.Text.RegularExpressions.Regex **lineEndingsRegex**
- static readonly System.Text.RegularExpressions.Regex **cleanSpacesRegex**
- static readonly System.Text.RegularExpressions.Regex **cleanTagsRegex**
- static readonly System.Random **rnd** = new System.Random()
- const string **file_prefix** = "file://"

Properties

- static bool [isInternetAvailable](#) [get]
 - Checks if an Internet connection is available.*
- static bool [isWindowsPlatform](#) [get]
 - Checks if the current platform is Windows.*
- static bool [isMacOSPlatform](#) [get]
 - Checks if the current platform is OSX.*
- static bool [isLinuxPlatform](#) [get]
 - Checks if the current platform is Linux.*
- static bool [isStandalonePlatform](#) [get]
 - Checks if the current platform is standalone (Windows, macOS or Linux).*
- static bool [isAndroidPlatform](#) [get]
 - Checks if the current platform is Android.*
- static bool [isIOSPlatform](#) [get]
 - Checks if the current platform is iOS.*
- static bool [isTvOSPlatform](#) [get]
 - Checks if the current platform is tvOS.*
- static bool [isWSAPlatform](#) [get]

- Checks if the current platform is WSA.*

 - static bool [isXboxOnePlatform](#) [get]
- Checks if the current platform is XboxOne.*

 - static bool [isPS4Platform](#) [get]
- Checks if the current platform is PS4.*

 - static bool [isWebGLPlatform](#) [get]
- Checks if the current platform is WebGL.*

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

 - static bool [isWindowsBasedPlatform](#) [get]
- Checks if the current platform is Windows-based (Windows standalone, WSA or XboxOne).*

 - static bool [isWSABasedPlatform](#) [get]
- Checks if the current platform is WSA-based (WSA or XboxOne).*

 - static bool [isAppleBasedPlatform](#) [get]
- Checks if the current platform is Apple-based (macOS standalone, iOS or tvOS).*

 - static bool [isIOSBasedPlatform](#) [get]
- Checks if the current platform is iOS-based (iOS or tvOS).*

 - static bool [isEditor](#) [get]
- Checks if we are inside the Editor.*

 - static bool [isWindowsEditor](#) [get]
- Checks if we are inside the Windows Editor.*

 - static bool [isMacOSEditor](#) [get]
- Checks if we are inside the macOS Editor.*

 - static bool [isLinuxEditor](#) [get]
- Checks if we are inside the Linux Editor.*

 - static bool [isEditorMode](#) [get]
- Checks if we are in Editor mode.*

 - static bool [isIL2CPP](#) [get]
- Checks if the current build target uses IL2CPP.*

 - static [Model.Enum.Platform?](#) [CurrentPlatform](#) [get]
- Returns the current platform.*

 - static string [StreamingAssetsPath](#) [get]
- Returns the path to the the "Streaming Assets".*

5.21.1 Detailed Description

Base for various helper functions.

5.21.2 Member Function Documentation

5.21.2.1 CleanUrl()

```
static string Crosstales.Common.Util.BaseHelper.CleanUrl (
    string url,
    bool removeProtocol = true,
    bool removeWWW = true,
    bool removeSlash = true ) [static]
```

Cleans a given URL.

Parameters

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

Returns

Clean URL

5.21.2.2 ClearLineEndings()

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

Cleans a given text from line endings.

Parameters

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

Returns

Clean text without line endings.

5.21.2.3 ClearSpaces()

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

Cleans a given text from multiple spaces.

Parameters

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

Returns

Clean text without multiple spaces.

5.21.2.4 ClearTags()

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

Cleans a given text from tags.

Parameters

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

Returns

Clean text without tags.

5.21.2.5 CreateString()

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

Creates a string of characters with a given length.

Parameters

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

Returns

Generated string

5.21.2.6 FileCopy()

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

Copy or move a file.

Parameters

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

5.21.2.7 FormatBytesToHRF()

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

Format byte-value to Human-Readable-Form.

Returns

Formatted byte-value in Human-Readable-Form.

5.21.2.8 FormatSecondsToHourMinSec()

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

Format seconds to Human-Readable-Form.

Returns

Formatted seconds in Human-Readable-Form.

5.21.2.9 GetDirectories()

```
static string [] Crosstales.Common.Util.BaseHelper.GetDirectories (
    string path,
    bool isRecursive = false ) [static]
```

Find directories inside.

Parameters

<i>path</i>	Path to find the directories
<i>isRecursive</i>	Recursive search (default: false, optional)

Returns

Returns array of the found directories inside the path. Zero length array when an error occurred.

5.21.2.10 GetFiles()

```
static string [] Crosstales.Common.Util.BaseHelper.GetFiles (
    string path,
    bool isRecursive = false,
    params string[] extensions ) [static]
```

Find files inside a path.

Parameters

<i>path</i>	Path to find the files
<i>isRecursive</i>	Recursive search (default: false, optional)
<i>extensions</i>	Extensions for the file search, e.g. "png" (optional)

Returns

Returns array of the found files inside the path (alphabetically ordered). Zero length array when an error occurred.

5.21.2.11 getIP()

```
static string Crosstales.Common.Util.BaseHelper.getIP (
    string host ) [static]
```

Returns the IP of a given host name.

Parameters

<i>host</i>	Host name
-------------	-----------

Returns

IP of a given host name.

5.21.2.12 hasActiveClip()

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

Determines if an AudioSource has an active clip.

Parameters

<i>source</i>	AudioSource to check.
---------------	-----------------------

Returns

True if the AudioSource has an active clip.

5.21.2.13 HSVToRGB()

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

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

Parameters

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

Returns

True if the current platform is supported.

5.21.2.14 isValidURL()

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

Checks if the URL is valid.

Parameters

<i>url</i>	URL to check
------------	--------------

Returns

True if the URL is valid.

5.21.2.15 OpenFile()

```
static void Crosstales.Common.Util.BaseHelper.OpenFile (
    string file ) [static]
```

Opens a file with the OS default application. NOTE: only works for standalone platforms

Parameters

<i>file</i>	File path
-------------	-----------

5.21.2.16 RemoteCertificateValidationCallback()

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

HTTPS-certification callback.

5.21.2.17 ShowFileLocation()

```
static void Crosstales.Common.Util.BaseHelper.ShowFileLocation (
    string file ) [static]
```

Shows the location of a path or file in OS file explorer. NOTE: only works for standalone platforms

Parameters

<i>file</i>	File path
-------------	-----------

5.21.2.18 SplitStringToLines()

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

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

Parameters

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

Returns

Splitted lines as array

5.21.2.19 ValidateFile()

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

Validates a given file.

Parameters

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

Returns

Valid file path

5.21.2.20 ValidatePath()

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

Validates a given path and add missing slash.

Parameters

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

Returns

Valid path

5.21.2.21 ValidURLFromFilePath()

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

Validates a given file.

Parameters

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

Returns

Valid file path

5.21.3 Member Data Documentation

5.21.3.1 BaseCulture

readonly System.Globalization.CultureInfo Crosstales.Common.Util.BaseHelper.BaseCulture [static]

Initial value:

```
=  
    new System.Globalization.CultureInfo("en-US")
```

5.21.3.2 cleanSpacesRegex

readonly System.Text.RegularExpressions.Regex Crosstales.Common.Util.BaseHelper.cleanSpaces↵
Regex [static], [protected]

Initial value:

```
=  
    new System.Text.RegularExpressions.Regex(@"\s+")
```

5.21.3.3 cleanTagsRegex

readonly System.Text.RegularExpressions.Regex Crosstales.Common.Util.BaseHelper.cleanTagsRegex
[static], [protected]

Initial value:

```
=  
    new System.Text.RegularExpressions.Regex(@"<.*?>")
```

5.21.3.4 lineEndingsRegex

readonly System.Text.RegularExpressions.Regex Crosstales.Common.Util.BaseHelper.lineEndings↵
Regex [static], [protected]

Initial value:

```
=  
    new System.Text.RegularExpressions.Regex(@"\r\n|\r|\n")
```

5.21.4 Property Documentation

5.21.4.1 CurrentPlatform

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

Returns the current platform.

Returns

The current platform.

5.21.4.2 isAndroidPlatform

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

Checks if the current platform is Android.

Returns

True if the current platform is Android.

5.21.4.3 isAppleBasedPlatform

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

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

Returns

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

5.21.4.4 isEditor

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

Checks if we are inside the Editor.

Returns

True if we are inside the Editor.

5.21.4.5 isEditorMode

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

Checks if we are in Editor mode.

Returns

True if in Editor mode.

5.21.4.6 isIL2CPP

```
bool Crosstales.Common.Util.BaseHelper.isIL2CPP [static], [get]
```

Checks if the current build target uses IL2CPP.

Returns

True if the current build target uses IL2CPP.

5.21.4.7 isInternetAvailable

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

Checks if an Internet connection is available.

Returns

True if an Internet connection is available.

5.21.4.8 isIOSBasedPlatform

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

Checks if the current platform is iOS-based (iOS or tvOS).

Returns

True if the current platform is iOS-based (iOS or tvOS).

5.21.4.9 isIOSPlatform

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

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

5.21.4.10 isLinuxEditor

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

Checks if we are inside the Linux Editor.

Returns

True if we are inside the Linux Editor.

5.21.4.11 isLinuxPlatform

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

Checks if the current platform is Linux.

Returns

True if the current platform is Linux.

5.21.4.12 isMacOSEditor

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

Checks if we are inside the macOS Editor.

Returns

True if we are inside the macOS Editor.

5.21.4.13 isMacOSPlatform

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

Checks if the current platform is OSX.

Returns

True if the current platform is OSX.

5.21.4.14 isPS4Platform

```
bool Crosstales.Common.Util.BaseHelper.isPS4Platform [static], [get]
```

Checks if the current platform is PS4.

Returns

True if the current platform is PS4.

5.21.4.15 isStandalonePlatform

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

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

Returns

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

5.21.4.16 isTvOSPlatform

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

Checks if the current platform is tvOS.

Returns

True if the current platform is tvOS.

5.21.4.17 isWebGLPlatform

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

Checks if the current platform is WebGL.

Returns

True if the current platform is WebGL.

5.21.4.18 isWebPlatform

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

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

Returns

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

5.21.4.19 isWindowsBasedPlatform

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

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

Returns

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

5.21.4.20 isWindowsEditor

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

Checks if we are inside the Windows Editor.

Returns

True if we are inside the Windows Editor.

5.21.4.21 isWindowsPlatform

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

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

5.21.4.22 isWSABasedPlatform

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

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

Returns

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

5.21.4.23 isWSAPlatform

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

Checks if the current platform is WSA.

Returns

True if the current platform is WSA.

5.21.4.24 isXboxOnePlatform

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

Checks if the current platform is XboxOne.

Returns

True if the current platform is XboxOne.

5.21.4.25 StreamingAssetsPath

```
string Crosstales.Common.Util.BaseHelper.StreamingAssetsPath [static], [get]
```

Returns the path to the the "Streaming Assets".

Returns

The path to the the "Streaming Assets".

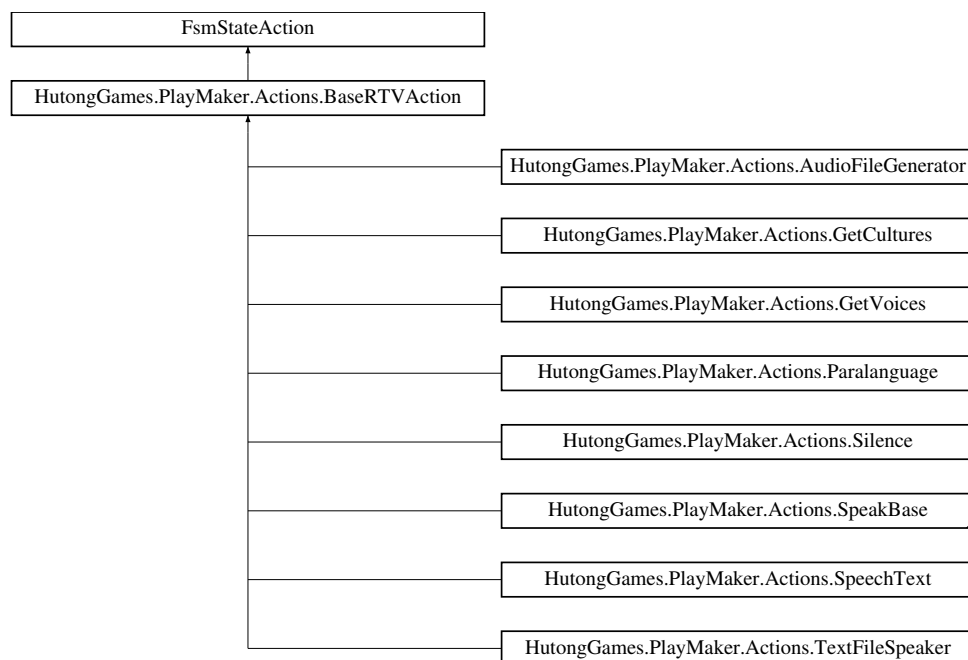
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↵ Util/BaseHelper.cs

5.22 HutongGames.PlayMaker.Actions.BaseRTVAction Class Reference

Base class for RT-Voice actions in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseRTVAction:



Public Attributes

- FsmEvent **sendEvent**

5.22.1 Detailed Description

Base class for RT-Voice actions in [PlayMaker](#).

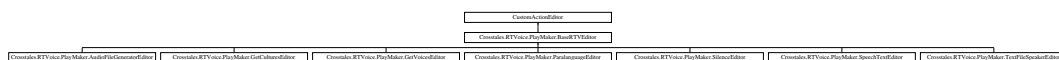
The documentation for this class was generated from the following file:

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

5.23 Crosstales.RTVoice.PlayMaker.BaseRTVEditor Class Reference

Base class for RT-Voice custom editors in [PlayMaker](#).

Inheritance diagram for Crosstales.RTVoice.PlayMaker.BaseRTVEditor:



Public Member Functions

- override bool **OnGUI** ()

5.23.1 Detailed Description

Base class for RT-Voice custom editors in [PlayMaker](#).

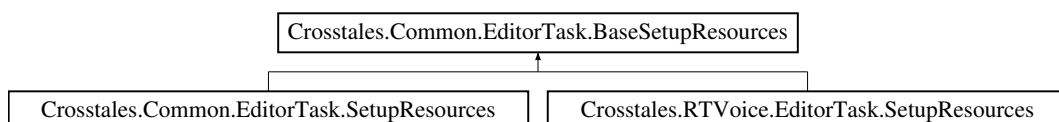
The documentation for this class was generated from the following file:

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

5.24 Crosstales.Common.EditorTask.BaseSetupResources Class Reference

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

Inheritance diagram for Crosstales.Common.EditorTask.BaseSetupResources:



Static Protected Member Functions

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

5.24.1 Detailed Description

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

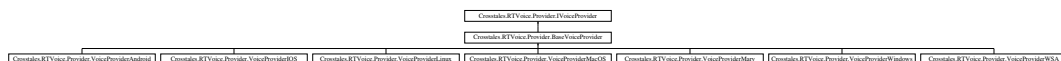
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Editor/↔ Task/BaseSetupResources.cs

5.25 Crosstales.RTVoice.Provider.BaseVoiceProvider Class Reference

Base class for voice providers.

Inheritance diagram for Crosstales.RTVoice.Provider.BaseVoiceProvider:



Public Member Functions

- virtual void **Silence** ()
Silence all active TTS-providers.
- virtual void **Silence** (string uid)
Silence the current TTS-provider (native mode).
- abstract IEnumerator **SpeakNative** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- abstract IEnumerator **Speak** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- abstract IEnumerator **Generate** (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.
- abstract void **GenerateInEditor** (Model.Wrapper wrapper)
Generates an audio file with the current provider (Editor only).

Protected Member Functions

- BaseVoiceProvider** (MonoBehaviour obj)
Constructor for a VoiceProvider.
- void **startProcess** (ref Common.Util.CTProcess process, int timeout=0, bool eventOutputData=false, bool eventErrorData=false, bool redirectOutputData=true, bool redirectErrorData=true) protected static void startProcess(ref System.Diagnostics.Process process)

Protected Attributes

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

Static Protected Attributes

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

Properties

- static VoicesReady [OnVoicesReady](#)
An event triggered whenever the voices of a provider are ready.
- static SpeakStart [OnSpeakStart](#)
An event triggered whenever a speak is started.
- static SpeakComplete [OnSpeakComplete](#)
An event triggered whenever a speak is completed.
- static SpeakCurrentWord [OnSpeakCurrentWord](#)
An event triggered whenever a new word is spoken (native, Windows and iOS only).
- static SpeakCurrentPhoneme [OnSpeakCurrentPhoneme](#)
An event triggered whenever a new phoneme is spoken (native mode, Windows only).
- static SpeakCurrentViseme [OnSpeakCurrentViseme](#)
An event triggered whenever a new viseme is spoken (native mode, Windows only).
- static SpeakAudioGenerationStart [OnSpeakAudioGenerationStart](#)
An event triggered whenever a speak audio generation is started.
- static SpeakAudioGenerationComplete [OnSpeakAudioGenerationComplete](#)
An event triggered whenever a speak audio generation is completed.
- static ErrorInfo [OnErrorInfo](#)
An event triggered whenever an error occurs.
- abstract string **AudioFileExtension** [get]
- abstract AudioType **AudioFileType** [get]
- abstract string **DefaultVoiceName** [get]
- virtual System.Collections.Generic.List< [Model.Voice](#) > **Voices** [get]
- abstract bool **isWorkingInEditor** [get]
- abstract bool **isWorkingInPlaymode** [get]
- abstract int **MaxTextLength** [get]
- abstract bool **isSpeakNativeSupported** [get]
- abstract bool **isSpeakSupported** [get]
- abstract bool **isPlatformSupported** [get]
- abstract bool **isSSMLSupported** [get]
- abstract bool **isOnlineService** [get]
- abstract bool **hasCoRoutines** [get]
- abstract bool **isL2CPPSupported** [get]
- abstract bool **hasVoicesInEditor** [get]
- System.Collections.Generic.List< string > **Cultures** [get]

5.25.1 Detailed Description

Base class for voice providers.

5.25.2 Constructor & Destructor Documentation

5.25.2.1 BaseVoiceProvider()

```
Crosstales.RTVoice.Provider.BaseVoiceProvider.BaseVoiceProvider (
    MonoBehaviour obj ) [protected]
```

Constructor for a VoiceProvider.

Parameters

<i>obj</i>	Instance of the speaker
------------	-------------------------

5.25.3 Member Function Documentation

5.25.3.1 Generate()

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

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

Parameters

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

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

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

5.25.3.2 GenerateInEditor()

```
abstract void Crosstales.RTVoice.Provider.BaseVoiceProvider.GenerateInEditor (
    Model Wrapper wrapper ) [pure virtual]
```

Generates an audio file with the current provider (Editor only).

Parameters

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

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

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

5.25.3.3 Silence() [1/2]

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

Silence all active TTS-providers.

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

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

5.25.3.4 Silence() [2/2]

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

Silence the current TTS-provider (native mode).

Parameters

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

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

Reimplemented in [Crosstales.RTVoice.Provider.VoiceProviderWindows](#), [Crosstales.RTVoice.Provider.VoiceProviderLinux](#), [Crosstales.RTVoice.Provider.VoiceProviderMacOS](#), and [Crosstales.RTVoice.Provider.VoiceProviderIOS](#).

5.25.3.5 Speak()

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

The current provider speaks a text with a given voice.

Parameters

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

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

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

5.25.3.6 SpeakNative()

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

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

Parameters

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

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

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

5.25.4 Member Data Documentation

5.25.4.1 cachedVoices

```
System.Collections.Generic.List<Model.Voice> Crosstales.RTVoice.Provider.BaseVoiceProvider.↵
cachedVoices [protected]
```

Initial value:

```
=
    new System.Collections.Generic.List<Model.Voice>()
```

5.25.4.2 processes

```
readonly System.Collections.Generic.Dictionary<string, System.Diagnostics.Process> Crosstales.↵
RTVoice.Provider.BaseVoiceProvider.processes [protected]
```

Initial value:

```
=
    new System.Collections.Generic.Dictionary<string, System.Diagnostics.Process>()
```

5.25.5 Property Documentation

5.25.5.1 OnErrorInfo

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

An event triggered whenever an error occurs.

5.25.5.2 OnSpeakAudioGenerationComplete

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

An event triggered whenever a speak audio generation is completed.

5.25.5.3 OnSpeakAudioGenerationStart

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

An event triggered whenever a speak audio generation is started.

5.25.5.4 OnSpeakComplete

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

An event triggered whenever a speak is completed.

5.25.5.5 OnSpeakCurrentPhoneme

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

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

5.25.5.6 OnSpeakCurrentViseme

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

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

5.25.5.7 OnSpeakCurrentWord

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

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

5.25.5.8 OnSpeakStart

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

An event triggered whenever a speak is started.

5.25.5.9 OnVoicesReady

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

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

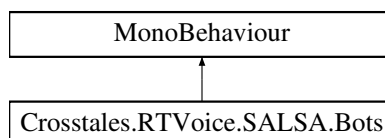
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵ Provider/BaseVoiceProvider.cs

5.26 Crosstales.RTVoice.SALSA.Bots Class Reference

This is a class for conversations between two SALSA-Bots.

Inheritance diagram for Crosstales.RTVoice.SALSA.Bots:



Public Member Functions

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

Public Attributes

- AudioSource **SourceA**
- AudioSource **SourceB**
- string[] **ConversationsA**
- string[] **ConversationsB**

5.26.1 Detailed Description

This is a class for conversations between two SALSA-Bots.

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

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

5.27 Crosstales.RTVoice.EditorUtil.BuildPostprocessor Class Reference

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

Static Public Member Functions

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

5.27.1 Detailed Description

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

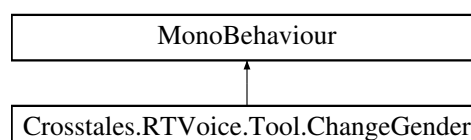
The documentation for this class was generated from the following file:

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

5.28 Crosstales.RTVoice.Tool.ChangeGender Class Reference

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

Inheritance diagram for Crosstales.RTVoice.Tool.ChangeGender:



Public Member Functions

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

Public Attributes

- [Model.Enum.Gender NewGender](#)
The new gender for all voices.
- bool [ESpeakOnly](#) = true
Change voices only when eSpeak is used (default: true).

5.28.1 Detailed Description

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

5.28.2 Member Data Documentation

5.28.2.1 ESpeakOnly

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

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

5.28.2.2 NewGender

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

The new gender for all voices.

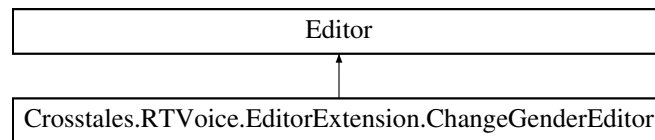
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵
Tool/ChangeGender.cs

5.29 Crosstales.RTVoice.EditorExtension.ChangeGenderEditor Class Reference

Custom editor for the 'ChangeGender'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.ChangeGenderEditor:



Public Member Functions

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

5.29.1 Detailed Description

Custom editor for the 'ChangeGender'-class.

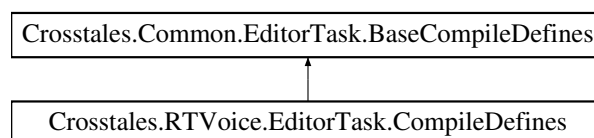
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/↔
Extension/ChangeGenderEditor.cs

5.30 Crosstales.RTVoice.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.RTVoice.EditorTask.CompileDefines:



Additional Inherited Members

5.30.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/↔
Task/CompileDefines.cs

5.31 Crosstales.RTVoice.Util.Config Class Reference

Configuration for the asset.

Static Public Member Functions

- static void [Reset](#) ()
Resets all changeable variables to their default value.
- static void [Load](#) ()
Loads all changeable variables.
- static void [Save](#) ()
Saves all changeable variables.

Static Public Attributes

- static string [ASSET_PATH](#) = "/Plugins/crosstales/RTVoice/"
Path to the asset inside the Unity project.
- static bool [DEBUG](#) = Constants.DEFAULT_DEBUG || [Constants.DEV_DEBUG](#)
Enable or disable debug logging for the asset.
- static bool [AUDIOFILE_AUTOMATIC_DELETE](#) = Constants.DEFAULT_AUDIOFILE_AUTOMATIC_DELETE
Automatically delete the generated audio files.
- static bool [ENFORCE_32BIT_WINDOWS](#) = Constants.DEFAULT_ENFORCE_32BIT_WINDOWS
Enforce 32bit versions of voices under Windows.
- static bool [ENFORCE_STANDALONE_TTS](#) = Constants.DEFAULT_ENFORCE_STANDALONE_TTS
Enforce standalone TTS (for development).
- static string [TTS_WINDOWS_BUILD](#) = Constants.DEFAULT_TTS_WINDOWS_BUILD
Location of the TTS-wrapper under Windows (standalone).
- static string [TTS_MACOS](#) = Constants.DEFAULT_TTS_MACOS
Location of the TTS-system under MacOS.
- static string [TTS_LINUX](#) = Constants.DEFAULT_TTS_LINUX
Location of the TTS-system under Linux.
- static string [TTS_LINUX_DATA](#) = Constants.DEFAULT_TTS_LINUX_DATA
Location of the data for the TTS-system under Linux.
- static bool [ENSURE_NAME](#) = Constants.DEFAULT_ENSURE_NAME
Enable or disable the ensuring the name of the [RTVoice](#) gameobject.
- static bool [isLoading](#) = false
Is the configuration loaded?

Properties

- static string [AUDIOFILE_PATH](#) [get, set]
Path to the generated audio files.
- static string [TTS_WINDOWS_EDITOR](#) [get]
Location of the TTS-wrapper under Windows (Editor).
- static string [TTS_WINDOWS_EDITOR_x86](#) [get]
Location of the TTS-wrapper (32bit) under Windows (Editor).

5.31.1 Detailed Description

Configuration for the asset.

5.31.2 Member Function Documentation

5.31.2.1 Load()

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

Loads all changeable variables.

5.31.2.2 Reset()

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

Resets all changeable variables to their default value.

5.31.2.3 Save()

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

Saves all changeable variables.

5.31.3 Member Data Documentation

5.31.3.1 ASSET_PATH

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

Path to the asset inside the Unity project.

5.31.3.2 AUDIOFILE_AUTOMATIC_DELETE

```
bool Crosstales.RTVoice.Util.Config.AUDIOFILE_AUTOMATIC_DELETE = Constants.DEFAULT_AUDIOFILE←  
_AUTOMATIC_DELETE [static]
```

Automatically delete the generated audio files.

5.31.3.3 DEBUG

```
bool Crosstales.RTVoice.Util.Config.DEBUG = Constants.DEFAULT_DEBUG || Constants.DEV\_DEBUG  
[static]
```

Enable or disable debug logging for the asset.

5.31.3.4 ENFORCE_32BIT_WINDOWS

```
bool Crosstales.RTVoice.Util.Config.ENFORCE_32BIT_WINDOWS = Constants.DEFAULT_ENFORCE_32BIT←  
WINDOWS [static]
```

Enforce 32bit versions of voices under Windows.

5.31.3.5 ENFORCE_STANDALONE_TTS

```
bool Crosstales.RTVoice.Util.Config.ENFORCE_STANDALONE_TTS = Constants.DEFAULT_ENFORCE_STAND←  
ALONE_TTS [static]
```

Enforce standalone TTS (for development).

5.31.3.6 ENSURE_NAME

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

Enable or disable the ensuring the name of the [RTVoice](#) gameobject.

5.31.3.7 isLoaded

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

Is the configuration loaded?

5.31.3.8 TTS_LINUX

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

Location of the TTS-system under Linux.

5.31.3.9 TTS_LINUX_DATA

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

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

5.31.3.10 TTS_MACOS

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

Location of the TTS-system under MacOS.

5.31.3.11 TTS_WINDOWS_BUILD

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

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

5.31.4 Property Documentation

5.31.4.1 AUDIOFILE_PATH

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

Path to the generated audio files.

5.31.4.2 TTS_WINDOWS_EDITOR

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

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

5.31.4.3 TTS_WINDOWS_EDITOR_x86

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

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

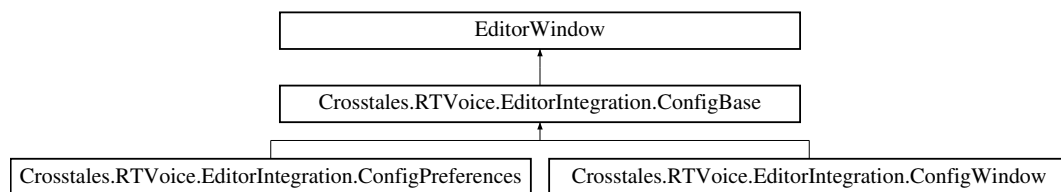
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstailes/RTVoice/Scripts/↵ Util/Config.cs

5.32 Crosstailes.RTVoice.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstailes.RTVoice.EditorIntegration.ConfigBase:



Protected Member Functions

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

Static Protected Member Functions

- static void **save** ()

5.32.1 Detailed Description

Base class for editor windows.

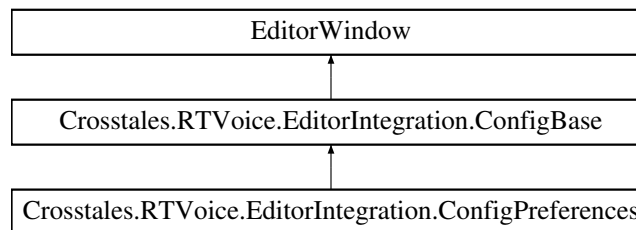
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstailes/RTVoice/Editor/↵ Integration/ConfigBase.cs

5.33 Crosstales.RTVoice.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.RTVoice.EditorIntegration.ConfigPreferences:



Additional Inherited Members

5.33.1 Detailed Description

Unity "Preferences" extension.

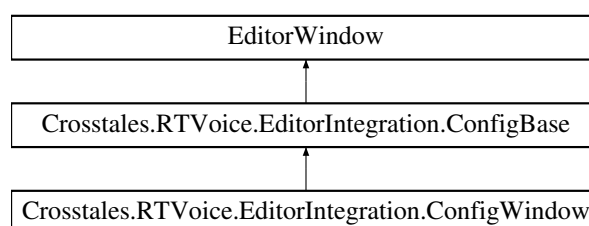
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/Integration/ConfigPreferences.cs`

5.34 Crosstales.RTVoice.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.RTVoice.EditorIntegration.ConfigWindow:



Public Member Functions

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

Static Public Member Functions

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

Events

- static StopPlayback **OnStopPlayback**

Additional Inherited Members

5.34.1 Detailed Description

Editor window extension.

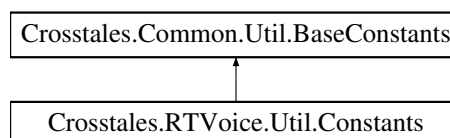
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/↔ Integration/ConfigWindow.cs

5.35 Crosstales.RTVoice.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.RTVoice.Util.Constants:



Static Public Attributes

- const string **ASSET_NAME** = "RT-Voice PRO"
Name of the asset.
- const string **ASSET_NAME_SHORT** = "RTV PRO"
Short name of the asset.
- const string **ASSET_VERSION** = "2020.1.5"
Version of the asset.
- const int **ASSET_BUILD** = 20200420
Build number of the asset.
- 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(2020, 4, 20)
Change date of the asset (YYYY, MM, DD).
- const string **ASSET_PRO_URL** = "https://assetstore.unity.com/packages/slug/41068?aid=1011INGT"

URL of the PRO asset in UAS.

- const string [ASSET_2019_URL](#) = "https://www.assetstore.unity3d.com/#!/content/41068?aid=1011INGT"

URL of the 2019 asset in UAS.

- const string [ASSET_3P_URL](#) = "https://assetstore.unity.com/lists/rt-voice-friends-42209?aid=1011INGT"

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://www.crosstales.com/en/assets/rtvoice/api/"

URL of the asset API.

- const string [ASSET_FORUM_URL](#) = "http://forum.unity3d.com/threads/rt-voice-run-time-text-to-speech-solution.340046/"

URL of the asset forum.

- const string [ASSET_WEB_URL](#) = "https://www.crosstales.com/en/portfolio/rtvoice/"

URL of the asset in crosstales.

- const string [ASSET_VIDEO_PROMO](#) = "https://youtu.be/iVhTWDLY7g8?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"

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

- const string [ASSET_VIDEO_TUTORIAL](#) = "https://youtu.be/OJyVgCmX3wU?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"

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

- const string [ASSET_3P_ADVENTURE_CREATOR](#) = "https://assetstore.unity.com/packages/slug/11896?aid=1011INGT"

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

- const string [ASSET_3P_CINEMA_DIRECTOR](#) = "https://assetstore.unity.com/packages/slug/19779?aid=1011INGT"

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

- const string [ASSET_3P_DIALOGUE_SYSTEM](#) = "https://assetstore.unity.com/packages/slug/11672?aid=1011INGT"

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

- const string [ASSET_3P_LOCALIZED_DIALOGS](#) = "https://assetstore.unity.com/packages/slug/5020?aid=1011INGT"

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

- const string [ASSET_3P_LIPSYNC](#) = "https://assetstore.unity.com/packages/slug/32117?aid=1011INGT"

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

- const string [ASSET_3P_NPC_CHAT](#) = "https://assetstore.unity.com/packages/slug/9723?aid=1011INGT"

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

- const string [ASSET_3P_QUEST_SYSTEM](#) = "https://assetstore.unity.com/packages/slug/63460?aid=1011INGT"

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

- const string [ASSET_3P_SALSA](#) = "https://assetstore.unity.com/packages/slug/148442?aid=1011INGT"

URL of the 3rd party asset "SALSA".

- const string [ASSET_3P_SLATE](#) = "https://assetstore.unity.com/packages/slug/56558?aid=1011INGT"

URL of the 3rd party asset "SLATE".

- const string [ASSET_3P_AMPLITUDE](#) = "https://assetstore.unity.com/packages/slug/111277?aid=1011INGT"

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

- const string **ASSET_3P_KLATTERSYNTH** = "https://assetstore.unity.com/packages/slug/95453?aid=10111NGT"
URL of the 3rd party asset "uSequencer".
- const string **ASSET_3P_WEBGL** = "https://assetstore.unity.com/packages/slug/81861?aid=10111NGT"
URL of the 3rd party asset "WebGL Speech Synthesis".
- const string **ASSET_3P_GOOGLE** = "https://assetstore.unity.com/packages/slug/115170?aid=10111NGT"
URL of the 3rd party asset "Google Cloud Text To Speech".
- const string **KEY_PREFIX** = "RTVOICE_CFG_"
- const string **KEY_ASSET_PATH** = KEY_PREFIX + "ASSET_PATH"
- const string **KEY_DEBUG** = KEY_PREFIX + "DEBUG"
- const string **KEY_AUDIOFILE_PATH** = KEY_PREFIX + "AUDIOFILE_PATH"
- const string **KEY_AUDIOFILE_AUTOMATIC_DELETE** = KEY_PREFIX + "AUDIOFILE_AUTOMATIC_DELETE"
- const string **KEY_ENFORCE_32BIT_WINDOWS** = KEY_PREFIX + "ENFORCE_32BIT_WINDOWS"
- const string **KEY_ENFORCE_STANDALONE_TTS** = KEY_PREFIX + "ENFORCE_STANDALONE_TTS"
- const string **KEY_ENSURE_NAME** = KEY_PREFIX + "ENSURE_NAME"
- static readonly string **DEFAULT_AUDIOFILE_PATH** = [Helper.ValidatePath](#)(Application.temporaryCachePath)
- const bool **DEFAULT_AUDIOFILE_AUTOMATIC_DELETE** = true
- const bool **DEFAULT_ENFORCE_32BIT_WINDOWS** = false
- const bool **DEFAULT_ENFORCE_STANDALONE_TTS** = true
- const string **DEFAULT_TTS_WINDOWS_BUILD** = @"RTVoiceTTSTWrapper.exe"
- const string **DEFAULT_TTS_MACOS** = "say"
- const string **DEFAULT_TTS_LINUX** = "C:\\Program Files (x86)\\eSpeak\\command_line\\espeak.exe"
- const string **DEFAULT_TTS_LINUX_DATA** = ""
- const int **DEFAULT_TTS_KILL_TIME** = 7000
- const bool **DEFAULT_ENSURE_NAME** = true
- const string **RTVOICE_SCENE_OBJECT_NAME** = "RTVoice"
RTVoice prefab scene name.
- static string **TTS_WINDOWS_SUBPATH** = "Libraries/Windows/RTVoiceTTSTWrapper.exe"
Sub-path to the TTS-wrapper under Windows (Editor).
- static string **TTS_WINDOWS_x86_SUBPATH** = "Libraries/Windows/RTVoiceTTSTWrapper_x86.exe"
Sub-path to the TTS-wrapper (32bit) under Windows (Editor).
- static string **ESPEAK_FEMALE_MODIFIER** = "+f3"
Female modifier for eSpeak.
- static string **AUDIOFILE_PREFIX** = "rtvoice_"
Audio file prefix to identify the files.
- static float **SPEAK_CALL_SPEED** = 0.5f
Defines the speed of 'Speak'-calls in seconds.

Additional Inherited Members

5.35.1 Detailed Description

Collected constants of very general utility for the asset.

5.35.2 Member Data Documentation

5.35.2.1 ASSET_2019_URL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_2019_URL = "https://www.assetstore.↵  
unity3d.com/#!/content/41068?aid=10111NGT" [static]
```

URL of the 2019 asset in UAS.

5.35.2.2 ASSET_3P_ADVENTURE_CREATOR

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_ADVENTURE_CREATOR = "https://assetstore.↵  
unity.com/packages/slug/11896?aid=10111NGT" [static]
```

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

5.35.2.3 ASSET_3P_AMPLITUDE

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_AMPLITUDE = "https://assetstore.↵  
unity.com/packages/slug/111277?aid=10111NGT" [static]
```

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

5.35.2.4 ASSET_3P_CINEMA_DIRECTOR

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_CINEMA_DIRECTOR = "https://assetstore.↵  
unity.com/packages/slug/19779?aid=10111NGT" [static]
```

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

5.35.2.5 ASSET_3P_DIALOGUE_SYSTEM

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_DIALOGUE_SYSTEM = "https://assetstore.↵  
unity.com/packages/slug/11672?aid=10111NGT" [static]
```

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

5.35.2.6 ASSET_3P_GOOGLE

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_GOOGLE = "https://assetstore.unity.↵  
com/packages/slug/115170?aid=10111NGT" [static]
```

URL of the 3rd party asset "Google Cloud Text To Speech".

5.35.2.7 ASSET_3P_KLATTERSYNTH

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_KLATTERSYNTH = "https://assetstore.unity.com/packages/slug/95453?aid=10111NGT" [static]
```

URL of the 3rd party asset "uSequencer".

5.35.2.8 ASSET_3P_LIPSYNC

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_LIPSYNC = "https://assetstore.unity.com/packages/slug/32117?aid=10111NGT" [static]
```

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

5.35.2.9 ASSET_3P_LOCALIZED_DIALOGS

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_LOCALIZED_DIALOGS = "https://assetstore.unity.com/packages/slug/5020?aid=10111NGT" [static]
```

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

5.35.2.10 ASSET_3P_NPC_CHAT

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_NPC_CHAT = "https://assetstore.unity.com/packages/slug/9723?aid=10111NGT" [static]
```

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

5.35.2.11 ASSET_3P_QUEST_SYSTEM

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_QUEST_SYSTEM = "https://assetstore.unity.com/packages/slug/63460?aid=10111NGT" [static]
```

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

5.35.2.12 ASSET_3P_SALSA

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_SALSA = "https://assetstore.unity.com/packages/slug/148442?aid=10111NGT" [static]
```

URL of the 3rd party asset "SALSA".

5.35.2.13 ASSET_3P_SLATE

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_SLATE = "https://assetstore.unity.↵  
com/packages/slug/56558?aid=10111NGT" [static]
```

URL of the 3rd party asset "SLATE".

5.35.2.14 ASSET_3P_URL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_URL = "https://assetstore.unity.↵  
com/lists/rt-voice-friends-42209?aid=10111NGT" [static]
```

URL of the 3rd party assets in UAS.

5.35.2.15 ASSET_3P_WEBGL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_3P_WEBGL = "https://assetstore.unity.↵  
com/packages/slug/81861?aid=10111NGT" [static]
```

URL of the 3rd party asset "WebGL Speech Synthesis".

5.35.2.16 ASSET_API_URL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_API_URL = "http://www.crosstales.com/en/assets/rtvoice/ap↵  
[static]
```

URL of the asset API.

5.35.2.17 ASSET_BUILD

```
const int Crosstales.RTVoice.Util.Constants.ASSET_BUILD = 20200420 [static]
```

Build number of the asset.

5.35.2.18 ASSET_CHANGED

```
readonly System.DateTime Crosstales.RTVoice.Util.Constants.ASSET_CHANGED = new System.Date↵  
Time(2020, 4, 20) [static]
```

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

5.35.2.19 ASSET_CONTACT

```
const string Crosstales.RTVoice.Util.Constants.ASSET_CONTACT = "rtvoice@crosstales.com" [static]
```

Contact to the owner of the asset.

5.35.2.20 ASSET_CREATED

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

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

5.35.2.21 ASSET_FORUM_URL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_FORUM_URL = "http://forum.unity3d.←  
com/threads/rt-voice-run-time-text-to-speech-solution.340046/" [static]
```

URL of the asset forum.

5.35.2.22 ASSET_MANUAL_URL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_MANUAL_URL = "https://www.crosstales.←  
com/media/data/assets/rtvoice/RTVoice-doc.pdf" [static]
```

URL of the asset manual.

5.35.2.23 ASSET_NAME

```
const string Crosstales.RTVoice.Util.Constants.ASSET_NAME = "RT-Voice PRO" [static]
```

Name of the asset.

5.35.2.24 ASSET_NAME_SHORT

```
const string Crosstales.RTVoice.Util.Constants.ASSET_NAME_SHORT = "RTV PRO" [static]
```

Short name of the asset.

5.35.2.25 ASSET_PRO_URL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_PRO_URL = "https://assetstore.unity.↵  
com/packages/slug/41068?aid=10111NGT" [static]
```

URL of the PRO asset in UAS.

5.35.2.26 ASSET_UPDATE_CHECK_URL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_UPDATE_CHECK_URL = "https://www.crosstales.↵  
com/media/assets/rtvoice_versions.txt" [static]
```

URL for update-checks of the asset

5.35.2.27 ASSET_VERSION

```
const string Crosstales.RTVoice.Util.Constants.ASSET_VERSION = "2020.1.5" [static]
```

Version of the asset.

5.35.2.28 ASSET_VIDEO_PROMO

```
const string Crosstales.RTVoice.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/iVhTWDL↵  
Y7g8?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S" [static]
```

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

5.35.2.29 ASSET_VIDEO_TUTORIAL

```
const string Crosstales.RTVoice.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.be/OJy↵  
VgCmX3wU?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S" [static]
```

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

5.35.2.30 ASSET_WEB_URL

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

URL of the asset in crosstales.

5.35.2.31 AUDIOFILE_PREFIX

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

Audio file prefix to identify the files.

5.35.2.32 ESPEAK_FEMALE_MODIFIER

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

Female modifier for eSpeak.

5.35.2.33 RTVOICE_SCENE_OBJECT_NAME

```
const string Crosstales.RTVoice.Util.Constants.RTVOICE_SCENE_OBJECT_NAME = "RTVoice" [static]
```

[RTVoice](#) prefab scene name.

5.35.2.34 SPEAK_CALL_SPEED

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

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

5.35.2.35 TTS_WINDOWS_SUBPATH

```
string Crosstales.RTVoice.Util.Constants.TTS_WINDOWS_SUBPATH = "Libraries/Windows/RTVoiceTTS↵  
Wrapper.exe" [static]
```

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

5.35.2.36 TTS_WINDOWS_x86_SUBPATH

```
string Crosstales.RTVoice.Util.Constants.TTS_WINDOWS_x86_SUBPATH = "Libraries/Windows/RT↵  
VoiceTTSWrapper_x86.exe" [static]
```

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

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵
Util/Constants.cs

5.36 Crosstales.Common.Util.CTPlayerPrefs Class Reference

Wrapper for the PlayerPrefs.

Static Public Member Functions

- static bool [HasKey](#) (string key)
Exists the key?
- static void [DeleteAll](#) ()
Deletes all keys.
- static void [DeleteKey](#) (string key)
Delete the key.
- static void [Save](#) ()
Saves all modifications.
- static string [GetString](#) (string key)
Allows to get a string from a key.
- static float [GetFloat](#) (string key)
Allows to get a float from a key.
- static int [GetInt](#) (string key)
Allows to get an int from a key.
- static bool [GetBool](#) (string key)
Allows to get a bool from a key.
- static System.DateTime [GetDate](#) (string key)
Allows to get a DateTime from a key.
- static void [SetString](#) (string key, string value)
Allows to set a string for a key.
- static void [SetFloat](#) (string key, float value)
Allows to set a float for a key.
- static void [SetInt](#) (string key, int value)
Allows to set an int for a key.
- static void [SetBool](#) (string key, bool value)
Allows to set a bool for a key.
- static void [SetDate](#) (string key, System.DateTime value)
Allows to set a DateTime for a key.

5.36.1 Detailed Description

Wrapper for the PlayerPrefs.

5.36.2 Member Function Documentation

5.36.2.1 DeleteAll()

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

Deletes all keys.

5.36.2.2 DeleteKey()

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

Delete the key.

Parameters

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

5.36.2.3 GetBool()

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

Allows to get a bool from a key.

Parameters

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

Returns

Value for the key.

5.36.2.4 GetDate()

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

Allows to get a DateTime from a key.

Parameters

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

Returns

Value for the key.

5.36.2.5 GetFloat()

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

Allows to get a float from a key.

Parameters

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

Returns

Value for the key.

5.36.2.6 GetInt()

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

Allows to get an int from a key.

Parameters

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

Returns

Value for the key.

5.36.2.7 GetString()

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

Allows to get a string from a key.

Parameters

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

Returns

Value for the key.

5.36.2.8 HasKey()

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

Exists the key?

Parameters

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

Returns

Value for the key.

5.36.2.9 Save()

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

Saves all modifications.

5.36.2.10 SetBool()

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

Allows to set a bool for a key.

Parameters

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

5.36.2.11 SetDate()

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

Allows to set a DateTime for a key.

Parameters

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

5.36.2.12 SetFloat()

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

Allows to set a float for a key.

Parameters

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

5.36.2.13 SetInt()

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

Allows to set an int for a key.

Parameters

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

5.36.2.14 SetString()

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

Allows to set a string for a key.

Parameters

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

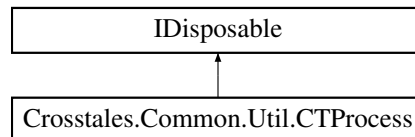
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↔ Util/CTPlayerPrefs.cs

5.37 Crosstales.Common.Util.CTProcess Class Reference

Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).

Inheritance diagram for Crosstales.Common.Util.CTProcess:



Public Member Functions

- void **Start** ()
Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.
- void **Start** (CTProcessStartInfo info)
Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..
- void **Kill** ()
Immediately stops the associated process.
- void **WaitForExit** (int milliseconds=0)
- void **BeginOutputReadLine** ()
- void **BeginErrorReadLine** ()
- void **Dispose** ()
- void **Start** ()
Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.
- void **Start** (CTProcessStartInfo info)
Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..
- void **Kill** ()
Immediately stops the associated process.
- void **WaitForExit** (int milliseconds=0)
- void **BeginOutputReadLine** ()
- void **BeginErrorReadLine** ()
- void **Dispose** ()

Properties

- IntPtr **Handle** [get]
Gets the native handle of the associated process.
- int **Id** [get]
Gets the unique identifier for the associated process.
- CTProcessStartInfo **StartInfo** [get, set]
Gets or sets the properties to pass to the [Start\(\)](#) method of the Process.
- bool **HasExited** [get]
Gets a value indicating whether the associated process has been terminated.
- uint **ExitCode** [get]
Gets the value that the associated process specified when it terminated.
- DateTime **StartTime** [get]
Gets the time that the associated process was started.
- DateTime **ExitTime** [get]
Gets the time that the associated process exited.
- System.IO.StreamReader **StandardOutput** [get]
Gets a stream used to read the textual output of the application.
- System.IO.StreamReader **StandardError** [get]
Gets a stream used to read the error output of the application.
- bool **isBusy** [get]
Gets a value indicating whether the associated process has been busy.
- EventHandler **Exited**
- System.Diagnostics.DataReceivedEventHandler **OutputDataReceived**
- System.Diagnostics.DataReceivedEventHandler **ErrorDataReceived**

5.37.1 Detailed Description

Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).

5.37.2 Member Function Documentation

5.37.2.1 Kill() [1/2]

```
void Crosstales.Common.Util.CTProcess.Kill ( )
```

Immediately stops the associated process.

5.37.2.2 Kill() [2/2]

```
void Crosstales.Common.Util.CTProcess.Kill ( )
```

Immediately stops the associated process.

5.37.2.3 Start() [1/4]

```
void Crosstales.Common.Util.CTProcess.Start ( )
```

Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.

5.37.2.4 Start() [2/4]

```
void Crosstales.Common.Util.CTProcess.Start ( )
```

Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.

5.37.2.5 Start() [3/4]

```
void Crosstales.Common.Util.CTProcess.Start (
    CTProcessStartInfo info )
```

Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..

5.37.2.6 Start() [4/4]

```
void Crosstales.Common.Util.CTProcess.Start (
    CTProcessStartInfo info )
```

Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..

5.37.3 Property Documentation

5.37.3.1 ExitCode

```
uint Crosstales.Common.Util.CTProcess.ExitCode [get]
```

Gets the value that the associated process specified when it terminated.

5.37.3.2 ExitTime

`DateTime Crosstales.Common.Util.CTProcess.ExitTime [get]`

Gets the time that the associated process exited.

5.37.3.3 Handle

`IntPtr Crosstales.Common.Util.CTProcess.Handle [get]`

Gets the native handle of the associated process.

5.37.3.4 HasExited

`bool Crosstales.Common.Util.CTProcess.HasExited [get]`

Gets a value indicating whether the associated process has been terminated.

5.37.3.5 Id

`int Crosstales.Common.Util.CTProcess.Id [get]`

Gets the unique identifier for the associated process.

5.37.3.6 isBusy

`bool Crosstales.Common.Util.CTProcess.isBusy [get]`

Gets a value indicating whether the associated process has been busy.

5.37.3.7 StandardError

`System.IO.StreamReader Crosstales.Common.Util.CTProcess.StandardError [get]`

Gets a stream used to read the error output of the application.

5.37.3.8 StandardOutput

`System.IO.StreamReader Crosstales.Common.Util.CTProcess.StandardOutput [get]`

Gets a stream used to read the textual output of the application.

5.37.3.9 StartInfo

`CTProcessStartInfo Crosstales.Common.Util.CTProcess.StartInfo [get], [set]`

Gets or sets the properties to pass to the [Start\(\)](#) method of the Process.

5.37.3.10 StartTime

`DateTime Crosstales.Common.Util.CTProcess.StartTime [get]`

Gets the time that the associated process was started.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/CTProcess.cs

5.38 Crosstales.Common.Util.CTProcessStartInfo Class Reference

Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.ProcessStartInfo"-class with the most important properties).

Properties

- bool [UseThread](#) [get, set]
Gets or sets the application to be threaded.
- bool [UseCmdExecute](#) [get, set]
Gets or sets the application to be started in cmd (command prompt).
- string [FileName](#) [get, set]
Gets or sets the application or document to start.
- string [Arguments](#) [get, set]
Gets or sets the set of command-line arguments to use when starting the application.
- bool [CreateNoWindow](#) [get, set]
Gets or sets a value indicating whether to start the process in a new window.
- string [WorkingDirectory](#) [get, set]
Gets or sets the working directory for the process to be started.
- bool [RedirectStandardOutput](#) [get, set]
Gets or sets a value that indicates whether the textual output of an application is written to the StandardOutput stream.
- bool [RedirectStandardError](#) [get, set]
Gets or sets a value that indicates whether the error output of an application is written to the StandardError stream.
- System.Text.Encoding [StandardOutputEncoding](#) [get, set]
Gets or sets the preferred encoding for standard output (UTF8 per default).
- System.Text.Encoding [StandardErrorEncoding](#) [get, set]
Gets or sets the preferred encoding for error output (UTF8 per default).
- bool [UseShellExecute](#) [get, set]
Gets or sets a value indicating whether to use the operating system shell to start the process (ignored, always false).

5.38.1 Detailed Description

Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.ProcessStartInfo"-class with the most important properties).

5.38.2 Property Documentation

5.38.2.1 Arguments

```
string Crosstales.Common.Util.CTProcessStartInfo.Arguments [get], [set]
```

Gets or sets the set of command-line arguments to use when starting the application.

5.38.2.2 CreateNoWindow

```
bool Crosstales.Common.Util.CTProcessStartInfo.CreateNoWindow [get], [set]
```

Gets or sets a value indicating whether to start the process in a new window.

5.38.2.3 FileName

```
string Crosstales.Common.Util.CTProcessStartInfo.FileName [get], [set]
```

Gets or sets the application or document to start.

5.38.2.4 RedirectStandardError

```
bool Crosstales.Common.Util.CTProcessStartInfo.RedirectStandardError [get], [set]
```

Gets or sets a value that indicates whether the error output of an application is written to the StandardError stream.

5.38.2.5 RedirectStandardOutput

```
bool Crosstales.Common.Util.CTProcessStartInfo.RedirectStandardOutput [get], [set]
```

Gets or sets a value that indicates whether the textual output of an application is written to the StandardOutput stream.

5.38.2.6 StandardErrorEncoding

```
System.Text.Encoding Crosstales.Common.Util.CTProcessStartInfo.StandardErrorEncoding [get],  
[set]
```

Gets or sets the preferred encoding for error output (UTF8 per default).

5.38.2.7 StandardOutputEncoding

```
System.Text.Encoding Crosstales.Common.Util.CTProcessStartInfo.StandardOutputEncoding [get],  
[set]
```

Gets or sets the preferred encoding for standard output (UTF8 per default).

5.38.2.8 UseCmdExecute

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseCmdExecute [get], [set]
```

Gets or sets the application to be started in cmd (command prompt).

5.38.2.9 UseShellExecute

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseShellExecute [get], [set]
```

Gets or sets a value indicating whether to use the operating system shell to start the process (ignored, always false).

5.38.2.10 UseThread

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseThread [get], [set]
```

Gets or sets the application to be threaded.

5.38.2.11 WorkingDirectory

```
string Crosstales.Common.Util.CTProcessStartInfo.WorkingDirectory [get], [set]
```

Gets or sets the working directory for the process to be started.

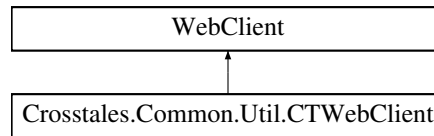
The documentation for this class was generated from the following file:

- D:/slauberberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↔
Util/CTProcess.cs

5.39 Crosstales.Common.Util.CTWebClient Class Reference

Specialized WebClient.

Inheritance diagram for Crosstales.Common.Util.CTWebClient:



Public Member Functions

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

Protected Member Functions

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

Properties

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

5.39.1 Detailed Description

Specialized WebClient.

5.39.2 Property Documentation

5.39.2.1 ConnectionLimit

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

Connection limit for all WebClients

5.39.2.2 Timeout

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

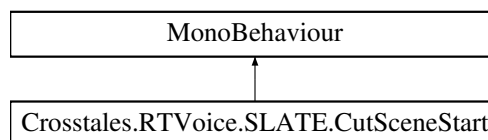
Timeout in milliseconds

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↔ Util/CTWebClient.cs

5.40 Crosstales.RTVoice.SLATE.CutSceneStart Class Reference

Inheritance diagram for Crosstales.RTVoice.SLATE.CutSceneStart:



Public Member Functions

- void **Start** ()

Public Attributes

- Slate.Cutscene **Cut**

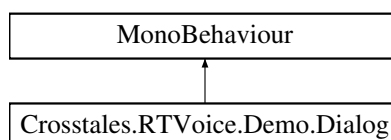
The documentation for this class was generated from the following file:

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

5.41 Crosstales.RTVoice.Demo.Dialog Class Reference

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

Inheritance diagram for Crosstales.RTVoice.Demo.Dialog:



Public Member Functions

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

Public Attributes

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

5.41.1 Detailed Description

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

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/Dialog.cs

5.42 Crosstales.RTVoice.EditorUtil.EditorConfig Class Reference

Editor configuration for the asset.

Static Public Member Functions

- static void [Reset](#) ()
Resets all changeable variables to their default value.
- static void [Load](#) ()
Loads all changeable variables.
- static void [Save](#) ()
Saves all changeable variables.

Static Public Attributes

- static bool `UPDATE_CHECK` = EditorConstants.DEFAULT_UPDATE_CHECK
Enable or disable update-checks for the asset.
- static bool `PREFAB_AUTOLOAD` = EditorConstants.DEFAULT_PREFAB_AUTOLOAD
Automatically load and add the prefabs to the scene.
- static bool `HIERARCHY_ICON` = EditorConstants.DEFAULT_HIERARCHY_ICON
Enable or disable the icon in the hierarchy.
- static bool `isLoading` = false
Is the configuration loaded?

Properties

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

5.42.1 Detailed Description

Editor configuration for the asset.

5.42.2 Member Function Documentation

5.42.2.1 Load()

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

Loads all changeable variables.

5.42.2.2 Reset()

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

Resets all changeable variables to their default value.

5.42.2.3 Save()

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

Saves all changeable variables.

5.42.3 Member Data Documentation

5.42.3.1 HIERARCHY_ICON

```
bool Crosstales.RTVoice.EditorUtil.EditorConfig.HIERARCHY_ICON = EditorConstants.DEFAULT_HIE←  
RARCHY_ICON [static]
```

Enable or disable the icon in the hierarchy.

5.42.3.2 isLoaded

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

Is the configuration loaded?

5.42.3.3 PREFAB_AUTOLOAD

```
bool Crosstales.RTVoice.EditorUtil.EditorConfig.PREFAB_AUTOLOAD = EditorConstants.DEFAULT_PR←  
EFAB_AUTOLOAD [static]
```

Automatically load and add the prefabs to the scene.

5.42.3.4 UPDATE_CHECK

```
bool Crosstales.RTVoice.EditorUtil.EditorConfig.UPDATE_CHECK = EditorConstants.DEFAULT_UPDAT←  
E_CHECK [static]
```

Enable or disable update-checks for the asset.

5.42.4 Property Documentation

5.42.4.1 ASSET_PATH

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

Returns the path to the asset inside the Unity project.

Returns

The path to the asset inside the Unity project.

5.42.4.2 PREFAB_PATH

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

Returns the path of the prefabs.

Returns

The path of the prefabs.

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

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

5.43 Crosstales.RTVoice.EditorUtil.EditorConstants Class Reference

Collected constants of very general utility for the asset.

Static Public Attributes

- const string **KEY_UPDATE_CHECK** = Util.Constants.KEY_PREFIX + "UPDATE_CHECK"
- const string **KEY_PREFAB_AUTOLOAD** = Util.Constants.KEY_PREFIX + "PREFAB_AUTOLOAD"
- const string **KEY_HIERARCHY_ICON** = Util.Constants.KEY_PREFIX + "HIERARCHY_ICON"
- const string **KEY_UPDATE_DATE** = Util.Constants.KEY_PREFIX + "UPDATE_DATE"
- const string **KEY_LAUNCH** = Util.Constants.KEY_PREFIX + "LAUNCH"
- const string **DEFAULT_ASSET_PATH** = "/Plugins/crosstales/RTVoice/"
- const bool **DEFAULT_UPDATE_CHECK** = false
- const bool **DEFAULT_PREFAB_AUTOLOAD** = false
- const bool **DEFAULT_HIERARCHY_ICON** = false
- static string **PREFAB_SUBPATH** = "Prefabs/"

Sub-path to the prefabs.

Properties

- static string **ASSET_URL** [get]
Returns the URL of the asset in UAS.
- static string **ASSET_ID** [get]
Returns the ID of the asset in UAS.
- static System.Guid **ASSET_UID** [get]
Returns the UID of the asset.

5.43.1 Detailed Description

Collected constants of very general utility for the asset.

5.43.2 Member Data Documentation

5.43.2.1 PREFAB_SUBPATH

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

Sub-path to the prefabs.

5.43.3 Property Documentation

5.43.3.1 ASSET_ID

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

Returns the ID of the asset in UAS.

Returns

The ID of the asset in UAS.

5.43.3.2 ASSET_UID

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

Returns the UID of the asset.

Returns

The UID of the asset.

5.43.3.3 ASSET_URL

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

Returns the URL of the asset in UAS.

Returns

The URL of the asset in UAS.

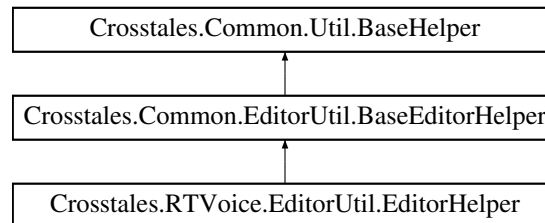
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/↔
Util/EditorConstants.cs

5.44 Crosstales.RTVoice.EditorUtil.EditorHelper Class Reference

Editor helper class.

Inheritance diagram for Crosstales.RTVoice.EditorUtil.EditorHelper:



Static Public Member Functions

- static void [NoVoicesUI](#) ()
Shows the "no voices found"-UI.
- static void [InstantiatePrefab](#) (string prefabName)
Instantiates a prefab.
- static void [BannerOC](#) ()
Shows a banner for "Online Check".

Static Public Attributes

- const int [GO_ID](#) = 20
Start index inside the "GameObject"-menu.
- const int [MENU_ID](#) = 11820
Start index inside the "Tools"-menu.

Properties

- static Texture2D **Logo_Asset** [get]
- static Texture2D **Logo_Asset_Small** [get]
- static Texture2D **Icon_Speak** [get]
- static Texture2D **Icon_Silence** [get]
- static Texture2D **Icon_Next** [get]
- static Texture2D **Icon_Previous** [get]
- static Texture2D **Store_AdventureCreator** [get]
- static Texture2D **Store_CinemaDirector** [get]
- static Texture2D **Store_DialogueSystem** [get]
- static Texture2D **Store_LDC** [get]
- static Texture2D **Store_LipSync** [get]
- static Texture2D **Store_NPC_Chat** [get]
- static Texture2D **Store_QuestSystem** [get]
- static Texture2D **Store_SALSA** [get]
- static Texture2D **Store_SLATE** [get]
- static Texture2D **Store_Amplitude** [get]
- static Texture2D **Store_Klattersynth** [get]
- static Texture2D **Store_WebGL** [get]
- static Texture2D **Store_Google** [get]
- static bool [isRTVoiceInScene](#) [get]
Checks if the "RTVoice"-prefab is in the scene.

Additional Inherited Members

5.44.1 Detailed Description

Editor helper class.

5.44.2 Member Function Documentation

5.44.2.1 BannerOC()

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

Shows a banner for "Online Check".

5.44.2.2 InstantiatePrefab()

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

Instantiates a prefab.

Parameters

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

5.44.2.3 NoVoicesUI()

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

Shows the "no voices found"-[UI](#).

5.44.3 Member Data Documentation

5.44.3.1 GO_ID

```
const int Crosstales.RTVoice.EditorUtil.EditorHelper.GO_ID = 20 [static]
```

Start index inside the "GameObject"-menu.

5.44.3.2 MENU_ID

```
const int Crosstales.RTVoice.EditorUtil.EditorHelper.MENU_ID = 11820 [static]
```

Start index inside the "Tools"-menu.

5.44.4 Property Documentation

5.44.4.1 isRTVoiceInScene

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

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

Returns

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

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/↔ Util/EditorHelper.cs

5.45 Crosstales.ExtensionMethods Class Reference

Various extension methods.

Static Public Member Functions

- static string [CTToTitleCase](#) (this string str)
Extension method for strings. Converts a string to title case (first letter uppercase).
- static string [CTReverse](#) (this string str)
Extension method for strings. Reverses a string.
- static string [CTReplace](#) (this string str, string oldString, string newString, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Replace'.
- static bool [CTEquals](#) (this string str, string toCheck, System.StringComparison comp=System.String↔ Comparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Equals'.
- static bool [CTContains](#) (this string str, string toCheck, System.StringComparison comp=System.String↔ Comparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Contains'.
- static bool [CTContainsAny](#) (this string str, string searchTerms, char splitChar=' ')
Extension method for strings. Contains any given string.
- static bool [CTContainsAll](#) (this string str, string searchTerms, char splitChar=' ')

- Extension method for strings. Contains all given strings.*
- static bool [CTIsNumeric](#) (this string str)
- Extension method for strings. Checks if the string is numeric.*
- static void [CTShuffle< T >](#) (this T[] array, int seed=0)
- Extension method for Arrays. Shuffles an Array.*
- static string [CTDump< T >](#) (this T[] array, string prefix="", string postfix="")
- Extension method for Arrays. Dumps an array to a string.*
- static string [CTDump](#) (this Quaternion[] array)
- Extension method for Quaternion-Arrays. Dumps an array to a string.*
- static string [CTDump](#) (this Vector2[] array)
- Extension method for Vector2-Arrays. Dumps an array to a string.*
- static string [CTDump](#) (this Vector3[] array)
- Extension method for Vector3-Arrays. Dumps an array to a string.*
- static string [CTDump](#) (this Vector4[] array)
- Extension method for Vector4-Arrays. Dumps an array to a string.*
- static string[] [CTToString< T >](#) (this T[] array)
- Extension method for Arrays. Generates a string array with all entries (via ToString).*
- static void [CTShuffle< T >](#) (this System.Collections.Generic.IList< T > list, int seed=0)
- Extension method for IList. Shuffles a List.*
- static string [CTDump< T >](#) (this System.Collections.Generic.IList< T > list, string prefix="", string postfix="")
- Extension method for IList. Dumps a list to a string.*
- static string [CTDump](#) (this System.Collections.Generic.IList< Quaternion > list)
- Extension method for Quaternion-IList. Dumps a list to a string.*
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector2 > list)
- Extension method for Vector2-IList. Dumps a list to a string.*
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector3 > list)
- Extension method for Vector3-IList. Dumps a list to a string.*
- static string [CTDump](#) (this System.Collections.Generic.IList< Vector4 > list)
- Extension method for Vector4-IList. Dumps a list to a string.*
- static System.Collections.Generic.List< string > [CTToString< T >](#) (this System.Collections.Generic.IList< T > list)
- Extension method for IList. Generates a string list with all entries (via ToString).*
- static string [CTDump< K, V >](#) (this System.Collections.Generic.IDictionary< K, V > dict, string prefix="", string postfix="")
- Extension method for IDictionary. Dumps a dictionary to a string.*
- static void [CTAddRange< K, V >](#) (this System.Collections.Generic.IDictionary< K, V > source, System.Collections.Generic.IDictionary< K, V > collection)
- Extension method for IDictionary. Adds a dictionary to an existing one.*
- static bool [CTIsVisibleFrom](#) (this Renderer renderer, Camera camera)
- Extension method for Renderer. Determines if the renderer is visible from a certain camera.*
- static Transform [CTDeepSearch](#) (Transform parent, string name)
- Extension method for Transform. Recursively searches all children of a parent transform for specific named transform*

5.45.1 Detailed Description

Various extension methods.

5.45.2 Member Function Documentation

5.45.2.1 CTAddRange< K, V >()

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

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

Parameters

<i>source</i>	IDictionary-instance.
<i>collection</i>	Dictionary to add.

5.45.2.2 CTContains()

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

Extension method for strings. Case insensitive 'Contains'.

Parameters

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

Returns

True if the string contains the given string.

5.45.2.3 CTContainsAll()

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

Extension method for strings. Contains all given strings.

Parameters

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

Returns

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

5.45.2.4 CTContainsAny()

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

Extension method for strings. Contains any given string.

Parameters

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

Returns

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

5.45.2.5 CTDeepSearch()

```
static Transform Crosstales.ExtensionMethods.CTDeepSearch (
    Transform parent,
    string name ) [static]
```

Extension method for Transform. Recursively searches all children of a parent transform for specific named transform

Parameters

<i>parent</i>	Parent of the current children.
<i>name</i>	Name of the transform.

Returns

True if the renderer is visible by the given camera.

5.45.2.6 CTDump() [1/8]

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

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

Parameters

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

Returns

String with lines for all array entries.

5.45.2.7 CTDump() [2/8]

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

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

Parameters

<i>list</i>	Quaternion-IList-instance to dump.
-------------	------------------------------------

Returns

String with lines for all list entries.

5.45.2.8 CTDump() [3/8]

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

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

Parameters

<i>list</i>	Vector2-IList-instance to dump.
-------------	---------------------------------

Returns

String with lines for all list entries.

5.45.2.9 CTDump() [4/8]

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

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

Parameters

<i>list</i>	Vector3-IList-instance to dump.
-------------	---------------------------------

Returns

String with lines for all list entries.

5.45.2.10 CTDump() [5/8]

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

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

Parameters

<i>list</i>	Vector4-IList-instance to dump.
-------------	---------------------------------

Returns

String with lines for all list entries.

5.45.2.11 CTDump() [6/8]

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

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

Parameters

<i>array</i>	Vector2-Array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

5.45.2.12 CTDump() [7/8]

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

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

Parameters

<i>array</i>	Vector3-Array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

5.45.2.13 CTDump() [8/8]

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

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

Parameters

<i>array</i>	Vector4-Array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

5.45.2.14 CTDump< K, V >()

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

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

Parameters

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

Returns

String with lines for all dictionary entries.

5.45.2.15 CTDump< T >() [1/2]

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

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

Parameters

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

Returns

String with lines for all list entries.

5.45.2.16 CTDump< T >() [2/2]

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

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

Parameters

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

Returns

String with lines for all array entries.

5.45.2.17 CTEquals()

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

Extension method for strings. Case insensitive 'Equals'.

Parameters

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

Returns

True if the string contains the given string.

5.45.2.18 CTIsNumeric()

```
static bool Crosstales.ExtensionMethods.CTIsNumeric (
    this string str ) [static]
```

Extension method for strings. Checks if the string is numeric.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is numeric.

5.45.2.19 CTIsVisibleFrom()

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

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

Parameters

<i>renderer</i>	Renderer to test the visibility.
<i>camera</i>	Camera for the test.

Returns

True if the renderer is visible by the given camera.

5.45.2.20 CTReplace()

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

Extension method for strings. Case insensitive 'Replace'.

Parameters

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

Returns

Replaced string.

5.45.2.21 CTReverse()

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

Extension method for strings. Reverses a string.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

Reversed string.

5.45.2.22 CTShuffle< T >() [1/2]

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

Extension method for IList. Shuffles a List.

Parameters

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

5.45.2.23 CTShuffle< T >() [2/2]

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

Extension method for Arrays. Shuffles an Array.

Parameters

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

5.45.2.24 CTToString< T >() [1/2]

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

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

Parameters

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

Returns

String list with all entries (via ToString).

5.45.2.25 CTTToString< T >() [2/2]

```
static string [] Crosstales.ExtensionMethods.CTTToString< T > (  
    this T[] array ) [static]
```

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

Parameters

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

Returns

String array with all entries (via ToString).

5.45.2.26 CTToTitleCase()

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

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

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

Converted string in title case.

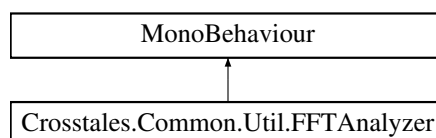
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Extension↔
Methods.cs

5.46 Crosstales.Common.Util.FFTAnalyzer Class Reference

FFT analyzer for an audio channel.

Inheritance diagram for Crosstales.Common.Util.FFTAnalyzer:



Public Member Functions

- void **Update** ()

Public Attributes

- float[] **Samples** = new float[256]
Array for the samples. More samples mean better accuracy but it also needs more performance (default: 256).
- int **Channel** = 0
summary>FFT-algorithm to analyze the audio (default: BlackmanHarris).
- FFTWindow **FFTMode** = FFTWindow.BlackmanHarris

5.46.1 Detailed Description

FFT analyzer for an audio channel.

5.46.2 Member Data Documentation

5.46.2.1 Channel

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

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

5.46.2.2 Samples

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

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

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

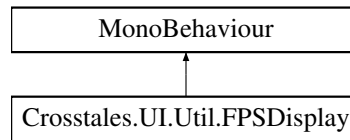
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↵
Util/FFTAnalyzer.cs

5.47 Crosstales.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstales.UI.Util.FPSDisplay:



Public Member Functions

- void **Update** ()

Public Attributes

- Text [FPS](#)
Text component to display the FPS.

5.47.1 Detailed Description

Simple FPS-Counter.

5.47.2 Member Data Documentation

5.47.2.1 FPS

Text `Crosstales.UI.Util.FPSDisplay.FPS`

Text component to display the FPS.

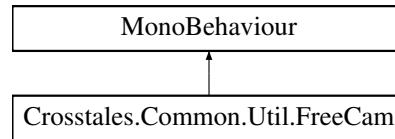
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/FPSDisplay.cs`

5.48 Crosstales.Common.Util.FreeCam Class Reference

A simple free camera to be added to a Unity game object.

Inheritance diagram for Crosstales.Common.Util.FreeCam:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnDisable** ()
- void **StartLooking** ()
Enable free looking.
- void **StopLooking** ()
Disable free looking.

Public Attributes

- float **MovementSpeed** = 10f
Normal speed of camera movement.
- float **FastMovementSpeed** = 100f
Speed of camera movement when shift is held down.
- float **FreeLookSensitivity** = 3f
Sensitivity for free look.
- float **ZoomSensitivity** = 10f
Amount to zoom the camera when using the mouse wheel.
- float **FastZoomSensitivity** = 50f
Amount to zoom the camera when using the mouse wheel (fast mode).

5.48.1 Detailed Description

A simple free camera to be added to a Unity game object.

Keys: wasd / arrows - movement q/e - up/down (local space) r/f - up/down (world space) pageup/pagedown - up/down (world space) hold shift - enable fast movement mode right mouse - enable free look mouse - free look / rotation

5.48.2 Member Function Documentation

5.48.2.1 StartLooking()

```
void Crosstales.Common.Util.FreeCam.StartLooking ( )
```

Enable free looking.

5.48.2.2 StopLooking()

```
void Crosstales.Common.Util.FreeCam.StopLooking ( )
```

Disable free looking.

5.48.3 Member Data Documentation

5.48.3.1 FastMovementSpeed

```
float Crosstales.Common.Util.FreeCam.FastMovementSpeed = 100f
```

Speed of camera movement when shift is held down.

5.48.3.2 FastZoomSensitivity

```
float Crosstales.Common.Util.FreeCam.FastZoomSensitivity = 50f
```

Amount to zoom the camera when using the mouse wheel (fast mode).

5.48.3.3 FreeLookSensitivity

```
float Crosstales.Common.Util.FreeCam.FreeLookSensitivity = 3f
```

Sensitivity for free look.

5.48.3.4 MovementSpeed

```
float Crosstales.Common.Util.FreeCam.MovementSpeed = 10f
```

Normal speed of camera movement.

5.48.3.5 ZoomSensitivity

```
float Crosstales.Common.Util.FreeCam.ZoomSensitivity = 10f
```

Amount to zoom the camera when using the mouse wheel.

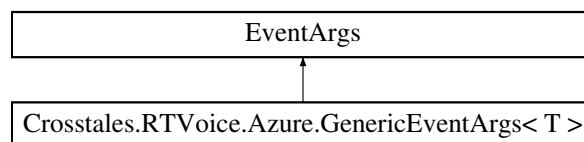
The documentation for this class was generated from the following file:

- D:/slaubenger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↵ Util/FreeCam.cs

5.49 Crosstales.RTVoice.Azure.GenericEventArgs< T > Class Template Reference

Generic event args

Inheritance diagram for Crosstales.RTVoice.Azure.GenericEventArgs< T >:



Public Member Functions

- [GenericEventArgs](#) (T eventData)
Initializes a new instance of the [GenericEventArgs< T >](#) class.

Properties

- T [EventData](#) [get]
Gets the event data.

5.49.1 Detailed Description

Generic event args

Template Parameters

<i>T</i>	Any type T
----------	------------

5.49.2 Constructor & Destructor Documentation

5.49.2.1 GenericEventArgs()

```
Crosstales.RTVoice.Azure.GenericEventArgs< T >.GenericEventArgs (
    T eventData )
```

Initializes a new instance of the [GenericEventArgs<T>](#) class.

Parameters

<i>eventData</i>	The event data.
------------------	-----------------

5.49.3 Property Documentation

5.49.3.1 eventData

```
T Crosstales.RTVoice.Azure.GenericEventArgs< T >.EventData [get]
```

Gets the event data.

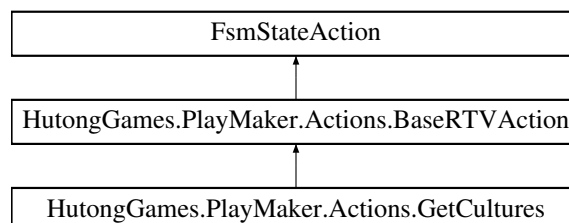
The documentation for this class was generated from the following file:

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

5.50 HutongGames.PlayMaker.Actions.GetCultures Class Reference

GetCultures-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.GetCultures:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmArray [Cultures](#)

Found cultures (output array).

5.50.1 Detailed Description

GetCultures-action for [PlayMaker](#).

5.50.2 Member Data Documentation

5.50.2.1 Cultures

```
FsmArray HutongGames.PlayMaker.Actions.GetCultures.Cultures
```

Found cultures (output array).

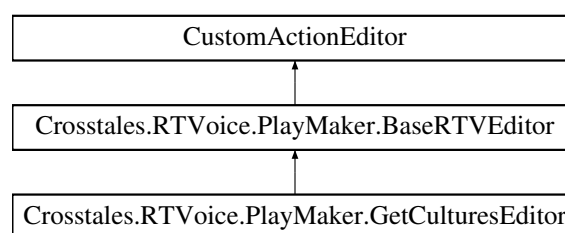
The documentation for this class was generated from the following file:

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

5.51 Crosstales.RTVoice.PlayMaker.GetCulturesEditor Class Reference

Custom editor for the GetCultures-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.GetCulturesEditor:



Additional Inherited Members

5.51.1 Detailed Description

Custom editor for the GetCultures-action.

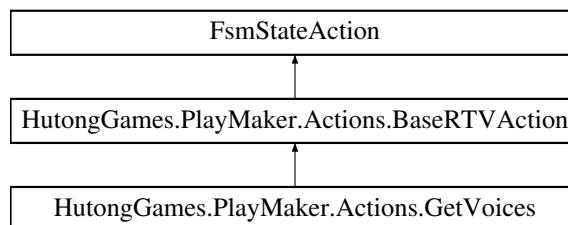
The documentation for this class was generated from the following file:

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

5.52 HutongGames.PlayMaker.Actions.GetVoices Class Reference

GetVoices-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.GetVoices:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmString [Culture](#)
Culture of the voices (e.g. 'en', blank for all cultures).
- FsmString [Gender](#)
Gender of the voices ('m' or 'male' for males, 'f' or 'female' for females, blank for all genders).
- FsmArray [Voices](#)
Found voices (output array).

5.52.1 Detailed Description

GetVoices-action for [PlayMaker](#).

5.52.2 Member Data Documentation

5.52.2.1 Culture

FsmString HutongGames.PlayMaker.Actions.GetVoices.Culture

Culture of the voices (e.g. 'en', blank for all cultures).

5.52.2.2 Gender

```
FsmString HutongGames.PlayMaker.Actions.GetVoices.Gender
```

Gender of the voices ('m' or 'male' for males, 'f' or 'female' for females, blank for all genders).

5.52.2.3 Voices

```
FsmArray HutongGames.PlayMaker.Actions.GetVoices.Voices
```

Found voices (output array).

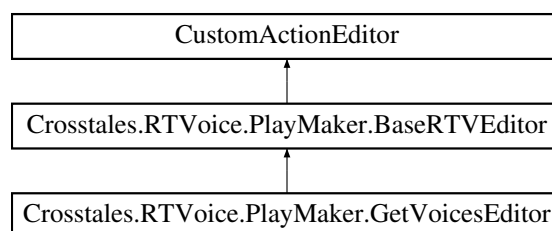
The documentation for this class was generated from the following file:

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

5.53 Crosstales.RTVoice.PlayMaker.GetVoicesEditor Class Reference

Custom editor for the GetVoices-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.GetVoicesEditor:



Additional Inherited Members

5.53.1 Detailed Description

Custom editor for the GetVoices-action.

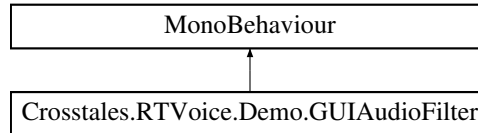
The documentation for this class was generated from the following file:

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

5.54 Crosstales.RTVoice.Demo.GUIAudioFilter Class Reference

Simple GUI for audio filters.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIAudioFilter:



Public Member Functions

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

Public Attributes

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

5.54.1 Detailed Description

Simple GUI for audio filters.

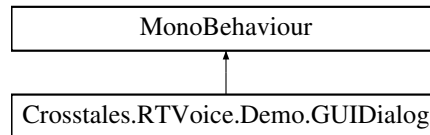
The documentation for this class was generated from the following file:

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

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

Public Attributes

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

5.55.1 Detailed Description

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

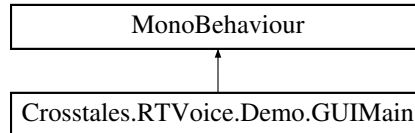
The documentation for this class was generated from the following file:

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

5.56 Crosstales.RTVoice.Demo.GUIMain Class Reference

Main GUI component for all demo scenes.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIMain:



Public Member Functions

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

Public Attributes

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

5.56.1 Detailed Description

Main GUI component for all demo scenes.

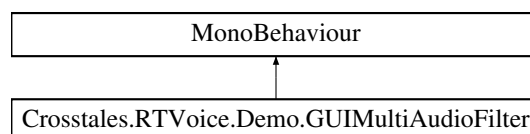
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/GUIMain.cs

5.57 Crosstales.RTVoice.Demo.GUIMultiAudioFilter Class Reference

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

Inheritance diagram for Crosstales.RTVoice.Demo.GUIMultiAudioFilter:



Public Member Functions

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

Public Attributes

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

5.57.1 Detailed Description

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

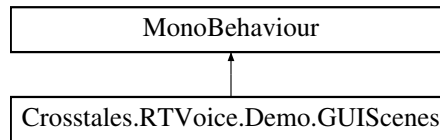
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↵
Scripts/GUIMultiAudioFilter.cs

5.58 Crosstales.RTVoice.Demo.GUIScenes Class Reference

Main GUI scene manager for all demo scenes.

Inheritance diagram for Crosstales.RTVoice.Demo.GUIScenes:



Public Member Functions

- void **LoadPreviousScene** ()
- void **LoadNextScene** ()

Public Attributes

- string **PreviousScene**
- string **PreviousSceneWebGL**
- string **NextScene**
- string **NextSceneWebGL**

5.58.1 Detailed Description

Main GUI scene manager for all demo scenes.

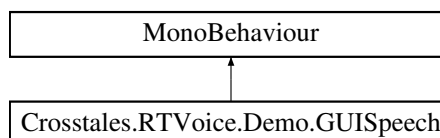
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/GUIScenes.cs`

5.59 Crosstales.RTVoice.Demo.GUISpeech Class Reference

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

Inheritance diagram for Crosstales.RTVoice.Demo.GUISpeech:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **OnDestroy** ()
- void **Silence** ()
- void **ChangeRate** (float rate)
- void **ChangeVolume** (float volume)
- void **ChangePitch** (float pitch)
- void **ChangeNative** (bool native)
- void **ChangeMaryTTS** (bool maryTTS)
- void **GenderChanged** (System.Int32 index)

Public Attributes

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

Static Public Attributes

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

5.59.1 Detailed Description

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

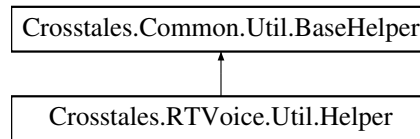
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↵ Scripts/GUISpeech.cs

5.60 Crosstales.RTVoice.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.RTVoice.Util.Helper:



Static Public Member Functions

- static [Model.Enum.Gender StringToGender](#) (string gender)
Converts a string to a Gender.
- static [Model.Enum.Gender AppleVoiceNameToGender](#) (string voiceName)
Converts an Apple voice name to a Gender.
- static [Model.Enum.Gender WSAVoiceNameToGender](#) (string voiceName)
Converts an WSA voice name to a Gender.
- static string [CleanText](#) (string text, bool removeTags=true, bool clearSpaces=true, bool clearLine↵ Endings=true)
Cleans a given text to contain only letters or digits.
- static string [MarkSpokenText](#) (string[] speechTextArray, int wordIndex, bool markAllSpokenWords=false, string markPrefix="<color=green>", string markPostfix="</color>")
Marks the current word or all spoken words from a given text array.

Static Public Attributes

- static readonly System.Collections.Generic.Dictionary< int, string > **LocaleCodes** = new System.↵ Collections.Generic.Dictionary<int, string>(161)

Properties

- static bool [hasBuiltInTTS](#) [get]
Checks if the current platform has built-in TTS.
- static [Model.Enum.ProviderType CurrentProviderType](#) [get]
The current provider type.

Additional Inherited Members

5.60.1 Detailed Description

Various helper functions.

5.60.2 Member Function Documentation

5.60.2.1 AppleVoiceNameToGender()

```
static Model.Enum.Gender Crosstales.RTVoice.Util.Helper.AppleVoiceNameToGender (
    string voiceName ) [static]
```

Converts an Apple voice name to a Gender.

Parameters

<i>voiceName</i>	Voice name.
------------------	-------------

Returns

Gender from the given Apple voice name.

5.60.2.2 CleanText()

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

Cleans a given text to contain only letters or digits.

Parameters

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

Returns

Clean text with only letters and digits.

5.60.2.3 MarkSpokenText()

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

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

Parameters

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

Returns

Marked current word or all spoken words.

5.60.2.4 StringToGender()

```
static Model.Enum.Gender Crosstales.RTVoice.Util.Helper.StringToGender (
    string gender ) [static]
```

Converts a string to a Gender.

Parameters

<i>gender</i>	Gender as text.
---------------	-----------------

Returns

Gender from the given string.

5.60.2.5 WSAVoiceNameToGender()

```
static Model.Enum.Gender Crosstales.RTVoice.Util.Helper.WSAVoiceNameToGender (
    string voiceName ) [static]
```

Converts an WSA voice name to a Gender.

Parameters

<i>voiceName</i>	Voice name.
------------------	-------------

Returns

Gender from the given WSA voice name.

5.60.3 Property Documentation**5.60.3.1 CurrentProviderType**

```
Model.Enum.ProviderType Crosstales.RTVoice.Util.Helper.CurrentProviderType [static], [get]
```

The current provider type.

Returns

Current provider type.

5.60.3.2 hasBuiltInTTS

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

Checks if the current platform has built-in TTS.

Returns

True if the current platform has built-in TTS.

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

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

5.61 Crosstales.RTVoice.Azure.Synthesize.InputOptions Class Reference

Inputs Options for the TTS Service.

Public Member Functions

- [InputOptions](#) ()
Initializes a new instance of the Input class.

Properties

- System.Uri [RequestUri](#) [get, set]
Gets or sets the request URI.
- [AudioOutputFormat](#) [OutputFormat](#) [get, set]
Gets or sets the audio output format.
- System.Collections.Generic.IEnumerable< System.Collections.Generic.KeyValuePair< string, string > > [Headers](#) [get]
Gets or sets the headers.
- string [Locale](#) [get, set]
Gets or sets the locale.
- [Model.Enum.Gender](#) [VoiceType](#) [get, set]
Gets or sets the type of the voice; male/female.
- string [VoiceName](#) [get, set]
Gets or sets the name of the voice.
- string [AuthorizationToken](#) [get, set]
Authorization Token.
- string [Text](#) [get, set]
Gets or sets the text.

5.61.1 Detailed Description

Inputs Options for the TTS Service.

5.61.2 Constructor & Destructor Documentation

5.61.2.1 InputOptions()

```
Crosstales.RTVoice.Azure.Synthesize.InputOptions.InputOptions ( )
```

Initializes a new instance of the Input class.

5.61.3 Property Documentation

5.61.3.1 AuthorizationToken

```
string Crosstales.RTVoice.Azure.Synthesize.InputOptions.AuthorizationToken [get], [set]
```

Authorization Token.

5.61.3.2 Headers

```
System.Collections.Generic.IEnumerable<System.Collections.Generic.KeyValuePair<string, string>  
> Crosstales.RTVoice.Azure.Synthesize.InputOptions.Headers [get]
```

Gets or sets the headers.

5.61.3.3 Locale

```
string Crosstales.RTVoice.Azure.Synthesize.InputOptions.Locale [get], [set]
```

Gets or sets the locale.

5.61.3.4 OutputFormat

`AudioOutputFormat` Crosstales.RTVoice.Azure.Synthesize.InputOptions.OutputFormat [get], [set]

Gets or sets the audio output format.

5.61.3.5 RequestUri

`System.Uri` Crosstales.RTVoice.Azure.Synthesize.InputOptions.RequestUri [get], [set]

Gets or sets the request URI.

5.61.3.6 Text

`string` Crosstales.RTVoice.Azure.Synthesize.InputOptions.Text [get], [set]

Gets or sets the text.

5.61.3.7 VoiceName

`string` Crosstales.RTVoice.Azure.Synthesize.InputOptions.VoiceName [get], [set]

Gets or sets the name of the voice.

5.61.3.8 VoiceType

`Model.Enum.Gender` Crosstales.RTVoice.Azure.Synthesize.InputOptions.VoiceType [get], [set]

Gets or sets the type of the voice; male/female.

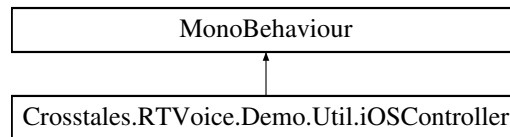
The documentation for this class was generated from the following file:

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

5.62 Crosstales.RTVoice.Demo.Util.iOSController Class Reference

Enables MaryTTS on iOS for specific scenes.

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



Public Member Functions

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

5.62.1 Detailed Description

Enables MaryTTS on iOS for specific scenes.

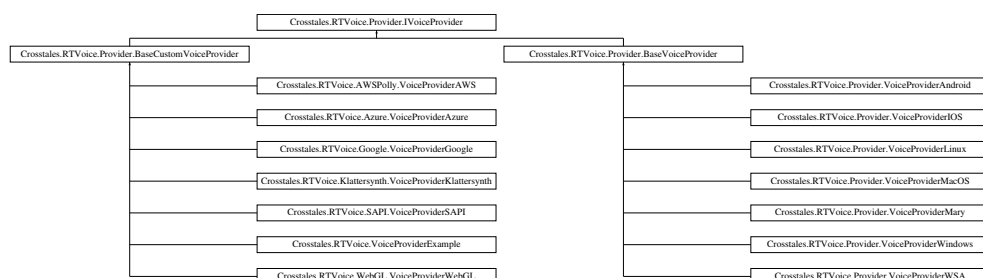
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/Scripts/Util/iOSController.cs

5.63 Crosstales.RTVoice.Provider.IVoiceProvider Interface Reference

Interface for all voice providers.

Inheritance diagram for Crosstales.RTVoice.Provider.IVoiceProvider:



Public Member Functions

- void [Silence](#) ()
Silence all active TTS-providers.
- void [Silence](#) (string uid)
Silence the current TTS-provider (native mode).
- IEnumerator [SpeakNative](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode).
- IEnumerator [Speak](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice.
- IEnumerator [Generate](#) ([Model.Wrapper](#) wrapper)
The current provider generates an audio file from a text with a given voice.
- void [SpeakNativeInEditor](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).
- void [GenerateInEditor](#) ([Model.Wrapper](#) wrapper)
Generates an audio file with the current provider (Editor only).

Properties

- string [AudioFileExtension](#) [get]
Returns the extension of the generated audio files.
- AudioType [AudioFileType](#) [get]
Returns the type of the generated audio files.
- string [DefaultVoiceName](#) [get]
Returns the default voice name of the current TTS-provider.
- System.Collections.Generic.List< [Model.Voice](#) > [Voices](#) [get]
Get all available voices from the current TTS-provider and fills it into a given list.
- int [MaxTextLength](#) [get]
Maximal length of the speech text (in characters).
- bool [isWorkingInEditor](#) [get]
Indicates if this provider is working directly inside the Unity Editor (without 'Play'-mode).
- bool [isWorkingInPlaymode](#) [get]
Indicates if this provider is working with 'Play'-mode inside the Unity Editor.
- bool [isSpeakNativeSupported](#) [get]
Indicates if this provider is supporting SpeakNative.
- bool [isSpeakSupported](#) [get]
Indicates if this provider is supporting Speak.
- bool [isPlatformSupported](#) [get]
Indicates if this provider is supporting the current platform.
- bool [isSSMLSupported](#) [get]
Indicates if this provider is supporting SSML.
- bool [isOnlineService](#) [get]
Indicates if this provider is an online service like MaryTTS or AWS Polly.
- bool [hasCoRoutines](#) [get]
Indicates if this provider uses co-routines.
- bool [isIL2CPPSupported](#) [get]
Indicates if this provider is supporting IL2CPP.
- bool [hasVoicesInEditor](#) [get]
Indicates if this provider returns voices in the Editor mode.
- System.Collections.Generic.List< string > [Cultures](#) [get]
Get all available cultures from the current provider (ISO 639-1).

5.63.1 Detailed Description

Interface for all voice providers.

5.63.2 Member Function Documentation

5.63.2.1 Generate()

```
IEnumerator Crosstales.RTVoice.Provider.IVoiceProvider.Generate (
    Model Wrapper wrapper )
```

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

Parameters

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

Implemented in [Crosstales.RTVoice.Provider.VoiceProviderWindows](#), [Crosstales.RTVoice.Provider.VoiceProviderLinux](#), [Crosstales.RTVoice.Provider.VoiceProviderMacOS](#), [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.Provider.BaseVoiceProvider](#), [Crosstales.RTVoice.Provider.VoiceProvideriOS](#), [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.Provider.VoiceProviderWSA](#), [Crosstales.RTVoice.VoiceProviderExample](#), [Crosstales.RTVoice.Provider.VoiceProviderMary](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

5.63.2.2 GenerateInEditor()

```
void Crosstales.RTVoice.Provider.IVoiceProvider.GenerateInEditor (
    Model Wrapper wrapper )
```

Generates an audio file with the current provider (Editor only).

Parameters

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

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.Provider.BaseVoiceProvider](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.Provider.VoiceProviderMary](#), [Crosstales.RTVoice.Provider.VoiceProviderWindows](#), [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.Provider.VoiceProviderWSA](#), [Crosstales.RTVoice.VoiceProviderExample](#), [Crosstales.RTVoice.Provider.VoiceProviderMary](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

5.63.2.3 Silence() [1/2]

```
void Crosstales.RTVoice.Provider.IVoiceProvider.Silence ( )
```

Silence all active TTS-providers.

Implemented in [Crosstales.RTVoice.Provider.VoiceProviderWindows](#), [Crosstales.RTVoice.Provider.VoiceProviderLinux](#), [Crosstales.RTVoice.Provider.VoiceProviderMacOS](#), [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Provider.VoiceProviderWSA](#), [Crosstales.RTVoice.Provider.VoiceProviderIOS](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.Provider.BaseVoiceProvider](#), and [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.63.2.4 Silence() [2/2]

```
void Crosstales.RTVoice.Provider.IVoiceProvider.Silence (
    string uid )
```

Silence the current TTS-provider (native mode).

Parameters

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

Implemented in [Crosstales.RTVoice.Provider.VoiceProviderWindows](#), [Crosstales.RTVoice.Provider.VoiceProviderLinux](#), [Crosstales.RTVoice.Provider.VoiceProviderMacOS](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Provider.VoiceProviderWSA](#), [Crosstales.RTVoice.Provider.VoiceProviderIOS](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.Provider.BaseVoiceProvider](#), and [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.63.2.5 Speak()

```
IEnumerator Crosstales.RTVoice.Provider.IVoiceProvider.Speak (
    Model.Wrapper wrapper )
```

The current provider speaks a text with a given voice.

Parameters

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

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.Provider.VoiceProviderWindows](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Provider.VoiceProviderLinux](#), [Crosstales.RTVoice.VoiceProviderExample](#), [Crosstales.RTVoice.Provider.BaseVoiceProvider](#), [Crosstales.RTVoice.Provider.VoiceProviderMacOS](#), [Crosstales.RTVoice.Provider.VoiceProviderIOS](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#), [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), [Crosstales.RTVoice.Provider.VoiceProviderWSA](#), [Crosstales.RTVoice.Provider.VoiceProviderMary](#), and [Crosstales.RTVoice.Klattersy](#).

5.63.2.6 SpeakNative()

```
IEnumerator Crosstales.RTVoice.Provider.IVoiceProvider.SpeakNative (
    Model.Wrapper wrapper )
```

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

Parameters

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

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.VoiceProviderExample](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Provider.BaseVoiceProvider](#), [Crosstales.RTVoice.Provider.VoiceProviderIOS](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#), [Crosstales.RTVoice.Provider.VoiceProviderWindows](#), [Crosstales.RTVoice.Provider.VoiceProviderMary](#), [Crosstales.RTVoice.Provider.VoiceProviderLinux](#), [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#), [Crosstales.RTVoice.Provider.VoiceProviderWSA](#), [Crosstales.RTVoice.Provider.VoiceProviderMacOS](#), and [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#).

5.63.2.7 SpeakNativeInEditor()

```
void Crosstales.RTVoice.Provider.IVoiceProvider.SpeakNativeInEditor (
    Model.Wrapper wrapper )
```

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

Parameters

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

Implemented in [Crosstales.RTVoice.AWSPolly.VoiceProviderAWS](#), [Crosstales.RTVoice.Provider.VoiceProviderLinux](#), [Crosstales.RTVoice.Azure.VoiceProviderAzure](#), [Crosstales.RTVoice.Provider.VoiceProviderMary](#), [Crosstales.RTVoice.Provider.VoiceProviderSAPI](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#), [Crosstales.RTVoice.SAPI.VoiceProviderSAPI](#), [Crosstales.RTVoice.Google.VoiceProviderGoogle](#), [Crosstales.RTVoice.WebGL.VoiceProviderWebGL](#), [Crosstales.RTVoice.Provider.VoiceProviderAndroid](#), [Crosstales.RTVoice.Provider.VoiceProviderExample](#), [Crosstales.RTVoice.Provider.VoiceProviderIOS](#), and [Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth](#).

5.63.3 Property Documentation

5.63.3.1 AudioFileExtension

```
string Crosstales.RTVoice.Provider.IVoiceProvider.AudioFileExtension [get]
```

Returns the extension of the generated audio files.

Returns

Extension of the generated audio files.

5.63.3.2 AudioFileType

```
AudioType Crosstales.RTVoice.Provider.IVoiceProvider.AudioFileType [get]
```

Returns the type of the generated audio files.

Returns

Type of the generated audio files.

5.63.3.3 Cultures

```
System.Collections.Generic.List<string> Crosstales.RTVoice.Provider.IVoiceProvider.Cultures  
[get]
```

Get all available cultures from the current provider (ISO 639-1).

Returns

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

5.63.3.4 DefaultVoiceName

```
string Crosstales.RTVoice.Provider.IVoiceProvider.DefaultVoiceName [get]
```

Returns the default voice name of the current TTS-provider.

Returns

Default voice name of the current TTS-provider.

5.63.3.5 hasCoRoutines

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.hasCoRoutines [get]
```

Indicates if this provider uses co-routines.

Returns

True if this provider uses co-routines.

5.63.3.6 hasVoicesInEditor

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.hasVoicesInEditor [get]
```

Indicates if this provider returns voices in the Editor mode.

Returns

True if this provider returns voices in the Editor mode.

5.63.3.7 isIL2CPPSupported

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isIL2CPPSupported [get]
```

Indicates if this provider is supporting IL2CPP.

Returns

True if this provider supports IL2CPP.

5.63.3.8 isOnlineService

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isOnlineService [get]
```

Indicates if this provider is an online service like MaryTTS or AWS Polly.

Returns

True if this provider is an online service.

5.63.3.9 isPlatformSupported

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isPlatformSupported [get]
```

Indicates if this provider is supporting the current platform.

Returns

True if this provider supports current platform.

5.63.3.10 isSpeakNativeSupported

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isSpeakNativeSupported [get]
```

Indicates if this provider is supporting SpeakNative.

Returns

True if this provider supports SpeakNative.

5.63.3.11 isSpeakSupported

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isSpeakSupported [get]
```

Indicates if this provider is supporting Speak.

Returns

True if this provider supports Speak.

5.63.3.12 isSSMLSupported

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isSSMLSupported [get]
```

Indicates if this provider is supporting SSML.

Returns

True if this provider supports SSML.

5.63.3.13 isWorkingInEditor

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isWorkingInEditor [get]
```

Indicates if this provider is working directly inside the Unity Editor (without 'Play'-mode).

Returns

True if the provider is working directly inside the Unity Editor.

5.63.3.14 isWorkingInPlaymode

```
bool Crosstales.RTVoice.Provider.IVoiceProvider.isWorkingInPlaymode [get]
```

Indicates if this provider is working with 'Play'-mode inside the Unity Editor.

Returns

True if this provider is working with 'Play'-mode inside the Unity Editor.

5.63.3.15 MaxTextLength

```
int Crosstales.RTVoice.Provider.IVoiceProvider.MaxTextLength [get]
```

Maximal length of the speech text (in characters).

Returns

The maximal length of the speech text.

5.63.3.16 Voices

```
System.Collections.Generic.List<Model.Voice> Crosstales.RTVoice.Provider.IVoiceProvider.Voices  
[get]
```

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

Returns

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

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵
Provider/IVoiceProvider.cs

5.64 Crosstales.RTVoice.EditorTask.Launch Class Reference

Show the configuration window on the first launch.

5.64.1 Detailed Description

Show the configuration window on the first launch.

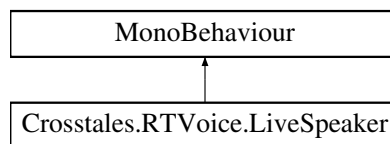
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstailes/RTVoice/Editor/↵ Task/Launch.cs

5.65 Crosstailes.RTVoice.LiveSpeaker Class Reference

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

Inheritance diagram for Crosstailes.RTVoice.LiveSpeaker:



Public Member Functions

- void **SpeakNative** (**Model.Wrapper** wrapper)
Speaks a text with a given wrapper -> native mode.
- void **SpeakNative** (string args)
Speaks a text with a given array of arguments (native mode).
- void **SpeakNative** (string[] args)
Speaks a text with a given array of arguments (native mode).
- void **Speak** (**Model.Wrapper** wrapper)
Speaks a text with a given wrapper.
- void **Speak** (string args)
Speaks a text with a given array of arguments.
- void **Speak** (string[] args)
Speaks a text with a given array of arguments.
- void **Silence** ()
Silence all active TTS-voices.
- void **SetVoices** (string voices)
Sets all voices from iOS.
- void **WordSpoken** (string word)
The current spoken word from iOS.
- void **SetState** (string state)
Sets the state from iOS.

5.65.1 Detailed Description

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

5.65.2 Member Function Documentation

5.65.2.1 SetState()

```
void Crosstales.RTVoice.LiveSpeaker.SetState (
    string state )
```

Sets the state from iOS.

Parameters

<i>voices</i>	State from iOS.
---------------	-----------------

5.65.2.2 SetVoices()

```
void Crosstales.RTVoice.LiveSpeaker.SetVoices (
    string voices )
```

Sets all voices from iOS.

Parameters

<i>voices</i>	All voices from iOS.
---------------	----------------------

5.65.2.3 Silence()

```
void Crosstales.RTVoice.LiveSpeaker.Silence ( )
```

Silence all active TTS-voices.

5.65.2.4 Speak() [1/3]

```
void Crosstales.RTVoice.LiveSpeaker.Speak (
    Model.Wrapper wrapper )
```

Speaks a text with a given wrapper.

Parameters

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

5.65.2.5 Speak() [2/3]

```
void Crosstales.RTVoice.LiveSpeaker.Speak (
    string args )
```

Speaks a text with a given array of arguments.

Important: you can't specify the AudioSource with this method!

Parameters

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

5.65.2.6 Speak() [3/3]

```
void Crosstales.RTVoice.LiveSpeaker.Speak (
    string[] args )
```

Speaks a text with a given array of arguments.

Important: you can't specify the AudioSource with this method!

Parameters

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

5.65.2.7 SpeakNative() [1/3]

```
void Crosstales.RTVoice.LiveSpeaker.SpeakNative (
    Model.Wrapper wrapper )
```

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

Parameters

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

5.65.2.8 SpeakNative() [2/3]

```
void Crosstales.RTVoice.LiveSpeaker.SpeakNative (
    string args )
```

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

Parameters

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

5.65.2.9 SpeakNative() [3/3]

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

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

Parameters

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

5.65.2.10 WordSpoken()

```
void Crosstales.RTVoice.LiveSpeaker.WordSpoken (
    string word )
```

The current spoken word from iOS.

Parameters

<i>voices</i>	Current spoken word from iOS.
---------------	-------------------------------

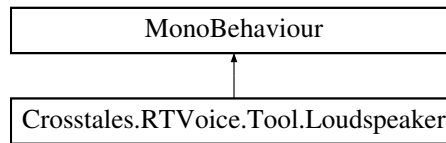
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/Live↔ Speaker.cs

5.66 Crosstales.RTVoice.Tool.Loudspeaker Class Reference

[Loudspeaker](#) for an AudioSource.

Inheritance diagram for Crosstales.RTVoice.Tool.Loudspeaker:



Public Member Functions

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

Public Attributes

- AudioSource **Source**
Origin AudioSource.
- bool **Synchronized** = false
Synchronize with the origin (default: false).
- bool **SilenceSource** = true
Silence the origin (default: true).

Properties

- bool **isSynchronized** [get, set]
Synchronize with the origin (main use is for [UI](#)).
- bool **isSilenceSource** [get, set]
Silence the origin (main use is for [UI](#)).

5.66.1 Detailed Description

[Loudspeaker](#) for an AudioSource.

5.66.2 Member Data Documentation

5.66.2.1 SilenceSource

```
bool Crosstales.RTVoice.Tool.Loudspeaker.SilenceSource = true
```

Silence the origin (default: true).

5.66.2.2 Source

`AudioSource Crosstales.RTVoice.Tool.Loudspeaker.Source`

Origin `AudioSource`.

5.66.2.3 Synchronized

`bool Crosstales.RTVoice.Tool.Loudspeaker.Synchronized = false`

Synchronize with the origin (default: false).

5.66.3 Property Documentation

5.66.3.1 isSilenceSource

`bool Crosstales.RTVoice.Tool.Loudspeaker.isSilenceSource [get], [set]`

Silence the origin (main use is for [UI](#)).

5.66.3.2 isSynchronized

`bool Crosstales.RTVoice.Tool.Loudspeaker.isSynchronized [get], [set]`

Synchronize with the origin (main use is for [UI](#)).

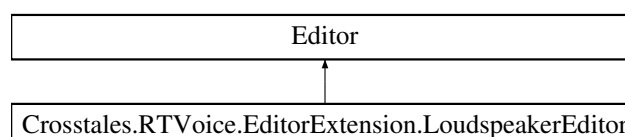
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵ Tool/Loudspeaker.cs`

5.67 Crosstales.RTVoice.EditorExtension.LoudspeakerEditor Class Reference

Custom editor for the 'Loudspeaker'-class.

Inheritance diagram for `Crosstales.RTVoice.EditorExtension.LoudspeakerEditor`:



Public Member Functions

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

5.67.1 Detailed Description

Custom editor for the 'Loudspeaker'-class.

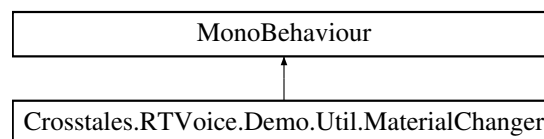
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/↔
Extension/LoudspeakerEditor.cs

5.68 Crosstales.RTVoice.Demo.Util.MaterialChanger Class Reference

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

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



Public Member Functions

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

Public Attributes

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

5.68.1 Detailed Description

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

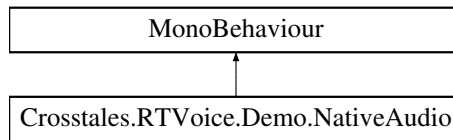
The documentation for this class was generated from the following file:

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

5.69 Crosstales.RTVoice.Demo.NativeAudio Class Reference

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

Inheritance diagram for Crosstales.RTVoice.Demo.NativeAudio:



Public Member Functions

- void **Start** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **StartTTS** ()
- void **Silence** ()

Public Attributes

- string **SpeechText** = "This is an example with native audio for exact timing (e.g. animations)."
- bool **PlayOnStart** = false
- float **Delay** = 1f

5.69.1 Detailed Description

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

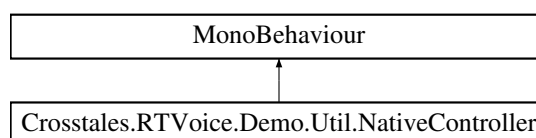
The documentation for this class was generated from the following file:

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

5.70 Crosstales.RTVoice.Demo.Util.NativeController Class Reference

Enables or disable game objects for native mode.

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



Public Member Functions

- void **Update** ()

Public Attributes

- bool **Active** = true
Enable or disable the 'Objects' for native mode (default: true).
- GameObject[] **Objects**

5.70.1 Detailed Description

Enables or disable game objects for native mode.

5.70.2 Member Data Documentation

5.70.2.1 Active

```
bool Crosstales.RTVoice.Demo.Util.NativeController.Active = true
```

Enable or disable the 'Objects' for native mode (default: true).

summary>Selected objects for the controller.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/Util/NativeController.cs

5.71 Crosstales.Common.EditorTask.NYCheck Class Reference

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

5.71.1 Detailed Description

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

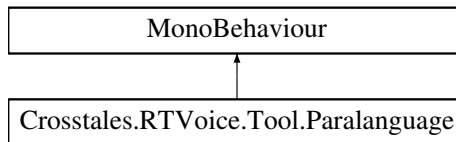
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Editor/↔ Task/NYCheck.cs

5.72 Crosstales.RTVoice.Tool.Paralanguage Class Reference

Para-language simulator with audio files.

Inheritance diagram for Crosstales.RTVoice.Tool.Paralanguage:



Public Member Functions

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

Public Attributes

- string **Text** = string.Empty
Text to speak.
- **Model.VoiceAlias** **Voices**
Voices for the speech.
- **Model.Enum.SpeakMode** **Mode** = Model.Enum.SpeakMode.Speak
Speak mode (default: 'Speak').
- AudioClip[] **Clips**
Audio clips to play.
- float **Rate** = 1f
Speech rate of the speaker in percent (1 = 100%, default: 1, optional).
- float **Pitch** = 1f
Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).
- float **Volume** = 1f
Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).
- bool **PlayOnStart** = false
Enable speaking of the text on start (default: false).
- float **Delay** = 0f
Delay until the speech for this text starts (default: 0).

Properties

- ParalanguageStart [OnParalanguageStart](#)
An event triggered whenever a [Paralanguage](#) 'Speak' is started.
- ParalanguageComplete [OnParalanguageComplete](#)
An event triggered whenever a [Paralanguage](#) 'Speak' is completed.
- string [CurrentText](#) [get, set]
Text to speak (main use is for [UI](#)).
- float [CurrentRate](#) [get, set]
Speech rate of the speaker in percent (main use is for [UI](#)).
- float [CurrentPitch](#) [get, set]
Speech pitch of the speaker in percent (main use is for [UI](#)).
- float [CurrentVolume](#) [get, set]
Volume of the speaker in percent (main use is for [UI](#)).

5.72.1 Detailed Description

Para-language simulator with audio files.

5.72.2 Member Function Documentation

5.72.2.1 Silence()

```
void Crosstales.RTVoice.Tool.Paralanguage.Silence ( )
```

Silence the speech.

5.72.2.2 Speak()

```
void Crosstales.RTVoice.Tool.Paralanguage.Speak ( )
```

Speak the text.

5.72.3 Member Data Documentation

5.72.3.1 Clips

```
AudioClip [ ] Crosstales.RTVoice.Tool.Paralanguage.Clips
```

Audio clips to play.

5.72.3.2 Delay

```
float Crosstales.RTVoice.Tool.Paralanguage.Delay = 0f
```

Delay until the speech for this text starts (default: 0).

5.72.3.3 Mode

```
Model.Enum.SpeakMode Crosstales.RTVoice.Tool.Paralanguage.Mode = Model.Enum.SpeakMode.Speak
```

Speak mode (default: 'Speak').

5.72.3.4 Pitch

```
float Crosstales.RTVoice.Tool.Paralanguage.Pitch = 1f
```

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

5.72.3.5 PlayOnStart

```
bool Crosstales.RTVoice.Tool.Paralanguage.PlayOnStart = false
```

Enable speaking of the text on start (default: false).

5.72.3.6 Rate

```
float Crosstales.RTVoice.Tool.Paralanguage.Rate = 1f
```

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

5.72.3.7 Text

```
string Crosstales.RTVoice.Tool.Paralanguage.Text = string.Empty
```

Text to speak.

5.72.3.8 Voices

`Model.VoiceAlias` Crosstales.RTVoice.Tool.Paralanguage.Voices

Voices for the speech.

5.72.3.9 Volume

`float` Crosstales.RTVoice.Tool.Paralanguage.Volume = 1f

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

5.72.4 Property Documentation

5.72.4.1 CurrentPitch

`float` Crosstales.RTVoice.Tool.Paralanguage.CurrentPitch [get], [set]

Speech pitch of the speaker in percent (main use is for [UI](#)).

5.72.4.2 CurrentRate

`float` Crosstales.RTVoice.Tool.Paralanguage.CurrentRate [get], [set]

Speech rate of the speaker in percent (main use is for [UI](#)).

5.72.4.3 CurrentText

`string` Crosstales.RTVoice.Tool.Paralanguage.CurrentText [get], [set]

Text to speak (main use is for [UI](#)).

5.72.4.4 CurrentVolume

`float` Crosstales.RTVoice.Tool.Paralanguage.CurrentVolume [get], [set]

Volume of the speaker in percent (main use is for [UI](#)).

5.72.4.5 OnParalanguageComplete

ParalanguageComplete Crosstales.RTVoice.Tool.Paralanguage.OnParalanguageComplete [add], [remove]

An event triggered whenever a [Paralanguage](#) 'Speak' is completed.

5.72.4.6 OnParalanguageStart

ParalanguageStart Crosstales.RTVoice.Tool.Paralanguage.OnParalanguageStart [add], [remove]

An event triggered whenever a [Paralanguage](#) 'Speak' is started.

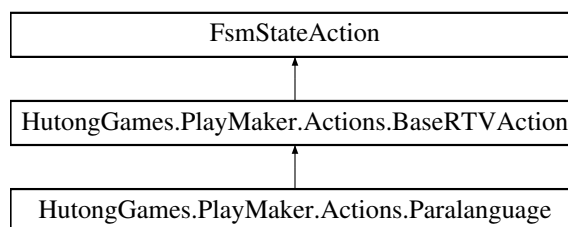
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↔ Tool/Paralanguage.cs

5.73 HutongGames.PlayMaker.Actions.Paralanguage Class Reference

Paralanguage-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.Paralanguage:



Public Member Functions

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

Public Attributes

- [Crosstales.RTVoice.Tool.Paralanguage Obj](#)
Add a [Paralanguage](#) (default: first object in scene).

5.73.1 Detailed Description

Paralanguage-action for [PlayMaker](#).

5.73.2 Member Data Documentation

5.73.2.1 Obj

`Crosstales.RTVoice.Tool.Paralanguage` `HutongGames.PlayMaker.Actions.Paralanguage.Obj`

Add a `Paralanguage` (default: first object in scene).

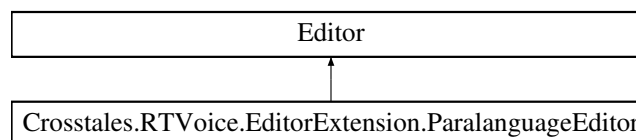
The documentation for this class was generated from the following file:

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

5.74 Crosstales.RTVoice.EditorExtension.ParalanguageEditor Class Reference

Custom editor for the 'Paralanguage'-class.

Inheritance diagram for `Crosstales.RTVoice.EditorExtension.ParalanguageEditor`:



Public Member Functions

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

5.74.1 Detailed Description

Custom editor for the 'Paralanguage'-class.

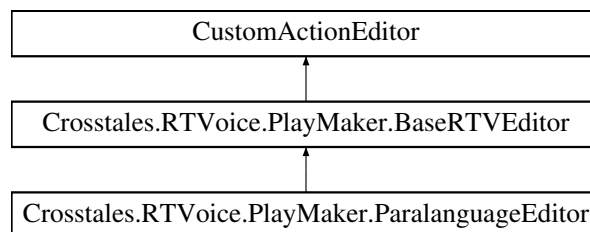
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/↔ Extension/ParalanguageEditor.cs`

5.75 Crosstales.RTVoice.PlayMaker.ParalanguageEditor Class Reference

Custom editor for the Paralanguage-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.ParalanguageEditor:



Additional Inherited Members

5.75.1 Detailed Description

Custom editor for the Paralanguage-action.

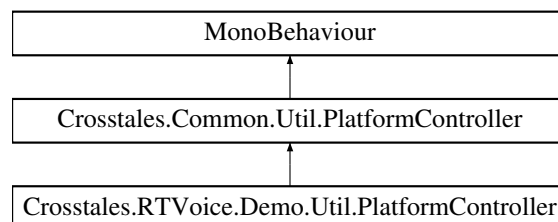
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/PlayMaker/Editor/ParalanguageEditor.cs](#)

5.76 Crosstales.RTVoice.Demo.Util.PlatformController Class Reference

Enables or disable game objects for a given platform.

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



Public Member Functions

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

Additional Inherited Members

5.76.1 Detailed Description

Enables or disable game objects for a given platform.

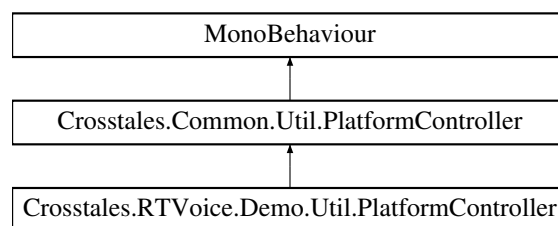
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/↔ Scripts/Util/PlatformController.cs

5.77 Crosstales.Common.Util.PlatformController Class Reference

Enables or disable game objects for a given platform.

Inheritance diagram for Crosstales.Common.Util.PlatformController:



Public Member Functions

- virtual void **Start** ()

Public Attributes

- System.Collections.Generic.List< [Model.Enum.Platform](#) > **Platforms**
Selected platforms for the controller.
- bool **Active** = true
summary> Selected objects for the controller.
- GameObject[] **Objects**

Protected Member Functions

- void **selectPlatform** ()
- void **activateGO** ()

Protected Attributes

- [Model.Enum.Platform](#) **currentPlatform**

5.77.1 Detailed Description

Enables or disable game objects for a given platform.

5.77.2 Member Data Documentation

5.77.2.1 Active

```
bool Crosstales.Common.Util.PlatformController.Active = true
```

summary>Selected objects for the controller.

5.77.2.2 Platforms

```
System.Collections.Generic.List<Model.Enum.Platform> Crosstales.Common.Util.PlatformController.↵  
Platforms
```

Selected platforms for the controller.

summary>Enable or disable the 'Objects' for the selected 'Platforms' (default: true).

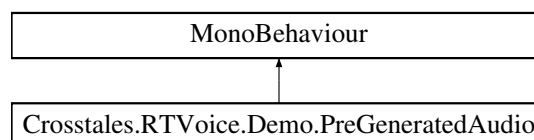
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↵
Util/PlatformController.cs

5.78 Crosstales.RTVoice.Demo.PreGeneratedAudio Class Reference

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

Inheritance diagram for Crosstales.RTVoice.Demo.PreGeneratedAudio:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **Play** ()
- void **Silence** ()
- void **Stop** ()

Public Attributes

- string **SpeechText** = "This is an example with pre-generated audio for exact timing (e.g. animations)."
- bool **PlayOnStart** = false

5.78.1 Detailed Description

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

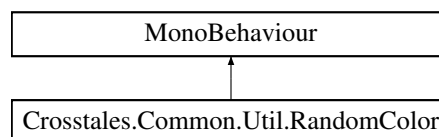
The documentation for this class was generated from the following file:

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

5.79 Crosstales.Common.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstales.Common.Util.RandomColor:



Public Member Functions

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

Public Attributes

- bool **UseInterval** = true
Use intervals to change the color (default: true).
- Vector2 **ChangeInterval** = new Vector2(5, 10)
summary> Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).
- Vector2 **HueRange** = new Vector2(0f, 1f)
summary> Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 **SaturationRange** = new Vector2(1f, 1f)
summary> Random value range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 **ValueRange** = new Vector2(1f, 1f)
summary> Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 **AlphaRange** = new Vector2(1f, 1f)
summary> Use gray scale colors (default: false).
- bool **GrayScale** = false
summary> Modify the color of a material instead of the Renderer (default: not set, optional).
- Material **Material**
summary> Set the object to a random color at Start (default: false).
- bool **RandomColorAtStart** = false

5.79.1 Detailed Description

Random color changer.

5.79.2 Member Data Documentation

5.79.2.1 AlphaRange

```
Vector2 Crosstales.Common.Util.RandomColor.AlphaRange = new Vector2(1f, 1f)
```

summary>Use gray scale colors (default: false).

5.79.2.2 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomColor.ChangeInterval = new Vector2(5, 10)
```

summary>Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).

5.79.2.3 GrayScale

```
bool Crosstales.Common.Util.RandomColor.GrayScale = false
```

summary>Modify the color of a material instead of the Renderer (default: not set, optional).

5.79.2.4 HueRange

```
Vector2 Crosstales.Common.Util.RandomColor.HueRange = new Vector2(0f, 1f)
```

summary>Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).

5.79.2.5 Material

```
Material Crosstales.Common.Util.RandomColor.Material
```

summary>Set the object to a random color at Start (default: false).

5.79.2.6 SaturationRange

```
Vector2 Crosstales.Common.Util.RandomColor.SaturationRange = new Vector2(1f, 1f)
```

summary>Random value range between min (= x) and max (= y) (default: x = 1, y = 1).

5.79.2.7 UseInterval

```
bool Crosstales.Common.Util.RandomColor.UseInterval = true
```

Use intervals to change the color (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 5, y = 10).

5.79.2.8 ValueRange

```
Vector2 Crosstales.Common.Util.RandomColor.ValueRange = new Vector2(1f, 1f)
```

summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).

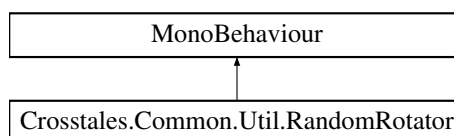
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↔ Util/RandomColor.cs

5.80 Crosstales.Common.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.Common.Util.RandomRotator:



Public Member Functions

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

Public Attributes

- bool **UseInterval** = true
Use intervals to change the rotation (default: true).
- Vector2 **ChangeInterval** = new Vector2(10, 20)
summary>Minimum rotation speed per axis (default: 5 for all axis).
- Vector3 **SpeedMin** = new Vector3(5, 5, 5)
summary>Maximum rotation speed per axis (default: 15 for all axis).
- Vector3 **SpeedMax** = new Vector3(15, 15, 15)
summary>Set the object to a random rotation at Start (default: false).
- bool **RandomRotationAtStart** = false

5.80.1 Detailed Description

Random rotation changer.

5.80.2 Member Data Documentation

5.80.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomRotator.ChangeInterval = new Vector2(10, 20)
```

summary>Minimum rotation speed per axis (default: 5 for all axis).

5.80.2.2 SpeedMax

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMax = new Vector3(15, 15, 15)
```

summary>Set the object to a random rotation at Start (default: false).

5.80.2.3 SpeedMin

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMin = new Vector3(5, 5, 5)
```

summary>Maximum rotation speed per axis (default: 15 for all axis).

5.80.2.4 UseInterval

```
bool Crosstales.Common.Util.RandomRotator.UseInterval = true
```

Use intervals to change the rotation (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

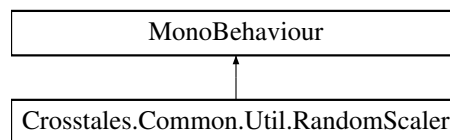
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/RandomRotator.cs

5.81 Crosstales.Common.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.Common.Util.RandomScaler:



Public Member Functions

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

Public Attributes

- bool **UseInterval** = true
Use intervals to change the scale (default: true).
- Vector2 **ChangeInterval** = new Vector2(10, 20)
summary>Minimum scale per axis (default: 0.1 for all axis).
- Vector3 **ScaleMin** = new Vector3(0.1f, 0.1f, 0.1f)
summary>Maximum scale per axis (default: 0.1 for all axis).
- Vector3 **ScaleMax** = new Vector3(3, 3, 3)
summary>Uniform scaling for all axis (x-axis values will be used, default: true).
- bool **Uniform** = true
summary>Set the object to a random scale at Start (default: false).
- bool **RandomScaleAtStart** = false

5.81.1 Detailed Description

Random scale changer.

5.81.2 Member Data Documentation

5.81.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomScaler.ChangeInterval = new Vector2(10, 20)
```

summary>Minimum scale per axis (default: 0.1 for all axis).

5.81.2.2 ScaleMax

```
Vector3 Crosstales.Common.Util.RandomScaler.ScaleMax = new Vector3(3, 3, 3)
```

summary>Uniform scaling for all axis (x-axis values will be used, default: true).

5.81.2.3 ScaleMin

```
Vector3 Crosstales.Common.Util.RandomScaler.ScaleMin = new Vector3(0.1f, 0.1f, 0.1f)
```

summary>Maximum scale per axis (default: 0.1 for all axis).

5.81.2.4 Uniform

```
bool Crosstales.Common.Util.RandomScaler.Uniform = true
```

summary>Set the object to a random scale at Start (default: false).

5.81.2.5 UseInterval

```
bool Crosstales.Common.Util.RandomScaler.UseInterval = true
```

Use intervals to change the scale (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↔
Util/RandomScaler.cs

5.82 Crosstales.RTVoice.EditorIntegration.RTVoiceGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.82.1 Detailed Description

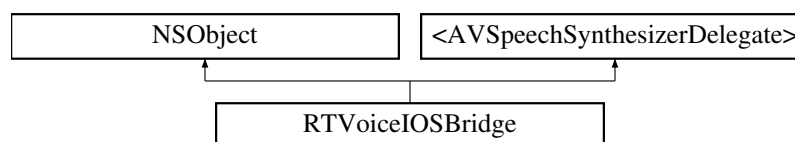
Editor component for the "Hierarchy"-menu.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/Integration/RTVoiceGameObject.cs

5.83 RTVoiceIOSBridge Class Reference

Inheritance diagram for RTVoiceIOSBridge:



Class Methods

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

5.83.1 Method Documentation

5.83.1.1 setVoices

+ (void) setVoices

Collects and sends all voices to RT-Voice.

5.83.1.2 speak:text:rate:pitch:volume:

```
+ (void) speak:
    (NSString *) id
    text:(NSString *) text
    rate:(float) rate
    pitch:(float) pitch
    volume:(float) volume
```

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

Parameters

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

5.83.1.3 stop

+ (void) stop

Stops speaking

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Libraries/iOS/RTVoiceIOSBridge.h
- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Libraries/iOS/RTVoiceIOSBridge.mm

5.84 Crosstales.RTVoice.EditorIntegration.RTVoiceMenu Class Reference

Editor component for the "Tools"-menu.

5.84.1 Detailed Description

Editor component for the "Tools"-menu.

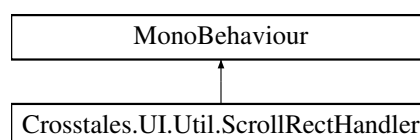
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/Integration/RTVoiceMenu.cs

5.85 Crosstales.UI.Util.ScrollRectHandler Class Reference

Changes the sensitivity of ScrollRects under various platforms.

Inheritance diagram for Crosstales.UI.Util.ScrollRectHandler:



Public Member Functions

- void **Start** ()

Public Attributes

- ScrollRect **Scroll**
- float **WindowsSensitivity** = 35f
- float **MacSensitivity** = 25f

5.85.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

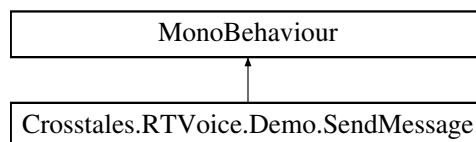
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/ScrollRectHandler.cs

5.86 Crosstales.RTVoice.Demo.SendMessage Class Reference

[Simple](#) "SendMessage" example.

Inheritance diagram for Crosstales.RTVoice.Demo.SendMessage:



Public Member Functions

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

Public Attributes

- string **TextA** = "RT-Voice works great with PlayMaker, SALSA, Localized Dialogs/Cutscenes, Dialogue System for Unity and THE Dialogue Engine - that's awesome!"
- string **TextB** = "Absolutely true! RT-Voice is fantastic."
- float **DelayTextB** = 12.2f
- bool **PlayOnStart** = false

5.86.1 Detailed Description

[Simple](#) "SendMessage" example.

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

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/Scripts/SendMessage.cs`

5.87 Crosstales.RTVoice.Model.Sequence Class Reference

[Model](#) for a sequence.

Public Member Functions

- override string **ToString** ()

Public Attributes

- string [Text](#) = string.Empty
Text to speak.
- [VoiceAlias](#) [Voices](#)
Voices for the speech.
- [Enum.SpeakMode](#) [Mode](#) = Enum.SpeakMode.Speak
Speak mode (default: 'Speak').
- AudioSource [Source](#)
AudioSource for the output (optional).
- float [Rate](#) = 1f
Speech rate of the speaker in percent (1 = 100%, default: 1, optional).
- float [Pitch](#) = 1f
Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).
- float [Volume](#) = 1f
Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).
- bool **initialized** = false

5.87.1 Detailed Description

[Model](#) for a sequence.

5.87.2 Member Data Documentation

5.87.2.1 Mode

`Enum.SpeakMode` Crosstales.RTVoice.Model.Sequence.Mode = Enum.SpeakMode.Speak

Speak mode (default: 'Speak').

5.87.2.2 Pitch

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

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

5.87.2.3 Rate

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

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

5.87.2.4 Source

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

AudioSource for the output (optional).

5.87.2.5 Text

`string` Crosstales.RTVoice.Model.Sequence.Text = string.Empty

Text to speak.

5.87.2.6 Voices

`VoiceAlias` Crosstales.RTVoice.Model.Sequence.Voices

Voices for the speech.

5.87.2.7 Volume

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

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

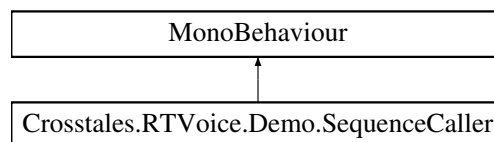
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/Model/Sequence.cs`

5.88 Crosstales.RTVoice.Demo.SequenceCaller Class Reference

[Simple](#) Sequence caller example.

Inheritance diagram for Crosstales.RTVoice.Demo.SequenceCaller:



Public Member Functions

- void **Start** ()

Public Attributes

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

5.88.1 Detailed Description

[Simple](#) Sequence caller example.

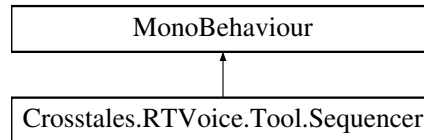
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/Scripts/SequenceCaller.cs`

5.89 Crosstales.RTVoice.Tool.Sequencer Class Reference

Simple sequencer for dialogues.

Inheritance diagram for Crosstales.RTVoice.Tool.Sequencer:



Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- void **OnValidate** ()
- void **PlaySequence** (int index=0)
Plays a Sequence with a given index.
- void **PlayNextSequence** ()
Plays the next Sequence in the array.
- void **PlayAllSequences** ()
Plays all Sequences.
- void **StopAllSequences** ()
Stops and silences all active Sequences.

Public Attributes

- **Model.Sequence[] Sequences**
All available sequences.
- float **Delay** = 0f
Delay in seconds before the Sequencer starts processing (default: 0).
- bool **PlayOnStart** = false
Enable the Sequencer on start (default: false).

Properties

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

5.89.1 Detailed Description

Simple sequencer for dialogues.

5.89.2 Member Function Documentation

5.89.2.1 PlayAllSequences()

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

Plays all Sequences.

5.89.2.2 PlayNextSequence()

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

Plays the next Sequence in the array.

5.89.2.3 PlaySequence()

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

Plays a Sequence with a given index.

Parameters

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

5.89.2.4 StopAllSequences()

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

Stops and silences all active Sequences.

5.89.3 Member Data Documentation

5.89.3.1 Delay

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

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

5.89.3.2 PlayOnStart

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

Enable the [Sequencer](#) on start (default: false).

5.89.3.3 Sequences

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

All available sequences.

5.89.4 Property Documentation

5.89.4.1 CurrentSequence

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

Returns the current Sequence.

Returns

The current Sequence.

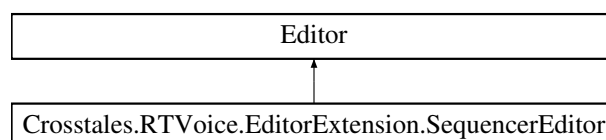
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵
Tool/Sequencer.cs

5.90 Crosstales.RTVoice.EditorExtension.SequencerEditor Class Reference

Custom editor for the 'Sequencer'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.SequencerEditor:



Public Member Functions

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

5.90.1 Detailed Description

Custom editor for the 'Sequencer'-class.

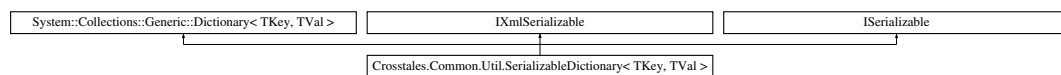
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/↔
Extension/SequencerEditor.cs

5.91 Crosstales.Common.Util.SerializableDictionary< TKey, TVal > Class Template Reference

Serializable Dictionary-class for XML.

Inheritance diagram for Crosstales.Common.Util.SerializableDictionary< TKey, TVal >:



Public Member Functions

- **SerializableDictionary** (System.Collections.Generic.IDictionary< TKey, TVal > dictionary)
- **SerializableDictionary** (System.Collections.Generic.IEqualityComparer< TKey > comparer)
- **SerializableDictionary** (int capacity)
- **SerializableDictionary** (System.Collections.Generic.IDictionary< TKey, TVal > dictionary, System.Collections.Generic.IEqualityComparer< TKey > comparer)↔
- **SerializableDictionary** (int capacity, System.Collections.Generic.IEqualityComparer< TKey > comparer)

Protected Member Functions

- **SerializableDictionary** (System.Runtime.Serialization.SerializationInfo info, System.Runtime.Serialization.StreamingContext context)↔

5.91.1 Detailed Description

Serializable Dictionary-class for XML.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↔
Util/SerializableDictionary.cs

5.92 Crosstales.Common.Util.SerializeDeSerialize Class Reference

Serialize and deserialize objects to/from binary files.

Static Public Member Functions

- static void [SerializeToFile< T >](#) (T obj, string filename)
Serialize an object to a byte-array.
- static byte[] [SerializeToByteArray< T >](#) (T obj)
Serialize an object to a byte-array.
- static T [DeserializeFromFile< T >](#) (string filename)
Deserialize a binary-file to an object.
- static T [DeserializeFromByteArray< T >](#) (byte[] data)
Deserialize a byte-array to an object.

5.92.1 Detailed Description

Serialize and deserialize objects to/from binary files.

5.92.2 Member Function Documentation

5.92.2.1 DeserializeFromByteArray< T >()

```
static T Crosstales.Common.Util.SerializeDeSerialize.DeserializeFromByteArray< T > (  
    byte[] data ) [static]
```

Deserialize a byte-array to an object.

Parameters

<i>data</i>	Byte-array of the object
-------------	--------------------------

Returns

Object

5.92.2.2 DeserializeFromFile< T >()

```
static T Crosstales.Common.Util.SerializeDeSerialize.DeserializeFromFile< T > (  
    string filename ) [static]
```

Deserialize a binary-file to an object.

Parameters

<i>filename</i>	Binary-file of the object
-----------------	---------------------------

Returns

Object

5.92.2.3 SerializeToByteArray< T >()

```
static byte [] Crosstales.Common.Util.SerializeDeSerialize.SerializeToByteArray< T > (  
    T obj ) [static]
```

Serialize an object to a byte-array.

Parameters

<i>obj</i>	Object to serialize.
------------	----------------------

Returns

Byte-array of the object

5.92.2.4 SerializeToFile< T >()

```
static void Crosstales.Common.Util.SerializeDeSerialize.SerializeToFile< T > (  
    T obj,  
    string filename ) [static]
```

Serialize an object to a byte-array.

Parameters

<i>obj</i>	Object to serialize.
<i>filename</i>	Binary-file for the object

Returns

Byte-array of the object

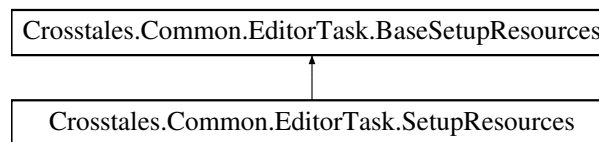
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↵
Util/SerializeDeSerialize.cs

5.93 Crosstales.Common.EditorTask.SetupResources Class Reference

Copies all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.SetupResources:



Additional Inherited Members

5.93.1 Detailed Description

Copies all resources to 'Editor Default Resources'.

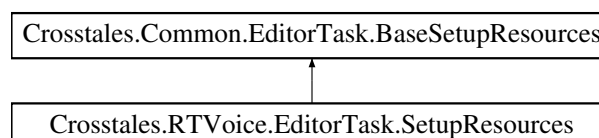
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Editor/↔ Task/SetupResources.cs

5.94 Crosstales.RTVoice.EditorTask.SetupResources Class Reference

Moves all needed resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.RTVoice.EditorTask.SetupResources:



Additional Inherited Members

5.94.1 Detailed Description

Moves all needed resources to 'Editor Default Resources'.

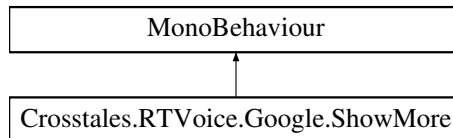
The documentation for this class was generated from the following file:

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

5.95 Crosstales.RTVoice.Google.ShowMore Class Reference

Shows the details for [Google](#) Cloud Speech.

Inheritance diagram for Crosstales.RTVoice.Google.ShowMore:



Public Member Functions

- void **Show** ()

5.95.1 Detailed Description

Shows the details for [Google](#) Cloud Speech.

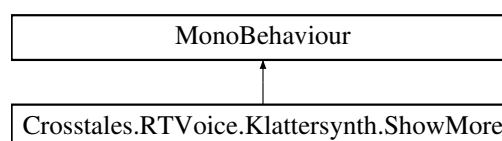
The documentation for this class was generated from the following file:

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

5.96 Crosstales.RTVoice.Klattersynth.ShowMore Class Reference

Shows the details for [Klattersynth](#).

Inheritance diagram for Crosstales.RTVoice.Klattersynth.ShowMore:



Public Member Functions

- void **Show** ()

5.96.1 Detailed Description

Shows the details for [Klattersynth](#).

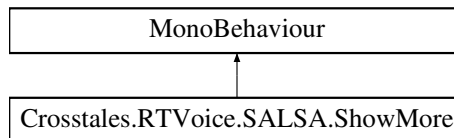
The documentation for this class was generated from the following file:

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

5.97 Crosstales.RTVoice.SALSA.ShowMore Class Reference

Shows the details for [SALSA](#).

Inheritance diagram for Crosstales.RTVoice.SALSA.ShowMore:



Public Member Functions

- void **Show** ()

5.97.1 Detailed Description

Shows the details for [SALSA](#).

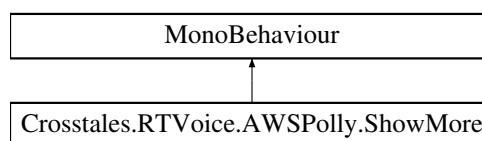
The documentation for this class was generated from the following file:

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

5.98 Crosstales.RTVoice.AWSPolly.ShowMore Class Reference

Shows the details for AWS Polly.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.ShowMore:



Public Member Functions

- void **Show** ()

5.98.1 Detailed Description

Shows the details for AWS Polly.

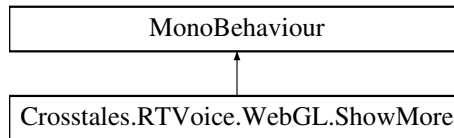
The documentation for this class was generated from the following file:

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

5.99 Crosstales.RTVoice.WebGL.ShowMore Class Reference

Shows the details for [WebGL](#) Speech Synthesis.

Inheritance diagram for Crosstales.RTVoice.WebGL.ShowMore:



Public Member Functions

- void **Show** ()

5.99.1 Detailed Description

Shows the details for [WebGL](#) Speech Synthesis.

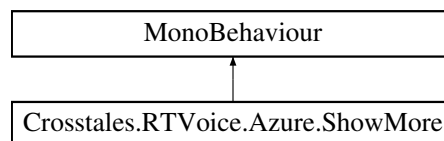
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔
WebGL Speech Synthesis/Demo/Scripts/ShowMore.cs

5.100 Crosstales.RTVoice.Azure.ShowMore Class Reference

Shows the details for [Azure](#).

Inheritance diagram for Crosstales.RTVoice.Azure.ShowMore:



Public Member Functions

- void **Show** ()

5.100.1 Detailed Description

Shows the details for [Azure](#).

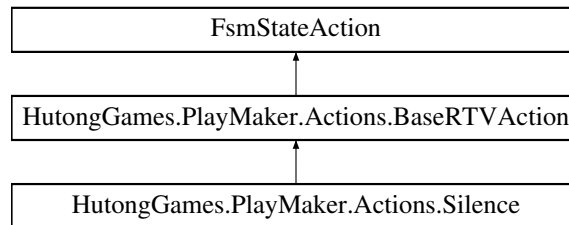
The documentation for this class was generated from the following file:

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

5.101 HutongGames.PlayMaker.Actions.Silence Class Reference

Silence-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.Silence:



Public Member Functions

- override void **OnEnter** ()

Additional Inherited Members

5.101.1 Detailed Description

Silence-action for [PlayMaker](#).

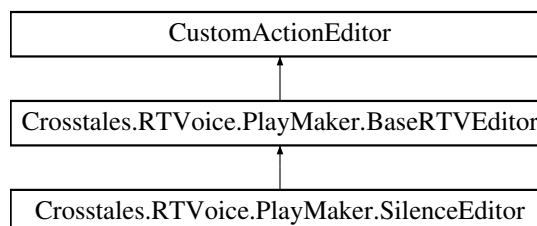
The documentation for this class was generated from the following file:

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

5.102 Crosstailes.RTVoice.PlayMaker.SilenceEditor Class Reference

Custom editor for the Silence-action.

Inheritance diagram for Crosstailes.RTVoice.PlayMaker.SilenceEditor:



Additional Inherited Members

5.102.1 Detailed Description

Custom editor for the Silence-action.

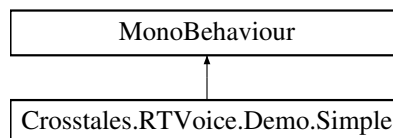
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstailes/RTVoice/3rd party/PlayMaker/Editor/SilenceEditor.cs

5.103 Crosstailes.RTVoice.Demo.Simple Class Reference

[Simple](#) TTS example.

Inheritance diagram for Crosstailes.RTVoice.Demo.Simple:



Public Member Functions

- void **Start** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **Play** ()
- void **SpeakerA** ()
- void **SpeakerB** ()
- void **Silence** ()

Public Attributes

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

5.103.1 Detailed Description

[Simple](#) TTS example.

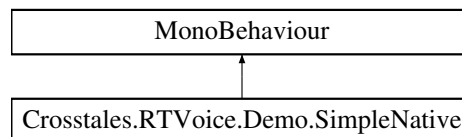
The documentation for this class was generated from the following file:

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

5.104 Crosstales.RTVoice.Demo.SimpleNative Class Reference

[Simple](#) native TTS example.

Inheritance diagram for Crosstales.RTVoice.Demo.SimpleNative:



Public Member Functions

- void **Start** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **Play** ()
- void **SpeakerA** ()
- void **SpeakerB** ()
- void **SpeakerC** ()
- void **Silence** ()

Public Attributes

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

5.104.1 Detailed Description

[Simple](#) native TTS example.

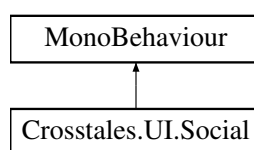
The documentation for this class was generated from the following file:

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

5.105 Crosstales.UI.Social Class Reference

[Crosstales](#) social media links.

Inheritance diagram for Crosstales.UI.Social:



Public Member Functions

- void **Facebook** ()
- void **Twitter** ()
- void **LinkedIn** ()
- void **Youtube** ()
- void **Discord** ()

5.105.1 Detailed Description

[Crosstales](#) social media links.

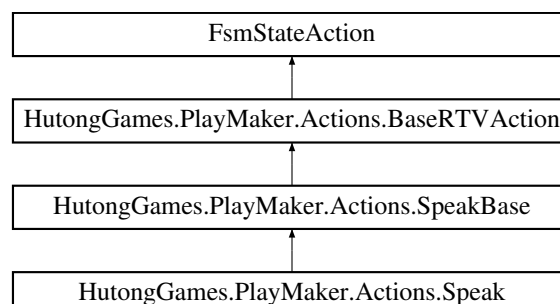
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/↔ Scripts/Social.cs

5.106 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** = "David"
Name of the RT-Voice under Windows.
- FsmString **RTVoiceNameMac** = "Alex"
Name of the RT-Voice under macOS.
- FsmString **RTVoiceNameAndroid** = "en"
Name of the RT-Voice under Android.
- FsmString **RTVoiceNameIOS** = "Daniel"
Name of the RT-Voice under iOS.
- FsmString **RTVoiceNameWSA** = "David"
Name of the RT-Voice under WSA.
- FsmString **RTVoiceNameMaryTTS** = "cms-rms-hsmm"
Name of the RT-Voice under MaryTTS.
- FsmString **RTVoiceNameCustom** = string.Empty
Name of the RT-Voice in a custom provider.
- FsmString **Culture** = "en"
Fallback culture (e.g. 'en', optional).

Additional Inherited Members

5.106.1 Detailed Description

Speak-action for [PlayMaker](#).

5.106.2 Member Data Documentation

5.106.2.1 Culture

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

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

5.106.2.2 RTVoiceNameAndroid

```
FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameAndroid = "en"
```

Name of the RT-Voice under Android.

5.106.2.3 RTVoiceNameCustom

```
FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameCustom = string.Empty
```

Name of the RT-Voice in a custom provider.

5.106.2.4 RTVoiceNameIOS

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

Name of the RT-Voice under iOS.

5.106.2.5 RTVoiceNameMac

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

Name of the RT-Voice under macOS.

5.106.2.6 RTVoiceNameMaryTTS

```
FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameMaryTTS = "cms-rms-hsmm"
```

Name of the RT-Voice under MaryTTS.

5.106.2.7 RTVoiceNameWindows

```
FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameWindows = "David"
```

Name of the RT-Voice under Windows.

5.106.2.8 RTVoiceNameWSA

```
FsmString HutongGames.PlayMaker.Actions.Speak.RTVoiceNameWSA = "David"
```

Name of the RT-Voice under WSA.

5.106.2.9 Text

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

Text to speak.

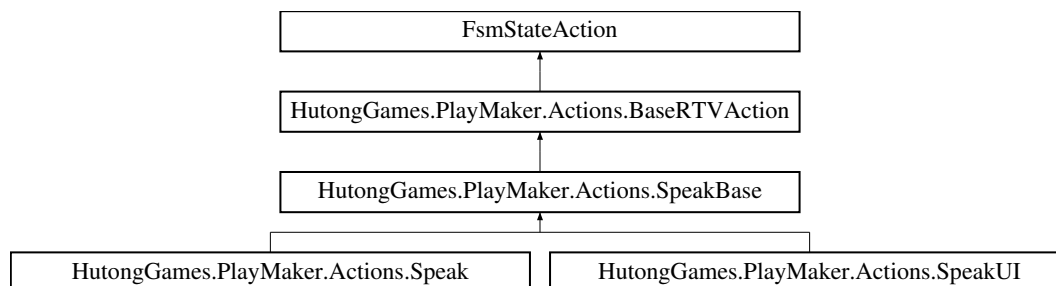
The documentation for this class was generated from the following file:

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

5.107 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** ()
- override void **OnExit** ()

Public Attributes

- [Crosstailes.RTVoice.Model.Enum.SpeakMode Mode](#)
Speak mode (default: 'Speak').
- FsmGameObject [AudioSource](#)
AudioSource for the output (optional).
- FsmFloat [Rate](#) = 1
Speech rate of the speaker in percent (1 = 100%, default: 1, optional).
- FsmFloat [Pitch](#) = 1f
Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).
- FsmFloat [Volume](#) = 1
Volume of the speaker in percent (1 = 100%, default: 1, optional).

Protected Member Functions

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

Protected Attributes

- string **uid**

5.107.1 Detailed Description

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

5.107.2 Member Data Documentation

5.107.2.1 AudioSource

`FsmGameObject HutongGames.PlayMaker.Actions.SpeakBase.AudioSource`

AudioSource for the output (optional).

5.107.2.2 Mode

`Crosstales.RTVoice.Model.Enum.SpeakMode HutongGames.PlayMaker.Actions.SpeakBase.Mode`

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

5.107.2.3 Pitch

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

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

5.107.2.4 Rate

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

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

5.107.2.5 Volume

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

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

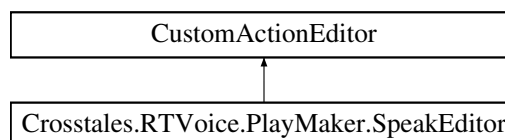
The documentation for this class was generated from the following file:

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

5.108 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** ()

5.108.1 Detailed Description

Custom editor for the Speak-action.

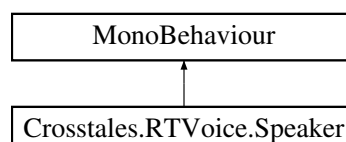
The documentation for this class was generated from the following file:

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

5.109 Crosstales.RTVoice.Speaker Class Reference

Main component of RT-Voice.

Inheritance diagram for Crosstales.RTVoice.Speaker:



Public Member Functions

- void **OnEnable** ()
- void **Update** ()
- void **OnDisable** ()
- void **OnApplicationQuit** ()
- void **OnApplicationFocus** (bool hasFocus)

Static Public Member Functions

- static void **Reset** ()
Resets this object.
- static float **ApproximateSpeechLength** (string text, float rate=1f, float wordsPerMinute=175f, float time←Factor=0.9f)
Approximates the speech length in seconds of a given text and rate. Note: This is an experimental method and doesn't provide an exact value; +/- 15% is "normal"!
- static bool **isVoiceForGenderAvailable** (**Model.Enum.Gender** gender, string culture="")
Is a voice available for a given gender and optional culture from the current TTS-system?
- static System.Collections.Generic.List< **Model.Voice** > **VoicesForGender** (**Model.Enum.Gender** gender, string culture="", bool isFuzzy=false)
Get all available voices for a given gender and optional culture from the current TTS-system.
- static **Model.Voice** **VoiceForGender** (**Model.Enum.Gender** gender, string culture="", int index=0, string fallbackCulture="", bool isFuzzy=false)
Get a voice from for a given gender and optional culture and optional index from the current TTS-system.
- static bool **isVoiceForCultureAvailable** (string culture)
Is a voice available for a given culture from the current TTS-system?
- static System.Collections.Generic.List< **Model.Voice** > **VoicesForCulture** (string culture, bool isFuzzy=false)
Get all available voices for a given culture from the current TTS-system.
- static **Model.Voice** **VoiceForCulture** (string culture, int index=0, string fallbackCulture="", bool isFuzzy=false)
Get a voice from for a given culture and optional index from the current TTS-system.
- static bool **isVoiceForNameAvailable** (string name, bool isExact=false)
Is a voice available for a given name from the current TTS-system?
- static **Model.Voice** **VoiceForName** (string name, bool isExact=false)
Get a voice for a given name from the current TTS-system.
- static string **SpeakNative** (string text, **Model.Voice** voice=null, float rate=1f, float pitch=1f, float volume=1f, bool forceSSML=true)
Speaks a text with a given voice (native mode).
- static void **SpeakNativeWithUID** (**Model Wrapper** wrapper)
Speaks a text with a given voice (native mode).
- static string **SpeakNative** (**Model Wrapper** wrapper)
Speaks a text with a given wrapper (native mode).
- static string **Speak** (string text, AudioSource source=null, **Model.Voice** voice=null, bool speak←Immediately=true, float rate=1f, float pitch=1f, float volume=1f, string outputFile="", bool forceSSML=true)
Speaks a text with a given voice.
- static void **SpeakWithUID** (**Model Wrapper** wrapper)
Speaks a text with a given voice.
- static string **Speak** (**Model Wrapper** wrapper)
Speaks a text with a given wrapper.
- static void **SpeakMarkedWordsWithUID** (**Model Wrapper** wrapper)
Speaks and marks a text with a given wrapper.
- static void **SpeakMarkedWordsWithUID** (string uid, string text, AudioSource source, **Model.Voice** voice=null, float rate=1f, float pitch=1f, bool forceSSML=true)

- Speaks and marks a text with a given voice and tracks the word position.*
- static string [Generate](#) ([Model.Wrapper](#) wrapper)
 - Generates an audio file from a given wrapper.*
- static string [Generate](#) (string text, string outputFile, [Model.Voice](#) voice=null, float rate=1f, float pitch=1f, float volume=1f, bool forceSSML=true)
 - Generates an audio file from a text with a given voice.*
- static void [Silence](#) (string uid=null)
 - Silence all active TTS-voices (optional with a UID).*
- static void [Pause](#) (string uid=null)
 - Pause all active TTS-voices (optional with a UID, only for 'Speak'-calls).*
- static void [UnPause](#) (string uid=null)
 - Un-Pause all active TTS-voices (optional with a UID, only for 'Speak'-calls).*
- static void [PauseOrUnPause](#) (string uid=null)
 - Pause or unpause all active TTS-voices (optional with a UID, only for 'Speak'-calls).*
- static void [Mute](#) (string uid=null)
 - Mute all active TTS-voices (optional with a UID, only for 'Speak'-calls).*
- static void [UnMute](#) (string uid=null)
 - Un-mute all active TTS-voices (optional with a UID, only for 'Speak'-calls).*
- static void [MuteOrUnMute](#) (string uid=null)
 - Mute or unmute all active TTS-voices (optional with a UID, only for 'Speak'-calls).*
- static void [ReloadProvider](#) ()
 - Reloads the provider.*
- static void [DeleteAudioFiles](#) ()
 - Deletes all generated audio files.*

Public Attributes

- [Provider.BaseCustomVoiceProvider CustomProvider](#)
 - Custom provider for RT-Voice.*
- bool [CustomMode](#) = false
 - Enables or disables the custom provider (default: false).*
- bool [MaryTTSMMode](#) = false
 - Enables or disables MaryTTS (default: false).*
- string [MaryTTSUrl](#) = "http://mary.dfki.de"
 - Server URL for MaryTTS.*
- int [MaryTTSPort](#) = 59125
 - Server port for MaryTTS (default: 59125).*
- string [MaryTTSUser](#) = string.Empty
 - User name for MaryTTS (default: empty).*
- string [MaryTTSPassword](#) = string.Empty
 - User password for MaryTTS (default: empty).*
- [Model.Enum.MaryTTSType MaryTTSType](#) = [Model.Enum.MaryTTSType.RAWMARYXML](#)
 - Input type for MaryTTS (default: MaryTTSType.RAWMARYXML).*
- bool [ESpeakMode](#) = false
 - Enable or disable eSpeak for standalone platforms (default: false).*
- [Model.Enum.ESpeakModifiers ESpeakModifier](#) = [Model.Enum.ESpeakModifiers.none](#)
 - Active modifier for all eSpeak voices (default: none, m1-m6 = male, f1-f4 = female).*
- bool [AutoClearTags](#) = false
 - Automatically clear tags from speeches depending on the capabilities of the current TTS-system (default: false).*
- bool [SilenceOnDisable](#) = false

- *Silence any speeches if this component gets disabled (default: false).*
• bool [SilenceOnFocusLost](#) = false
Silence any speeches if the application loses the focus (default: true).
- bool [DontDestroy](#) = true
Don't destroy gameobject during scene switches (default: true).

Properties

- static VoicesReady [OnVoicesReady](#)
An event triggered whenever the voices of a provider are ready.
- static SpeakStart [OnSpeakStart](#)
An event triggered whenever a speak is started.
- static SpeakComplete [OnSpeakComplete](#)
An event triggered whenever a speak is completed.
- static SpeakCurrentWord [OnSpeakCurrentWord](#)
An event triggered whenever a new word is spoken (native, Windows and iOS only).
- static SpeakCurrentPhoneme [OnSpeakCurrentPhoneme](#)
An event triggered whenever a new phoneme is spoken (native, Windows only).
- static SpeakCurrentViseme [OnSpeakCurrentViseme](#)
An event triggered whenever a new viseme is spoken (native, Windows only).
- static SpeakAudioGenerationStart [OnSpeakAudioGenerationStart](#)
An event triggered whenever a speak audio generation is started.
- static SpeakAudioGenerationComplete [OnSpeakAudioGenerationComplete](#)
An event triggered whenever a speak audio generation is completed.
- static ProviderChange [OnProviderChange](#)
An event triggered whenever a provider changes (e.g. Windows to MaryTTS).
- static ErrorInfo [OnErrorInfo](#)
An event triggered whenever an error occurs.
- static int? [SpeechCount](#) [get]
Number of active speeches.
- static int? [BusyCount](#) [get]
Number of active calls.
- static bool [areVoicesReady](#) [get]
Are all voices ready to speak?
- static [Provider.BaseCustomVoiceProvider?](#) [CustomVoiceProvider](#) [get, set]
Enables or disables MaryTTS.
- static bool [isCustomMode](#) [get, set]
Enables or disables the custom voice provider.
- static bool [isMaryMode](#) [get, set]
Enables or disables MaryTTS.
- static string? [MaryUrl](#) [get, set]
Server URL for MaryTTS.
- static int? [MaryPort](#) [get, set]
Server port for MaryTTS.
- static string? [MaryUser](#) [get, set]
User name for MaryTTS.
- static string? [MaryPassword](#) [set]
Password for MaryTTS.
- static [Model.Enum.MaryTTSType?](#) [MaryType](#) [get, set]
Input type for MaryTTS.

- static bool [isESpeakMode](#) [get, set]
Enable or disable eSpeak for standalone platforms.
- static [Model.Enum.ESpeakModifiers?](#) [ESpeakMod](#) [get, set]
Active modifier for all eSpeak voices (m1-m6 = male, f1-f4 = female).
- static bool [isAutoClearTags](#) [get, set]
Automatically clear tags from speeches depending on the capabilities of the current TTS-system.
- static bool [isSilenceOnDisable](#) [get, set]
Silence any speeches if this component gets disabled.
- static bool [isSilenceOnFocusLost](#) [get, set]
Silence any speeches if the application loses the focus.
- static bool [isTTSAvailable](#) [get]
Checks if TTS is available on this system.
- static bool [isSpeaking](#) [get]
Checks if RT-Voice is speaking on this system.
- static bool [isBusy](#) [get]
Checks if RT-Voice is busy on this system.
- static bool [enforcedStandaloneTTS](#) [get]
Is standalone TTS enforced?
- static bool [isPaused](#) [get]
Is RT-Voice paused?
- static bool [isMuted](#) [get]
Is RT-Voice muted?
- static string [AudioFileExtension](#) [get]
Returns the extension of the generated audio files.
- static string [DefaultVoiceName](#) [get]
Returns the default voice name of the current TTS-provider.
- static System.Collections.Generic.List< [Model.Voice](#) > [Voices](#) [get]
Get all available voices from the current TTS-system.
- static bool [isWorkingInEditor](#) [get]
Indicates if this TTS-system is working directly inside the Unity Editor (without 'Play'-mode).
- static bool [isWorkingInPlaymode](#) [get]
Indicates if this TTS-system is working with 'Play'-mode inside the Unity Editor.
- static int [MaxTextLength](#) [get]
Maximal length of the speech text (in characters) for the current TTS-system.
- static bool [isSpeakNativeSupported](#) [get]
Indicates if this TTS-system is supporting SpeakNative.
- static bool [isSpeakSupported](#) [get]
Indicates if this TTS-system is supporting Speak.
- static bool [isPlatformSupported](#) [get]
Indicates if this TTS-system is supporting the current platform.
- static bool [isSSMLSupported](#) [get]
Indicates if this TTS-system is supporting SSML.
- static bool [isOnlineService](#) [get]
Indicates if this TTS-system is an online service like MaryTTS or AWS Polly.
- static bool [hasCoRoutines](#) [get]
Indicates if this TTS-system uses co-routines.
- static bool [isIL2CPPSupported](#) [get]
Indicates if this TTS-system is supporting IL2CPP.
- static bool [hasVoicesInEditor](#) [get]
Indicates if this provider returns voices in the Editor mode.
- static System.Collections.Generic.List< string > [Cultures](#) [get]
Get all available cultures from the current TTS-system (ISO 639-1).

5.109.1 Detailed Description

Main component of RT-Voice.

5.109.2 Member Function Documentation

5.109.2.1 ApproximateSpeechLength()

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

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

Parameters

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

Returns

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

5.109.2.2 DeleteAudioFiles()

```
static void Crosstales.RTVoice.Speaker.DeleteAudioFiles ( ) [static]
```

Deletes all generated audio files.

5.109.2.3 Generate() [1/2]

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

Generates an audio file from a given wrapper.

Parameters

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

Returns

UID of the generator.

5.109.2.4 Generate() [2/2]

```
static string Crosstales.RTVoice.Speaker.Generate (
    string text,
    string outputFile,
    Model.Voice voice = null,
    float rate = 1f,
    float pitch = 1f,
    float volume = 1f,
    bool forceSSML = true ) [static]
```

Generates an audio file from a text with a given voice.

Parameters

<i>text</i>	Text to generate.
<i>outputFile</i>	Saves the generated audio to an output file (without extension).
<i>voice</i>	Voice to speak (optional).
<i>rate</i>	Speech rate of the speaker in percent (1 = 100%, values: 0-3, default: 1, optional).
<i>pitch</i>	Pitch of the speech in percent (1 = 100%, values: 0-2, default: 1, optional).
<i>volume</i>	Volume of the speaker in percent (1 = 100%, values: 0-1, default: 1, optional).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

Returns

UID of the generator.

5.109.2.5 isVoiceForCultureAvailable()

```
static bool Crosstales.RTVoice.Speaker.isVoiceForCultureAvailable (
    string culture ) [static]
```

Is a voice available for a given culture from the current TTS-system?

Parameters

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

Returns

True if a voice is available for a given culture.

5.109.2.6 isVoiceForGenderAvailable()

```
static bool Crosstales.RTVoice.Speaker.isVoiceForGenderAvailable (
    Model.Enum.Gender gender,
    string culture = "" ) [static]
```

Is a voice available for a given gender and optional culture from the current TTS-system?

Parameters

<i>gender</i>	Gender of the voice
<i>culture</i>	Culture of the voice (e.g. "en", optional)

Returns

True if a voice is available for a given gender and culture.

5.109.2.7 isVoiceForNameAvailable()

```
static bool Crosstales.RTVoice.Speaker.isVoiceForNameAvailable (
    string name,
    bool isExact = false ) [static]
```

Is a voice available for a given name from the current TTS-system?

Parameters

<i>name</i>	Name of the voice (e.g. "Alex")
<i>isExact</i>	Exact match for the voice name (default: false, optional)

Returns

True if a voice is available for a given name.

5.109.2.8 Mute()

```
static void Crosstales.RTVoice.Speaker.Mute (
    string uid = null ) [static]
```

Mute all active TTS-voices (optional with a UID, only for 'Speak'-calls).

Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

5.109.2.9 MuteOrUnMute()

```
static void Crosstales.RTVoice.Speaker.MuteOrUnMute (  
    string uid = null ) [static]
```

Mute or unmute all active TTS-voices (optional with a UID, only for 'Speak'-calls).

Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

5.109.2.10 Pause()

```
static void Crosstales.RTVoice.Speaker.Pause (  
    string uid = null ) [static]
```

Pause all active TTS-voices (optional with a UID, only for 'Speak'-calls).

Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

5.109.2.11 PauseOrUnPause()

```
static void Crosstales.RTVoice.Speaker.PauseOrUnPause (  
    string uid = null ) [static]
```

Pause or unpause all active TTS-voices (optional with a UID, only for 'Speak'-calls).

Parameters

<i>uid</i>	UID of the speaker (optional)
<i>uid</i>	UID of the speaker (optional)

5.109.2.12 ReloadProvider()

```
static void Crosstales.RTVoice.Speaker.ReloadProvider ( ) [static]
```

Reloads the provider.

5.109.2.13 Reset()

```
static void Crosstales.RTVoice.Speaker.Reset ( ) [static]
```

Resets this object.

5.109.2.14 Silence()

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

Silence all active TTS-voices (optional with a UID).

Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

5.109.2.15 Speak() [1/2]

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

Speaks a text with a given wrapper.

Parameters

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

Returns

UID of the speaker.

5.109.2.16 Speak() [2/2]

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

Speaks a text with a given voice.

Parameters

<i>text</i>	Text to speak.
<i>source</i>	AudioSource for the output (optional).
<i>voice</i>	Voice to speak (optional).
<i>speakImmediately</i>	Speak the text immediately (default: true). Only works if 'Source' is not null.
<i>rate</i>	Speech rate of the speaker in percent (1 = 100%, values: 0-3, default: 1, optional).
<i>pitch</i>	Pitch of the speech in percent (1 = 100%, values: 0-2, default: 1, optional).
<i>volume</i>	Volume of the speaker in percent (1 = 100%, values: 0-1, default: 1, optional).
<i>outputFile</i>	Saves the generated audio to an output file (without extension, optional).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

Returns

UID of the speaker.

5.109.2.17 SpeakMarkedWordsWithUID() [1/2]

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

Speaks and marks a text with a given wrapper.

Parameters

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

5.109.2.18 SpeakMarkedWordsWithUID() [2/2]

```
static void Crosstales.RTVoice.Speaker.SpeakMarkedWordsWithUID (
    string uid,
```

```
string text,  
AudioSource source,  
Model.Voice voice = null,  
float rate = 1f,  
float pitch = 1f,  
bool forceSSML = true ) [static]
```

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

Parameters

<i>uid</i>	UID of the speaker
<i>text</i>	Text to speak.
<i>source</i>	AudioSource for the output.
<i>voice</i>	Voice to speak (optional).
<i>rate</i>	Speech rate of the speaker in percent (1 = 100%, values: 0-3, default: 1, optional).
<i>pitch</i>	Pitch of the speech in percent (1 = 100%, values: 0-2, default: 1, optional).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

5.109.2.19 SpeakNative() [1/2]

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

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

Parameters

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

Returns

UID of the speaker.

5.109.2.20 SpeakNative() [2/2]

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

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

Parameters

<i>text</i>	Text to speak.
<i>voice</i>	Voice to speak (optional).
<i>rate</i>	Speech rate of the speaker in percent (1 = 100%, values: 0-3, default: 1, optional).
<i>pitch</i>	Pitch of the speech in percent (1 = 100%, values: 0-2, default: 1, optional).
<i>volume</i>	Volume of the speaker in percent (1 = 100%, values: 0-1, default: 1, optional).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

Returns

UID of the speaker.

5.109.2.21 SpeakNativeWithUID()

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

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

Parameters

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

5.109.2.22 SpeakWithUID()

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

Speaks a text with a given voice.

Parameters

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

5.109.2.23 UnMute()

```
static void Crosstales.RTVoice.Speaker.UnMute (  
    string uid = null ) [static]
```

Un-mute all active TTS-voices (optional with a UID, only for 'Speak'-calls).

Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

5.109.2.24 UnPause()

```
static void Crosstales.RTVoice.Speaker.UnPause (  
    string uid = null ) [static]
```

Un-Pause all active TTS-voices (optional with a UID, only for 'Speak'-calls).

Parameters

<i>uid</i>	UID of the speaker (optional)
------------	-------------------------------

5.109.2.25 VoiceForCulture()

```
static Model.Voice Crosstales.RTVoice.Speaker.VoiceForCulture (  
    string culture,  
    int index = 0,  
    string fallbackCulture = "",  
    bool isFuzzy = false ) [static]
```

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

Parameters

<i>culture</i>	Culture of the voice (e.g. "en")
<i>index</i>	Index of the voice (default: 0, optional)
<i>fallbackCulture</i>	Fallback culture of the voice (e.g. "en", default "", optional)
<i>isFuzzy</i>	Always returns voices if there is no match with the culture (default: false, optional)

Returns

Voice for the given culture and index.

5.109.2.26 VoiceForGender()

```
static Model.Voice Crosstales.RTVoice.Speaker.VoiceForGender (  
    Model.Enum.Gender gender,  
    string culture = "",
```

```
int index = 0,  
string fallbackCulture = "",  
bool isFuzzy = false ) [static]
```

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

Parameters

<i>gender</i>	Gender of the voice
<i>culture</i>	Culture of the voice (e.g. "en", optional)
<i>index</i>	Index of the voice (default: 0, optional)
<i>fallbackCulture</i>	Fallback culture of the voice (e.g. "en", default "", optional)
<i>isFuzzy</i>	Always returns voices if there is no match with the gender and/or culture (default: false, optional)

Returns

Voice for the given culture and index.

5.109.2.27 VoiceForName()

```
static Model.Voice Crosstales.RTVoice.Speaker.VoiceForName (  
    string name,  
    bool isExact = false ) [static]
```

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

Parameters

<i>name</i>	Name of the voice (e.g. "Alex")
<i>isExact</i>	Exact match for the voice name (default: false, optional)

Returns

Voice for the given name or null if not found.

5.109.2.28 VoicesForCulture()

```
static System.Collections.Generic.List<Model.Voice> Crosstales.RTVoice.Speaker.VoicesFor↵  
Culture (  
    string culture,  
    bool isFuzzy = false ) [static]
```

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

Parameters

<i>culture</i>	Culture of the voice (e.g. "en")
<i>isFuzzy</i>	Always returns voices if there is no match with the culture (default: false, optional)

Returns

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

5.109.2.29 VoicesForGender()

```
static System.Collections.Generic.List<Model.Voice> Crosstales.RTVoice.Speaker.VoicesForGender  
(  
    Model.Enum.Gender gender,  
    string culture = "",  
    bool isFuzzy = false ) [static]
```

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

Parameters

<i>gender</i>	Gender of the voice
<i>culture</i>	Culture of the voice (e.g. "en", optional)
<i>isFuzzy</i>	Always returns voices if there is no match with the gender and/or culture (default: false, optional)

Returns

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

5.109.3 Member Data Documentation**5.109.3.1 AutoClearTags**

```
bool Crosstales.RTVoice.Speaker.AutoClearTags = false
```

Automatically clear tags from speeches depending on the capabilities of the current TTS-system (default: false).

5.109.3.2 CustomMode

```
bool Crosstales.RTVoice.Speaker.CustomMode = false
```

Enables or disables the custom provider (default: false).

5.109.3.3 CustomProvider

`Provider.BaseCustomVoiceProvider` Crosstales.RTVoice.Speaker.CustomProvider

Custom provider for RT-Voice.

5.109.3.4 DontDestroy

`bool` Crosstales.RTVoice.Speaker.DontDestroy = `true`

Don't destroy gameobject during scene switches (default: true).

5.109.3.5 ESpeakMode

`bool` Crosstales.RTVoice.Speaker.ESpeakMode = `false`

Enable or disable eSpeak for standalone platforms (default: false).

5.109.3.6 ESpeakModifier

`Model.Enum.ESpeakModifiers` Crosstales.RTVoice.Speaker.ESpeakModifier = `Model.Enum.ESpeak↔
Modifiers.none`

Active modifier for all eSpeak voices (default: none, m1-m6 = male, f1-f4 = female).

5.109.3.7 MaryTTSMode

`bool` Crosstales.RTVoice.Speaker.MaryTTSMode = `false`

Enables or disables MaryTTS (default: false).

5.109.3.8 MaryTTSPassword

`string` Crosstales.RTVoice.Speaker.MaryTTSPassword = `string.Empty`

User password for MaryTTS (default: empty).

5.109.3.9 MaryTTSPort

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

Server port for MaryTTS (default: 59125).

5.109.3.10 MaryTTSType

```
Model.Enum.MaryTTSType Crosstales.RTVoice.Speaker.MaryTTSType = Model.Enum.MaryTTSType.RAWMARYXML↵
```

Input type for MaryTTS (default: MaryTTSType.RAWMARYXML).

5.109.3.11 MaryTTSUrl

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

Server URL for MaryTTS.

5.109.3.12 MaryTTSUser

```
string Crosstales.RTVoice.Speaker.MaryTTSUser = string.Empty
```

User name for MaryTTS (default: empty).

5.109.3.13 SilenceOnDisable

```
bool Crosstales.RTVoice.Speaker.SilenceOnDisable = false
```

Silence any speeches if this component gets disabled (default: false).

5.109.3.14 SilenceOnFocusLost

```
bool Crosstales.RTVoice.Speaker.SilenceOnFocusLost = false
```

Silence any speeches if the application loses the focus (default: true).

5.109.4 Property Documentation

5.109.4.1 areVoicesReady

```
bool Crosstales.RTVoice.Speaker.areVoicesReady [static], [get]
```

Are all voices ready to speak?

5.109.4.2 AudioFileExtension

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

Returns the extension of the generated audio files.

Returns

Extension of the generated audio files.

5.109.4.3 BusyCount

```
int? Crosstales.RTVoice.Speaker.BusyCount [static], [get]
```

Number of active calls.

5.109.4.4 Cultures

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

Get all available cultures from the current TTS-system (ISO 639-1).

Returns

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

5.109.4.5 CustomVoiceProvider

`Provider.BaseCustomVoiceProvider?` `Crosstales.RTVoice.Speaker.CustomVoiceProvider` `[static]`, `[get]`, `[set]`

Enables or disables MaryTTS.

5.109.4.6 DefaultVoiceName

`string` `Crosstales.RTVoice.Speaker.DefaultVoiceName` `[static]`, `[get]`

Returns the default voice name of the current TTS-provider.

Returns

Default voice name of the current TTS-provider.

5.109.4.7 enforcedStandaloneTTS

`bool` `Crosstales.RTVoice.Speaker.enforcedStandaloneTTS` `[static]`, `[get]`

Is standalone TTS enforced?

5.109.4.8 ESpeakMod

`Model.Enum.ESpeakModifiers?` `Crosstales.RTVoice.Speaker.ESpeakMod` `[static]`, `[get]`, `[set]`

Active modifier for all eSpeak voices (m1-m6 = male, f1-f4 = female).

5.109.4.9 hasCoRoutines

`bool` `Crosstales.RTVoice.Speaker.hasCoRoutines` `[static]`, `[get]`

Indicates if this TTS-system uses co-routines.

Returns

True if this TTS-system uses co-routines.

5.109.4.10 hasVoicesInEditor

```
bool Crosstales.RTVoice.Speaker.hasVoicesInEditor [static], [get]
```

Indicates if this provider returns voices in the Editor mode.

Returns

True if this provider returns voices in the Editor mode.

5.109.4.11 isAutoClearTags

```
bool Crosstales.RTVoice.Speaker.isAutoClearTags [static], [get], [set]
```

Automatically clear tags from speeches depending on the capabilities of the current TTS-system.

5.109.4.12 isBusy

```
bool Crosstales.RTVoice.Speaker.isBusy [static], [get]
```

Checks if RT-Voice is busy on this system.

Returns

True if RT-Voice is busy on this system.

5.109.4.13 isCustomMode

```
bool Crosstales.RTVoice.Speaker.isCustomMode [static], [get], [set]
```

Enables or disables the custom voice provider.

5.109.4.14 isESpeakMode

```
bool Crosstales.RTVoice.Speaker.isESpeakMode [static], [get], [set]
```

Enable or disable eSpeak for standalone platforms.

5.109.4.15 isIL2CPPSupported

```
bool Crosstales.RTVoice.Speaker.isIL2CPPSupported [static], [get]
```

Indicates if this TTS-system is supporting IL2CPP.

Returns

True if this TTS-system supports IL2CPP.

5.109.4.16 isMaryMode

```
bool Crosstales.RTVoice.Speaker.isMaryMode [static], [get], [set]
```

Enables or disables MaryTTS.

5.109.4.17 isMuted

```
bool Crosstales.RTVoice.Speaker.isMuted [static], [get]
```

Is RT-Voice muted?

5.109.4.18 isOnlineService

```
bool Crosstales.RTVoice.Speaker.isOnlineService [static], [get]
```

Indicates if this TTS-system is an online service like MaryTTS or AWS Polly.

Returns

True if this TTS-system is an online service.

5.109.4.19 isPaused

```
bool Crosstales.RTVoice.Speaker.isPaused [static], [get]
```

Is RT-Voice paused?

5.109.4.20 isPlatformSupported

```
bool Crosstales.RTVoice.Speaker.isPlatformSupported [static], [get]
```

Indicates if this TTS-system is supporting the current platform.

Returns

True if this TTS-system supports current platform.

5.109.4.21 isSilenceOnDisable

```
bool Crosstales.RTVoice.Speaker.isSilenceOnDisable [static], [get], [set]
```

Silence any speeches if this component gets disabled.

5.109.4.22 isSilenceOnFocusLost

```
bool Crosstales.RTVoice.Speaker.isSilenceOnFocusLost [static], [get], [set]
```

Silence any speeches if the application loses the focus.

5.109.4.23 isSpeaking

```
bool Crosstales.RTVoice.Speaker.isSpeaking [static], [get]
```

Checks if RT-Voice is speaking on this system.

Returns

True if RT-Voice is speaking on this system.

5.109.4.24 isSpeakNativeSupported

```
bool Crosstales.RTVoice.Speaker.isSpeakNativeSupported [static], [get]
```

Indicates if this TTS-system is supporting SpeakNative.

Returns

True if this TTS-system supports SpeakNative.

5.109.4.25 isSpeakSupported

```
bool Crosstales.RTVoice.Speaker.isSpeakSupported [static], [get]
```

Indicates if this TTS-system is supporting Speak.

Returns

True if this TTS-system supports Speak.

5.109.4.26 isSSMLSupported

```
bool Crosstales.RTVoice.Speaker.isSSMLSupported [static], [get]
```

Indicates if this TTS-system is supporting SSML.

Returns

True if this TTS-system supports SSML.

5.109.4.27 isTTSAvailable

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

Checks if TTS is available on this system.

Returns

True if TTS is available on this system.

5.109.4.28 isWorkingInEditor

```
bool Crosstales.RTVoice.Speaker.isWorkingInEditor [static], [get]
```

Indicates if this TTS-system is working directly inside the Unity Editor (without 'Play'-mode).

Returns

True if this TTS-system is working directly inside the Unity Editor.

5.109.4.29 isWorkingInPlaymode

```
bool Crosstales.RTVoice.Speaker.isWorkingInPlaymode [static], [get]
```

Indicates if this TTS-system is working with 'Play'-mode inside the Unity Editor.

Returns

True if this TTS-system is working with 'Play'-mode inside the Unity Editor.

5.109.4.30 MaryPassword

```
string? Crosstales.RTVoice.Speaker.MaryPassword [static], [set]
```

Password for MaryTTS.

5.109.4.31 MaryPort

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

Server port for MaryTTS.

5.109.4.32 MaryType

```
Model.Enum.MaryTTSType? Crosstales.RTVoice.Speaker.MaryType [static], [get], [set]
```

Input type for MaryTTS.

5.109.4.33 MaryUrl

```
string? Crosstales.RTVoice.Speaker.MaryUrl [static], [get], [set]
```

Server URL for MaryTTS.

5.109.4.34 MaryUser

```
string? Crosstales.RTVoice.Speaker.MaryUser [static], [get], [set]
```

User name for MaryTTS.

5.109.4.35 MaxTextLength

```
int Crosstales.RTVoice.Speaker.MaxTextLength [static], [get]
```

Maximal length of the speech text (in characters) for the current TTS-system.

Returns

The maximal length of the speech text.

5.109.4.36 OnErrorInfo

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

An event triggered whenever an error occurs.

5.109.4.37 OnProviderChange

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

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

5.109.4.38 OnSpeakAudioGenerationComplete

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

An event triggered whenever a speak audio generation is completed.

5.109.4.39 OnSpeakAudioGenerationStart

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

An event triggered whenever a speak audio generation is started.

5.109.4.40 OnSpeakComplete

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

An event triggered whenever a speak is completed.

5.109.4.41 OnSpeakCurrentPhoneme

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

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

5.109.4.42 OnSpeakCurrentViseme

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

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

5.109.4.43 OnSpeakCurrentWord

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

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

5.109.4.44 OnSpeakStart

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

An event triggered whenever a speak is started.

5.109.4.45 OnVoicesReady

VoicesReady Crosstales.RTVoice.Speaker.OnVoicesReady [static], [add], [remove]

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

5.109.4.46 SpeechCount

```
int? Crosstales.RTVoice.Speaker.SpeechCount [static], [get]
```

Number of active speeches.

5.109.4.47 Voices

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

Get all available voices from the current TTS-system.

Returns

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

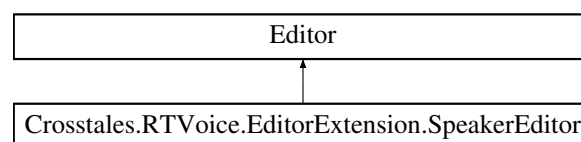
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/Speaker.↵
cs

5.110 Crosstales.RTVoice.EditorExtension.SpeakerEditor Class Reference

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

Inheritance diagram for Crosstales.RTVoice.EditorExtension.SpeakerEditor:



Public Member Functions

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

5.110.1 Detailed Description

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

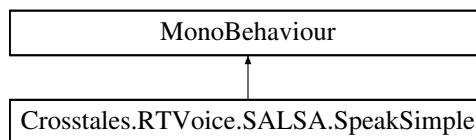
The documentation for this class was generated from the following file:

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

5.111 Crosstales.RTVoice.SALSA.SpeakSimple Class Reference

Speaks a given text with RT-Voice and [SALSA](#).

Inheritance diagram for Crosstales.RTVoice.SALSA.SpeakSimple:



Public Member Functions

- void **Silence** ()
- void **Talk** ()

Public Attributes

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

5.111.1 Detailed Description

Speaks a given text with RT-Voice and [SALSA](#).

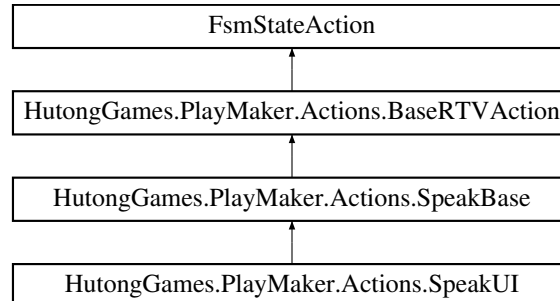
The documentation for this class was generated from the following file:

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

5.112 HutongGames.PlayMaker.Actions.SpeakUI Class Reference

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

Inheritance diagram for HutongGames.PlayMaker.Actions.SpeakUI:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- InputField [Text](#)
Text to speak.
- InputField [RTVoiceName](#)
Name of the RT-Voice.
- FsmString [Culture](#) = "en"
Fallback culture (e.g. 'en', optional).

Additional Inherited Members

5.112.1 Detailed Description

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

5.112.2 Member Data Documentation

5.112.2.1 Culture

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

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

5.112.2.2 RTVoiceName

`InputField HutongGames.PlayMaker.Actions.SpeakUI.RTVoiceName`

Name of the RT-Voice.

5.112.2.3 Text

`InputField HutongGames.PlayMaker.Actions.SpeakUI.Text`

Text to speak.

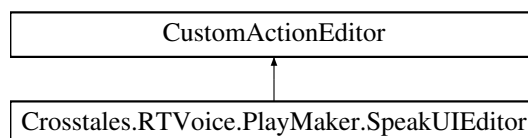
The documentation for this class was generated from the following file:

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

5.113 Crosstales.RTVoice.PlayMaker.SpeakUIEditor Class Reference

Custom editor for the SpeakUI-action.

Inheritance diagram for `Crosstales.RTVoice.PlayMaker.SpeakUIEditor`:



Public Member Functions

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

5.113.1 Detailed Description

Custom editor for the SpeakUI-action.

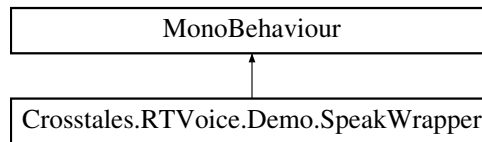
The documentation for this class was generated from the following file:

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

5.114 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

- [Model.Voice](#) **SpeakerVoice**
- InputField **Input**
- Text **Label**
- AudioSource **Audio**

5.114.1 Detailed Description

Wrapper for the dynamic speakers.

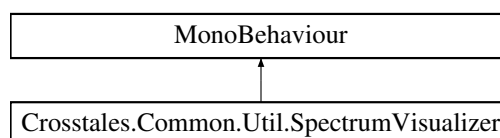
The documentation for this class was generated from the following file:

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

5.115 Crosstales.Common.Util.SpectrumVisualizer Class Reference

Simple spectrum visualizer.

Inheritance diagram for Crosstales.Common.Util.SpectrumVisualizer:



Public Member Functions

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

Public Attributes

- [FFTAnalyzer](#) **Analyzer**
FFT-analyzer with the spectrum data.
- GameObject [VisualPrefab](#)
summary> Width per prefab.
- float [Width](#) = 0.075f
summary> Gain-power for the frequency.
- float [Gain](#) = 70f
summary> Frequency band from left-to-right (default: true).
- bool [LeftToRight](#) = true
summary> Opacity of the material of the prefab (default: 1).
- float **Opacity** = 1f

5.115.1 Detailed Description

Simple spectrum visualizer.

5.115.2 Member Data Documentation

5.115.2.1 Analyzer

[FFTAnalyzer](#) Crosstales.Common.Util.SpectrumVisualizer.Analyzer

FFT-analyzer with the spectrum data.

summary>Prefab for the frequency representation.

5.115.2.2 Gain

float Crosstales.Common.Util.SpectrumVisualizer.Gain = 70f

summary>Frequency band from left-to-right (default: true).

5.115.2.3 LeftToRight

```
bool Crosstales.Common.Util.SpectrumVisualizer.LeftToRight = true
```

summary>Opacity of the material of the prefab (default: 1).

5.115.2.4 VisualPrefab

```
GameObject Crosstales.Common.Util.SpectrumVisualizer.VisualPrefab
```

summary>Width per prefab.

5.115.2.5 Width

```
float Crosstales.Common.Util.SpectrumVisualizer.Width = 0.075f
```

summary>Gain-power for the frequency.

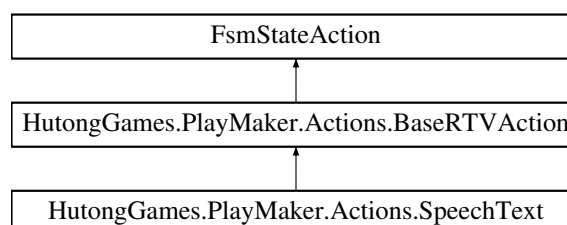
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↵
Util/SpectrumVisualizer.cs

5.116 HutongGames.PlayMaker.Actions.SpeechText Class Reference

SpeechText-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.SpeechText:



Public Member Functions

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

Public Attributes

- [Crosstales.RTVoice.Tool.SpeechText Obj](#)

Add a [SpeechText](#) (default: first object in scene).

5.116.1 Detailed Description

SpeechText-action for [PlayMaker](#).

5.116.2 Member Data Documentation

5.116.2.1 Obj

[Crosstales.RTVoice.Tool.SpeechText](#) `HutongGames.PlayMaker.Actions.SpeechText.Obj`

Add a [SpeechText](#) (default: first object in scene).

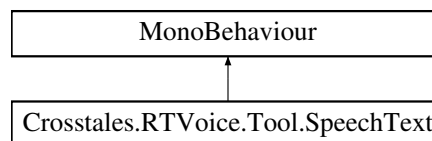
The documentation for this class was generated from the following file:

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

5.117 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 **OnDestroy** ()
- void **OnValidate** ()
- void [Speak](#) ()
Speak the text.
- void [Silence](#) ()
Silence the speech.

Public Attributes

- string [Text](#) = string.Empty
Text to speak.
- [Model.VoiceAlias Voices](#)
Voices for the speech.
- [Model.Enum.SpeakMode Mode](#) = Model.Enum.SpeakMode.Speak
Speak mode (default: 'Speak').
- AudioSource [Source](#)
AudioSource for the output (optional).
- float [Rate](#) = 1f
Speech rate of the speaker in percent (1 = 100%, default: 1, optional).
- float [Pitch](#) = 1f
Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).
- float [Volume](#) = 1f
Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).
- bool [PlayOnStart](#) = false
Enable speaking of the text on start (default: false).
- float [Delay](#) = 0f
Delay in seconds until the speech for this text starts (default: 0).
- bool [GenerateAudioFile](#) = false
Generate audio file on/off (default: false).
- string [FileName](#) = @"_generatedAudio/Speech01"
File name (incl. path) for the generated audio.
- bool [FileInsideAssets](#) = true
Is the generated file path inside the Assets-folder (current project)? If this option is enabled, it prefixes the path with 'Application.dataPath'.

Properties

- SpeechTextStart [OnSpeechTextStart](#)
An event triggered whenever a [SpeechText](#) 'Speak' is started.
- SpeechTextComplete [OnSpeechTextComplete](#)
An event triggered whenever a [SpeechText](#) 'Speak' is completed.
- string [CurrentText](#) [get, set]
Text to speak (main use is for [UI](#)).
- float [CurrentRate](#) [get, set]
Speech rate of the speaker in percent (main use is for [UI](#)).
- float [CurrentPitch](#) [get, set]
Speech pitch of the speaker in percent (main use is for [UI](#)).
- float [CurrentVolume](#) [get, set]
Volume of the speaker in percent (main use is for [UI](#)).

5.117.1 Detailed Description

Allows to speak and store generated audio.

5.117.2 Member Function Documentation

5.117.2.1 Silence()

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

Silence the speech.

5.117.2.2 Speak()

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

Speak the text.

5.117.3 Member Data Documentation

5.117.3.1 Delay

```
float Crosstales.RTVoice.Tool.SpeechText.Delay = 0f
```

Delay in seconds until the speech for this text starts (default: 0).

5.117.3.2 FileInsideAssets

```
bool Crosstales.RTVoice.Tool.SpeechText.FileInsideAssets = true
```

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

5.117.3.3 FileName

```
string Crosstales.RTVoice.Tool.SpeechText.FileName = @"_generatedAudio/Speech01"
```

File name (incl. path) for the generated audio.

5.117.3.4 GenerateAudioFile

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

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

5.117.3.5 Mode

```
Model.Enum.SpeakMode Crosstales.RTVoice.Tool.SpeechText.Mode = Model.Enum.SpeakMode.Speak
```

Speak mode (default: 'Speak').

5.117.3.6 Pitch

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

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

5.117.3.7 PlayOnStart

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

Enable speaking of the text on start (default: false).

5.117.3.8 Rate

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

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

5.117.3.9 Source

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

AudioSource for the output (optional).

5.117.3.10 Text

```
string Crosstales.RTVoice.Tool.SpeechText.Text = string.Empty
```

Text to speak.

5.117.3.11 Voices

```
Model.VoiceAlias Crosstales.RTVoice.Tool.SpeechText.Voices
```

Voices for the speech.

5.117.3.12 Volume

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

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

5.117.4 Property Documentation

5.117.4.1 CurrentPitch

```
float Crosstales.RTVoice.Tool.SpeechText.CurrentPitch [get], [set]
```

Speech pitch of the speaker in percent (main use is for [UI](#)).

5.117.4.2 CurrentRate

```
float Crosstales.RTVoice.Tool.SpeechText.CurrentRate [get], [set]
```

Speech rate of the speaker in percent (main use is for [UI](#)).

5.117.4.3 CurrentText

```
string Crosstales.RTVoice.Tool.SpeechText.CurrentText [get], [set]
```

Text to speak (main use is for [UI](#)).

5.117.4.4 CurrentVolume

```
float Crosstales.RTVoice.Tool.SpeechText.CurrentVolume [get], [set]
```

Volume of the speaker in percent (main use is for [UI](#)).

5.117.4.5 OnSpeechTextComplete

```
SpeechTextComplete Crosstales.RTVoice.Tool.SpeechText.OnSpeechTextComplete [add], [remove]
```

An event triggered whenever a [SpeechText](#) 'Speak' is completed.

5.117.4.6 OnSpeechTextStart

```
SpeechTextStart Crosstales.RTVoice.Tool.SpeechText.OnSpeechTextStart [add], [remove]
```

An event triggered whenever a [SpeechText](#) 'Speak' is started.

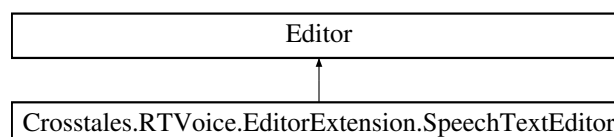
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵
Tool/SpeechText.cs

5.118 Crosstales.RTVoice.EditorExtension.SpeechTextEditor Class Reference

Custom editor for the 'SpeechText'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.SpeechTextEditor:



Public Member Functions

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

5.118.1 Detailed Description

Custom editor for the 'SpeechText'-class.

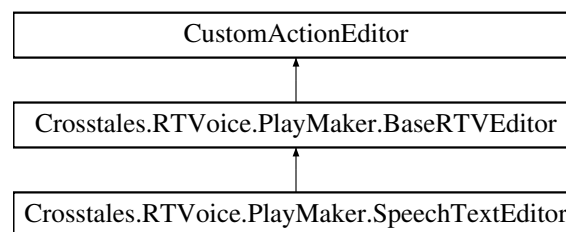
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/↔
Extension/SpeechTextEditor.cs](#)

5.119 Crosstales.RTVoice.PlayMaker.SpeechTextEditor Class Reference

Custom editor for the SpeechText-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.SpeechTextEditor:



Additional Inherited Members

5.119.1 Detailed Description

Custom editor for the SpeechText-action.

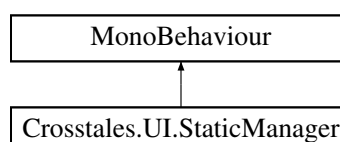
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔
PlayMaker/Editor/SpeechTextEditor.cs](#)

5.120 Crosstales.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstales.UI.StaticManager:



Public Member Functions

- void **OpenAssetstore** ()

5.120.1 Detailed Description

Static Button Manager.

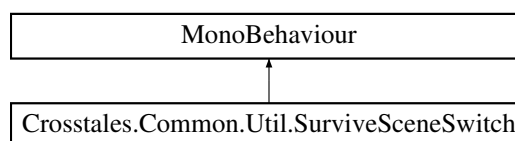
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/StaticManager.cs

5.121 Crosstales.Common.Util.SurviveSceneSwitch Class Reference

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

Inheritance diagram for Crosstales.Common.Util.SurviveSceneSwitch:



Public Member Functions

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

Public Attributes

- GameObject[] **Survivors**
Objects which have to survive a scene switch.
- bool **DontDestroy** = true
Don't destroy gameobject during scene switches (default: true).

5.121.1 Detailed Description

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

5.121.2 Member Data Documentation

5.121.2.1 DontDestroy

```
bool Crosstales.Common.Util.SurviveSceneSwitch.DontDestroy = true
```

Don't destroy gameobject during scene switches (default: true).

5.121.2.2 Survivors

```
GameObject [] Crosstales.Common.Util.SurviveSceneSwitch.Survivors
```

Objects which have to survive a scene switch.

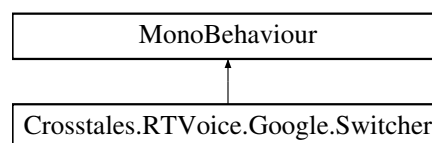
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↵
Tool/SurviveSceneSwitch.cs

5.122 Crosstales.RTVoice.Google.Switcher Class Reference

Simple switcher to test the functionality of the [Google](#) Cloud provider.

Inheritance diagram for Crosstales.RTVoice.Google.Switcher:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **Switch** ()

5.122.1 Detailed Description

Simple switcher to test the functionality of the [Google](#) Cloud provider.

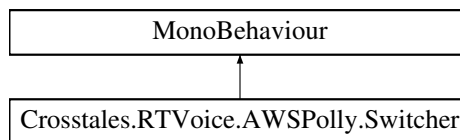
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↵
Google Cloud/Demo/Scripts/Switcher.cs

5.123 Crosstales.RTVoice.AWSPolly.Switcher Class Reference

Simple switcher to test the functionality of the AWS Polly provider.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.Switcher:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **Switch** ()

5.123.1 Detailed Description

Simple switcher to test the functionality of the AWS Polly provider.

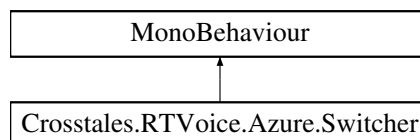
The documentation for this class was generated from the following file:

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

5.124 Crosstales.RTVoice.Azure.Switcher Class Reference

Simple switcher to test the functionality of the [Azure](#) provider.

Inheritance diagram for Crosstales.RTVoice.Azure.Switcher:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **Switch** ()

5.124.1 Detailed Description

Simple switcher to test the functionality of the [Azure](#) provider.

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

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstailes/RTVoice/3rd party/↔ Azure/Demo/Scripts/Switcher.cs`

5.125 Crosstailes.RTVoice.Azure.Synthesize Class Reference

Sample synthesize request

Classes

- class [InputOptions](#)
Inputs Options for the TTS Service.

Public Member Functions

- [Synthesize](#) ()
Initializes a new instance of the [Synthesize](#) class.
- `async System.Threading.Tasks.Task< System.IO.Stream > Speak (System.Threading.CancellationToken cancellationToken, InputOptions inputOptions)`
Sends the specified text to be spoken to the TTS service and saves the response audio to a file.

5.125.1 Detailed Description

Sample synthesize request

5.125.2 Constructor & Destructor Documentation

5.125.2.1 Synthesize()

```
Crosstailes.RTVoice.Azure.Synthesize.Synthesize ( )
```

Initializes a new instance of the [Synthesize](#) class.

5.125.3 Member Function Documentation

5.125.3.1 Speak()

```
async System.Threading.Tasks.Task<System.IO.Stream> Crosstailes.RTVoice.Azure.Synthesize.Speak  
(  
    System.Threading.CancellationToken cancellationToken,  
    InputOptions inputOptions )
```

Sends the specified text to be spoken to the TTS service and saves the response audio to a file.

Parameters

<i>cancellationToken</i>	The cancellation token.
<i>inputOptions</i>	Input options for the speech.

Returns

A Task

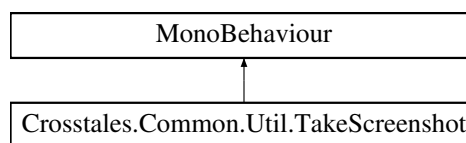
The documentation for this class was generated from the following file:

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

5.126 Crosstales.Common.Util.TakeScreenshot Class Reference

Take screen shots inside an application.

Inheritance diagram for Crosstales.Common.Util.TakeScreenshot:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **Capture** ()
Capture the screen.
- void **Start** ()

Public Attributes

- string **Prefix** = "CT_Screenshot"
Prefix for the generate file names.
- int **Scale** = 1
summary> Key-press to capture the screen (default: F8).
- KeyCode **KeyCode** = KeyCode.F8
summary> Show file location (default: true).
- bool **ShowFileLocation** = true

5.126.1 Detailed Description

Take screen shots inside an application.

5.126.2 Member Function Documentation

5.126.2.1 Capture()

```
void Crosstales.Common.Util.TakeScreenshot.Capture ( )
```

Capture the screen.

5.126.3 Member Data Documentation

5.126.3.1 KeyCode

```
KeyCode Crosstales.Common.Util.TakeScreenshot.KeyCode = KeyCode.F8
```

summary>Show file location (default: true).

5.126.3.2 Prefix

```
string Crosstales.Common.Util.TakeScreenshot.Prefix = "CT_Screenshot"
```

Prefix for the generate file names.

summary>Factor by which to increase resolution (default: 1).

5.126.3.3 Scale

```
int Crosstales.Common.Util.TakeScreenshot.Scale = 1
```

summary>Key-press to capture the screen (default: F8).

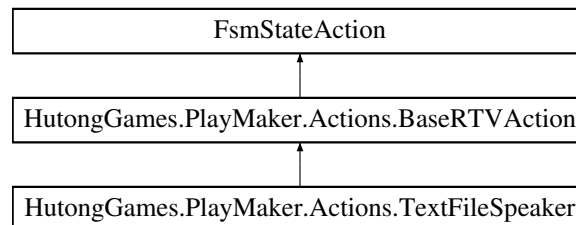
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/↵
Tool/TakeScreenshot.cs

5.127 HutongGames.PlayMaker.Actions.TextFileSpeaker Class Reference

TextFileSpeaker-action for [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.TextFileSpeaker:



Public Member Functions

- override void **OnEnter** ()

Public Attributes

- [Crosstales.RTVoice.Tool.TextFileSpeaker Obj](#)
Add a [TextFileSpeaker](#) (default: first object in scene).

5.127.1 Detailed Description

TextFileSpeaker-action for [PlayMaker](#).

5.127.2 Member Data Documentation

5.127.2.1 Obj

[Crosstales.RTVoice.Tool.TextFileSpeaker](#) HutongGames.PlayMaker.Actions.TextFileSpeaker.Obj

Add a [TextFileSpeaker](#) (default: first object in scene).

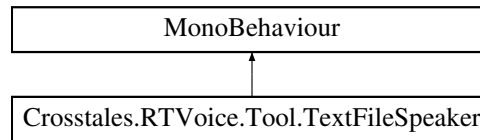
The documentation for this class was generated from the following file:

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

5.128 Crosstales.RTVoice.Tool.TextFileSpeaker Class Reference

Allows to speak text files.

Inheritance diagram for Crosstales.RTVoice.Tool.TextFileSpeaker:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnDestroy** ()
- void **OnValidate** ()
- void **SpeakAll** ()
Speaks all texts until StopAll is called.
- void **StopAll** ()
Stops speaking all texts.
- void **Next** ()
Speaks the next text (main use for UI).
- void **Next** (bool random)
Speaks the next text.
- void **Previous** ()
Speaks the previous text (main use for UI).
- void **Previous** (bool random)
Speaks the previous text.
- void **Speak** ()
Speaks a text (main use for UI).
- string **SpeakText** (int index=-1, bool random=false)
Speaks a text with an optional index.
- void **Silence** ()
Silence the speech.
- void **Reload** ()
Reloads all text files (e.g. when new text files were added during runtime).

Public Attributes

- TextAsset[] **TextFiles**
Text files to speak.
- **Model.VoiceAlias** **Voices**
Voices for the speech.
- **Model.Enum.SpeakMode** **Mode** = Model.Enum.SpeakMode.Speak
Speak mode (default: 'Speak').
- bool **PlayOnStart** = false
Enable speaking of a random text file on start (default: false).

- bool [PlayAllOnStart](#) = false
Enable speaking of a all random text files on start (default: false). NOTE: this can only be stopped with the "StopAll"-method
- bool [SpeakRandom](#) = false
Speaks the text files in random order (default: false).
- float [Delay](#) = 0f
Delay until the speech for this text starts (default: 0).
- AudioSource [Source](#)
AudioSource for the output (optional).
- float [Rate](#) = 1f
Speech rate of the speaker in percent (1 = 100%, default: 1, optional).
- float [Pitch](#) = 1f
Speech pitch of the speaker in percent (1 = 100%, default: 1, optional, mobile only).
- float [Volume](#) = 1f
Volume of the speaker in percent (1 = 100%, default: 1, optional, Windows only).

Properties

- float [CurrentRate](#) [get, set]
Speech rate of the speaker in percent (main use is for [UI](#)).
- float [CurrentPitch](#) [get, set]
Speech pitch of the speaker in percent (main use is for [UI](#)).
- float [CurrentVolume](#) [get, set]
Volume of the speaker in percent (main use is for [UI](#)).

5.128.1 Detailed Description

Allows to speak text files.

5.128.2 Member Function Documentation

5.128.2.1 [Next\(\)](#) [1/2]

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Next ( )
```

Speaks the next text (main use for [UI](#)).

5.128.2.2 [Next\(\)](#) [2/2]

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Next (
    bool random )
```

Speaks the next text.

Parameters

<i>random</i>	Speak a random text
---------------	---------------------

5.128.2.3 Previous() [1/2]

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Previous ( )
```

Speaks the previous text (main use for [UI](#)).

5.128.2.4 Previous() [2/2]

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Previous (
    bool random )
```

Speaks the previous text.

Parameters

<i>random</i>	Speak a random text
---------------	---------------------

5.128.2.5 Reload()

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.Reload ( )
```

Reloads all text files (e.g. when new text files were added during runtime).

5.128.2.6 Silence()

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

Silence the speech.

5.128.2.7 Speak()

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

Speaks a text (main use for [UI](#)).

5.128.2.8 SpeakAll()

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakAll ( )
```

Speaks all texts until StopAll is called.

5.128.2.9 SpeakText()

```
string Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakText (
    int index = -1,
    bool random = false )
```

Speaks a text with an optional index.

Parameters

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

Returns

UID of the speaker.

5.128.2.10 StopAll()

```
void Crosstales.RTVoice.Tool.TextFileSpeaker.StopAll ( )
```

Stops speaking all texts.

5.128.3 Member Data Documentation

5.128.3.1 Delay

```
float Crosstales.RTVoice.Tool.TextFileSpeaker.Delay = 0f
```

Delay until the speech for this text starts (default: 0).

5.128.3.2 Mode

`Model.Enum.SpeakMode` Crosstales.RTVoice.Tool.TextFileSpeaker.Mode = Model.Enum.SpeakMode.Speak

Speak mode (default: 'Speak').

5.128.3.3 Pitch

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

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

5.128.3.4 PlayAllOnStart

`bool` Crosstales.RTVoice.Tool.TextFileSpeaker.PlayAllOnStart = false

Enable speaking of a all random text files on start (default: false). NOTE: this can only be stopped with the "Stop↵All"-method

5.128.3.5 PlayOnStart

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

Enable speaking of a random text file on start (default: false).

5.128.3.6 Rate

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

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

5.128.3.7 Source

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

AudioSource for the output (optional).

5.128.3.8 SpeakRandom

```
bool Crosstales.RTVoice.Tool.TextFileSpeaker.SpeakRandom = false
```

Speaks the text files in random order (default: false).

5.128.3.9 TextFiles

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

Text files to speak.

5.128.3.10 Voices

```
Model.VoiceAlias Crosstales.RTVoice.Tool.TextFileSpeaker.Voices
```

Voices for the speech.

5.128.3.11 Volume

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

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

5.128.4 Property Documentation

5.128.4.1 CurrentPitch

```
float Crosstales.RTVoice.Tool.TextFileSpeaker.CurrentPitch [get], [set]
```

Speech pitch of the speaker in percent (main use is for [UI](#)).

5.128.4.2 CurrentRate

```
float Crosstales.RTVoice.Tool.TextFileSpeaker.CurrentRate [get], [set]
```

Speech rate of the speaker in percent (main use is for [UI](#)).

5.128.4.3 CurrentVolume

```
float Crosstales.RTVoice.Tool.TextFileSpeaker.CurrentVolume [get], [set]
```

Volume of the speaker in percent (main use is for [UI](#)).

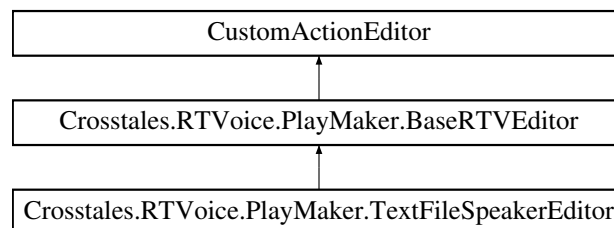
The documentation for this class was generated from the following file:

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

5.129 Crosstales.RTVoice.PlayMaker.TextFileSpeakerEditor Class Reference

Custom editor for the TextFileSpeaker-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.TextFileSpeakerEditor:



Additional Inherited Members

5.129.1 Detailed Description

Custom editor for the TextFileSpeaker-action.

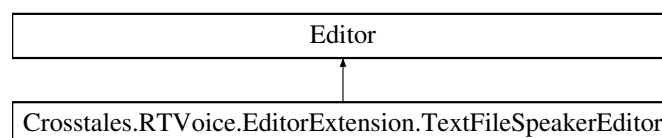
The documentation for this class was generated from the following file:

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

5.130 Crosstales.RTVoice.EditorExtension.TextFileSpeakerEditor Class Reference

Custom editor for the 'TextFileSpeaker'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.TextFileSpeakerEditor:



Public Member Functions

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

5.130.1 Detailed Description

Custom editor for the 'TextFileSpeaker'-class.

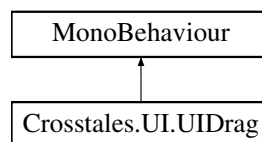
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstailes/RTVoice/Editor/↔
Extension/TextFileSpeakerEditor.cs

5.131 Crosstailes.UI.UIDrag Class Reference

Allow to Drag the Windows around.

Inheritance diagram for Crosstailes.UI.UIDrag:



Public Member Functions

- void **Start** ()
- void **OnDrag** ()

5.131.1 Detailed Description

Allow to Drag the Windows around.

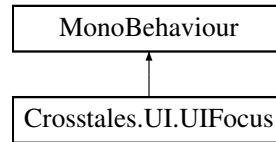
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstailes/Common/UI/↔
Scripts/UIDrag.cs

5.132 Crosstales.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstales.UI.UIFocus:



Public Member Functions

- void **Start** ()
- void **OnPanelEnter** ()
Panel entered.

Public Attributes

- string **ManagerName** = "Canvas"
Name of the gameobject containing the [UIWindowManager](#).

5.132.1 Detailed Description

Change the Focus on from a Window.

5.132.2 Member Function Documentation

5.132.2.1 OnPanelEnter()

```
void Crosstales.UI.UIFocus.OnPanelEnter ( )
```

Panel entered.

5.132.3 Member Data Documentation

5.132.3.1 ManagerName

```
string Crosstales.UI.UIFocus.ManagerName = "Canvas"
```

Name of the gameobject containing the [UIWindowManager](#).

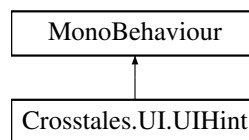
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/UIFocus.cs

5.133 Crosstales.UI.UIHint Class Reference

Controls a [UI](#) group (hint).

Inheritance diagram for Crosstales.UI.UIHint:



Public Member Functions

- void **Start** ()
- void **FadeUp** ()
- void **FadeDown** ()

Public Attributes

- CanvasGroup [Group](#)
Group to fade.
- float [Delay](#) = 2f
Delay in seconds before fading (default: 2).
- float [FadeTime](#) = 2f
Fade time in seconds (default: 2).
- bool [Disable](#) = true
Disable UI element after the fade (default: true).
- bool [FadeAtStart](#) = true
Fade at Start (default: true).

5.133.1 Detailed Description

Controls a [UI](#) group (hint).

5.133.2 Member Data Documentation

5.133.2.1 Delay

```
float Crosstales.UI.UIHint.Delay = 2f
```

Delay in seconds before fading (default: 2).

5.133.2.2 Disable

```
bool Crosstales.UI.UIHint.Disable = true
```

Disable [UI](#) element after the fade (default: true).

5.133.2.3 FadeAtStart

```
bool Crosstales.UI.UIHint.FadeAtStart = true
```

Fade at Start (default: true).

5.133.2.4 FadeTime

```
float Crosstales.UI.UIHint.FadeTime = 2f
```

Fade time in seconds (default: 2).

5.133.2.5 Group

```
CanvasGroup Crosstales.UI.UIHint.Group
```

Group to fade.

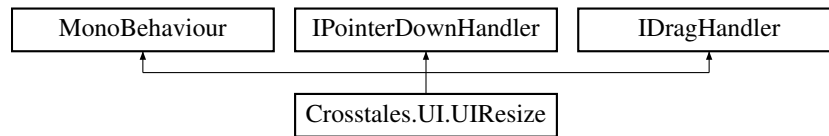
The documentation for this class was generated from the following file:

- `D:/slauberberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/UIHint.cs`

5.134 Crosstales.UI.UIResize Class Reference

Resize a [UI](#) element.

Inheritance diagram for Crosstales.UI.UIResize:



Public Member Functions

- void **Awake** ()
- void **OnPointerDown** (PointerEventData data)
- void **OnDrag** (PointerEventData data)

Public Attributes

- Vector2 **MinSize** = new Vector2(300, 160)
Minimum size of the [UI](#) element.
- Vector2 **MaxSize** = new Vector2(800, 600)
Maximum size of the [UI](#) element.

5.134.1 Detailed Description

Resize a [UI](#) element.

5.134.2 Member Data Documentation

5.134.2.1 MaxSize

```
Vector2 Crosstales.UI.UIResize.MaxSize = new Vector2(800, 600)
```

Maximum size of the [UI](#) element.

5.134.2.2 MinSize

```
Vector2 Crosstales.UI.UIResize.MinSize = new Vector2(300, 160)
```

Minimum size of the [UI](#) element.

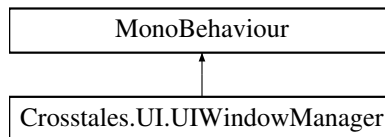
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/↔ Scripts/UIResize.cs

5.135 Crosstales.UI.UIWindowManager Class Reference

Change the state of all Window panels.

Inheritance diagram for Crosstales.UI.UIWindowManager:



Public Member Functions

- void **Start** ()
- void [ChangeState](#) (GameObject active)
Change the state of all windows.

Public Attributes

- GameObject[] [Windows](#)
All Windows of the scene.

5.135.1 Detailed Description

Change the state of all Window panels.

5.135.2 Member Function Documentation

5.135.2.1 ChangeState()

```
void Crosstales.UI.UIWindowManager.ChangeState (  
    GameObject active )
```

Change the state of all windows.

Parameters

<i>active</i>	Active window.
---------------	----------------

5.135.3 Member Data Documentation

5.135.3.1 Windows

```
GameObject [] Crosstales.UI.UIWindowManager.Windows
```

All Windows of the scene.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/UIWindowManager.cs

5.136 Crosstales.RTVoice.EditorTask.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

- static void **UpdateCheckForEditor** (out string result, out [UpdateStatus](#) st)

Static Public Attributes

- const string **TEXT_NOT_CHECKED** = "Not checked."
- const string **TEXT_NO_UPDATE** = "No update available - you are using the latest version."

5.136.1 Detailed Description

Checks for updates of the asset.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/Task/UpdateCheck.cs

5.137 Crosstales.RTVoice.Model.Voice Class Reference

[Model](#) for a voice.

Public Member Functions

- **Voice** (string name, string description, [Enum.Gender](#) gender, string age, string culture, string id="", string vendor="unknown", string version="unknown", int sampleRate=0)
Instantiate the class.
- override string **ToString** ()

Public Attributes

- string **Name**
Name of the voice.
- string **Description**
Description of the voice.
- [Enum.Gender](#) **Gender**
Gender of the voice.
- string **Age**
Age of the voice.
- string **Identifier** = string.Empty
Identifier of the voice.
- string **Vendor** = string.Empty
Vendor of the voice.
- string **Version** = string.Empty
Version of the voice.
- int **SampleRate** = 0
Sample rate in Hz of the voice.

Properties

- string **Culture** [get, set]
Culture of the voice (ISO 639-1).
- string **SimplifiedCulture** [get]
Simplified culture of the voice.

5.137.1 Detailed Description

[Model](#) for a voice.

5.137.2 Constructor & Destructor Documentation

5.137.2.1 Voice()

```
Crosstales.RTVoice.Model.Voice.Voice (
    string name,
    string description,
    Enum.Gender gender,
    string age,
    string culture,
    string id = "",
    string vendor = "unknown",
    string version = "unknown",
    int sampleRate = 0 )
```

Instantiate the class.

Parameters

<i>name</i>	Name of the voice.
<i>description</i>	Description of the voice.
<i>gender</i>	Gender of the voice.
<i>age</i>	Age of the voice.
<i>culture</i>	Culture of the voice.
<i>id</i>	Identifier of the voice (optional).
<i>vendor</i>	Vendor of the voice (optional).
<i>version</i>	Version of the voice (optional).
<i>sampleRate</i>	Sample rate in Hz of the voice (optional).

5.137.3 Member Data Documentation

5.137.3.1 Age

```
string Crosstales.RTVoice.Model.Voice.Age
```

Age of the voice.

5.137.3.2 Description

```
string Crosstales.RTVoice.Model.Voice.Description
```

Description of the voice.

5.137.3.3 Gender

```
Enum.Gender Crosstales.RTVoice.Model.Voice.Gender
```

Gender of the voice.

5.137.3.4 Identifier

```
string Crosstales.RTVoice.Model.Voice.Identifier = string.Empty
```

Identifier of the voice.

5.137.3.5 Name

```
string Crosstales.RTVoice.Model.Voice.Name
```

Name of the voice.

5.137.3.6 SampleRate

```
int Crosstales.RTVoice.Model.Voice.SampleRate = 0
```

Sample rate in Hz of the voice.

5.137.3.7 Vendor

```
string Crosstales.RTVoice.Model.Voice.Vendor = string.Empty
```

Vendor of the voice.

5.137.3.8 Version

```
string Crosstales.RTVoice.Model.Voice.Version = string.Empty
```

Version of the voice.

5.137.4 Property Documentation

5.137.4.1 Culture

```
string Crosstales.RTVoice.Model.Voice.Culture [get], [set]
```

Culture of the voice (ISO 639-1).

5.137.4.2 SimplifiedCulture

```
string Crosstales.RTVoice.Model.Voice.SimplifiedCulture [get]
```

Simplified culture of the voice.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/Model/Voice.cs

5.138 Crosstales.RTVoice.Model.VoiceAlias Class Reference

Alias for multiple voices on different platforms.

Public Member Functions

- override string **ToString** ()

Public Attributes

- string **VoiceNameWindows** = "David"
Name of the voice under Windows.
- string **VoiceNameMac** = "Alex"
Name of the voice under macOS.
- string **VoiceNameLinux** = "en"
Name of the voice under Linux and for eSpeak.
- string **VoiceNameAndroid** = "en"
Name of the voice under Android.
- string **VoiceNameIOS** = "Daniel"
Name of the voice under iOS.
- string **VoiceNameWSA** = "David"
Name of the voice under WSA.
- string **VoiceNameMaryTTS** = "cmu-rms-hsmm"
Name of the voice under MaryTTS.
- string **VoiceNameCustom** = string.Empty
Name of the voice for custom TTS-systems.
- string **Culture** = "en"
Fallback culture for the text (e.g. 'en', optional).
- **Enum.Gender Gender** = Enum.Gender.UNKNOWN
Fallback gender for the text.

Properties

- string **VoiceName** [get]
Returns the name of the voice for the current platform.
- **Voice?? Voice** [get]
Returns the voice for the current platform.

5.138.1 Detailed Description

Alias for multiple voices on different platforms.

5.138.2 Member Data Documentation

5.138.2.1 Culture

```
string Crosstales.RTVoice.Model.VoiceAlias.Culture = "en"
```

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

5.138.2.2 Gender

```
Enum.Gender Crosstales.RTVoice.Model.VoiceAlias.Gender = Enum.Gender.UNKNOWN
```

Fallback gender for the text.

5.138.2.3 VoiceNameAndroid

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameAndroid = "en"
```

Name of the voice under Android.

5.138.2.4 VoiceNameCustom

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameCustom = string.Empty
```

Name of the voice for custom TTS-systems.

5.138.2.5 VoiceNameIOS

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameIOS = "Daniel"
```

Name of the voice under iOS.

5.138.2.6 VoiceNameLinux

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameLinux = "en"
```

Name of the voice under Linux and for eSpeak.

5.138.2.7 VoiceNameMac

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameMac = "Alex"
```

Name of the voice under macOS.

5.138.2.8 VoiceNameMaryTTS

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameMaryTTS = "cmu-rms-hsmm"
```

Name of the voice under MaryTTS.

5.138.2.9 VoiceNameWindows

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameWindows = "David"
```

Name of the voice under Windows.

5.138.2.10 VoiceNameWSA

```
string Crosstales.RTVoice.Model.VoiceAlias.VoiceNameWSA = "David"
```

Name of the voice under WSA.

5.138.3 Property Documentation

5.138.3.1 Voice

`Voice??` `Crosstales.RTVoice.Model.VoiceAlias.Voice` [get]

Returns the voice for the current platform.

Returns

The voice for the current platform.

5.138.3.2 VoiceName

`string` `Crosstales.RTVoice.Model.VoiceAlias.VoiceName` [get]

Returns the name of the voice for the current platform.

Returns

The name of the voice for the current platform.

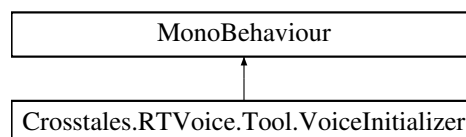
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↔ Model/VoiceAlias.cs`

5.139 Crosstales.RTVoice.Tool.VoiceInitializer Class Reference

Allows to initialize voices (useful on Android).

Inheritance diagram for `Crosstales.RTVoice.Tool.VoiceInitializer`:



Public Member Functions

- `void` **Start** ()
- `void` **OnEnable** ()
- `void` **OnDisable** ()

Public Attributes

- [Model.Enum.ProviderType Provider](#) = `Model.Enum.ProviderType.Android`
Selected provider to initialize the voices (default: Android).
- `string[]` [VoiceNames](#)
Initialize voices by name.
- `bool` [AllVoices](#) = `false`
Initialize all voices (default: false).
- `bool` [DestroyWhenFinished](#) = `true`
Destroy the gameobject after initialize (default: true).

5.139.1 Detailed Description

Allows to initialize voices (useful on Android).

5.139.2 Member Data Documentation

5.139.2.1 AllVoices

```
bool Crosstales.RTVoice.Tool.VoiceInitializer.AllVoices = false
```

Initialize all voices (default: false).

5.139.2.2 DestroyWhenFinished

```
bool Crosstales.RTVoice.Tool.VoiceInitializer.DestroyWhenFinished = true
```

Destroy the gameobject after initialize (default: true).

5.139.2.3 Provider

```
Model.Enum.ProviderType Crosstales.RTVoice.Tool.VoiceInitializer.Provider = Model.Enum.ProviderType.Android
```

Selected provider to initialize the voices (default: Android).

5.139.2.4 VoiceNames

```
string [] Crosstales.RTVoice.Tool.VoiceInitializer.VoiceNames
```

Initialize voices by name.

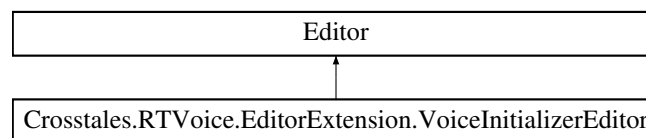
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/Tool/VoiceInitializer.cs](#)

5.140 Crosstales.RTVoice.EditorExtension.VoiceInitializerEditor Class Reference

Custom editor for the 'VoiceInitializer'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.VoiceInitializerEditor:



Public Member Functions

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

5.140.1 Detailed Description

Custom editor for the 'VoiceInitializer'-class.

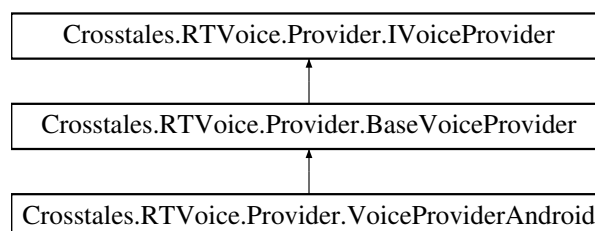
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Editor/Extension/VoiceInitializerEditor.cs](#)

5.141 Crosstales.RTVoice.Provider.VoiceProviderAndroid Class Reference

Android voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderAndroid:



Public Member Functions

- [VoiceProviderAndroid](#) (MonoBehaviour obj)
Constructor for [VoiceProviderAndroid](#).
- override IEnumerator [SpeakNative](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator [Speak](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice.
- override IEnumerator [Generate](#) ([Model.Wrapper](#) wrapper)
The current provider generates an audio file from a text with a given voice.
- override void [Silence](#) ()
Silence all active TTS-providers.
- override void [GenerateInEditor](#) ([Model.Wrapper](#) wrapper)
Generates an audio file with the current provider (Editor only).
- override void [SpeakNativeInEditor](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Static Public Member Functions

- static void [ShutdownTTS](#) ()

Properties

- override string [AudioFileExtension](#) [get]
- override AudioType [AudioFileType](#) [get]
- override string [DefaultVoiceName](#) [get]
- override bool [isWorkingInEditor](#) [get]
- override bool [isWorkingInPlaymode](#) [get]
- override int [MaxTextLength](#) [get]
- override bool [isSpeakNativeSupported](#) [get]
- override bool [isSpeakSupported](#) [get]
- override bool [isPlatformSupported](#) [get]
- override bool [isSSMLSupported](#) [get]
- override bool [isOnlineService](#) [get]
- override bool [hasCoRoutines](#) [get]
- override bool [isIL2CPPSupported](#) [get]
- override bool [hasVoicesInEditor](#) [get]

Additional Inherited Members

5.141.1 Detailed Description

Android voice provider.

5.141.2 Constructor & Destructor Documentation

5.141.2.1 VoiceProviderAndroid()

Crosstales.RTVoice.Provider.VoiceProviderAndroid.VoiceProviderAndroid (
MonoBehaviour obj)

Constructor for [VoiceProviderAndroid](#).

Parameters

<i>obj</i>	Instance of the speaker
------------	-------------------------

5.141.3 Member Function Documentation

5.141.3.1 Generate()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderAndroid.Generate (
    Model.Wrapper wrapper ) [virtual]
```

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

Parameters

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

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.141.3.2 GenerateInEditor()

```
override void Crosstales.RTVoice.Provider.VoiceProviderAndroid.GenerateInEditor (
    Model.Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

Parameters

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

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.141.3.3 Silence()

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

Silence all active TTS-providers.

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

5.141.3.4 Speak()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderAndroid.Speak (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

Parameters

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

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.141.3.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderAndroid.SpeakNative (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.141.3.6 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.Provider.VoiceProviderAndroid.SpeakNativeInEditor (
    Model.Wrapper wrapper )
```

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

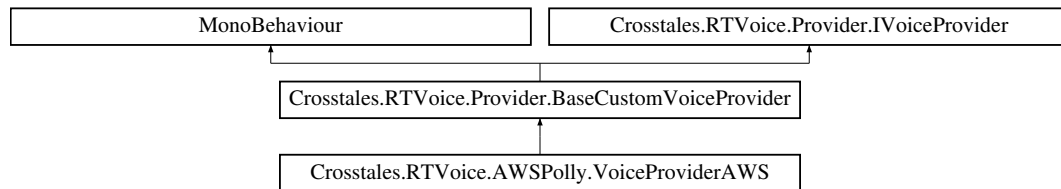
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵
Provider/VoiceProviderAndroid.cs

5.142 Crosstales.RTVoice.AWSPolly.VoiceProviderAWS Class Reference

AWS Polly voice provider.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.VoiceProviderAWS:



Public Member Functions

- void **Awake** ()
- void **UsedOnlyForAOTCodeGeneration** ()
- override void **Load** ()
Load the provider (e.g. all voices).
- override IEnumerator **Generate** (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.
- override IEnumerator **SpeakNative** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator **Speak** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- override void **GenerateInEditor** (Model.Wrapper wrapper)
Generates an audio file with the current provider (Editor only).
- override void **SpeakNativeInEditor** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Public Attributes

- string **CognitoCredentials** = string.Empty
Cognito credentials to access AWS Polly.
- Endpoint **Endpoint** = Endpoint.EUCentral1
AWS endpoint for the connection.
- bool **AutoBreath** = true
Enables or disables the simulation of natural breathing while speaking (default: true).
- SampleRate **SampleRate** = SampleRate._22050Hz
Desired sample rate in Hz (default: 22050).
- bool **UseNeuralVoices** = false
Enable or disable neural voices (default: false).

Protected Member Functions

- override string **getVoiceName** (Model.Wrapper wrapper)

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override bool **isPlatformSupported** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]
- override System.Collections.Generic.List< [Model.Voice](#) >? **Voices** [get]
- bool **hasNeuralVoices** [get]

Checks if neural voices are supported on the current AWS endpoint.

Additional Inherited Members

5.142.1 Detailed Description

AWS Polly voice provider.

5.142.2 Member Function Documentation

5.142.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Generate (
    Model Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.142.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.GenerateInEditor (
    Model Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.142.2.3 Load()

```
override void Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Load ( ) [virtual]
```

Load the provider (e.g. all voices).

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.142.2.4 Speak()

```
override IEnumerator Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Speak (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.142.2.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.SpeakNative (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.142.2.6 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.SpeakNativeInEditor (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.142.3 Member Data Documentation

5.142.3.1 AutoBreath

```
bool Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.AutoBreath = true
```

Enables or disables the simulation of natural breathing while speaking (default: true).

5.142.3.2 CognitoCredentials

```
string Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.CognitoCredentials = string.Empty
```

Cognito credentials to access AWS Polly.

5.142.3.3 Endpoint

```
Endpoint Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.Endpoint = Endpoint.EUCentral1
```

AWS endpoint for the connection.

5.142.3.4 SampleRate

```
SampleRate Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.SampleRate = SampleRate._22050Hz
```

Desired sample rate in Hz (default: 22050).

5.142.3.5 UseNeuralVoices

```
bool Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.UseNeuralVoices = false
```

Enable or disable neural voices (default: false).

5.142.4 Property Documentation

5.142.4.1 hasNeuralVoices

```
bool Crosstales.RTVoice.AWSPolly.VoiceProviderAWS.hasNeuralVoices [get]
```

Checks if neural voices are supported on the current AWS endpoint.

Returns

True if neural voices are supported on the current AWS endpoint.

The documentation for this class was generated from the following file:

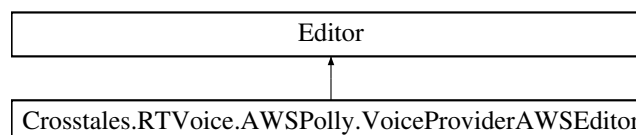
- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ AWS Polly/Scripts/VoiceProviderAWS.cs

5.143 Crosstales.RTVoice.AWSPolly.VoiceProviderAWS

Editor Class Reference

Custom editor for the 'VoiceProviderAWS'-class.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.VoiceProviderAWS:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

Properties

- static bool **isPrefabInScene** [get]

5.143.1 Detailed Description

Custom editor for the 'VoiceProviderAWS'-class.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ AWS Polly/Editor/VoiceProviderAWSEditor.cs

5.144 Crosstales.RTVoice.AWSPolly.VoiceProviderAWSGameObject Class Reference

Editor component for for adding the prefabs from 'AWS Polly' in the "Hierarchy"-menu.

5.144.1 Detailed Description

Editor component for for adding the prefabs from 'AWS Polly' in the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ AWS Polly/Editor/VoiceProviderAWSGameObject.cs

5.145 Crosstales.RTVoice.AWSPolly.VoiceProviderAWSMenu Class Reference

Editor component for for adding the prefabs from 'AWS Polly' in the "Tools"-menu.

5.145.1 Detailed Description

Editor component for for adding the prefabs from 'AWS Polly' in the "Tools"-menu.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ AWS Polly/Editor/VoiceProviderAWSMenu.cs

5.146 Crosstales.RTVoice.Azure.VoiceProviderAWSMenu Class Reference

Editor component for for adding the prefabs from 'Azure' in the "Tools"-menu.

5.146.1 Detailed Description

Editor component for for adding the prefabs from 'Azure' in the "Tools"-menu.

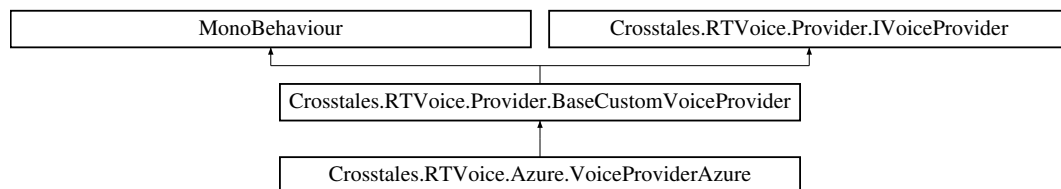
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Azure/Editor/VoiceProviderAzureMenu.cs

5.147 Crosstales.RTVoice.Azure.VoiceProviderAzure Class Reference

[Azure](#) (Bing Speech) voice provider.

Inheritance diagram for Crosstales.RTVoice.Azure.VoiceProviderAzure:



Public Member Functions

- void **Awake** ()
- override void **Load** ()
Load the provider (e.g. all voices).
- override IEnumerator **Generate** (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.
- override IEnumerator **SpeakNative** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator **Speak** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- override void **GenerateInEditor** (Model.Wrapper wrapper)
Generates an audio file with the current provider (Editor only).
- override void **SpeakNativeInEditor** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Public Attributes

- string **APIKey** = string.Empty
API-key to access [Azure](#).
- string **Endpoint** = "https://westus.api.cognitive.microsoft.com/sts/v1.0/issueToken"
Endpoint to access [Azure](#).
- string **RequestUri** = "https://westus.tts.speech.microsoft.com/cognitiveservices/v1"
Request URI associated with the API-key.
- **SampleRate** SampleRate = SampleRate._24000Hz
Desired sample rate in Hz (default: 24000).

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override bool **isPlatformSupported** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

Additional Inherited Members

5.147.1 Detailed Description

[Azure](#) (Bing Speech) voice provider.

5.147.2 Member Function Documentation

5.147.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.Azure.VoiceProviderAzure.Generate (
    Model.Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.147.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.Azure.VoiceProviderAzure.GenerateInEditor (
    Model.Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.147.2.3 Load()

```
override void Crosstales.RTVoice.Azure.VoiceProviderAzure.Load ( ) [virtual]
```

Load the provider (e.g. all voices).

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.147.2.4 Speak()

```
override IEnumerator Crosstales.RTVoice.Azure.VoiceProviderAzure.Speak (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.147.2.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.Azure.VoiceProviderAzure.SpeakNative (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.147.2.6 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.Azure.VoiceProviderAzure.SpeakNativeInEditor (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.147.3 Member Data Documentation

5.147.3.1 APIKey

```
string Crosstales.RTVoice.Azure.VoiceProviderAzure.APIKey = string.Empty
```

API-key to access [Azure](#).

5.147.3.2 Endpoint

```
string Crosstales.RTVoice.Azure.VoiceProviderAzure.Endpoint = "https://westus.api.cognitive.↵  
microsoft.com/sts/v1.0/issueToken"
```

Endpoint to access [Azure](#).

5.147.3.3 RequestUri

```
string Crosstales.RTVoice.Azure.VoiceProviderAzure.RequestUri = "https://westus.tts.speech.↵  
microsoft.com/cognitiveservices/v1"
```

Request URI associated with the API-key.

5.147.3.4 SampleRate

`SampleRate` Crosstales.RTVoice.Azure.VoiceProviderAzure.SampleRate = SampleRate._24000Hz

Desired sample rate in Hz (default: 24000).

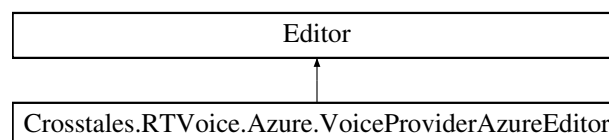
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Azure/Scripts/VoiceProviderAzure.cs

5.148 Crosstales.RTVoice.Azure.VoiceProviderAzureEditor Class Reference

Custom editor for the 'VoiceProviderAzure'-class.

Inheritance diagram for Crosstales.RTVoice.Azure.VoiceProviderAzureEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

Properties

- static bool **isPrefabInScene** [get]

5.148.1 Detailed Description

Custom editor for the 'VoiceProviderAzure'-class.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Azure/Editor/VoiceProviderAzureEditor.cs

5.149 Crosstales.RTVoice.Azure.VoiceProviderAzureGameObject Class Reference

Editor component for for adding the prefabs from 'Azure' in the "Hierarchy"-menu.

5.149.1 Detailed Description

Editor component for for adding the prefabs from 'Azure' in the "Hierarchy"-menu.

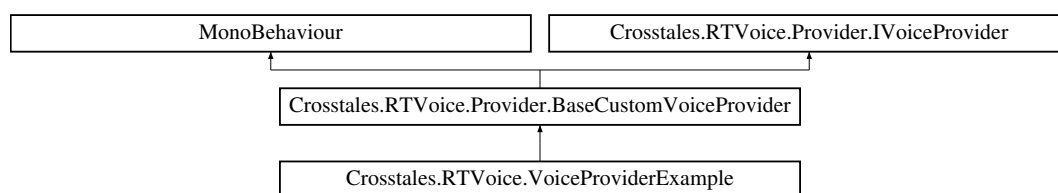
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Azure/Editor/VoiceProviderAzureGameObject.cs

5.150 Crosstales.RTVoice.VoiceProviderExample Class Reference

Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).
NOTE: please make sure you understand the Wrapper and its variables

Inheritance diagram for Crosstales.RTVoice.VoiceProviderExample:



Public Member Functions

- override void [Load](#) ()
Load the provider (e.g. all voices).
- override IEnumerator [Generate](#) ([Model.Wrapper](#) wrapper)
The current provider generates an audio file from a text with a given voice.
- override IEnumerator [Speak](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice.
- override IEnumerator [SpeakNative](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode).
- override void [GenerateInEditor](#) ([Model.Wrapper](#) wrapper)
Generates an audio file with the current provider (Editor only).
- override void [SpeakNativeInEditor](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override bool **isPlatformSupported** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

Additional Inherited Members

5.150.1 Detailed Description

Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).
NOTE: please make sure you understand the Wrapper and its variables

5.150.2 Member Function Documentation

5.150.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.VoiceProviderExample.Generate (
    Model.Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.150.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.VoiceProviderExample.GenerateInEditor (
    Model.Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.150.2.3 Load()

```
override void Crosstales.RTVoice.VoiceProviderExample.Load ( ) [virtual]
```

Load the provider (e.g. all voices).

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.150.2.4 Speak()

```
override IEnumerator Crosstales.RTVoice.VoiceProviderExample.Speak (
    Model Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.150.2.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.VoiceProviderExample.SpeakNative (
    Model Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.150.2.6 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.VoiceProviderExample.SpeakNativeInEditor (
    Model Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

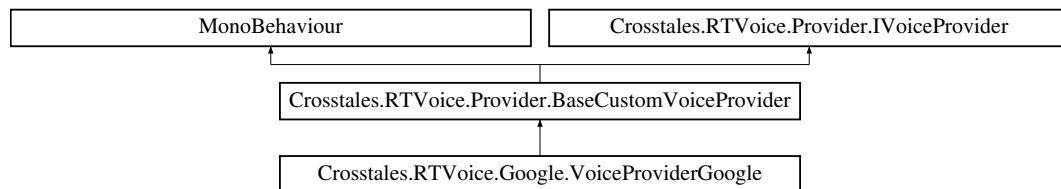
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/Voice↔
ProviderExample.cs

5.151 Crosstales.RTVoice.Google.VoiceProviderGoogle Class Reference

[Google](#) Cloud voice provider. NOTE: This provider needs "Google Cloud Text To Speech" <https://assetstore.unity.com/packages/slug/115170?aid=10111NGT>

Inheritance diagram for Crosstales.RTVoice.Google.VoiceProviderGoogle:



Public Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- override void **Load** ()
Load the provider (e.g. all voices).
- override IEnumerator **Generate** (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.
- override IEnumerator **SpeakNative** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator **Speak** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- override void **GenerateInEditor** (Model.Wrapper wrapper)
Generates an audio file with the current provider (Editor only).
- override void **SpeakNativeInEditor** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override bool **isPlatformSupported** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

Additional Inherited Members

5.151.1 Detailed Description

[Google](#) Cloud voice provider. NOTE: This provider needs "Google Cloud Text To Speech" <https://assetstore.unity.com/packages/slug/115170?aid=10111NGT>

5.151.2 Member Function Documentation

5.151.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.Google.VoiceProviderGoogle.Generate (
    Model Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.151.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.Google.VoiceProviderGoogle.GenerateInEditor (
    Model Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.151.2.3 Load()

```
override void Crosstales.RTVoice.Google.VoiceProviderGoogle.Load ( ) [virtual]
```

Load the provider (e.g. all voices).

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.151.2.4 Speak()

```
override IEnumerator Crosstales.RTVoice.Google.VoiceProviderGoogle.Speak (
    Model Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.151.2.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.Google.VoiceProviderGoogle.SpeakNative (
    Model Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.151.2.6 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.Google.VoiceProviderGoogle.SpeakNativeInEditor (
    Model Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

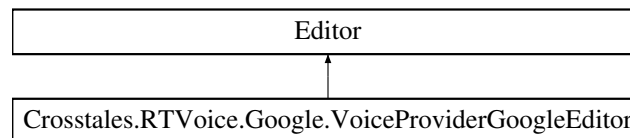
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔
Google Cloud/Scripts/VoiceProviderGoogle.cs

5.152 Crosstales.RTVoice.Google.VoiceProviderGoogleEditor Class Reference

Custom editor for the '[VoiceProviderGoogle](#)'-class.

Inheritance diagram for Crosstales.RTVoice.Google.VoiceProviderGoogleEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

Properties

- static bool **isPrefabInScene** [get]

5.152.1 Detailed Description

Custom editor for the '[VoiceProviderGoogle](#)'-class.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Google Cloud/Editor/VoiceProviderGoogleEditor.cs

5.153 Crosstales.RTVoice.Google.VoiceProviderGoogleGameObject Class Reference

Editor component for for adding the prefabs from '[Google](#)' in the "Hierarchy"-menu.

5.153.1 Detailed Description

Editor component for for adding the prefabs from '[Google](#)' in the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Google Cloud/Editor/VoiceProviderGoogleGameObject.cs

5.154 Crosstales.RTVoice.Google.VoiceProviderGoogleMenu Class Reference

Editor component for for adding the prefabs from 'Google' in the "Tools"-menu.

5.154.1 Detailed Description

Editor component for for adding the prefabs from 'Google' in the "Tools"-menu.

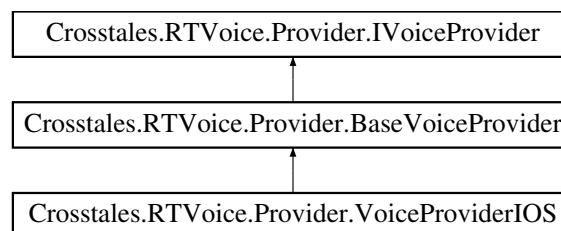
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ Google Cloud/Editor/VoiceProviderGoogleMenu.cs

5.155 Crosstales.RTVoice.Provider.VoiceProviderIOS Class Reference

iOS voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderIOS:



Public Member Functions

- [VoiceProviderIOS](#) (MonoBehaviour obj)
Constructor for [VoiceProviderIOS](#).
- override IEnumerator [SpeakNative](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator [Speak](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice.
- override IEnumerator [Generate](#) ([Model.Wrapper](#) wrapper)
The current provider generates an audio file from a text with a given voice.
- override void [Silence](#) ()
Silence all active TTS-providers.
- override void [Silence](#) (string uid)
Silence the current TTS-provider (native mode).
- override void [GenerateInEditor](#) ([Model.Wrapper](#) wrapper)
Generates an audio file with the current provider (Editor only).
- override void [SpeakNativeInEditor](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

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 every time a new word is spoken.

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override System.Collections.Generic.List< [Model.Voice](#) > **Voices** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isPlatformSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

Additional Inherited Members

5.155.1 Detailed Description

iOS voice provider.

5.155.2 Constructor & Destructor Documentation

5.155.2.1 VoiceProviderIOS()

```
Crosstales.RTVoice.Provider.VoiceProviderIOS.VoiceProviderIOS (
    MonoBehaviour obj )
```

Constructor for [VoiceProviderIOS](#).

Parameters

<i>obj</i>	Instance of the speaker
------------	-------------------------

5.155.3 Member Function Documentation

5.155.3.1 Generate()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderIOS.Generate (
    Model Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.155.3.2 GenerateInEditor()

```
override void Crosstales.RTVoice.Provider.VoiceProviderIOS.GenerateInEditor (
    Model Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.155.3.3 SetState()

```
static void Crosstales.RTVoice.Provider.VoiceProviderIOS.SetState (
    string state ) [static]
```

Receives the state of the speaker.

Parameters

<i>state</i>	The state of the speaker.
--------------	---------------------------

5.155.3.4 SetVoices()

```
static void Crosstales.RTVoice.Provider.VoiceProviderIOS.SetVoices (
    string voicesText ) [static]
```

Receives all voices

Parameters

<i>voicesText</i>	All voices as text string.
-------------------	----------------------------

5.155.3.5 Silence() [1/2]

```
override void Crosstales.RTVoice.Provider.VoiceProviderIOS.Silence ( ) [virtual]
```

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.155.3.6 Silence() [2/2]

```
override void Crosstales.RTVoice.Provider.VoiceProviderIOS.Silence (
    string uid ) [virtual]
```

Silence the current TTS-provider (native mode).

Parameters

<i>uid</i>	UID of the speaker
------------	--------------------

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.155.3.7 Speak()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderIOS.Speak (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.155.3.8 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderIOS.SpeakNative (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.155.3.9 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.Provider.VoiceProviderIOS.SpeakNativeInEditor (
    Model.Wrapper wrapper )
```

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

5.155.3.10 WordSpoken()

```
static void Crosstales.RTVoice.Provider.VoiceProviderIOS.WordSpoken ( ) [static]
```

Called every time a new word is spoken.

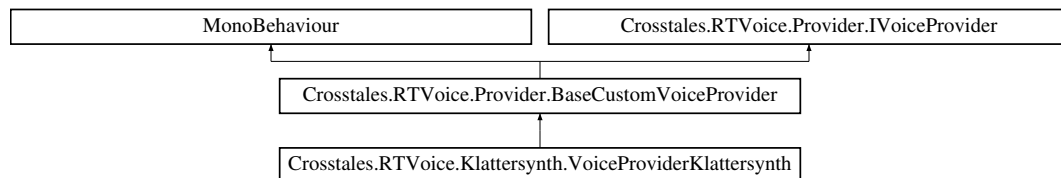
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵
Provider/VoiceProviderIOS.cs

5.156 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth Class Reference

Klattersynth voice provider. NOTE: This provider needs "Klattersynth" <https://assetstore.unity.com/packages/slug/95453?aid=10111NGT>

Inheritance diagram for Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth:



Public Member Functions

- override void **Load** ()
Load the provider (e.g. all voices).
- override IEnumerator **Generate** (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.
- override IEnumerator **SpeakNative** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator **Speak** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- override void **GenerateInEditor** (Model.Wrapper wrapper)
Generates an audio file with the current provider (Editor only).
- override void **SpeakNativeInEditor** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Public Attributes

- StroboTnik.Klattersynth.Speech[] **Speeches**
*All available speeches (=voice configurations) from **Klattersynth**.*
- Common.Model.Enum.SampleRate **SampleRate** = Common.Model.Enum.SampleRate._11025Hz
Desired sample rate (default: 11025).

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override bool **isPlatformSupported** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

Additional Inherited Members

5.156.1 Detailed Description

Klattersynth voice provider. NOTE: This provider needs "Klattersynth" <https://assetstore.unity.com/packages/slug/95453?aid=10111NGT>

5.156.2 Member Function Documentation

5.156.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.Generate (
    Model Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.156.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.GenerateInEditor (
    Model Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.156.2.3 Load()

```
override void Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.Load ( ) [virtual]
```

Load the provider (e.g. all voices).

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.156.2.4 Speak()

```
override IEnumerator Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.Speak (
    Model Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.156.2.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.SpeakNative (
    Model Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.156.2.6 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.SpeakNativeInEditor (
    Model Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.156.3 Member Data Documentation

5.156.3.1 SampleRate

`Common.Model.Enum.SampleRate` Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.
`SampleRate = Common.Model.Enum.SampleRate._11025Hz`

Desired sample rate (default: 11025).

5.156.3.2 Speeches

`Strobotnik.Klattersynth.Speech []` Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth.
`Speeches`

All available speeches (=voice configurations) from [Klattersynth](#).

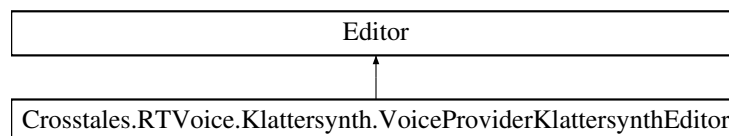
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/Klattersynth/Scripts/VoiceProviderKlattersynth.cs`

5.157 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthEditor Class Reference

Custom editor for the '[VoiceProviderKlattersynth](#)'-class.

Inheritance diagram for `Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthEditor`:



Public Member Functions

- `void OnEnable ()`
- `override void OnInspectorGUI ()`

Properties

- `static bool isPrefabInScene` [get]

5.157.1 Detailed Description

Custom editor for the '[VoiceProviderKlattersynth](#)'-class.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔
Klattersynth/Editor/VoiceProviderKlattersynthEditor.cs

5.158 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthGameObject Class Reference

Editor component for for adding the prefabs from '[Klattersynth](#)' in the "Hierarchy"-menu.

5.158.1 Detailed Description

Editor component for for adding the prefabs from '[Klattersynth](#)' in the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔
Klattersynth/Editor/VoiceProviderKlattersynthGameObject.cs

5.159 Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthMenu Class Reference

Editor component for for adding the prefabs from '[Klattersynth](#)' in the "Tools"-menu.

5.159.1 Detailed Description

Editor component for for adding the prefabs from '[Klattersynth](#)' in the "Tools"-menu.

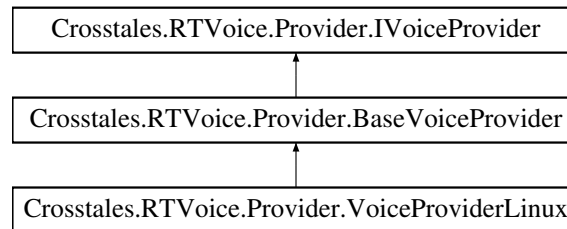
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔
Klattersynth/Editor/VoiceProviderKlattersynthMenu.cs

5.160 Crosstales.RTVoice.Provider.VoiceProviderLinux Class Reference

Linux voice provider. NOTE: needs eSpeak to work: <http://espeak.sourceforge.net/>

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderLinux:



Public Member Functions

- **VoiceProviderLinux** (MonoBehaviour obj)
*Constructor for **VoiceProviderLinux**.*
- override IEnumerator **SpeakNative** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator **Speak** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- override IEnumerator **Generate** (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.
- override void **Silence** ()
Silence all active TTS-providers.
- override void **Silence** (string uid)
Silence the current TTS-provider (native mode).
- override void **GenerateInEditor** (Model.Wrapper wrapper)
Generates an audio file with the current provider (Editor only).
- override void **SpeakNativeInEditor** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Protected Member Functions

- override string **getVoiceName** (Model.Wrapper wrapper)

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isPlatformSupported** [get]
- static bool **isSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

Additional Inherited Members

5.160.1 Detailed Description

Linux voice provider. NOTE: needs eSpeak to work: <http://espeak.sourceforge.net/>

5.160.2 Constructor & Destructor Documentation

5.160.2.1 VoiceProviderLinux()

```
Crosstales.RTVoice.Provider.VoiceProviderLinux.VoiceProviderLinux (
    MonoBehaviour obj )
```

Constructor for [VoiceProviderLinux](#).

Parameters

<i>obj</i>	Instance of the speaker
------------	-------------------------

5.160.3 Member Function Documentation

5.160.3.1 Generate()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderLinux.Generate (
    Model.Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.160.3.2 GenerateInEditor()

```
override void Crosstales.RTVoice.Provider.VoiceProviderLinux.GenerateInEditor (
    Model.Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.160.3.3 Silence() [1/2]

```
override void Crosstales.RTVoice.Provider.VoiceProviderLinux.Silence ( ) [virtual]
```

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.160.3.4 Silence() [2/2]

```
override void Crosstales.RTVoice.Provider.VoiceProviderLinux.Silence (
    string uid ) [virtual]
```

Silence the current TTS-provider (native mode).

Parameters

<i>uid</i>	UID of the speaker
------------	--------------------

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.160.3.5 Speak()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderLinux.Speak (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.160.3.6 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderLinux.SpeakNative (
    Model Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.160.3.7 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.Provider.VoiceProviderLinux.SpeakNativeInEditor (
    Model Wrapper wrapper )
```

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

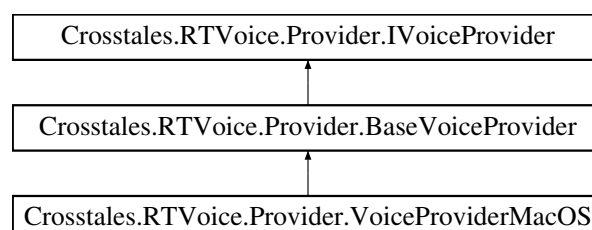
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵ Provider/VoiceProviderLinux.cs

5.161 Crosstales.RTVoice.Provider.VoiceProviderMacOS Class Reference

MacOS voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderMacOS:



Public Member Functions

- [VoiceProviderMacOS](#) (MonoBehaviour obj)
Constructor for [VoiceProviderMacOS](#).
- override IEnumerator [SpeakNative](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator [Speak](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice.
- override IEnumerator [Generate](#) ([Model.Wrapper](#) wrapper)
The current provider generates an audio file from a text with a given voice.
- override void [Silence](#) ()
Silence all active TTS-providers.
- override void [Silence](#) (string uid)
Silence the current TTS-provider (native mode).
- override void [GenerateInEditor](#) ([Model.Wrapper](#) wrapper)
Generates an audio file with the current provider (Editor only).
- override void [SpeakNativeInEditor](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isPlatformSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

Additional Inherited Members

5.161.1 Detailed Description

MacOS voice provider.

5.161.2 Constructor & Destructor Documentation

5.161.2.1 VoiceProviderMacOS()

```
Crosstales.RTVoice.Provider.VoiceProviderMacOS.VoiceProviderMacOS (
    MonoBehaviour obj )
```

Constructor for [VoiceProviderMacOS](#).

Parameters

<i>obj</i>	Instance of the speaker
------------	-------------------------

5.161.3 Member Function Documentation

5.161.3.1 Generate()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMacOS.Generate (
    Model.Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.161.3.2 GenerateInEditor()

```
override void Crosstales.RTVoice.Provider.VoiceProviderMacOS.GenerateInEditor (
    Model.Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.161.3.3 Silence() [1/2]

```
override void Crosstales.RTVoice.Provider.VoiceProviderMacOS.Silence ( ) [virtual]
```

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.161.3.4 Silence() [2/2]

```
override void Crosstales.RTVoice.Provider.VoiceProviderMacOS.Silence (
    string uid ) [virtual]
```

Silence the current TTS-provider (native mode).

Parameters

<i>uid</i>	UID of the speaker
------------	--------------------

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.161.3.5 Speak()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMacOS.Speak (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.161.3.6 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMacOS.SpeakNative (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.161.3.7 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.Provider.VoiceProviderMacOS.SpeakNativeInEditor (
    Model.Wrapper wrapper )
```

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

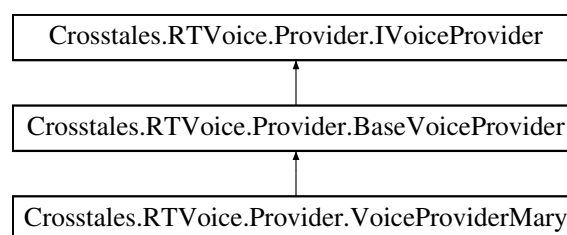
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/Provider/VoiceProviderMacOS.cs

5.162 Crosstales.RTVoice.Provider.VoiceProviderMary Class Reference

MaryTTS voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderMary:



Public Member Functions

- [VoiceProviderMary](#) (MonoBehaviour obj, string url, int port=59125, string user="", string password="")
Constructor for [VoiceProviderMary](#). Needed to pass IP and Port of the MaryTTS server to the [Provider](#).
- override IEnumerator [SpeakNative](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator [Speak](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice.
- override IEnumerator [Generate](#) ([Model.Wrapper](#) wrapper)
The current provider generates an audio file from a text with a given voice.
- override void [GenerateInEditor](#) ([Model.Wrapper](#) wrapper)
Generates an audio file with the current provider (Editor only).
- override void [SpeakNativeInEditor](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isPlatformSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

Additional Inherited Members

5.162.1 Detailed Description

MaryTTS voice provider.

5.162.2 Constructor & Destructor Documentation

5.162.2.1 VoiceProviderMary()

```
Crosstales.RTVoice.Provider.VoiceProviderMary.VoiceProviderMary (
    MonoBehaviour obj,
    string url,
    int port = 59125,
    string user = "",
    string password = "" )
```

Constructor for [VoiceProviderMary](#). Needed to pass IP and Port of the MaryTTS server to the [Provider](#).

Parameters

<i>obj</i>	Instance of the speaker
<i>url</i>	IP-Address of the MaryTTS-server
<i>port</i>	Port to connect to on the MaryTTS-server
<i>user</i>	User for HTTP-auth
<i>password</i>	Password for HTTP-auth

5.162.3 Member Function Documentation

5.162.3.1 Generate()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMary.Generate (
    Model Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.162.3.2 GenerateInEditor()

```
override void Crosstales.RTVoice.Provider.VoiceProviderMary.GenerateInEditor (
    Model.Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.162.3.3 Speak()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMary.Speak (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.162.3.4 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderMary.SpeakNative (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.162.3.5 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.Provider.VoiceProviderMary.SpeakNativeInEditor (
    Model.Wrapper wrapper )
```

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

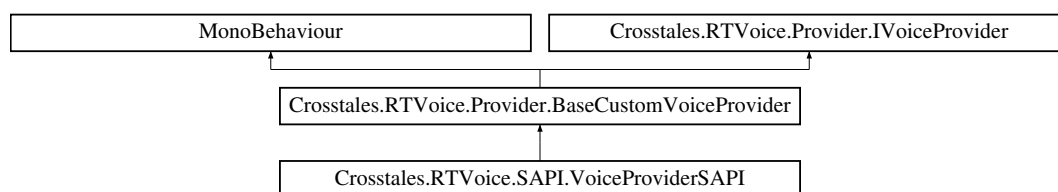
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↔ Provider/VoiceProviderMary.cs

5.163 Crosstales.RTVoice.SAPI.VoiceProviderSAPI Class Reference

Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).
NOTE: please make sure you understand the Wrapper and its variables

Inheritance diagram for Crosstales.RTVoice.SAPI.VoiceProviderSAPI:



Public Member Functions

- void **Awake** ()
- void **OnDestroy** ()
- override void **Load** ()
Load the provider (e.g. all voices).
- override IEnumerator **Generate** (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.
- override IEnumerator **SpeakNative** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator **Speak** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- override void **Silence** ()
Silence all active TTS-providers.
- override void **Silence** (string uid)
Silence the current TTS-provider (native mode).
- override void **GenerateInEditor** (Model.Wrapper wrapper)
Generates an audio file with the current provider (Editor only).
- override void **SpeakNativeInEditor** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override bool **isPlatformSupported** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

Additional Inherited Members

5.163.1 Detailed Description

Example for a custom voice provider (TTS-system) with all callbacks (only for demonstration - it doesn't do anything).

NOTE: please make sure you understand the Wrapper and its variables

5.163.2 Member Function Documentation

5.163.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Generate (
    Model.Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.163.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.GenerateInEditor (
    Model.Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.163.2.3 Load()

```
override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Load ( ) [virtual]
```

Load the provider (e.g. all voices).

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.163.2.4 Silence() [1/2]

```
override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Silence ( ) [virtual]
```

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.163.2.5 Silence() [2/2]

```
override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Silence (
    string uid ) [virtual]
```

Silence the current TTS-provider (native mode).

Parameters

<i>uid</i>	UID of the speaker
------------	--------------------

Reimplemented from [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.163.2.6 Speak()

```
override IEnumerator Crosstales.RTVoice.SAPI.VoiceProviderSAPI.Speak (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.163.2.7 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.SAPI.VoiceProviderSAPI.SpeakNative (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.163.2.8 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.SAPI.VoiceProviderSAPI.SpeakNativeInEditor (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

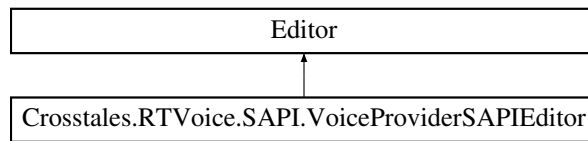
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ SAPI Unity/Scripts/VoiceProviderSAPI.cs

5.164 Crosstales.RTVoice.SAPI.VoiceProviderSAPIEditor Class Reference

Custom editor for the 'VoiceProviderSAPI'-class.

Inheritance diagram for Crosstales.RTVoice.SAPI.VoiceProviderSAPIEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

Properties

- static bool **isPrefabInScene** [get]

5.164.1 Detailed Description

Custom editor for the 'VoiceProviderSAPI'-class.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ SAPI Unity/Editor/VoiceProviderSAPIEditor.cs

5.165 Crosstales.RTVoice.SAPI.VoiceProviderSAPIGameObject Class Reference

Editor component for for adding the prefabs from 'SAPI Unity' in the "Hierarchy"-menu.

5.165.1 Detailed Description

Editor component for for adding the prefabs from 'SAPI Unity' in the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ SAPI Unity/Editor/VoiceProviderSAPIGameObject.cs

5.166 Crosstales.RTVoice.SAPI.VoiceProviderSAPIMenu Class Reference

Editor component for for adding the prefabs from 'SAPI Unity' in the "Tools"-menu.

5.166.1 Detailed Description

Editor component for for adding the prefabs from 'SAPI Unity' in the "Tools"-menu.

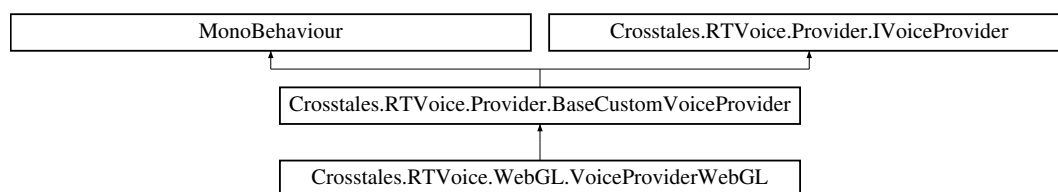
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔ SAPI Unity/Editor/VoiceProviderSAPIMenu.cs

5.167 Crosstales.RTVoice.WebGL.VoiceProviderWebGL Class Reference

WebGL voice provider. NOTE: This provider needs "WebGL Speech Synthesis" <https://assetstore.unity.com/packages/slug/81861?aid=10111NGT>

Inheritance diagram for Crosstales.RTVoice.WebGL.VoiceProviderWebGL:



Public Member Functions

- void **Start** ()
- override void **Load** ()
Load the provider (e.g. all voices).
- override IEnumerator **Generate** (Model.Wrapper wrapper)
The current provider generates an audio file from a text with a given voice.
- override IEnumerator **SpeakNative** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator **Speak** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice.
- override void **Silence** ()
Silence all active TTS-providers.
- override void **GenerateInEditor** (Model.Wrapper wrapper)
Generates an audio file with the current provider (Editor only).
- override void **SpeakNativeInEditor** (Model.Wrapper wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override bool **isPlatformSupported** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

Additional Inherited Members

5.167.1 Detailed Description

[WebGL](https://assetstore.unity.com/packages/slug/81861?aid=10111NGT) voice provider. NOTE: This provider needs "WebGL Speech Synthesis" <https://assetstore.unity.com/packages/slug/81861?aid=10111NGT>

5.167.2 Member Function Documentation

5.167.2.1 Generate()

```
override IEnumerator Crosstales.RTVoice.WebGL.VoiceProviderWebGL.Generate (
    Model Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.167.2.2 GenerateInEditor()

```
override void Crosstales.RTVoice.WebGL.VoiceProviderWebGL.GenerateInEditor (
    Model Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.167.2.3 Load()

```
override void Crosstales.RTVoice.WebGL.VoiceProviderWebGL.Load ( ) [virtual]
```

Load the provider (e.g. all voices).

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.167.2.4 Silence()

```
override void Crosstales.RTVoice.WebGL.VoiceProviderWebGL.Silence ( ) [virtual]
```

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.167.2.5 Speak()

```
override IEnumerator Crosstales.RTVoice.WebGL.VoiceProviderWebGL.Speak (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.167.2.6 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.WebGL.VoiceProviderWebGL.SpeakNative (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

5.167.2.7 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.WebGL.VoiceProviderWebGL.SpeakNativeInEditor (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseCustomVoiceProvider](#).

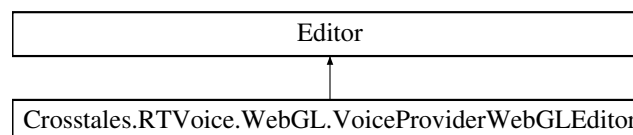
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔
WebGL Speech Synthesis/Scripts/VoiceProviderWebGL.cs

5.168 Crosstales.RTVoice.WebGL.VoiceProviderWebGLEditor Class Reference

Custom editor for the '[VoiceProviderWebGL](#)'-class.

Inheritance diagram for Crosstales.RTVoice.WebGL.VoiceProviderWebGLEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

Properties

- static bool **isPrefabInScene** [get]

5.168.1 Detailed Description

Custom editor for the 'VoiceProviderWebGL'-class.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔
WebGL Speech Synthesis/Editor/VoiceProviderWebGLEditor.cs

5.169 Crosstales.RTVoice.WebGL.VoiceProviderWebGLGameObject Class Reference

Editor component for for adding the prefabs from 'WebGL' in the "Hierarchy"-menu.

5.169.1 Detailed Description

Editor component for for adding the prefabs from 'WebGL' in the "Hierarchy"-menu.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔
WebGL Speech Synthesis/Editor/VoiceProviderWebGLGameObject.cs

5.170 Crosstales.RTVoice.WebGL.VoiceProviderWebGLMenu Class Reference

Editor component for for adding the prefabs from 'WebGL' in the "Tools"-menu.

5.170.1 Detailed Description

Editor component for for adding the prefabs from 'WebGL' in the "Tools"-menu.

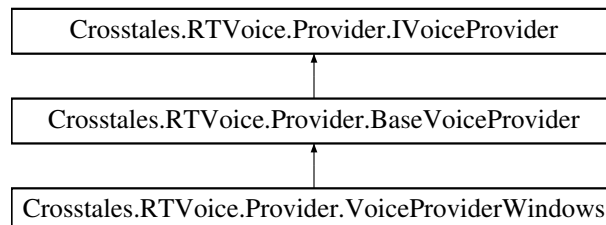
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↔
WebGL Speech Synthesis/Editor/VoiceProviderWebGLMenu.cs

5.171 Crosstales.RTVoice.Provider.VoiceProviderWindows Class Reference

Windows voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderWindows:



Public Member Functions

- [VoiceProviderWindows](#) (MonoBehaviour obj)
Constructor for VoiceProviderWindowsLegacy.
- override IEnumerator [SpeakNative](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator [Speak](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice.
- override IEnumerator [Generate](#) ([Model.Wrapper](#) wrapper)
The current provider generates an audio file from a text with a given voice.
- override void [Silence](#) ()
Silence all active TTS-providers.
- override void [Silence](#) (string uid)
Silence the current TTS-provider (native mode).

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isPlatformSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

Additional Inherited Members

5.171.1 Detailed Description

Windows voice provider.

5.171.2 Constructor & Destructor Documentation

5.171.2.1 VoiceProviderWindows()

```
Crosstales.RTVoice.Provider.VoiceProviderWindows.VoiceProviderWindows (
    MonoBehaviour obj )
```

Constructor for VoiceProviderWindowsLegacy.

Parameters

<i>obj</i>	Instance of the speaker
------------	-------------------------

5.171.3 Member Function Documentation

5.171.3.1 Generate()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWindows.Generate (
    Model.Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.171.3.2 Silence() [1/2]

```
override void Crosstales.RTVoice.Provider.VoiceProviderWindows.Silence ( ) [virtual]
```

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.171.3.3 Silence() [2/2]

```
override void Crosstales.RTVoice.Provider.VoiceProviderWindows.Silence (
    string uid ) [virtual]
```

Silence the current TTS-provider (native mode).

Parameters

<i>uid</i>	UID of the speaker
------------	--------------------

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.171.3.4 Speak()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWindows.Speak (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.171.3.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWindows.SpeakNative (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

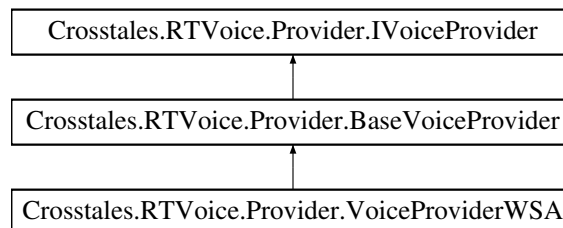
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↔ Provider/VoiceProviderWindows.cs

5.172 Crosstales.RTVoice.Provider.VoiceProviderWSA Class Reference

WSA (UWP) voice provider.

Inheritance diagram for Crosstales.RTVoice.Provider.VoiceProviderWSA:



Public Member Functions

- [VoiceProviderWSA](#) (MonoBehaviour obj)
Constructor for [VoiceProviderWSA](#).
- override IEnumerator [SpeakNative](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode).
- override IEnumerator [Speak](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice.
- override IEnumerator [Generate](#) ([Model.Wrapper](#) wrapper)
The current provider generates an audio file from a text with a given voice.
- override void [Silence](#) ()
Silence all active TTS-providers.
- override void [GenerateInEditor](#) ([Model.Wrapper](#) wrapper)
Generates an audio file with the current provider (Editor only).
- override void [SpeakNativeInEditor](#) ([Model.Wrapper](#) wrapper)
The current provider speaks a text with a given voice (native mode & Editor only).

Properties

- override string **AudioFileExtension** [get]
- override AudioType **AudioFileType** [get]
- override string **DefaultVoiceName** [get]
- override bool **isWorkingInEditor** [get]
- override bool **isWorkingInPlaymode** [get]
- override int **MaxTextLength** [get]
- override bool **isSpeakNativeSupported** [get]
- override bool **isSpeakSupported** [get]
- override bool **isPlatformSupported** [get]
- override bool **isSSMLSupported** [get]
- override bool **isOnlineService** [get]
- override bool **hasCoRoutines** [get]
- override bool **isIL2CPPSupported** [get]
- override bool **hasVoicesInEditor** [get]

Additional Inherited Members

5.172.1 Detailed Description

WSA (UWP) voice provider.

5.172.2 Constructor & Destructor Documentation

5.172.2.1 VoiceProviderWSA()

```
Crosstales.RTVoice.Provider.VoiceProviderWSA.VoiceProviderWSA (
    MonoBehaviour obj )
```

Constructor for [VoiceProviderWSA](#).

Parameters

<i>obj</i>	Instance of the speaker
------------	-------------------------

5.172.3 Member Function Documentation

5.172.3.1 Generate()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWSA.Generate (
    Model.Wrapper wrapper ) [virtual]
```

The current provider generates an audio file from a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.172.3.2 GenerateInEditor()

```
override void Crosstales.RTVoice.Provider.VoiceProviderWSA.GenerateInEditor (
    Model.Wrapper wrapper ) [virtual]
```

Generates an audio file with the current provider (Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.172.3.3 Silence()

```
override void Crosstales.RTVoice.Provider.VoiceProviderWSA.Silence ( ) [virtual]
```

Silence all active TTS-providers.

Reimplemented from [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.172.3.4 Speak()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWSA.Speak (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice.

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.172.3.5 SpeakNative()

```
override IEnumerator Crosstales.RTVoice.Provider.VoiceProviderWSA.SpeakNative (
    Model.Wrapper wrapper ) [virtual]
```

The current provider speaks a text with a given voice (native mode).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.BaseVoiceProvider](#).

5.172.3.6 SpeakNativeInEditor()

```
override void Crosstales.RTVoice.Provider.VoiceProviderWSA.SpeakNativeInEditor (
    Model.Wrapper wrapper )
```

The current provider speaks a text with a given voice (native mode & Editor only).

Parameters

<i>wrapper</i>	Wrapper containing the data.
----------------	------------------------------

Implements [Crosstales.RTVoice.Provider.IVoiceProvider](#).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵ Provider/VoiceProviderWSA.cs

5.173 Crosstales.RTVoice.Util.WavMaster Class Reference

WAV utility for recording and audio playback functions in Unity.

Static Public Member Functions

- static AudioClip [ToAudioClip](#) (string filePath, string name="wav")
*Load PCM format *.wav audio file (using Unity's Application data path) and convert to AudioClip.*
- static AudioClip [ToAudioClip](#) (byte[] fileBytes, int offsetSamples=0, string name="wav")
Load PCM format byte-array and convert to AudioClip.
- static byte[] [FromAudioClip](#) (AudioClip audioClip)
Convert an AudioClip to a byte-array.
- static byte[] [FromAudioClip](#) (AudioClip audioClip, out string filepath, bool saveAsFile=true, string dirname="rtv_audio")
Convert an AudioClip to a byte-array and save it to a file.
- static ushort [BitDepth](#) (AudioClip audioClip)
Calculates the bit depth of an AudioClip.

5.173.1 Detailed Description

WAV utility for recording and audio playback functions in Unity.

- Use "ToAudioClip" method for loading wav file / bytes. Loads .wav (PCM uncompressed) files at 8,16,24 and 32 bits and converts data to Unity's AudioClip.
- Use "FromAudioClip" method for saving wav file / bytes. Converts an AudioClip's float data into wav byte array at 16 bit.

Partially based on: <https://github.com/deadlyfingers/UnityWav>

5.173.2 Member Function Documentation

5.173.2.1 BitDepth()

```
static ushort Crosstales.RTVoice.Util.WavMaster.BitDepth (
    AudioClip audioClip ) [static]
```

Calculates the bit depth of an AudioClip.

Parameters

<i>audioClip</i>	Audio clip.
------------------	-------------

Returns

The bit depth. Should be 8 or 16 or 32 bit.

5.173.2.2 FromAudioClip() [1/2]

```
static byte [] Crosstales.RTVoice.Util.WavMaster.FromAudioClip (
    AudioClip audioClip ) [static]
```

Convert an AudioClip to a byte-array.

Parameters

<i>audioClip</i>	AudioClip to convert
------------------	----------------------

Returns

AudioClip as byte-array.

5.173.2.3 FromAudioClip() [2/2]

```
static byte [] Crosstales.RTVoice.Util.WavMaster.FromAudioClip (
    AudioClip audioClip,
    out string filepath,
    bool saveAsFile = true,
    string dirname = "rtv_audio" ) [static]
```

Convert an AudioClip to a byte-array and save it to a file.

Parameters

<i>audioClip</i>	AudioClip to save
<i>filepath</i>	File path
<i>saveAsFile</i>	Save the file (default: true, optional)
<i>dirname</i>	Directory name for the files (default: rtv_audio, optional)

Returns

AudioClip as byte-array.

5.173.2.4 ToAudioClip() [1/2]

```
static AudioClip Crosstales.RTVoice.Util.WavMaster.ToAudioClip (
    byte[] fileBytes,
    int offsetSamples = 0,
    string name = "wav" ) [static]
```

Load PCM format byte-array and convert to AudioClip.

Parameters

<i>fileBytes</i>	Byte array with the PCM data
<i>offsetSamples</i>	Offset samples inside the byte-array (default: 0, optional)
<i>name</i>	Name of the AudioClip (default: wav, optional)

Returns

AudioClip from the byte-array.

5.173.2.5 ToAudioClip() [2/2]

```
static AudioClip Crosstales.RTVoice.Util.WavMaster.ToAudioClip (
    string filePath,
    string name = "wav" ) [static]
```

Load PCM format *.wav audio file (using Unity's Application data path) and convert to AudioClip.

Parameters

<i>filePath</i>	Local file path to .wav file
<i>name</i>	Name of the AudioClip (default: wav, optional)

Returns

AudioClip from the byte-array.

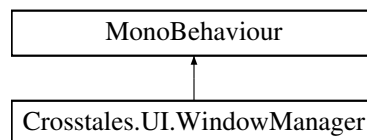
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵ Util/WavMaster.cs

5.174 Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.UI.WindowManager:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **ClosePanel** ()

Public Attributes

- float **Speed** = 3f
Window movement speed (default: 3).
- GameObject[] **Dependencies**
Dependent GameObjects (active == open).

5.174.1 Detailed Description

Manager for a Window.

5.174.2 Member Data Documentation

5.174.2.1 Dependencies

`GameObject [] Crosstales.UI.WindowManager.Dependencies`

Dependent GameObjects (active == open).

5.174.2.2 Speed

`float Crosstales.UI.WindowManager.Speed = 3f`

Window movement speed (default: 3).

The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/WindowManager.cs`

5.175 Crosstales.RTVoice.Model.Wrapper Class Reference

[Wrapper](#) for "Speak"-function calls.

Public Member Functions

- [Wrapper](#) ()
Default.
- [Wrapper](#) (string text, [Voice](#) voice=null, float rate=1f, float pitch=1f, float volume=1f, bool forceSSML=true)
Instantiate the class.
- [Wrapper](#) (string text, [Voice](#) voice=null, float rate=1f, float pitch=1f, float volume=1f, AudioSource source=null, bool speakImmediately=true, string outputFile="", bool forceSSML=true)
Instantiate the class.
- [Wrapper](#) (string uid, string text, [Voice](#) voice=null, float rate=1f, float pitch=1f, float volume=1f, AudioSource source=null, bool speakImmediately=true, string outputFile="", bool forceSSML=true)
Instantiate the class.
- override string **Tostring** ()

Public Attributes

- readonly string [Uid](#)
UID of the speech.
- AudioSource [Source](#)
AudioSource for the speech.
- [Voice](#) [Voice](#)
Voice for the speech.
- bool [SpeakImmediately](#) = true
Speak immediately after the audio generation. Only works if 'Source' is not null.
- string [OutputFile](#)
Output file (without extension) for the generated audio.
- bool [ForceSSML](#) = true
Force SSML on supported platforms.

Properties

- string [Text](#) [get, set]
Text for the speech.
- float [Rate](#) [get, set]
Rate of the speech (values: 0-3).
- float [Pitch](#) [get, set]
Pitch of the speech (values: 0-2).
- float [Volume](#) [get, set]
Volume of the speech (values: 0-1).
- System.DateTime [Created](#) [get]
Returns the creation time of the [Wrapper](#).
- float [SpeechTime](#) [get]
Returns the speech time in seconds (0: no audio file was generated).

5.175.1 Detailed Description

[Wrapper](#) for "Speak"-function calls.

5.175.2 Constructor & Destructor Documentation

5.175.2.1 Wrapper() [1/4]

```
Crosstales.RTVoice.Model.Wrapper.Wrapper ( )
```

Default.

5.175.2.2 Wrapper() [2/4]

```
Crosstales.RTVoice.Model.Wrapper.Wrapper (
    string text,
    Voice voice = null,
    float rate = 1f,
    float pitch = 1f,
    float volume = 1f,
    bool forceSSML = true )
```

Instantiate the class.

Parameters

<i>text</i>	Text for the speech.
<i>voice</i>	Voice for the speech (default: null, optional).
<i>rate</i>	Rate of the speech (values: 0-3, default: 1, optional).
<i>pitch</i>	Pitch of the speech (values: 0-2, default: 1, optional).
<i>volume</i>	Volume of the speech (values: 0-1, default: 1, optional).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

5.175.2.3 Wrapper() [3/4]

```
Crosstales.RTVoice.Model.Wrapper.Wrapper (  
    string text,  
    Voice voice = null,  
    float rate = 1f,  
    float pitch = 1f,  
    float volume = 1f,  
    AudioSource source = null,  
    bool speakImmediately = true,  
    string outputFile = "",  
    bool forceSSML = true )
```

Instantiate the class.

Parameters

<i>text</i>	Text for the speech.
<i>voice</i>	Voice for the speech (default: null, optional).
<i>rate</i>	Rate of the speech (values: 0-3, default: 1, optional).
<i>pitch</i>	Pitch of the speech (values: 0-2, default: 1, optional).
<i>volume</i>	Volume of the speech (values: 0-1, default: 1, optional).
<i>source</i>	AudioSource for the speech (default: null, optional).
<i>speakImmediately</i>	Speak immediately after the audio generation. Only works if 'Source' is not null (default: true, optional).
<i>outputFile</i>	Output file (without extension) for the generated audio (default: empty, optional).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

5.175.2.4 Wrapper() [4/4]

```
Crosstales.RTVoice.Model.Wrapper.Wrapper (  
    string uid,  
    string text,  
    Voice voice = null,  
    float rate = 1f,  
    float pitch = 1f,  
    float volume = 1f,  
    AudioSource source = null,  
    bool speakImmediately = true,  
    string outputFile = "",  
    bool forceSSML = true )
```

Instantiate the class.

Parameters

<i>uid</i>	UID of the speech.
<i>text</i>	Text for the speech.

Parameters

<i>voice</i>	Voice for the speech (default: null, optional).
<i>rate</i>	Rate of the speech (values: 0-3, default: 1, optional).
<i>pitch</i>	Pitch of the speech (values: 0-2, default: 1, optional).
<i>volume</i>	Volume of the speech (values: 0-1, default: 1, optional).
<i>source</i>	AudioSource for the speech (default: null, optional).
<i>speakImmediately</i>	Speak immediately after the audio generation. Only works if 'Source' is not null (default: true, optional).
<i>outputFile</i>	Output file (without extension) for the generated audio (default: empty, optional).
<i>forceSSML</i>	Force SSML on supported platforms (default: true, optional).

5.175.3 Member Data Documentation

5.175.3.1 ForceSSML

```
bool Crosstales.RTVoice.Model.Wrapper.ForceSSML = true
```

Force SSML on supported platforms.

5.175.3.2 OutputFile

```
string Crosstales.RTVoice.Model.Wrapper.OutputFile
```

Output file (without extension) for the generated audio.

5.175.3.3 Source

```
AudioSource Crosstales.RTVoice.Model.Wrapper.Source
```

AudioSource for the speech.

5.175.3.4 SpeakImmediately

```
bool Crosstales.RTVoice.Model.Wrapper.SpeakImmediately = true
```

Speak immediately after the audio generation. Only works if 'Source' is not null.

5.175.3.5 Uid

readonly string Crosstales.RTVoice.Model.Wrapper.Uid

UID of the speech.

5.175.3.6 Voice

Voice Crosstales.RTVoice.Model.Wrapper.Voice

Voice for the speech.

5.175.4 Property Documentation

5.175.4.1 Created

System.DateTime Crosstales.RTVoice.Model.Wrapper.Created [get]

Returns the creation time of the [Wrapper](#).

Returns

Creation time of the [Wrapper](#).

5.175.4.2 Pitch

float Crosstales.RTVoice.Model.Wrapper.Pitch [get], [set]

Pitch of the speech (values: 0-2).

5.175.4.3 Rate

float Crosstales.RTVoice.Model.Wrapper.Rate [get], [set]

Rate of the speech (values: 0-3).

5.175.4.4 SpeechTime

```
float Crosstales.RTVoice.Model.Wrapper.SpeechTime [get]
```

Returns the speech time in seconds (0: no audio file was generated).

Returns

Speech time in seconds.

5.175.4.5 Text

```
string Crosstales.RTVoice.Model.Wrapper.Text [get], [set]
```

Text for the speech.

5.175.4.6 Volume

```
float Crosstales.RTVoice.Model.Wrapper.Volume [get], [set]
```

Volume of the speech (values: 0-1).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/↵
Model/Wrapper.cs

5.176 Crosstales.Common.Util.XmlHelper Class Reference

Helper-class for XML.

Static Public Member Functions

- static void [SerializeToFile< T >](#) (T obj, string filename)
Serialize an object to an XML-file.
- static T [DeserializeFromFile< T >](#) (string filename, bool skipBOM=false)
Deserialize a XML-file to an object.
- static string [SerializeToString< T >](#) (T obj)
Serialize an object to an XML-string.
- static T [DeserializeFromString< T >](#) (string xmlAsString, bool skipBOM=true)
Deserialize a XML-string to an object.
- static T [DeserializeFromResource< T >](#) (string resourceName, bool skipBOM=true)
Deserialize a Unity XML resource (TextAsset) to an object.

5.176.1 Detailed Description

Helper-class for XML.

5.176.2 Member Function Documentation

5.176.2.1 DeserializeFromFile< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromFile< T > (  
    string filename,  
    bool skipBOM = false ) [static]
```

Deserialize a XML-file to an object.

Parameters

<i>filename</i>	XML-file of the object
<i>skipBOM</i>	Skip BOM (optional, default: false)

Returns

Object

5.176.2.2 DeserializeFromResource< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromResource< T > (  
    string resourceName,  
    bool skipBOM = true ) [static]
```

Deserialize a Unity XML resource (TextAsset) to an object.

Parameters

<i>resourceName</i>	Name of the resource
<i>skipBOM</i>	Skip BOM (optional, default: true)

Returns

Object

5.176.2.3 DeserializeFromString< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromString< T > (  
    string xmlAsString,  
    bool skipBOM = true ) [static]
```

Deserialize a XML-string to an object.

Parameters

<i>xmlAsString</i>	XML of the object
<i>skipBOM</i>	Skip BOM (optional, default: true)

Returns

Object

5.176.2.4 SerializeToFile< T >()

```
static void Crosstales.Common.Util.XmlHelper.SerializeToFile< T > (  
    T obj,  
    string filename ) [static]
```

Serialize an object to an XML-file.

Parameters

<i>obj</i>	Object to serialize.
<i>filename</i>	File name of the XML.

5.176.2.5 SerializeToString< T >()

```
static string Crosstales.Common.Util.XmlHelper.SerializeToString< T > (  
    T obj ) [static]
```

Serialize an object to an XML-string.

Parameters

<i>obj</i>	Object to serialize.
------------	----------------------

Returns

Object as XML-stringValid path

The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstailes/Common/Scripts/Util/XmlHelper.cs](#)

5.177 Crosstailes.RTVoice.AWSPolly.ZInstaller Class Reference

Installs the 'AWSSDK'-package.

5.177.1 Detailed Description

Installs the 'AWSSDK'-package.

The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstailes/RTVoice/3rd party/AWS Polly/Editor/ZInstaller.cs](#)

Chapter 6

More information

6.1 Homepage

<https://www.crosstales.com/en/portfolio/rtvoice/>

6.2 AssetStore

<https://assetstore.unity.com/lists/crosstales-42213?aid=10111NGT>

6.3 Forum

<http://forum.unity3d.com/threads/rt-voice-run-time-text-to-speech-solution.340046/>

6.4 Documentation

<https://www.crosstales.com/media/data/assets/rtvoice/RTVoice-doc.pdf>

6.5 Discord

<https://discord.gg/ZbZ2sh4>

6.6 Demos

6.6.1 WebGL

<https://www.crosstales.com/media/data/assets/rtvoice/webgl/>

6.6.2 Windows

https://www.crosstales.com/media/data/assets/rtvoice/downloads/RTVoice_demo_win.zip

6.6.3 macOS

https://www.crosstales.com/media/data/assets/rtvoice/downloads/RTVoice_demo_mac.zip

6.6.4 Android

<https://www.crosstales.com/media/rtvoice/RTVoice.apk>

6.7 Videos

<https://www.youtube.com/c/Crosstales>

6.7.1 Promotion

<https://youtu.be/iVhTWDLY7g8?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S>

6.7.2 Tutorial

<https://youtu.be/OJyVgCmX3wU?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S>

Index

- Active
 - Crosstales.Common.Util.PlatformController, [200](#)
 - Crosstales.RTVoice.Demo.Util.NativeController, [191](#)
- ACVoiceName
 - Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper, [36](#)
- AddSymbolsToAllTargets
 - Crosstales.Common.EditorTask.BaseCompileDefinesASSET_3P_SLATE, [50](#)
- Age
 - Crosstales.RTVoice.Model.Voice, [294](#)
- AllVoices
 - Crosstales.RTVoice.Tool.VoiceInitializer, [300](#)
- AlphaRange
 - Crosstales.Common.Util.RandomColor, [202](#)
- Analyzer
 - Crosstales.Common.Util.SpectrumVisualizer, [263](#)
- APIKey
 - Crosstales.RTVoice.Azure.VoiceProviderAzure, [314](#)
- AppleVoiceNameToGender
 - Crosstales.RTVoice.Util.Helper, [168](#)
- APPLICATION_PATH
 - Crosstales.Common.Util.BaseConstants, [60](#)
- ApproximateSpeechLength
 - Crosstales.RTVoice.Speaker, [236](#)
- areVoicesReady
 - Crosstales.RTVoice.Speaker, [249](#)
- Arguments
 - Crosstales.Common.Util.CTProcessStartInfo, [129](#)
- ASSET_2019_URL
 - Crosstales.RTVoice.Util.Constants, [111](#)
- ASSET_3P_ADVENTURE_CREATOR
 - Crosstales.RTVoice.Util.Constants, [112](#)
- ASSET_3P_AMPLITUDE
 - Crosstales.RTVoice.Util.Constants, [112](#)
- ASSET_3P_CINEMA_DIRECTOR
 - Crosstales.RTVoice.Util.Constants, [112](#)
- ASSET_3P_DIALOGUE_SYSTEM
 - Crosstales.RTVoice.Util.Constants, [112](#)
- ASSET_3P_GOOGLE
 - Crosstales.RTVoice.Util.Constants, [112](#)
- ASSET_3P_KLATTERSYNTH
 - Crosstales.RTVoice.Util.Constants, [112](#)
- ASSET_3P_LIPSYNC
 - Crosstales.RTVoice.Util.Constants, [113](#)
- ASSET_3P_LOCALIZED_DIALOGS
 - Crosstales.RTVoice.Util.Constants, [113](#)
- ASSET_3P_NPC_CHAT
 - Crosstales.RTVoice.Util.Constants, [113](#)
- ASSET_3P_PLAYMAKER
 - Crosstales.Common.Util.BaseConstants, [53](#)
- ASSET_3P_QUEST_SYSTEM
 - Crosstales.RTVoice.Util.Constants, [113](#)
- ASSET_3P_SALSA
 - Crosstales.RTVoice.Util.Constants, [113](#)
- ASSET_3P_SLATE
 - Crosstales.RTVoice.Util.Constants, [113](#)
- ASSET_3P_URL
 - Crosstales.RTVoice.Util.Constants, [114](#)
- ASSET_3P_WEBGL
 - Crosstales.RTVoice.Util.Constants, [114](#)
- ASSET_API_URL
 - Crosstales.RTVoice.Util.Constants, [114](#)
- ASSET_AUTHOR
 - Crosstales.Common.Util.BaseConstants, [53](#)
- ASSET_AUTHOR_URL
 - Crosstales.Common.Util.BaseConstants, [54](#)
- ASSET_BUILD
 - Crosstales.RTVoice.Util.Constants, [114](#)
- ASSET_BWF
 - Crosstales.Common.Util.BaseConstants, [54](#)
- ASSET_CHANGED
 - Crosstales.RTVoice.Util.Constants, [114](#)
- ASSET_CONTACT
 - Crosstales.RTVoice.Util.Constants, [114](#)
- ASSET_CREATED
 - Crosstales.RTVoice.Util.Constants, [115](#)
- ASSET_CT_URL
 - Crosstales.Common.Util.BaseConstants, [54](#)
- ASSET_DJ
 - Crosstales.Common.Util.BaseConstants, [54](#)
- ASSET_FB
 - Crosstales.Common.Util.BaseConstants, [54](#)
- ASSET_FORUM_URL
 - Crosstales.RTVoice.Util.Constants, [115](#)
- ASSET_ID
 - Crosstales.RTVoice.EditorUtil.EditorConstants, [137](#)
- ASSET_MANUAL_URL
 - Crosstales.RTVoice.Util.Constants, [115](#)
- ASSET_NAME
 - Crosstales.RTVoice.Util.Constants, [115](#)
- ASSET_NAME_SHORT
 - Crosstales.RTVoice.Util.Constants, [115](#)
- ASSET_OC
 - Crosstales.Common.Util.BaseConstants, [54](#)

- ASSET_PATH
 - Crosstales.RTVoice.EditorUtil.EditorConfig, [135](#)
 - Crosstales.RTVoice.Util.Config, [104](#)
- ASSET_PRO_URL
 - Crosstales.RTVoice.Util.Constants, [115](#)
- ASSET_RADIO
 - Crosstales.Common.Util.BaseConstants, [55](#)
- ASSET_RTV
 - Crosstales.Common.Util.BaseConstants, [55](#)
- ASSET_SOCIAL_DISCORD
 - Crosstales.Common.Util.BaseConstants, [55](#)
- ASSET_SOCIAL_FACEBOOK
 - Crosstales.Common.Util.BaseConstants, [55](#)
- ASSET_SOCIAL_LINKEDIN
 - Crosstales.Common.Util.BaseConstants, [55](#)
- ASSET_SOCIAL_TWITTER
 - Crosstales.Common.Util.BaseConstants, [55](#)
- ASSET_SOCIAL_YOUTUBE
 - Crosstales.Common.Util.BaseConstants, [56](#)
- ASSET_TB
 - Crosstales.Common.Util.BaseConstants, [56](#)
- ASSET_TPB
 - Crosstales.Common.Util.BaseConstants, [56](#)
- ASSET_TPS
 - Crosstales.Common.Util.BaseConstants, [56](#)
- ASSET_TR
 - Crosstales.Common.Util.BaseConstants, [56](#)
- ASSET_UID
 - Crosstales.RTVoice.EditorUtil.EditorConstants, [137](#)
- ASSET_UPDATE_CHECK_URL
 - Crosstales.RTVoice.Util.Constants, [116](#)
- ASSET_URL
 - Crosstales.RTVoice.EditorUtil.EditorConstants, [137](#)
- ASSET_VERSION
 - Crosstales.RTVoice.Util.Constants, [116](#)
- ASSET_VIDEO_PROMO
 - Crosstales.RTVoice.Util.Constants, [116](#)
- ASSET_VIDEO_TUTORIAL
 - Crosstales.RTVoice.Util.Constants, [116](#)
- ASSET_WEB_URL
 - Crosstales.RTVoice.Util.Constants, [116](#)
- Audio16Khz128KBitRateMonoMp3
 - Crosstales.RTVoice.Azure, [20](#)
- Audio16Khz16KbpsMonoSiren
 - Crosstales.RTVoice.Azure, [20](#)
- Audio16Khz32KBitRateMonoMp3
 - Crosstales.RTVoice.Azure, [20](#)
- Audio16Khz64KBitRateMonoMp3
 - Crosstales.RTVoice.Azure, [20](#)
- Audio24Khz160KBitRateMonoMp3
 - Crosstales.RTVoice.Azure, [20](#)
- Audio24Khz48KBitRateMonoMp3
 - Crosstales.RTVoice.Azure, [20](#)
- Audio24Khz96KBitRateMonoMp3
 - Crosstales.RTVoice.Azure, [20](#)
- AUDIOFILE_AUTOMATIC_DELETE
 - Crosstales.RTVoice.Util.Config, [104](#)
- AUDIOFILE_PATH
 - Crosstales.RTVoice.Util.Config, [106](#)
- AUDIOFILE_PREFIX
 - Crosstales.RTVoice.Util.Constants, [116](#)
- AudioFileExtension
 - Crosstales.RTVoice.Provider.IVoiceProvider, [178](#)
 - Crosstales.RTVoice.Speaker, [249](#)
- AudioFileType
 - Crosstales.RTVoice.Provider.IVoiceProvider, [178](#)
- AudioOutputFormat
 - Crosstales.RTVoice.Azure, [20](#)
- AudioSource
 - HutongGames.PlayMaker.Actions.SpeakBase, [230](#)
- AudioSources
 - Crosstales.UI.Util.AudioSourceController, [46](#)
- Authenticate
 - Crosstales.RTVoice.Azure.Authentication, [48](#)
- AuthorizationToken
 - Crosstales.RTVoice.Azure.Synthesize.InputOptions, [172](#)
- AutoBreath
 - Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, [308](#)
- AutoClearTags
 - Crosstales.RTVoice.Speaker, [246](#)
- BannerOC
 - Crosstales.RTVoice.EditorUtil.EditorHelper, [139](#)
- BaseCulture
 - Crosstales.Common.Util.BaseHelper, [84](#)
- BaseVoiceProvider
 - Crosstales.RTVoice.Provider.BaseVoiceProvider, [95](#)
- BitDepth
 - Crosstales.RTVoice.Util.WavMaster, [361](#)
- BitsPerSample
 - Crosstales.RTVoice.Tool.AudioFileGenerator, [40](#)
- BusyCount
 - Crosstales.RTVoice.Speaker, [249](#)
- cachedVoices
 - Crosstales.RTVoice.Provider.BaseVoiceProvider, [97](#)
- CallOnStopSpeech
 - Crosstales.RTVoice.AdventureCreator.ACConnector, [32](#)
- Capture
 - Crosstales.Common.Util.TakeScreenshot, [277](#)
- ChangeInterval
 - Crosstales.Common.Util.RandomColor, [202](#)
 - Crosstales.Common.Util.RandomRotator, [204](#)
 - Crosstales.Common.Util.RandomScaler, [206](#)
- ChangeState
 - Crosstales.UI.UIWindowManager, [291](#)
- Channel
 - Crosstales.Common.Util.FFTAnalyzer, [152](#)
- Channels
 - Crosstales.RTVoice.Tool.AudioFileGenerator, [40](#)

- cleanSpacesRegex
 - Crosstales.Common.Util.BaseHelper, [84](#)
- cleanTagsRegex
 - Crosstales.Common.Util.BaseHelper, [84](#)
- CleanText
 - Crosstales.RTVoice.Util.Helper, [169](#)
- CleanUrl
 - Crosstales.Common.Util.BaseHelper, [75](#)
- ClearLineEndings
 - Crosstales.Common.Util.BaseHelper, [76](#)
- ClearSpaces
 - Crosstales.Common.Util.BaseHelper, [76](#)
- ClearTags
 - Crosstales.Common.Util.BaseHelper, [76](#)
- Clips
 - Crosstales.RTVoice.Tool.Paralanguage, [193](#)
- CMD_WINDOWS_PATH
 - Crosstales.Common.Util.BaseConstants, [56](#)
- CognitoCredentials
 - Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, [308](#)
- ConnectionLimit
 - Crosstales.Common.Util.CTWebClient, [131](#)
- CreateCopy
 - Crosstales.RTVoice.Tool.AudioFileGenerator, [40](#)
- Created
 - Crosstales.RTVoice.Model.Wrapper, [368](#)
- CreateNoWindow
 - Crosstales.Common.Util.CTProcessStartInfo, [129](#)
- CreateString
 - Crosstales.Common.Util.BaseHelper, [77](#)
- Crosstales, [15](#)
- Crosstales.Common, [15](#)
- Crosstales.Common.EditorTask, [15](#)
- Crosstales.Common.EditorTask.BaseCompileDefines, [50](#)
 - AddSymbolsToAllTargets, [50](#)
 - RemoveSymbolsFromAllTargets, [51](#)
- Crosstales.Common.EditorTask.BaseSetupResources, [92](#)
- Crosstales.Common.EditorTask.NYCheck, [191](#)
- Crosstales.Common.EditorTask.SetupResources, [219](#)
- Crosstales.Common.EditorUtil, [15](#)
- Crosstales.Common.EditorUtil.BaseEditorHelper, [68](#)
 - FindAssetsByType< T >, [69](#)
 - getBuildNameFromBuildTarget, [70](#)
 - getBuildTargetForBuildName, [70](#)
 - getCLIArgument, [70](#)
 - InvokeMethod, [71](#)
 - isValidBuildTarget, [71](#)
 - ReadOnlyTextField, [72](#)
 - RefreshAssetDatabase, [72](#)
 - RestartUnity, [72](#)
 - SeparatorUI, [72](#)
- Crosstales.Common.Model, [16](#)
- Crosstales.Common.Model.Enum, [16](#)
 - Platform, [16](#)
 - SampleRate, [16](#)
- Crosstales.Common.Util, [16](#)
- Crosstales.Common.Util.BackgroundController, [49](#)
 - Objects, [49](#)
- Crosstales.Common.Util.BaseConstants, [51](#)
 - APPLICATION_PATH, [60](#)
 - ASSET_3P_PLAYMAKER, [53](#)
 - ASSET_AUTHOR, [53](#)
 - ASSET_AUTHOR_URL, [54](#)
 - ASSET_BWF, [54](#)
 - ASSET_CT_URL, [54](#)
 - ASSET_DJ, [54](#)
 - ASSET_FB, [54](#)
 - ASSET_OC, [54](#)
 - ASSET_RADIO, [55](#)
 - ASSET_RTV, [55](#)
 - ASSET_SOCIAL_DISCORD, [55](#)
 - ASSET_SOCIAL_FACEBOOK, [55](#)
 - ASSET_SOCIAL_LINKEDIN, [55](#)
 - ASSET_SOCIAL_TWITTER, [55](#)
 - ASSET_SOCIAL_YOUTUBE, [56](#)
 - ASSET_TB, [56](#)
 - ASSET_TPB, [56](#)
 - ASSET_TPS, [56](#)
 - ASSET_TR, [56](#)
 - CMD_WINDOWS_PATH, [56](#)
 - DEV_DEBUG, [57](#)
 - FACTOR_GB, [57](#)
 - FACTOR_KB, [57](#)
 - FACTOR_MB, [57](#)
 - FLOAT_32768, [57](#)
 - FLOAT_TOLERANCE, [57](#)
 - FORMAT_NO_DECIMAL_PLACES, [58](#)
 - FORMAT_PERCENT, [58](#)
 - FORMAT_TWO_DECIMAL_PLACES, [58](#)
 - PATH_DELIMITER_UNIX, [58](#)
 - PATH_DELIMITER_WINDOWS, [58](#)
 - PREFIX_FILE, [60](#)
 - PROCESS_KILL_TIME, [58](#)
 - SHOW_BWF_BANNER, [59](#)
 - SHOW_DJ_BANNER, [59](#)
 - SHOW_FB_BANNER, [59](#)
 - SHOW_OC_BANNER, [59](#)
 - SHOW_RADIO_BANNER, [59](#)
 - SHOW_RTV_BANNER, [59](#)
 - SHOW_TB_BANNER, [60](#)
 - SHOW_TPB_BANNER, [60](#)
 - SHOW_TPS_BANNER, [60](#)
 - SHOW_TR_BANNER, [60](#)
- Crosstales.Common.Util.BaseHelper, [73](#)
 - BaseCulture, [84](#)
 - cleanSpacesRegex, [84](#)
 - cleanTagsRegex, [84](#)
 - CleanUrl, [75](#)
 - ClearLineEndings, [76](#)
 - ClearSpaces, [76](#)
 - ClearTags, [76](#)
 - CreateString, [77](#)
 - CurrentPlatform, [85](#)

- FileCopy, [77](#)
- FormatBytesToHRF, [78](#)
- FormatSecondsToHourMinSec, [78](#)
- GetDirectories, [78](#)
- GetFiles, [78](#)
- getIP, [79](#)
- hasActiveClip, [79](#)
- HSVToRGB, [80](#)
- isAndroidPlatform, [85](#)
- isAppleBasedPlatform, [85](#)
- isEditor, [85](#)
- isEditorMode, [85](#)
- isIL2CPP, [86](#)
- isInternetAvailable, [86](#)
- isIOSBasedPlatform, [86](#)
- isIOSPlatform, [86](#)
- isLinuxEditor, [87](#)
- isLinuxPlatform, [87](#)
- isMacOSEditor, [87](#)
- isMacOSPlatform, [87](#)
- isPS4Platform, [88](#)
- isStandalonePlatform, [88](#)
- isTvOSPlatform, [88](#)
- isValidURL, [80](#)
- isWebGLPlatform, [88](#)
- isWebPlatform, [89](#)
- isWindowsBasedPlatform, [89](#)
- isWindowsEditor, [89](#)
- isWindowsPlatform, [89](#)
- isWSABasedPlatform, [90](#)
- isWSAPlatform, [90](#)
- isXboxOnePlatform, [90](#)
- lineEndingsRegex, [84](#)
- OpenFile, [80](#)
- RemoteCertificateValidationCallback, [82](#)
- ShowFileLocation, [82](#)
- SplitStringToLines, [82](#)
- StreamingAssetsPath, [90](#)
- ValidateFile, [83](#)
- ValidatePath, [83](#)
- ValidURLFromFilePath, [83](#)
- Crosstales.Common.Util.CTPlayerPrefs, [118](#)
 - DeleteAll, [118](#)
 - DeleteKey, [118](#)
 - GetBool, [119](#)
 - GetDate, [119](#)
 - GetFloat, [119](#)
 - GetInt, [120](#)
 - GetString, [120](#)
 - HasKey, [121](#)
 - Save, [121](#)
 - SetBool, [121](#)
 - SetDate, [121](#)
 - SetFloat, [123](#)
 - SetInt, [123](#)
 - SetString, [123](#)
- Crosstales.Common.Util.CTProcess, [124](#)
 - ExitCode, [126](#)
 - ExitTime, [126](#)
 - Handle, [127](#)
 - HasExited, [127](#)
 - Id, [127](#)
 - isBusy, [127](#)
 - Kill, [125](#)
 - StandardError, [127](#)
 - StandardOutput, [127](#)
 - Start, [125](#), [126](#)
 - StartInfo, [128](#)
 - StartTime, [128](#)
- Crosstales.Common.Util.CTProcessStartInfo, [128](#)
 - Arguments, [129](#)
 - CreateNoWindow, [129](#)
 - FileName, [129](#)
 - RedirectStandardError, [129](#)
 - RedirectStandardOutput, [129](#)
 - StandardErrorEncoding, [129](#)
 - StandardOutputEncoding, [130](#)
 - UseCmdExecute, [130](#)
 - UseShellExecute, [130](#)
 - UseThread, [130](#)
 - WorkingDirectory, [130](#)
- Crosstales.Common.Util.CTWebClient, [131](#)
 - ConnectionLimit, [131](#)
 - Timeout, [131](#)
- Crosstales.Common.Util.FFTAnalyzer, [151](#)
 - Channel, [152](#)
 - Samples, [152](#)
- Crosstales.Common.Util.FreeCam, [154](#)
 - FastMovementSpeed, [155](#)
 - FastZoomSensitivity, [155](#)
 - FreeLookSensitivity, [155](#)
 - MovementSpeed, [155](#)
 - StartLooking, [154](#)
 - StopLooking, [155](#)
 - ZoomSensitivity, [155](#)
- Crosstales.Common.Util.PlatformController, [199](#)
 - Active, [200](#)
 - Platforms, [200](#)
- Crosstales.Common.Util.RandomColor, [201](#)
 - AlphaRange, [202](#)
 - ChangeInterval, [202](#)
 - GrayScale, [202](#)
 - HueRange, [202](#)
 - Material, [202](#)
 - SaturationRange, [202](#)
 - UseInterval, [203](#)
 - ValueRange, [203](#)
- Crosstales.Common.Util.RandomRotator, [203](#)
 - ChangeInterval, [204](#)
 - SpeedMax, [204](#)
 - SpeedMin, [204](#)
 - UseInterval, [204](#)
- Crosstales.Common.Util.RandomScaler, [205](#)
 - ChangeInterval, [206](#)
 - ScaleMax, [206](#)
 - ScaleMin, [206](#)

- Uniform, [206](#)
- UseInterval, [206](#)
- Crosstales.Common.Util.SerializableDictionary< TKey, TVal >, [216](#)
- Crosstales.Common.Util.SerializeDeSerialize, [217](#)
 - DeserializeFromByteArray< T >, [217](#)
 - DeserializeFromFile< T >, [217](#)
 - SerializeToByteArray< T >, [218](#)
 - SerializeToFile< T >, [218](#)
- Crosstales.Common.Util.SpectrumVisualizer, [262](#)
 - Analyzer, [263](#)
 - Gain, [263](#)
 - LeftToRight, [263](#)
 - VisualPrefab, [264](#)
 - Width, [264](#)
- Crosstales.Common.Util.SurviveSceneSwitch, [272](#)
 - DontDestroy, [273](#)
 - Survivors, [273](#)
- Crosstales.Common.Util.TakeScreenshot, [276](#)
 - Capture, [277](#)
 - KeyCode, [277](#)
 - Prefix, [277](#)
 - Scale, [277](#)
- Crosstales.Common.Util.XmlHelper, [369](#)
 - DeserializeFromFile< T >, [370](#)
 - DeserializeFromResource< T >, [370](#)
 - DeserializeFromString< T >, [370](#)
 - SerializeToFile< T >, [371](#)
 - SerializeToString< T >, [371](#)
- Crosstales.ExtensionMethods, [140](#)
 - CTAddRange< K, V >, [141](#)
 - CTContains, [142](#)
 - CTContainsAll, [142](#)
 - CTContainsAny, [143](#)
 - CTDeepSearch, [143](#)
 - CTDump, [143–146](#)
 - CTDump< K, V >, [146](#)
 - CTDump< T >, [147](#)
 - CTEquals, [148](#)
 - CTIsNumeric, [148](#)
 - CTIsVisibleFrom, [148](#)
 - CTReplace, [149](#)
 - CTReverse, [149](#)
 - CTShuffle< T >, [150](#)
 - CTToString< T >, [150](#)
 - CTToTitleCase, [151](#)
- Crosstales.RTVoice, [17](#)
- Crosstales.RTVoice.AdventureCreator, [18](#)
- Crosstales.RTVoice.AdventureCreator.ACConnector, [31](#)
 - CallOnStopSpeech, [32](#)
 - Culture, [32](#)
 - CurrentCulture, [33](#)
 - isCallOnStopSpeech, [33](#)
 - isSimulateSkipSpeech, [33](#)
 - SimulateSkipSpeech, [32](#)
 - Voices, [33](#)
- Crosstales.RTVoice.AdventureCreator.ACConnectorEditor, [34](#)
- Crosstales.RTVoice.AdventureCreator.ACConnectorGameObject, [34](#)
- Crosstales.RTVoice.AdventureCreator.ACConnectorMenu, [34](#)
- Crosstales.RTVoice.AdventureCreator.ACSwitcher, [35](#)
- Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper, [35](#)
 - ACVoiceName, [36](#)
 - IgnoreCharacter, [36](#)
 - Mode, [36](#)
 - Pitch, [37](#)
 - Rate, [37](#)
 - Source, [37](#)
 - UseSpeechAudioSource, [37](#)
 - Voices, [37](#)
 - Volume, [37](#)
- Crosstales.RTVoice.AWSPolly, [18](#)
 - Endpoint, [19](#)
 - SampleRate, [19](#)
- Crosstales.RTVoice.AWSPolly.ShowMore, [221](#)
- Crosstales.RTVoice.AWSPolly.Switcher, [274](#)
- Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, [305](#)
 - AutoBreath, [308](#)
 - CognitoCredentials, [308](#)
 - Endpoint, [308](#)
 - Generate, [306](#)
 - GenerateInEditor, [306](#)
 - hasNeuralVoices, [309](#)
 - Load, [307](#)
 - SampleRate, [308](#)
 - Speak, [307](#)
 - SpeakNative, [307](#)
 - SpeakNativeInEditor, [307](#)
 - UseNeuralVoices, [308](#)
- Crosstales.RTVoice.AWSPolly.VoiceProviderAWSEditor, [309](#)
- Crosstales.RTVoice.AWSPolly.VoiceProviderAWSGameObject, [310](#)
- Crosstales.RTVoice.AWSPolly.VoiceProviderAWSMenu, [310](#)
- Crosstales.RTVoice.AWSPolly.ZInstaller, [372](#)
- Crosstales.RTVoice.Azure, [19](#)
 - Audio16Khz128KBitRateMonoMp3, [20](#)
 - Audio16Khz16KbpsMonoSiren, [20](#)
 - Audio16Khz32KBitRateMonoMp3, [20](#)
 - Audio16Khz64KBitRateMonoMp3, [20](#)
 - Audio24Khz160KBitRateMonoMp3, [20](#)
 - Audio24Khz48KBitRateMonoMp3, [20](#)
 - Audio24Khz96KBitRateMonoMp3, [20](#)
 - AudioOutputFormat, [20](#)
 - Raw16Khz16BitMonoPcm, [20](#)
 - Raw16Khz16BitMonoTrueSilk, [20](#)
 - Raw24Khz16BitMonoPcm, [20](#)
 - Raw24Khz16BitMonoTrueSilk, [20](#)
 - Raw8Khz8BitMonoMULaw, [20](#)
 - Riff16Khz16BitMonoPcm, [20](#)
 - Riff16Khz16KbpsMonoSiren, [20](#)

- Riff24Khz16BitMonoPcm, [20](#)
- Riff8Khz8BitMonoMULaw, [20](#)
- SampleRate, [21](#)
- Ssml16Khz16BitMonoSilk, [20](#)
- Ssml16Khz16BitMonoTts, [20](#)
- Crosstales.RTVoice.Azure.Authentication, [48](#)
 - Authenticate, [48](#)
- Crosstales.RTVoice.Azure.GenericEventArgs< T >, [156](#)
 - EventData, [157](#)
 - GenericEventArgs, [156](#)
- Crosstales.RTVoice.Azure.ShowMore, [222](#)
- Crosstales.RTVoice.Azure.Switcher, [274](#)
- Crosstales.RTVoice.Azure.Synthesize, [275](#)
 - Speak, [275](#)
 - Synthesize, [275](#)
- Crosstales.RTVoice.Azure.Synthesize.InputOptions, [171](#)
 - AuthorizationToken, [172](#)
 - Headers, [172](#)
 - InputOptions, [172](#)
 - Locale, [172](#)
 - OutputFormat, [172](#)
 - RequestUri, [173](#)
 - Text, [173](#)
 - VoiceName, [173](#)
 - VoiceType, [173](#)
- Crosstales.RTVoice.Azure.VoiceProviderAWSMenu, [310](#)
- Crosstales.RTVoice.Azure.VoiceProviderAzure, [311](#)
 - APIKey, [314](#)
 - Endpoint, [314](#)
 - Generate, [312](#)
 - GenerateInEditor, [312](#)
 - Load, [313](#)
 - RequestUri, [314](#)
 - SampleRate, [314](#)
 - Speak, [313](#)
 - SpeakNative, [313](#)
 - SpeakNativeInEditor, [313](#)
- Crosstales.RTVoice.Azure.VoiceProviderAzureEditor, [315](#)
- Crosstales.RTVoice.Azure.VoiceProviderAzureGameObjects, [315](#)
- Crosstales.RTVoice.Demo, [21](#)
- Crosstales.RTVoice.Demo.Dialog, [132](#)
- Crosstales.RTVoice.Demo.GUIAudioFilter, [161](#)
- Crosstales.RTVoice.Demo.GUIDialog, [162](#)
- Crosstales.RTVoice.Demo.GUIMain, [163](#)
- Crosstales.RTVoice.Demo.GUIMultiAudioFilter, [163](#)
- Crosstales.RTVoice.Demo.GUIScenes, [165](#)
- Crosstales.RTVoice.Demo.GUISpeech, [165](#)
- Crosstales.RTVoice.Demo.NativeAudio, [190](#)
- Crosstales.RTVoice.Demo.PreGeneratedAudio, [200](#)
- Crosstales.RTVoice.Demo.SendMessage, [209](#)
- Crosstales.RTVoice.Demo.SequenceCaller, [212](#)
- Crosstales.RTVoice.Demo.Simple, [224](#)
- Crosstales.RTVoice.Demo.SimpleNative, [225](#)
- Crosstales.RTVoice.Demo.SpeakWrapper, [262](#)
- Crosstales.RTVoice.Demo.Util, [21](#)
- Crosstales.RTVoice.Demo.Util.iOSController, [174](#)
- Crosstales.RTVoice.Demo.Util.MaterialChanger, [189](#)
- Crosstales.RTVoice.Demo.Util.NativeController, [190](#)
 - Active, [191](#)
- Crosstales.RTVoice.Demo.Util.PlatformController, [198](#)
- Crosstales.RTVoice.EditorExtension, [22](#)
- Crosstales.RTVoice.EditorExtension.AudioFileGeneratorEditor, [43](#)
- Crosstales.RTVoice.EditorExtension.ChangeGenderEditor, [102](#)
- Crosstales.RTVoice.EditorExtension.LoudspeakerEditor, [188](#)
- Crosstales.RTVoice.EditorExtension.ParalanguageEditor, [197](#)
- Crosstales.RTVoice.EditorExtension.SequencerEditor, [215](#)
- Crosstales.RTVoice.EditorExtension.SpeakerEditor, [258](#)
- Crosstales.RTVoice.EditorExtension.SpeechTextEditor, [270](#)
- Crosstales.RTVoice.EditorExtension.TextFileSpeakerEditor, [285](#)
- Crosstales.RTVoice.EditorExtension.VoiceInitializerEditor, [301](#)
- Crosstales.RTVoice.EditorIntegration, [22](#)
- Crosstales.RTVoice.EditorIntegration.ConfigBase, [107](#)
- Crosstales.RTVoice.EditorIntegration.ConfigPreferences, [108](#)
- Crosstales.RTVoice.EditorIntegration.ConfigWindow, [108](#)
- Crosstales.RTVoice.EditorIntegration.RTVoiceGameObject, [207](#)
- Crosstales.RTVoice.EditorIntegration.RTVoiceMenu, [208](#)
- Crosstales.RTVoice.EditorTask, [22](#)
 - UpdateStatus, [23](#)
- Crosstales.RTVoice.EditorTask.AAACConfigLoader, [31](#)
- Crosstales.RTVoice.EditorTask.AutoInitialize, [48](#)
- Crosstales.RTVoice.EditorTask.CompileDefines, [102](#)
- Crosstales.RTVoice.EditorTask.Launch, [182](#)
- Crosstales.RTVoice.EditorTask.SetupResources, [219](#)
- Crosstales.RTVoice.EditorTask.UpdateCheck, [292](#)
- Crosstales.RTVoice.EditorUtil, [23](#)
- Crosstales.RTVoice.EditorUtil.BuildPostprocessor, [100](#)
- Crosstales.RTVoice.EditorUtil.EditorConfig, [133](#)
 - ASSET_PATH, [135](#)
 - HIERARCHY_ICON, [135](#)
 - isLoaded, [135](#)
 - Load, [134](#)
 - PREFAB_AUTOLOAD, [135](#)
 - PREFAB_PATH, [135](#)
 - Reset, [134](#)
 - Save, [134](#)
 - UPDATE_CHECK, [135](#)
- Crosstales.RTVoice.EditorUtil.EditorConstants, [136](#)
 - ASSET_ID, [137](#)

- ASSET_UID, [137](#)
- ASSET_URL, [137](#)
- PREFAB_SUBPATH, [137](#)
- Crosstales.RTVoice.EditorUtil.EditorHelper, [138](#)
- BannerOC, [139](#)
- GO_ID, [139](#)
- InstantiatePrefab, [139](#)
- isRTVoiceInScene, [140](#)
- MENU_ID, [139](#)
- NoVoicesUI, [139](#)
- Crosstales.RTVoice.Google, [24](#)
- Crosstales.RTVoice.Google.ShowMore, [220](#)
- Crosstales.RTVoice.Google.Switcher, [273](#)
- Crosstales.RTVoice.Google.VoiceProviderGoogle, [319](#)
- Generate, [320](#)
- GenerateInEditor, [320](#)
- Load, [320](#)
- Speak, [320](#)
- SpeakNative, [321](#)
- SpeakNativeInEditor, [321](#)
- Crosstales.RTVoice.Google.VoiceProviderGoogleEditor, [322](#)
- Crosstales.RTVoice.Google.VoiceProviderGoogleGameObject, [322](#)
- Crosstales.RTVoice.Google.VoiceProviderGoogleMenu, [323](#)
- Crosstales.RTVoice.Klattersynth, [24](#)
- Crosstales.RTVoice.Klattersynth.ShowMore, [220](#)
- Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth, [328](#)
- Generate, [329](#)
- GenerateInEditor, [329](#)
- Load, [329](#)
- SampleRate, [330](#)
- Speak, [329](#)
- SpeakNative, [330](#)
- SpeakNativeInEditor, [330](#)
- Speeches, [331](#)
- Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthEditor, [331](#)
- Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthGameObject, [332](#)
- Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthMenu, [332](#)
- Crosstales.RTVoice.LiveSpeaker, [183](#)
- SetState, [184](#)
- SetVoices, [184](#)
- Silence, [184](#)
- Speak, [184](#), [185](#)
- SpeakNative, [185](#), [186](#)
- WordSpoken, [186](#)
- Crosstales.RTVoice.Model, [24](#)
- Crosstales.RTVoice.Model.Enum, [25](#)
- ESpeakModifiers, [25](#)
- Gender, [25](#)
- MaryTTSType, [25](#)
- ProviderType, [25](#)
- SpeakMode, [26](#)
- Crosstales.RTVoice.Model.Sequence, [210](#)
- Mode, [210](#)
- Pitch, [211](#)
- Rate, [211](#)
- Source, [211](#)
- Text, [211](#)
- Voices, [211](#)
- Volume, [211](#)
- Crosstales.RTVoice.Model.Voice, [292](#)
- Age, [294](#)
- Culture, [295](#)
- Description, [294](#)
- Gender, [294](#)
- Identifier, [294](#)
- Name, [294](#)
- SampleRate, [295](#)
- SimplifiedCulture, [295](#)
- Vendor, [295](#)
- Version, [295](#)
- Voice, [293](#)
- Crosstales.RTVoice.Model.VoiceAlias, [296](#)
- Culture, [297](#)
- Gender, [297](#)
- Voice, [298](#)
- VoiceName, [299](#)
- VoiceNameAndroid, [297](#)
- VoiceNameCustom, [297](#)
- VoiceNameIOS, [297](#)
- VoiceNameLinux, [297](#)
- VoiceNameMac, [298](#)
- VoiceNameMaryTTS, [298](#)
- VoiceNameWindows, [298](#)
- VoiceNameWSA, [298](#)
- Crosstales.RTVoice.Model.Wrapper, [364](#)
- Created, [368](#)
- ForceSSML, [367](#)
- OutputFile, [367](#)
- Pitch, [368](#)
- Rate, [368](#)
- Source, [367](#)
- Speak, [367](#)
- SpeakImmediately, [367](#)
- SpeechTime, [368](#)
- Text, [369](#)
- Uid, [367](#)
- Voice, [368](#)
- Volume, [369](#)
- Wrapper, [365](#), [366](#)
- Crosstales.RTVoice.PlayMaker, [26](#)
- Crosstales.RTVoice.PlayMaker.AudioFileGeneratorEditor, [42](#)
- Crosstales.RTVoice.PlayMaker.BaseRTVEditor, [92](#)
- Crosstales.RTVoice.PlayMaker.GetCulturesEditor, [158](#)
- Crosstales.RTVoice.PlayMaker.GetVoicesEditor, [160](#)
- Crosstales.RTVoice.PlayMaker.ParalanguageEditor, [198](#)
- Crosstales.RTVoice.PlayMaker.SilenceEditor, [223](#)
- Crosstales.RTVoice.PlayMaker.SpeakEditor, [231](#)
- Crosstales.RTVoice.PlayMaker.SpeakUIEditor, [261](#)

- Crosstales.RTVoice.PlayMaker.SpeechTextEditor, [271](#)
- Crosstales.RTVoice.PlayMaker.TextFileSpeakerEditor, [285](#)
- Crosstales.RTVoice.Provider, [27](#)
- Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, [61](#)
 - Generate, [63](#)
 - GenerateInEditor, [63](#)
 - Load, [64](#)
 - OnErrorInfo, [66](#)
 - OnSpeakAudioGenerationComplete, [66](#)
 - OnSpeakAudioGenerationStart, [66](#)
 - OnSpeakComplete, [66](#)
 - OnSpeakCurrentPhoneme, [67](#)
 - OnSpeakCurrentViseme, [67](#)
 - OnSpeakCurrentWord, [67](#)
 - OnSpeakStart, [67](#)
 - OnVoicesReady, [67](#)
 - Silence, [64](#)
 - Speak, [65](#)
 - SpeakNative, [65](#)
 - SpeakNativeInEditor, [65](#)
- Crosstales.RTVoice.Provider.BaseVoiceProvider, [93](#)
 - BaseVoiceProvider, [95](#)
 - cachedVoices, [97](#)
 - Generate, [95](#)
 - GenerateInEditor, [95](#)
 - OnErrorInfo, [98](#)
 - OnSpeakAudioGenerationComplete, [98](#)
 - OnSpeakAudioGenerationStart, [98](#)
 - OnSpeakComplete, [98](#)
 - OnSpeakCurrentPhoneme, [98](#)
 - OnSpeakCurrentViseme, [98](#)
 - OnSpeakCurrentWord, [99](#)
 - OnSpeakStart, [99](#)
 - OnVoicesReady, [99](#)
 - processes, [97](#)
 - Silence, [96](#)
 - Speak, [96](#)
 - SpeakNative, [97](#)
- Crosstales.RTVoice.Provider.IVoiceProvider, [174](#)
 - AudioFileExtension, [178](#)
 - AudioFileType, [178](#)
 - Cultures, [179](#)
 - DefaultVoiceName, [179](#)
 - Generate, [176](#)
 - GenerateInEditor, [176](#)
 - hasCoRoutines, [179](#)
 - hasVoicesInEditor, [179](#)
 - isIL2CPPSupported, [180](#)
 - isOnlineService, [180](#)
 - isPlatformSupported, [180](#)
 - isSpeakNativeSupported, [180](#)
 - isSpeakSupported, [181](#)
 - isSSMLSupported, [181](#)
 - isWorkingInEditor, [181](#)
 - isWorkingInPlaymode, [181](#)
 - MaxTextLength, [182](#)
 - Silence, [176](#), [177](#)
 - Speak, [177](#)
 - SpeakNative, [177](#)
 - SpeakNativeInEditor, [178](#)
 - Voices, [182](#)
- Crosstales.RTVoice.Provider.VoiceProviderAndroid, [301](#)
 - Generate, [303](#)
 - GenerateInEditor, [303](#)
 - Silence, [303](#)
 - Speak, [303](#)
 - SpeakNative, [304](#)
 - SpeakNativeInEditor, [304](#)
 - VoiceProviderAndroid, [302](#)
- Crosstales.RTVoice.Provider.VoiceProviderIOS, [323](#)
 - Generate, [325](#)
 - GenerateInEditor, [325](#)
 - SetState, [325](#)
 - SetVoices, [325](#)
 - Silence, [326](#)
 - Speak, [326](#)
 - SpeakNative, [327](#)
 - SpeakNativeInEditor, [327](#)
 - VoiceProviderIOS, [324](#)
 - WordSpoken, [327](#)
- Crosstales.RTVoice.Provider.VoiceProviderLinux, [333](#)
 - Generate, [334](#)
 - GenerateInEditor, [334](#)
 - Silence, [335](#)
 - Speak, [335](#)
 - SpeakNative, [335](#)
 - SpeakNativeInEditor, [336](#)
 - VoiceProviderLinux, [334](#)
- Crosstales.RTVoice.Provider.VoiceProviderMacOS, [336](#)
 - Generate, [338](#)
 - GenerateInEditor, [338](#)
 - Silence, [338](#)
 - Speak, [339](#)
 - SpeakNative, [339](#)
 - SpeakNativeInEditor, [339](#)
 - VoiceProviderMacOS, [337](#)
- Crosstales.RTVoice.Provider.VoiceProviderMary, [341](#)
 - Generate, [342](#)
 - GenerateInEditor, [343](#)
 - Speak, [343](#)
 - SpeakNative, [343](#)
 - SpeakNativeInEditor, [343](#)
 - VoiceProviderMary, [342](#)
- Crosstales.RTVoice.Provider.VoiceProviderWindows, [354](#)
 - Generate, [355](#)
 - Silence, [355](#), [356](#)
 - Speak, [356](#)
 - SpeakNative, [356](#)
 - VoiceProviderWindows, [355](#)
- Crosstales.RTVoice.Provider.VoiceProviderWSA, [357](#)
 - Generate, [358](#)
 - GenerateInEditor, [358](#)
 - Silence, [359](#)

- Speak, [359](#)
- SpeakNative, [359](#)
- SpeakNativeInEditor, [359](#)
- VoiceProviderWSA, [358](#)
- Crosstales.RTVoice.SALSA, [27](#)
- Crosstales.RTVoice.SALSA.Bots, [99](#)
- Crosstales.RTVoice.SALSA.ShowMore, [221](#)
- Crosstales.RTVoice.SALSA.SpeakSimple, [259](#)
- Crosstales.RTVoice.SAPI, [27](#)
- Crosstales.RTVoice.SAPI.VoiceProviderSAPI, [344](#)
 - Generate, [345](#)
 - GenerateInEditor, [345](#)
 - Load, [346](#)
 - Silence, [346](#)
 - Speak, [346](#)
 - SpeakNative, [347](#)
 - SpeakNativeInEditor, [347](#)
- Crosstales.RTVoice.SAPI.VoiceProviderSAPIEditor, [347](#)
- Crosstales.RTVoice.SAPI.VoiceProviderSAPIGameObject, [348](#)
- Crosstales.RTVoice.SAPI.VoiceProviderSAPIMenu, [348](#)
- Crosstales.RTVoice.SLATE, [28](#)
- Crosstales.RTVoice.SLATE.CutSceneStart, [132](#)
- Crosstales.RTVoice.Speaker, [231](#)
 - ApproximateSpeechLength, [236](#)
 - areVoicesReady, [249](#)
 - AudioFileExtension, [249](#)
 - AutoClearTags, [246](#)
 - BusyCount, [249](#)
 - Cultures, [249](#)
 - CustomMode, [246](#)
 - CustomProvider, [246](#)
 - CustomVoiceProvider, [249](#)
 - DefaultVoiceName, [250](#)
 - DeleteAudioFiles, [236](#)
 - DontDestroy, [247](#)
 - enforcedStandaloneTTS, [250](#)
 - ESpeakMod, [250](#)
 - ESpeakMode, [247](#)
 - ESpeakModifier, [247](#)
 - Generate, [236](#), [237](#)
 - hasCoRoutines, [250](#)
 - hasVoicesInEditor, [250](#)
 - isAutoClearTags, [251](#)
 - isBusy, [251](#)
 - isCustomMode, [251](#)
 - isESpeakMode, [251](#)
 - isIL2CPPSupported, [251](#)
 - isMaryMode, [252](#)
 - isMuted, [252](#)
 - isOnlineService, [252](#)
 - isPaused, [252](#)
 - isPlatformSupported, [252](#)
 - isSilenceOnDisable, [253](#)
 - isSilenceOnFocusLost, [253](#)
 - isSpeaking, [253](#)
 - isSpeakNativeSupported, [253](#)
 - isSpeakSupported, [253](#)
 - isSSMLSupported, [254](#)
 - isTTSAvailable, [254](#)
 - isVoiceForCultureAvailable, [237](#)
 - isVoiceForGenderAvailable, [238](#)
 - isVoiceForNameAvailable, [238](#)
 - isWorkingInEditor, [254](#)
 - isWorkingInPlaymode, [254](#)
 - MaryPassword, [255](#)
 - MaryPort, [255](#)
 - MaryTTSMODE, [247](#)
 - MaryTTSPassword, [247](#)
 - MaryTTSPort, [247](#)
 - MaryTTSType, [248](#)
 - MaryTTSUrl, [248](#)
 - MaryTTSUser, [248](#)
 - MaryType, [255](#)
 - MaryUrl, [255](#)
 - MaryUser, [255](#)
 - MaxTextLength, [255](#)
 - Mute, [238](#)
 - MuteOrUnMute, [239](#)
 - OnErrorInfo, [256](#)
 - OnProviderChange, [256](#)
 - OnSpeakAudioGenerationComplete, [256](#)
 - OnSpeakAudioGenerationStart, [256](#)
 - OnSpeakComplete, [256](#)
 - OnSpeakCurrentPhoneme, [257](#)
 - OnSpeakCurrentViseme, [257](#)
 - OnSpeakCurrentWord, [257](#)
 - OnSpeakStart, [257](#)
 - OnVoicesReady, [257](#)
 - Pause, [239](#)
 - PauseOrUnPause, [239](#)
 - ReloadProvider, [239](#)
 - Reset, [240](#)
 - Silence, [240](#)
 - SilenceOnDisable, [248](#)
 - SilenceOnFocusLost, [248](#)
 - Speak, [240](#)
 - SpeakMarkedWordsWithUID, [241](#)
 - SpeakNative, [242](#)
 - SpeakNativeWithUID, [243](#)
 - SpeakWithUID, [243](#)
 - SpeechCount, [257](#)
 - UnMute, [243](#)
 - UnPause, [244](#)
 - VoiceForCulture, [244](#)
 - VoiceForGender, [244](#)
 - VoiceForName, [245](#)
 - Voices, [258](#)
 - VoicesForCulture, [245](#)
 - VoicesForGender, [246](#)
- Crosstales.RTVoice.Tool, [28](#)
- Crosstales.RTVoice.Tool.AudioFileGenerator, [39](#)
 - BitsPerSample, [40](#)
 - Channels, [40](#)
 - CreateCopy, [40](#)
 - FileInsideAssets, [41](#)

- Generate, [40](#)
- GenerateOnStart, [41](#)
- OnAudioFileGeneratorComplete, [41](#)
- OnAudioFileGeneratorStart, [42](#)
- SampleRate, [41](#)
- TextFiles, [41](#)
- Crosstales.RTVoice.Tool.ChangeGender, [100](#)
 - ESpeakOnly, [101](#)
 - NewGender, [101](#)
- Crosstales.RTVoice.Tool.Loudspeaker, [186](#)
 - isSilenceSource, [188](#)
 - isSynchronized, [188](#)
 - SilenceSource, [187](#)
 - Source, [187](#)
 - Synchronized, [188](#)
- Crosstales.RTVoice.Tool.Paralanguage, [192](#)
 - Clips, [193](#)
 - CurrentPitch, [195](#)
 - CurrentRate, [195](#)
 - CurrentText, [195](#)
 - CurrentVolume, [195](#)
 - Delay, [193](#)
 - Mode, [194](#)
 - OnParalanguageComplete, [195](#)
 - OnParalanguageStart, [196](#)
 - Pitch, [194](#)
 - PlayOnStart, [194](#)
 - Rate, [194](#)
 - Silence, [193](#)
 - Speak, [193](#)
 - Text, [194](#)
 - Voices, [194](#)
 - Volume, [195](#)
- Crosstales.RTVoice.Tool.Sequencer, [213](#)
 - CurrentSequence, [215](#)
 - Delay, [214](#)
 - PlayAllSequences, [213](#)
 - PlayNextSequence, [214](#)
 - PlayOnStart, [214](#)
 - PlaySequence, [214](#)
 - Sequences, [215](#)
 - StopAllSequences, [214](#)
- Crosstales.RTVoice.Tool.SpeechText, [265](#)
 - CurrentPitch, [269](#)
 - CurrentRate, [269](#)
 - CurrentText, [269](#)
 - CurrentVolume, [269](#)
 - Delay, [267](#)
 - FileInsideAssets, [267](#)
 - FileName, [267](#)
 - GenerateAudioFile, [267](#)
 - Mode, [268](#)
 - OnSpeechTextComplete, [270](#)
 - OnSpeechTextStart, [270](#)
 - Pitch, [268](#)
 - PlayOnStart, [268](#)
 - Rate, [268](#)
 - Silence, [267](#)
 - Source, [268](#)
 - Speak, [267](#)
 - Text, [268](#)
 - Voices, [269](#)
 - Volume, [269](#)
- Crosstales.RTVoice.Tool.TextFileSpeaker, [279](#)
 - CurrentPitch, [284](#)
 - CurrentRate, [284](#)
 - CurrentVolume, [284](#)
 - Delay, [282](#)
 - Mode, [282](#)
 - Next, [280](#)
 - Pitch, [283](#)
 - PlayAllOnStart, [283](#)
 - PlayOnStart, [283](#)
 - Previous, [281](#)
 - Rate, [283](#)
 - Reload, [281](#)
 - Silence, [281](#)
 - Source, [283](#)
 - Speak, [281](#)
 - SpeakAll, [281](#)
 - SpeakRandom, [283](#)
 - SpeakText, [282](#)
 - StopAll, [282](#)
 - TextFiles, [284](#)
 - Voices, [284](#)
 - Volume, [284](#)
- Crosstales.RTVoice.Tool.VoiceInitializer, [299](#)
 - AllVoices, [300](#)
 - DestroyWhenFinished, [300](#)
 - Provider, [300](#)
 - VoiceNames, [300](#)
- Crosstales.RTVoice.Util, [28](#)
- Crosstales.RTVoice.Util.Config, [103](#)
 - ASSET_PATH, [104](#)
 - AUDIOFILE_AUTOMATIC_DELETE, [104](#)
 - AUDIOFILE_PATH, [106](#)
 - DEBUG, [105](#)
 - ENFORCE_32BIT_WINDOWS, [105](#)
 - ENFORCE_STANDALONE_TTS, [105](#)
 - ENSURE_NAME, [105](#)
 - isLoaded, [105](#)
 - Load, [104](#)
 - Reset, [104](#)
 - Save, [104](#)
 - TTS_LINUX, [105](#)
 - TTS_LINUX_DATA, [106](#)
 - TTS_MACOS, [106](#)
 - TTS_WINDOWS_BUILD, [106](#)
 - TTS_WINDOWS_EDITOR, [106](#)
 - TTS_WINDOWS_EDITOR_x86, [106](#)
- Crosstales.RTVoice.Util.Constants, [109](#)
 - ASSET_2019_URL, [111](#)
 - ASSET_3P_ADVENTURE_CREATOR, [112](#)
 - ASSET_3P_AMPLITUDE, [112](#)
 - ASSET_3P_CINEMA_DIRECTOR, [112](#)
 - ASSET_3P_DIALOGUE_SYSTEM, [112](#)

- ASSET_3P_GOOGLE, [112](#)
- ASSET_3P_KLATTERSYNTH, [112](#)
- ASSET_3P_LIPSYNC, [113](#)
- ASSET_3P_LOCALIZED_DIALOGS, [113](#)
- ASSET_3P_NPC_CHAT, [113](#)
- ASSET_3P_QUESTION_SYSTEM, [113](#)
- ASSET_3P_SALSA, [113](#)
- ASSET_3P_SLATE, [113](#)
- ASSET_3P_URL, [114](#)
- ASSET_3P_WEBGL, [114](#)
- ASSET_API_URL, [114](#)
- ASSET_BUILD, [114](#)
- ASSET_CHANGED, [114](#)
- ASSET_CONTACT, [114](#)
- ASSET_CREATED, [115](#)
- ASSET_FORUM_URL, [115](#)
- ASSET_MANUAL_URL, [115](#)
- ASSET_NAME, [115](#)
- ASSET_NAME_SHORT, [115](#)
- ASSET_PRO_URL, [115](#)
- ASSET_UPDATE_CHECK_URL, [116](#)
- ASSET_VERSION, [116](#)
- ASSET_VIDEO_PROMO, [116](#)
- ASSET_VIDEO_TUTORIAL, [116](#)
- ASSET_WEB_URL, [116](#)
- AUDIOFILE_PREFIX, [116](#)
- ESPEAK_FEMALE_MODIFIER, [117](#)
- RTVOICE_SCENE_OBJECT_NAME, [117](#)
- SPEAK_CALL_SPEED, [117](#)
- TTS_WINDOWS_SUBPATH, [117](#)
- TTS_WINDOWS_x86_SUBPATH, [117](#)
- Crosstales.RTVoice.Util.Helper, [167](#)
 - AppleVoiceNameToGender, [168](#)
 - CleanText, [169](#)
 - CurrentProviderType, [170](#)
 - hasBuiltInTTS, [170](#)
 - MarkSpokenText, [169](#)
 - StringToGender, [170](#)
 - WSAVoiceNameToGender, [170](#)
- Crosstales.RTVoice.Util.WavMaster, [360](#)
 - BitDepth, [361](#)
 - FromAudioClip, [361](#)
 - ToAudioClip, [362](#)
- Crosstales.RTVoice.VoiceProviderExample, [316](#)
 - Generate, [317](#)
 - GenerateInEditor, [317](#)
 - Load, [317](#)
 - Speak, [317](#)
 - SpeakNative, [318](#)
 - SpeakNativeInEditor, [318](#)
- Crosstales.RTVoice.WebGL, [29](#)
- Crosstales.RTVoice.WebGL.ShowMore, [222](#)
- Crosstales.RTVoice.WebGL.VoiceProviderWebGL, [349](#)
 - Generate, [350](#)
 - GenerateInEditor, [350](#)
 - Load, [351](#)
 - Silence, [351](#)
 - Speak, [351](#)
 - SpeakNative, [351](#)
 - SpeakNativeInEditor, [352](#)
- Crosstales.RTVoice.WebGL.VoiceProviderWebGLEditor, [352](#)
- Crosstales.RTVoice.WebGL.VoiceProviderWebGLGameObject, [353](#)
- Crosstales.RTVoice.WebGL.VoiceProviderWebGLMenu, [353](#)
- Crosstales.UI, [29](#)
- Crosstales.UI.Social, [226](#)
- Crosstales.UI.StaticManager, [271](#)
- Crosstales.UI.UIDrag, [286](#)
- Crosstales.UI.UIFocus, [287](#)
 - ManagerName, [287](#)
 - OnPanelEnter, [287](#)
- Crosstales.UI.UIHint, [288](#)
 - Delay, [289](#)
 - Disable, [289](#)
 - FadeAtStart, [289](#)
 - FadeTime, [289](#)
 - Group, [289](#)
- Crosstales.UI.UIResize, [290](#)
 - MaxSize, [290](#)
 - MinSize, [290](#)
- Crosstales.UI.UIWindowManager, [291](#)
 - ChangeState, [291](#)
 - Windows, [292](#)
- Crosstales.UI.Util, [29](#)
- Crosstales.UI.Util.AudioFilterController, [43](#)
 - FindAllAudioFilters, [44](#)
 - FindAllAudioFiltersOnStart, [44](#)
 - ResetAudioFilters, [44](#)
- Crosstales.UI.Util.AudioSourceController, [45](#)
 - AudioSources, [46](#)
 - FindAllAudioSources, [46](#)
 - FindAllAudioSourcesOnStart, [46](#)
 - Loop, [46](#)
 - Mute, [47](#)
 - Pitch, [47](#)
 - ResetAllAudioSources, [46](#)
 - ResetAudioSourcesOnStart, [47](#)
 - StereoPan, [47](#)
 - Volume, [47](#)
- Crosstales.UI.Util.FPSDisplay, [153](#)
 - FPS, [153](#)
- Crosstales.UI.Util.ScrollRectHandler, [208](#)
- Crosstales.UI.WindowManager, [363](#)
 - Dependencies, [363](#)
 - Speed, [364](#)
- CTAddRange< K, V >
 - Crosstales.ExtensionMethods, [141](#)
- CTContains
 - Crosstales.ExtensionMethods, [142](#)
- CTContainsAll
 - Crosstales.ExtensionMethods, [142](#)
- CTContainsAny
 - Crosstales.ExtensionMethods, [143](#)
- CTDeepSearch

- Crosstales.ExtensionMethods, [143](#)
- CTDump
 - Crosstales.ExtensionMethods, [143–146](#)
- CTDump< K, V >
 - Crosstales.ExtensionMethods, [146](#)
- CTDump< T >
 - Crosstales.ExtensionMethods, [147](#)
- CTEquals
 - Crosstales.ExtensionMethods, [148](#)
- CTIsNumeric
 - Crosstales.ExtensionMethods, [148](#)
- CTIsVisibleFrom
 - Crosstales.ExtensionMethods, [148](#)
- CTReplace
 - Crosstales.ExtensionMethods, [149](#)
- CTReverse
 - Crosstales.ExtensionMethods, [149](#)
- CTShuffle< T >
 - Crosstales.ExtensionMethods, [150](#)
- CTToString< T >
 - Crosstales.ExtensionMethods, [150](#)
- CTToTitleCase
 - Crosstales.ExtensionMethods, [151](#)
- Culture
 - Crosstales.RTVoice.AdventureCreator.ACConnector, [32](#)
 - Crosstales.RTVoice.Model.Voice, [295](#)
 - Crosstales.RTVoice.Model.VoiceAlias, [297](#)
 - HutongGames.PlayMaker.Actions.GetVoices, [159](#)
 - HutongGames.PlayMaker.Actions.Speak, [227](#)
 - HutongGames.PlayMaker.Actions.SpeakUI, [260](#)
- Cultures
 - Crosstales.RTVoice.Provider.IVoiceProvider, [179](#)
 - Crosstales.RTVoice.Speaker, [249](#)
 - HutongGames.PlayMaker.Actions.GetCultures, [158](#)
- CurrentCulture
 - Crosstales.RTVoice.AdventureCreator.ACConnector, [33](#)
- CurrentPitch
 - Crosstales.RTVoice.Tool.Paralanguage, [195](#)
 - Crosstales.RTVoice.Tool.SpeechText, [269](#)
 - Crosstales.RTVoice.Tool.TextFileSpeaker, [284](#)
- CurrentPlatform
 - Crosstales.Common.Util.BaseHelper, [85](#)
- CurrentProviderType
 - Crosstales.RTVoice.Util.Helper, [170](#)
- CurrentRate
 - Crosstales.RTVoice.Tool.Paralanguage, [195](#)
 - Crosstales.RTVoice.Tool.SpeechText, [269](#)
 - Crosstales.RTVoice.Tool.TextFileSpeaker, [284](#)
- CurrentSequence
 - Crosstales.RTVoice.Tool.Sequencer, [215](#)
- CurrentText
 - Crosstales.RTVoice.Tool.Paralanguage, [195](#)
 - Crosstales.RTVoice.Tool.SpeechText, [269](#)
- CurrentVolume
 - Crosstales.RTVoice.Tool.Paralanguage, [195](#)
 - Crosstales.RTVoice.Tool.SpeechText, [269](#)
 - Crosstales.RTVoice.Tool.TextFileSpeaker, [284](#)
- CustomMode
 - Crosstales.RTVoice.Speaker, [246](#)
- CustomProvider
 - Crosstales.RTVoice.Speaker, [246](#)
- CustomVoiceProvider
 - Crosstales.RTVoice.Speaker, [249](#)
- DEBUG
 - Crosstales.RTVoice.Util.Config, [105](#)
- DefaultVoiceName
 - Crosstales.RTVoice.Provider.IVoiceProvider, [179](#)
 - Crosstales.RTVoice.Speaker, [250](#)
- Delay
 - Crosstales.RTVoice.Tool.Paralanguage, [193](#)
 - Crosstales.RTVoice.Tool.Sequencer, [214](#)
 - Crosstales.RTVoice.Tool.SpeechText, [267](#)
 - Crosstales.RTVoice.Tool.TextFileSpeaker, [282](#)
 - Crosstales.UI.UIHint, [289](#)
- DeleteAll
 - Crosstales.Common.Util.CTPlayerPrefs, [118](#)
- DeleteAudioFiles
 - Crosstales.RTVoice.Speaker, [236](#)
- DeleteKey
 - Crosstales.Common.Util.CTPlayerPrefs, [118](#)
- Dependencies
 - Crosstales.UI.WindowManager, [363](#)
- Description
 - Crosstales.RTVoice.Model.Voice, [294](#)
- DeserializeFromByteArray< T >
 - Crosstales.Common.Util.SerializeDeSerialize, [217](#)
- DeserializeFromFile< T >
 - Crosstales.Common.Util.SerializeDeSerialize, [217](#)
 - Crosstales.Common.Util.XmlHelper, [370](#)
- DeserializeFromResource< T >
 - Crosstales.Common.Util.XmlHelper, [370](#)
- DeserializeFromString< T >
 - Crosstales.Common.Util.XmlHelper, [370](#)
- DestroyWhenFinished
 - Crosstales.RTVoice.Tool.VoiceInitializer, [300](#)
- DEV_DEBUG
 - Crosstales.Common.Util.BaseConstants, [57](#)
- Disable
 - Crosstales.UI.UIHint, [289](#)
- DontDestroy
 - Crosstales.Common.Util.SurviveSceneSwitch, [273](#)
 - Crosstales.RTVoice.Speaker, [247](#)
- Endpoint
 - Crosstales.RTVoice.AWSPolly, [19](#)
 - Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, [308](#)
 - Crosstales.RTVoice.Azure.VoiceProviderAzure, [314](#)
- ENFORCE_32BIT_WINDOWS
 - Crosstales.RTVoice.Util.Config, [105](#)
- ENFORCE_STANDALONE_TTS
 - Crosstales.RTVoice.Util.Config, [105](#)

- enforcedStandaloneTTS
 - Crosstales.RTVoice.Speaker, [250](#)
- ENSURE_NAME
 - Crosstales.RTVoice.Util.Config, [105](#)
- ESPEAK_FEMALE_MODIFIER
 - Crosstales.RTVoice.Util.Constants, [117](#)
- ESpeakMod
 - Crosstales.RTVoice.Speaker, [250](#)
- ESpeakMode
 - Crosstales.RTVoice.Speaker, [247](#)
- ESpeakModifier
 - Crosstales.RTVoice.Speaker, [247](#)
- ESpeakModifiers
 - Crosstales.RTVoice.Model.Enum, [25](#)
- ESpeakOnly
 - Crosstales.RTVoice.Tool.ChangeGender, [101](#)
- EventData
 - Crosstales.RTVoice.Azure.GenericEventArgs< T >, [157](#)
- ExitCode
 - Crosstales.Common.Util.CTPProcess, [126](#)
- ExitTime
 - Crosstales.Common.Util.CTPProcess, [126](#)
- FACTOR_GB
 - Crosstales.Common.Util.BaseConstants, [57](#)
- FACTOR_KB
 - Crosstales.Common.Util.BaseConstants, [57](#)
- FACTOR_MB
 - Crosstales.Common.Util.BaseConstants, [57](#)
- FadeAtStart
 - Crosstales.UI.UIHint, [289](#)
- FadeTime
 - Crosstales.UI.UIHint, [289](#)
- FastMovementSpeed
 - Crosstales.Common.Util.FreeCam, [155](#)
- FastZoomSensitivity
 - Crosstales.Common.Util.FreeCam, [155](#)
- FileCopy
 - Crosstales.Common.Util.BaseHelper, [77](#)
- FileInsideAssets
 - Crosstales.RTVoice.Tool.AudioFileGenerator, [41](#)
 - Crosstales.RTVoice.Tool.SpeechText, [267](#)
- FileName
 - Crosstales.Common.Util.CTPProcessStartInfo, [129](#)
 - Crosstales.RTVoice.Tool.SpeechText, [267](#)
- FindAllAudioFilters
 - Crosstales.UI.Util.AudioFilterController, [44](#)
- FindAllAudioFiltersOnStart
 - Crosstales.UI.Util.AudioFilterController, [44](#)
- FindAllAudioSources
 - Crosstales.UI.Util.AudioSourceController, [46](#)
- FindAllAudioSourcesOnStart
 - Crosstales.UI.Util.AudioSourceController, [46](#)
- FindAssetsByType< T >
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [69](#)
- FLOAT_32768
 - Crosstales.Common.Util.BaseConstants, [57](#)
- FLOAT_TOLERANCE
 - Crosstales.Common.Util.BaseConstants, [57](#)
- ForceSSML
 - Crosstales.RTVoice.Model.Wrapper, [367](#)
- FORMAT_NO_DECIMAL_PLACES
 - Crosstales.Common.Util.BaseConstants, [58](#)
- FORMAT_PERCENT
 - Crosstales.Common.Util.BaseConstants, [58](#)
- FORMAT_TWO_DECIMAL_PLACES
 - Crosstales.Common.Util.BaseConstants, [58](#)
- FormatBytesToHRF
 - Crosstales.Common.Util.BaseHelper, [78](#)
- FormatSecondsToHourMinSec
 - Crosstales.Common.Util.BaseHelper, [78](#)
- FPS
 - Crosstales.UI.Util.FPSDisplay, [153](#)
- FreeLookSensitivity
 - Crosstales.Common.Util.FreeCam, [155](#)
- FromAudioClip
 - Crosstales.RTVoice.Util.WavMaster, [361](#)
- Gain
 - Crosstales.Common.Util.SpectrumVisualizer, [263](#)
- Gender
 - Crosstales.RTVoice.Model.Enum, [25](#)
 - Crosstales.RTVoice.Model.Voice, [294](#)
 - Crosstales.RTVoice.Model.VoiceAlias, [297](#)
 - HutongGames.PlayMaker.Actions.GetVoices, [159](#)
- Generate
 - Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, [306](#)
 - Crosstales.RTVoice.Azure.VoiceProviderAzure, [312](#)
 - Crosstales.RTVoice.Google.VoiceProviderGoogle, [320](#)
 - Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth, [329](#)
 - Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, [63](#)
 - Crosstales.RTVoice.Provider.BaseVoiceProvider, [95](#)
 - Crosstales.RTVoice.Provider.IVoiceProvider, [176](#)
 - Crosstales.RTVoice.Provider.VoiceProviderAndroid, [303](#)
 - Crosstales.RTVoice.Provider.VoiceProviderIOS, [325](#)
 - Crosstales.RTVoice.Provider.VoiceProviderLinux, [334](#)
 - Crosstales.RTVoice.Provider.VoiceProviderMacOS, [338](#)
 - Crosstales.RTVoice.Provider.VoiceProviderMary, [342](#)
 - Crosstales.RTVoice.Provider.VoiceProviderWindows, [355](#)
 - Crosstales.RTVoice.Provider.VoiceProviderWSA, [358](#)
 - Crosstales.RTVoice.SAPI.VoiceProviderSAPI, [345](#)
 - Crosstales.RTVoice.Speaker, [236](#), [237](#)
 - Crosstales.RTVoice.Tool.AudioFileGenerator, [40](#)

- Crosstales.RTVoice.VoiceProviderExample, [317](#)
- Crosstales.RTVoice.WebGL.VoiceProviderWebGL, [350](#)
- GenerateAudioFile
 - Crosstales.RTVoice.Tool.SpeechText, [267](#)
- GenerateInEditor
 - Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, [306](#)
 - Crosstales.RTVoice.Azure.VoiceProviderAzure, [312](#)
 - Crosstales.RTVoice.Google.VoiceProviderGoogle, [320](#)
 - Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth, [329](#)
 - Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, [63](#)
 - Crosstales.RTVoice.Provider.BaseVoiceProvider, [95](#)
 - Crosstales.RTVoice.Provider.IVoiceProvider, [176](#)
 - Crosstales.RTVoice.Provider.VoiceProviderAndroid, [303](#)
 - Crosstales.RTVoice.Provider.VoiceProviderIOS, [325](#)
 - Crosstales.RTVoice.Provider.VoiceProviderLinux, [334](#)
 - Crosstales.RTVoice.Provider.VoiceProviderMacOS, [338](#)
 - Crosstales.RTVoice.Provider.VoiceProviderMary, [343](#)
 - Crosstales.RTVoice.Provider.VoiceProviderWSA, [358](#)
 - Crosstales.RTVoice.SAPI.VoiceProviderSAPI, [345](#)
 - Crosstales.RTVoice.VoiceProviderExample, [317](#)
 - Crosstales.RTVoice.WebGL.VoiceProviderWebGL, [350](#)
- GenerateOnStart
 - Crosstales.RTVoice.Tool.AudioFileGenerator, [41](#)
- GenericEventArgs
 - Crosstales.RTVoice.Azure.GenericEventArgs< T>, [156](#)
- GetBool
 - Crosstales.Common.Util.CTPlayerPrefs, [119](#)
- getBuildNameFromBuildTarget
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [70](#)
- getBuildTargetForBuildName
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [70](#)
- getCLIArgument
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [70](#)
- GetDate
 - Crosstales.Common.Util.CTPlayerPrefs, [119](#)
- GetDirectories
 - Crosstales.Common.Util.BaseHelper, [78](#)
- GetFiles
 - Crosstales.Common.Util.BaseHelper, [78](#)
- GetFloat
 - Crosstales.Common.Util.CTPlayerPrefs, [119](#)
- GetInt
 - Crosstales.Common.Util.CTPlayerPrefs, [120](#)
- getIP
 - Crosstales.Common.Util.BaseHelper, [79](#)
- GetString
 - Crosstales.Common.Util.CTPlayerPrefs, [120](#)
- GO_ID
 - Crosstales.RTVoice.EditorUtil.EditorHelper, [139](#)
- GrayScale
 - Crosstales.Common.Util.RandomColor, [202](#)
- Group
 - Crosstales.UI.UIHint, [289](#)
- Handle
 - Crosstales.Common.Util.CTProcess, [127](#)
- hasActiveClip
 - Crosstales.Common.Util.BaseHelper, [79](#)
- hasBuiltInTTS
 - Crosstales.RTVoice.Util.Helper, [170](#)
- hasCoRoutines
 - Crosstales.RTVoice.Provider.IVoiceProvider, [179](#)
 - Crosstales.RTVoice.Speaker, [250](#)
- HasExited
 - Crosstales.Common.Util.CTProcess, [127](#)
- HasKey
 - Crosstales.Common.Util.CTPlayerPrefs, [121](#)
- hasNeuralVoices
 - Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, [309](#)
- hasVoicesInEditor
 - Crosstales.RTVoice.Provider.IVoiceProvider, [179](#)
 - Crosstales.RTVoice.Speaker, [250](#)
- Headers
 - Crosstales.RTVoice.Azure.Synthesize.InputOptions, [172](#)
- HIERARCHY_ICON
 - Crosstales.RTVoice.EditorUtil.EditorConfig, [135](#)
- HSVToRGB
 - Crosstales.Common.Util.BaseHelper, [80](#)
- HueRange
 - Crosstales.Common.Util.RandomColor, [202](#)
- HutongGames, [30](#)
- HutongGames.PlayMaker, [30](#)
- HutongGames.PlayMaker.Actions, [30](#)
- HutongGames.PlayMaker.Actions.AudioFileGenerator, [38](#)
- Obj, [38](#)
- HutongGames.PlayMaker.Actions.BaseRTVAction, [91](#)
- HutongGames.PlayMaker.Actions.GetCultures, [157](#)
- Cultures, [158](#)
- HutongGames.PlayMaker.Actions.GetVoices, [159](#)
- Culture, [159](#)
- Gender, [159](#)
- Voices, [160](#)
- HutongGames.PlayMaker.Actions.Paralanguage, [196](#)
- Obj, [197](#)
- HutongGames.PlayMaker.Actions.Silence, [223](#)
- HutongGames.PlayMaker.Actions.Speak, [226](#)

- Culture, [227](#)
- RTVoiceNameAndroid, [227](#)
- RTVoiceNameCustom, [228](#)
- RTVoiceNameIOS, [228](#)
- RTVoiceNameMac, [228](#)
- RTVoiceNameMaryTTS, [228](#)
- RTVoiceNameWindows, [228](#)
- RTVoiceNameWSA, [228](#)
- Text, [229](#)
- HutongGames.PlayMaker.Actions.SpeakBase, [229](#)
 - AudioSource, [230](#)
 - Mode, [230](#)
 - Pitch, [230](#)
 - Rate, [230](#)
 - Volume, [230](#)
- HutongGames.PlayMaker.Actions.SpeakUI, [260](#)
 - Culture, [260](#)
 - RTVoiceName, [260](#)
 - Text, [261](#)
- HutongGames.PlayMaker.Actions.SpeechText, [264](#)
 - Obj, [265](#)
- HutongGames.PlayMaker.Actions.TextFileSpeaker, [278](#)
 - Obj, [278](#)
- Id
 - Crosstales.Common.Util.CTProcess, [127](#)
- Identifier
 - Crosstales.RTVoice.Model.Voice, [294](#)
- IgnoreCharacter
 - Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper, [36](#)
- InputOptions
 - Crosstales.RTVoice.Azure.Synthesize.InputOptions, [172](#)
- InstantiatePrefab
 - Crosstales.RTVoice.EditorUtil.EditorHelper, [139](#)
- InvokeMethod
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [71](#)
- isAndroidPlatform
 - Crosstales.Common.Util.BaseHelper, [85](#)
- isAppleBasedPlatform
 - Crosstales.Common.Util.BaseHelper, [85](#)
- isAutoClearTags
 - Crosstales.RTVoice.Speaker, [251](#)
- isBusy
 - Crosstales.Common.Util.CTProcess, [127](#)
 - Crosstales.RTVoice.Speaker, [251](#)
- isCallOnStopSpeech
 - Crosstales.RTVoice.AdventureCreator.ACConnector, [33](#)
- isCustomMode
 - Crosstales.RTVoice.Speaker, [251](#)
- isEditor
 - Crosstales.Common.Util.BaseHelper, [85](#)
- isEditorMode
 - Crosstales.Common.Util.BaseHelper, [85](#)
- isESpeakMode
 - Crosstales.RTVoice.Speaker, [251](#)
- isIL2CPP
 - Crosstales.Common.Util.BaseHelper, [86](#)
- isIL2CPPSupported
 - Crosstales.RTVoice.Provider.IVoiceProvider, [180](#)
 - Crosstales.RTVoice.Speaker, [251](#)
- isInternetAvailable
 - Crosstales.Common.Util.BaseHelper, [86](#)
- isIOSBasedPlatform
 - Crosstales.Common.Util.BaseHelper, [86](#)
- isIOSPlatform
 - Crosstales.Common.Util.BaseHelper, [86](#)
- isLinuxEditor
 - Crosstales.Common.Util.BaseHelper, [87](#)
- isLinuxPlatform
 - Crosstales.Common.Util.BaseHelper, [87](#)
- isLoaded
 - Crosstales.RTVoice.EditorUtil.EditorConfig, [135](#)
 - Crosstales.RTVoice.Util.Config, [105](#)
- isMacOSEditor
 - Crosstales.Common.Util.BaseHelper, [87](#)
- isMacOSPlatform
 - Crosstales.Common.Util.BaseHelper, [87](#)
- isMaryMode
 - Crosstales.RTVoice.Speaker, [252](#)
- isMuted
 - Crosstales.RTVoice.Speaker, [252](#)
- isOnlineService
 - Crosstales.RTVoice.Provider.IVoiceProvider, [180](#)
 - Crosstales.RTVoice.Speaker, [252](#)
- isPaused
 - Crosstales.RTVoice.Speaker, [252](#)
- isPlatformSupported
 - Crosstales.RTVoice.Provider.IVoiceProvider, [180](#)
 - Crosstales.RTVoice.Speaker, [252](#)
- isPS4Platform
 - Crosstales.Common.Util.BaseHelper, [88](#)
- isRTVoiceInScene
 - Crosstales.RTVoice.EditorUtil.EditorHelper, [140](#)
- isSilenceOnDisable
 - Crosstales.RTVoice.Speaker, [253](#)
- isSilenceOnFocusLost
 - Crosstales.RTVoice.Speaker, [253](#)
- isSilenceSource
 - Crosstales.RTVoice.Tool.Loudspeaker, [188](#)
- isSimulateSkipSpeech
 - Crosstales.RTVoice.AdventureCreator.ACConnector, [33](#)
- isSpeaking
 - Crosstales.RTVoice.Speaker, [253](#)
- isSpeakNativeSupported
 - Crosstales.RTVoice.Provider.IVoiceProvider, [180](#)
 - Crosstales.RTVoice.Speaker, [253](#)
- isSpeakSupported
 - Crosstales.RTVoice.Provider.IVoiceProvider, [181](#)
 - Crosstales.RTVoice.Speaker, [253](#)
- isSSMLSupported
 - Crosstales.RTVoice.Provider.IVoiceProvider, [181](#)
 - Crosstales.RTVoice.Speaker, [254](#)

- isStandalonePlatform
 - Crosstales.Common.Util.BaseHelper, [88](#)
- isSynchronized
 - Crosstales.RTVoice.Tool.Loudspeaker, [188](#)
- isTTSAvailable
 - Crosstales.RTVoice.Speaker, [254](#)
- isTvOSPlatform
 - Crosstales.Common.Util.BaseHelper, [88](#)
- isValidBuildTarget
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [71](#)
- isValidURL
 - Crosstales.Common.Util.BaseHelper, [80](#)
- isVoiceForCultureAvailable
 - Crosstales.RTVoice.Speaker, [237](#)
- isVoiceForGenderAvailable
 - Crosstales.RTVoice.Speaker, [238](#)
- isVoiceForNameAvailable
 - Crosstales.RTVoice.Speaker, [238](#)
- isWebGLPlatform
 - Crosstales.Common.Util.BaseHelper, [88](#)
- isWebPlatform
 - Crosstales.Common.Util.BaseHelper, [89](#)
- isWindowsBasedPlatform
 - Crosstales.Common.Util.BaseHelper, [89](#)
- isWindowsEditor
 - Crosstales.Common.Util.BaseHelper, [89](#)
- isWindowsPlatform
 - Crosstales.Common.Util.BaseHelper, [89](#)
- isWorkingInEditor
 - Crosstales.RTVoice.Provider.IVoiceProvider, [181](#)
 - Crosstales.RTVoice.Speaker, [254](#)
- isWorkingInPlaymode
 - Crosstales.RTVoice.Provider.IVoiceProvider, [181](#)
 - Crosstales.RTVoice.Speaker, [254](#)
- isWSABasedPlatform
 - Crosstales.Common.Util.BaseHelper, [90](#)
- isWSAPlatform
 - Crosstales.Common.Util.BaseHelper, [90](#)
- isXboxOnePlatform
 - Crosstales.Common.Util.BaseHelper, [90](#)
- KeyCode
 - Crosstales.Common.Util.TakeScreenshot, [277](#)
- Kill
 - Crosstales.Common.Util.CTProcess, [125](#)
- LeftToRight
 - Crosstales.Common.Util.SpectrumVisualizer, [263](#)
- lineEndingsRegex
 - Crosstales.Common.Util.BaseHelper, [84](#)
- Load
 - Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, [307](#)
 - Crosstales.RTVoice.Azure.VoiceProviderAzure, [313](#)
 - Crosstales.RTVoice.EditorUtil.EditorConfig, [134](#)
 - Crosstales.RTVoice.Google.VoiceProviderGoogle, [320](#)
 - Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth, [329](#)
 - Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, [64](#)
 - Crosstales.RTVoice.SAPI.VoiceProviderSAPI, [346](#)
 - Crosstales.RTVoice.Util.Config, [104](#)
 - Crosstales.RTVoice.VoiceProviderExample, [317](#)
 - Crosstales.RTVoice.WebGL.VoiceProviderWebGL, [351](#)
- Locale
 - Crosstales.RTVoice.Azure.Synthesize.InputOptions, [172](#)
- Loop
 - Crosstales.UI.Util.AudioSourceController, [46](#)
- ManagerName
 - Crosstales.UI.UIFocus, [287](#)
- MarkSpokenText
 - Crosstales.RTVoice.Util.Helper, [169](#)
- MaryPassword
 - Crosstales.RTVoice.Speaker, [255](#)
- MaryPort
 - Crosstales.RTVoice.Speaker, [255](#)
- MaryTTSMODE
 - Crosstales.RTVoice.Speaker, [247](#)
- MaryTTSPassword
 - Crosstales.RTVoice.Speaker, [247](#)
- MaryTTSPort
 - Crosstales.RTVoice.Speaker, [247](#)
- MaryTTSType
 - Crosstales.RTVoice.Model.Enum, [25](#)
 - Crosstales.RTVoice.Speaker, [248](#)
- MaryTTSUrl
 - Crosstales.RTVoice.Speaker, [248](#)
- MaryTTSUser
 - Crosstales.RTVoice.Speaker, [248](#)
- MaryType
 - Crosstales.RTVoice.Speaker, [255](#)
- MaryUrl
 - Crosstales.RTVoice.Speaker, [255](#)
- MaryUser
 - Crosstales.RTVoice.Speaker, [255](#)
- Material
 - Crosstales.Common.Util.RandomColor, [202](#)
- MaxSize
 - Crosstales.UI.UIResize, [290](#)
- MaxTextLength
 - Crosstales.RTVoice.Provider.IVoiceProvider, [182](#)
 - Crosstales.RTVoice.Speaker, [255](#)
- MENU_ID
 - Crosstales.RTVoice.EditorUtil.EditorHelper, [139](#)
- MinSize
 - Crosstales.UI.UIResize, [290](#)
- Mode
 - Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper, [36](#)
 - Crosstales.RTVoice.Model.Sequence, [210](#)
 - Crosstales.RTVoice.Tool.Paralanguage, [194](#)
 - Crosstales.RTVoice.Tool.SpeechText, [268](#)

- Crosstales.RTVoice.Tool.TextFileSpeaker, [282](#)
- HutongGames.PlayMaker.Actions.SpeakBase, [230](#)
- MovementSpeed
 - Crosstales.Common.Util.FreeCam, [155](#)
- Mute
 - Crosstales.RTVoice.Speaker, [238](#)
 - Crosstales.UI.Util.AudioSourceController, [47](#)
- MuteOrUnMute
 - Crosstales.RTVoice.Speaker, [239](#)
- Name
 - Crosstales.RTVoice.Model.Voice, [294](#)
- NewGender
 - Crosstales.RTVoice.Tool.ChangeGender, [101](#)
- Next
 - Crosstales.RTVoice.Tool.TextFileSpeaker, [280](#)
- NoVoicesUI
 - Crosstales.RTVoice.EditorUtil.EditorHelper, [139](#)
- Obj
 - HutongGames.PlayMaker.Actions.AudioFileGenerator, [38](#)
 - HutongGames.PlayMaker.Actions.Paralanguage, [197](#)
 - HutongGames.PlayMaker.Actions.SpeechText, [265](#)
 - HutongGames.PlayMaker.Actions.TextFileSpeaker, [278](#)
- Objects
 - Crosstales.Common.Util.BackgroundController, [49](#)
- OnAudioFileGeneratorComplete
 - Crosstales.RTVoice.Tool.AudioFileGenerator, [41](#)
- OnAudioFileGeneratorStart
 - Crosstales.RTVoice.Tool.AudioFileGenerator, [42](#)
- OnErrorInfo
 - Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, [66](#)
 - Crosstales.RTVoice.Provider.BaseVoiceProvider, [98](#)
 - Crosstales.RTVoice.Speaker, [256](#)
- OnPanelEnter
 - Crosstales.UI.UIFocus, [287](#)
- OnParalanguageComplete
 - Crosstales.RTVoice.Tool.Paralanguage, [195](#)
- OnParalanguageStart
 - Crosstales.RTVoice.Tool.Paralanguage, [196](#)
- OnProviderChange
 - Crosstales.RTVoice.Speaker, [256](#)
- OnSpeakAudioGenerationComplete
 - Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, [66](#)
 - Crosstales.RTVoice.Provider.BaseVoiceProvider, [98](#)
 - Crosstales.RTVoice.Speaker, [256](#)
- OnSpeakAudioGenerationStart
 - Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, [66](#)
 - Crosstales.RTVoice.Provider.BaseVoiceProvider, [98](#)
 - Crosstales.RTVoice.Speaker, [256](#)
- OnSpeakComplete
 - Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, [66](#)
 - Crosstales.RTVoice.Provider.BaseVoiceProvider, [98](#)
 - Crosstales.RTVoice.Speaker, [256](#)
- OnSpeakCurrentPhoneme
 - Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, [67](#)
 - Crosstales.RTVoice.Provider.BaseVoiceProvider, [98](#)
 - Crosstales.RTVoice.Speaker, [257](#)
- OnSpeakCurrentViseme
 - Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, [67](#)
 - Crosstales.RTVoice.Provider.BaseVoiceProvider, [98](#)
 - Crosstales.RTVoice.Speaker, [257](#)
- OnSpeakCurrentWord
 - Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, [67](#)
 - Crosstales.RTVoice.Provider.BaseVoiceProvider, [99](#)
 - Crosstales.RTVoice.Speaker, [257](#)
- OnSpeakStart
 - Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, [67](#)
 - Crosstales.RTVoice.Provider.BaseVoiceProvider, [99](#)
 - Crosstales.RTVoice.Speaker, [257](#)
- OnSpeechTextComplete
 - Crosstales.RTVoice.Tool.SpeechText, [270](#)
- OnSpeechTextStart
 - Crosstales.RTVoice.Tool.SpeechText, [270](#)
- OnVoicesReady
 - Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, [67](#)
 - Crosstales.RTVoice.Provider.BaseVoiceProvider, [99](#)
 - Crosstales.RTVoice.Speaker, [257](#)
- OpenFile
 - Crosstales.Common.Util.BaseHelper, [80](#)
- OutputFile
 - Crosstales.RTVoice.Model.Wrapper, [367](#)
- OutputFormat
 - Crosstales.RTVoice.Azure.Synthesize.InputOptions, [172](#)
- PATH_DELIMITER_UNIX
 - Crosstales.Common.Util.BaseConstants, [58](#)
- PATH_DELIMITER_WINDOWS
 - Crosstales.Common.Util.BaseConstants, [58](#)
- Pause
 - Crosstales.RTVoice.Speaker, [239](#)
- PauseOrUnPause
 - Crosstales.RTVoice.Speaker, [239](#)
- Pitch
 - Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper, [37](#)

- Crosstales.RTVoice.Model.Sequence, [211](#)
- Crosstales.RTVoice.Model.Wrapper, [368](#)
- Crosstales.RTVoice.Tool.Paralanguage, [194](#)
- Crosstales.RTVoice.Tool.SpeechText, [268](#)
- Crosstales.RTVoice.Tool.TextFileSpeaker, [283](#)
- Crosstales.UI.Util.AudioSourceController, [47](#)
- HutongGames.PlayMaker.Actions.SpeakBase, [230](#)
- Platform
 - Crosstales.Common.Model.Enum, [16](#)
- Platforms
 - Crosstales.Common.Util.PlatformController, [200](#)
- PlayAllOnStart
 - Crosstales.RTVoice.Tool.TextFileSpeaker, [283](#)
- PlayAllSequences
 - Crosstales.RTVoice.Tool.Sequencer, [213](#)
- PlayNextSequence
 - Crosstales.RTVoice.Tool.Sequencer, [214](#)
- PlayOnStart
 - Crosstales.RTVoice.Tool.Paralanguage, [194](#)
 - Crosstales.RTVoice.Tool.Sequencer, [214](#)
 - Crosstales.RTVoice.Tool.SpeechText, [268](#)
 - Crosstales.RTVoice.Tool.TextFileSpeaker, [283](#)
- PlaySequence
 - Crosstales.RTVoice.Tool.Sequencer, [214](#)
- PREFAB_AUTOLOAD
 - Crosstales.RTVoice.EditorUtil.EditorConfig, [135](#)
- PREFAB_PATH
 - Crosstales.RTVoice.EditorUtil.EditorConfig, [135](#)
- PREFAB_SUBPATH
 - Crosstales.RTVoice.EditorUtil.EditorConstants, [137](#)
- Prefix
 - Crosstales.Common.Util.TakeScreenshot, [277](#)
- PREFIX_FILE
 - Crosstales.Common.Util.BaseConstants, [60](#)
- Previous
 - Crosstales.RTVoice.Tool.TextFileSpeaker, [281](#)
- PROCESS_KILL_TIME
 - Crosstales.Common.Util.BaseConstants, [58](#)
- processes
 - Crosstales.RTVoice.Provider.BaseVoiceProvider, [97](#)
- Provider
 - Crosstales.RTVoice.Tool.VoiceInitializer, [300](#)
- ProviderType
 - Crosstales.RTVoice.Model.Enum, [25](#)
- Rate
 - Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper, [37](#)
 - Crosstales.RTVoice.Model.Sequence, [211](#)
 - Crosstales.RTVoice.Model.Wrapper, [368](#)
 - Crosstales.RTVoice.Tool.Paralanguage, [194](#)
 - Crosstales.RTVoice.Tool.SpeechText, [268](#)
 - Crosstales.RTVoice.Tool.TextFileSpeaker, [283](#)
 - HutongGames.PlayMaker.Actions.SpeakBase, [230](#)
- Raw16KHz16BitMonoPcm
 - Crosstales.RTVoice.Azure, [20](#)
- Raw16KHz16BitMonoTrueSilk
 - Crosstales.RTVoice.Azure, [20](#)
- Raw24KHz16BitMonoPcm
 - Crosstales.RTVoice.Azure, [20](#)
- Raw24KHz16BitMonoTrueSilk
 - Crosstales.RTVoice.Azure, [20](#)
- Raw8KHz8BitMonoMULaw
 - Crosstales.RTVoice.Azure, [20](#)
- ReadOnlyTextField
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [72](#)
- RedirectStandardError
 - Crosstales.Common.Util.CTProcessStartInfo, [129](#)
- RedirectStandardOutput
 - Crosstales.Common.Util.CTProcessStartInfo, [129](#)
- RefreshAssetDatabase
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [72](#)
- Reload
 - Crosstales.RTVoice.Tool.TextFileSpeaker, [281](#)
- ReloadProvider
 - Crosstales.RTVoice.Speaker, [239](#)
- RemoteCertificateValidationCallback
 - Crosstales.Common.Util.BaseHelper, [82](#)
- RemoveSymbolsFromAllTargets
 - Crosstales.Common.EditorTask.BaseCompileDefines, [51](#)
- RequestUri
 - Crosstales.RTVoice.Azure.Synthesize.InputOptions, [173](#)
 - Crosstales.RTVoice.Azure.VoiceProviderAzure, [314](#)
- Reset
 - Crosstales.RTVoice.EditorUtil.EditorConfig, [134](#)
 - Crosstales.RTVoice.Speaker, [240](#)
 - Crosstales.RTVoice.Util.Config, [104](#)
- ResetAllAudioSources
 - Crosstales.UI.Util.AudioSourceController, [46](#)
- ResetAudioFilters
 - Crosstales.UI.Util.AudioFilterController, [44](#)
- ResetAudioSourcesOnStart
 - Crosstales.UI.Util.AudioSourceController, [47](#)
- RestartUnity
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [72](#)
- Riff16KHz16BitMonoPcm
 - Crosstales.RTVoice.Azure, [20](#)
- Riff16KHz16KbpsMonoSiren
 - Crosstales.RTVoice.Azure, [20](#)
- Riff24KHz16BitMonoPcm
 - Crosstales.RTVoice.Azure, [20](#)
- Riff8KHz8BitMonoMULaw
 - Crosstales.RTVoice.Azure, [20](#)
- RTVOICE_SCENE_OBJECT_NAME
 - Crosstales.RTVoice.Util.Constants, [117](#)
- RTVoiceIOSBridge, [207](#)
- setVoices, [207](#)
- speak:text:rate:pitch:volume:, [207](#)
- stop, [208](#)

- RTVoiceName
 - HutongGames.PlayMaker.Actions.SpeakUI, [260](#)
- RTVoiceNameAndroid
 - HutongGames.PlayMaker.Actions.Speak, [227](#)
- RTVoiceNameCustom
 - HutongGames.PlayMaker.Actions.Speak, [228](#)
- RTVoiceNameIOS
 - HutongGames.PlayMaker.Actions.Speak, [228](#)
- RTVoiceNameMac
 - HutongGames.PlayMaker.Actions.Speak, [228](#)
- RTVoiceNameMaryTTS
 - HutongGames.PlayMaker.Actions.Speak, [228](#)
- RTVoiceNameWindows
 - HutongGames.PlayMaker.Actions.Speak, [228](#)
- RTVoiceNameWSA
 - HutongGames.PlayMaker.Actions.Speak, [228](#)
- SampleRate
 - Crosstales.Common.Model.Enum, [16](#)
 - Crosstales.RTVoice.AWSPolly, [19](#)
 - Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, [308](#)
 - Crosstales.RTVoice.Azure, [21](#)
 - Crosstales.RTVoice.Azure.VoiceProviderAzure, [314](#)
 - Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth, [330](#)
 - Crosstales.RTVoice.Model.Voice, [295](#)
 - Crosstales.RTVoice.Tool.AudioFileGenerator, [41](#)
- Samples
 - Crosstales.Common.Util.FFTAnalyzer, [152](#)
- SaturationRange
 - Crosstales.Common.Util.RandomColor, [202](#)
- Save
 - Crosstales.Common.Util.CTPlayerPrefs, [121](#)
 - Crosstales.RTVoice.EditorUtil.EditorConfig, [134](#)
 - Crosstales.RTVoice.Util.Config, [104](#)
- Scale
 - Crosstales.Common.Util.TakeScreenshot, [277](#)
- ScaleMax
 - Crosstales.Common.Util.RandomScaler, [206](#)
- ScaleMin
 - Crosstales.Common.Util.RandomScaler, [206](#)
- SeparatorUI
 - Crosstales.Common.EditorUtil.BaseEditorHelper, [72](#)
- Sequences
 - Crosstales.RTVoice.Tool.Sequencer, [215](#)
- SerializeToByteArray< T >
 - Crosstales.Common.Util.SerializeDeSerialize, [218](#)
- SerializeToFile< T >
 - Crosstales.Common.Util.SerializeDeSerialize, [218](#)
 - Crosstales.Common.Util.XmlHelper, [371](#)
- SerializeToString< T >
 - Crosstales.Common.Util.XmlHelper, [371](#)
- SetBool
 - Crosstales.Common.Util.CTPlayerPrefs, [121](#)
- SetDate
 - Crosstales.Common.Util.CTPlayerPrefs, [121](#)
- SetFloat
 - Crosstales.Common.Util.CTPlayerPrefs, [123](#)
- SetInt
 - Crosstales.Common.Util.CTPlayerPrefs, [123](#)
- SetState
 - Crosstales.RTVoice.LiveSpeaker, [184](#)
 - Crosstales.RTVoice.Provider.VoiceProviderIOS, [325](#)
- SetString
 - Crosstales.Common.Util.CTPlayerPrefs, [123](#)
- SetVoices
 - Crosstales.RTVoice.LiveSpeaker, [184](#)
 - Crosstales.RTVoice.Provider.VoiceProviderIOS, [325](#)
- setVoices
 - RTVoiceIOSBridge, [207](#)
- SHOW_BWF_BANNER
 - Crosstales.Common.Util.BaseConstants, [59](#)
- SHOW_DJ_BANNER
 - Crosstales.Common.Util.BaseConstants, [59](#)
- SHOW_FB_BANNER
 - Crosstales.Common.Util.BaseConstants, [59](#)
- SHOW_OC_BANNER
 - Crosstales.Common.Util.BaseConstants, [59](#)
- SHOW_RADIO_BANNER
 - Crosstales.Common.Util.BaseConstants, [59](#)
- SHOW_RTV_BANNER
 - Crosstales.Common.Util.BaseConstants, [59](#)
- SHOW_TB_BANNER
 - Crosstales.Common.Util.BaseConstants, [60](#)
- SHOW_TPB_BANNER
 - Crosstales.Common.Util.BaseConstants, [60](#)
- SHOW_TPS_BANNER
 - Crosstales.Common.Util.BaseConstants, [60](#)
- SHOW_TR_BANNER
 - Crosstales.Common.Util.BaseConstants, [60](#)
- ShowFileLocation
 - Crosstales.Common.Util.BaseHelper, [82](#)
- Silence
 - Crosstales.RTVoice.LiveSpeaker, [184](#)
 - Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, [64](#)
 - Crosstales.RTVoice.Provider.BaseVoiceProvider, [96](#)
 - Crosstales.RTVoice.Provider.IVoiceProvider, [176](#), [177](#)
 - Crosstales.RTVoice.Provider.VoiceProviderAndroid, [303](#)
 - Crosstales.RTVoice.Provider.VoiceProviderIOS, [326](#)
 - Crosstales.RTVoice.Provider.VoiceProviderLinux, [335](#)
 - Crosstales.RTVoice.Provider.VoiceProviderMacOS, [338](#)
 - Crosstales.RTVoice.Provider.VoiceProviderWindows, [355](#), [356](#)
 - Crosstales.RTVoice.Provider.VoiceProviderWSA, [359](#)

- Crosstales.RTVoice.SAPI.VoiceProviderSAPI, [346](#)
- Crosstales.RTVoice.Speaker, [240](#)
- Crosstales.RTVoice.Tool.Paralanguage, [193](#)
- Crosstales.RTVoice.Tool.SpeechText, [267](#)
- Crosstales.RTVoice.Tool.TextFileSpeaker, [281](#)
- Crosstales.RTVoice.WebGL.VoiceProviderWebGL, [351](#)
- SilenceOnDisable
 - Crosstales.RTVoice.Speaker, [248](#)
- SilenceOnFocusLost
 - Crosstales.RTVoice.Speaker, [248](#)
- SilenceSource
 - Crosstales.RTVoice.Tool.Loudspeaker, [187](#)
- SimplifiedCulture
 - Crosstales.RTVoice.Model.Voice, [295](#)
- SimulateSkipSpeech
 - Crosstales.RTVoice.AdventureCreator.ACConnector, [32](#)
- Source
 - Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper, [37](#)
 - Crosstales.RTVoice.Model.Sequence, [211](#)
 - Crosstales.RTVoice.Model.Wrapper, [367](#)
 - Crosstales.RTVoice.Tool.Loudspeaker, [187](#)
 - Crosstales.RTVoice.Tool.SpeechText, [268](#)
 - Crosstales.RTVoice.Tool.TextFileSpeaker, [283](#)
- Speak
 - Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, [307](#)
 - Crosstales.RTVoice.Azure.Synthesize, [275](#)
 - Crosstales.RTVoice.Azure.VoiceProviderAzure, [313](#)
 - Crosstales.RTVoice.Google.VoiceProviderGoogle, [320](#)
 - Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth, [329](#)
 - Crosstales.RTVoice.LiveSpeaker, [184](#), [185](#)
 - Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, [65](#)
 - Crosstales.RTVoice.Provider.BaseVoiceProvider, [96](#)
 - Crosstales.RTVoice.Provider.IVoiceProvider, [177](#)
 - Crosstales.RTVoice.Provider.VoiceProviderAndroid, [303](#)
 - Crosstales.RTVoice.Provider.VoiceProviderIOS, [326](#)
 - Crosstales.RTVoice.Provider.VoiceProviderLinux, [335](#)
 - Crosstales.RTVoice.Provider.VoiceProviderMacOS, [339](#)
 - Crosstales.RTVoice.Provider.VoiceProviderMary, [343](#)
 - Crosstales.RTVoice.Provider.VoiceProviderWindows, [356](#)
 - Crosstales.RTVoice.Provider.VoiceProviderWSA, [359](#)
 - Crosstales.RTVoice.SAPI.VoiceProviderSAPI, [346](#)
 - Crosstales.RTVoice.Speaker, [240](#)
 - Crosstales.RTVoice.Tool.Paralanguage, [193](#)
 - Crosstales.RTVoice.Tool.SpeechText, [267](#)
 - Crosstales.RTVoice.Tool.TextFileSpeaker, [281](#)
 - Crosstales.RTVoice.VoiceProviderExample, [317](#)
 - Crosstales.RTVoice.WebGL.VoiceProviderWebGL, [351](#)
 - SpeakNative
 - Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, [307](#)
 - Crosstales.RTVoice.Azure.VoiceProviderAzure, [313](#)
 - Crosstales.RTVoice.Google.VoiceProviderGoogle, [321](#)
 - Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth, [330](#)
 - Crosstales.RTVoice.LiveSpeaker, [185](#), [186](#)
 - Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, [65](#)
 - Crosstales.RTVoice.Provider.BaseVoiceProvider, [97](#)
 - Crosstales.RTVoice.Provider.IVoiceProvider, [177](#)
 - Crosstales.RTVoice.Provider.VoiceProviderAndroid, [304](#)
 - Crosstales.RTVoice.Provider.VoiceProviderIOS, [327](#)
 - Crosstales.RTVoice.Provider.VoiceProviderLinux, [335](#)
 - Crosstales.RTVoice.Provider.VoiceProviderMacOS, [339](#)
 - Crosstales.RTVoice.Provider.VoiceProviderMary, [343](#)
 - Crosstales.RTVoice.Provider.VoiceProviderWindows, [356](#)
 - Crosstales.RTVoice.Provider.VoiceProviderWSA, [359](#)
 - Crosstales.RTVoice.SAPI.VoiceProviderSAPI, [347](#)
 - Crosstales.RTVoice.Speaker, [242](#)
 - Crosstales.RTVoice.VoiceProviderExample, [318](#)
 - Crosstales.RTVoice.WebGL.VoiceProviderWebGL, [351](#)
 - SpeakMode
 - Crosstales.RTVoice.Model.Enum, [26](#)
 - SpeakNative
 - Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, [307](#)
 - Crosstales.RTVoice.Azure.VoiceProviderAzure, [313](#)
 - Crosstales.RTVoice.Google.VoiceProviderGoogle, [321](#)
 - Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth, [330](#)
 - Crosstales.RTVoice.LiveSpeaker, [185](#), [186](#)
 - Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, [65](#)
 - Crosstales.RTVoice.Provider.BaseVoiceProvider, [97](#)
 - Crosstales.RTVoice.Provider.IVoiceProvider, [177](#)
 - Crosstales.RTVoice.Provider.VoiceProviderAndroid, [304](#)
 - Crosstales.RTVoice.Provider.VoiceProviderIOS, [327](#)
 - Crosstales.RTVoice.Provider.VoiceProviderLinux, [335](#)
 - Crosstales.RTVoice.Provider.VoiceProviderMacOS, [339](#)
 - Crosstales.RTVoice.Provider.VoiceProviderMary, [343](#)
 - Crosstales.RTVoice.Provider.VoiceProviderWindows, [356](#)
 - Crosstales.RTVoice.Provider.VoiceProviderWSA, [359](#)
 - Crosstales.RTVoice.SAPI.VoiceProviderSAPI, [347](#)
 - Crosstales.RTVoice.Speaker, [242](#)
 - Crosstales.RTVoice.VoiceProviderExample, [318](#)
 - Crosstales.RTVoice.WebGL.VoiceProviderWebGL, [351](#)
 - SpeakNativeInEditor
 - Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, [307](#)
 - Crosstales.RTVoice.Azure.VoiceProviderAzure, [313](#)
 - Crosstales.RTVoice.Google.VoiceProviderGoogle, [321](#)

- 321
- Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth, 321
- 330
- Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, 330
- 65
- Crosstales.RTVoice.Provider.IVoiceProvider, 178
- Crosstales.RTVoice.Provider.VoiceProviderAndroid, 304
- Crosstales.RTVoice.Provider.VoiceProviderIOS, 327
- Crosstales.RTVoice.Provider.VoiceProviderLinux, 336
- Crosstales.RTVoice.Provider.VoiceProviderMacOS, 339
- Crosstales.RTVoice.Provider.VoiceProviderMary, 343
- Crosstales.RTVoice.Provider.VoiceProviderWSA, 359
- Crosstales.RTVoice.SAPI.VoiceProviderSAPI, 347
- Crosstales.RTVoice.VoiceProviderExample, 318
- Crosstales.RTVoice.WebGL.VoiceProviderWebGL, 352
- SpeakNativeWithUID
 - Crosstales.RTVoice.Speaker, 243
- SpeakRandom
 - Crosstales.RTVoice.Tool.TextFileSpeaker, 283
- SpeakText
 - Crosstales.RTVoice.Tool.TextFileSpeaker, 282
- SpeakWithUID
 - Crosstales.RTVoice.Speaker, 243
- SpeechCount
 - Crosstales.RTVoice.Speaker, 257
- Speeches
 - Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth, 331
- SpeechTime
 - Crosstales.RTVoice.Model.Wrapper, 368
- Speed
 - Crosstales.UI.WindowManager, 364
- SpeedMax
 - Crosstales.Common.Util.RandomRotator, 204
- SpeedMin
 - Crosstales.Common.Util.RandomRotator, 204
- SplitStringToLines
 - Crosstales.Common.Util.BaseHelper, 82
- Ssml16Khz16BitMonoSilk
 - Crosstales.RTVoice.Azure, 20
- Ssml16Khz16BitMonoTts
 - Crosstales.RTVoice.Azure, 20
- StandardError
 - Crosstales.Common.Util.CTProcess, 127
- StandardErrorEncoding
 - Crosstales.Common.Util.CTProcessStartInfo, 129
- StandardOutput
 - Crosstales.Common.Util.CTProcess, 127
- StandardOutputEncoding
 - Crosstales.Common.Util.CTProcessStartInfo, 130
- Start
 - Crosstales.Common.Util.CTProcess, 125, 126
 - Crosstales.Common.Util.CTProcess, 128
 - StartLooking
 - Crosstales.Common.Util.FreeCam, 154
 - StartTime
 - Crosstales.Common.Util.CTProcess, 128
 - StereoPan
 - Crosstales.UI.Util.AudioSourceController, 47
 - stop
 - RTVoiceIOSBridge, 208
 - StopAll
 - Crosstales.RTVoice.Tool.TextFileSpeaker, 282
 - StopAllSequences
 - Crosstales.RTVoice.Tool.Sequencer, 214
 - StopLooking
 - Crosstales.Common.Util.FreeCam, 155
 - StreamingAssetsPath
 - Crosstales.Common.Util.BaseHelper, 90
 - StringToGender
 - Crosstales.RTVoice.Util.Helper, 170
 - Survivors
 - Crosstales.Common.Util.SurviveSceneSwitch, 273
 - Synchronized
 - Crosstales.RTVoice.Tool.Loudspeaker, 188
 - Synthesize
 - Crosstales.RTVoice.Azure.Synthesize, 275
 - Text
 - Crosstales.RTVoice.Azure.Synthesize.InputOptions, 173
 - Crosstales.RTVoice.Model.Sequence, 211
 - Crosstales.RTVoice.Model.Wrapper, 369
 - Crosstales.RTVoice.Tool.Paralanguage, 194
 - Crosstales.RTVoice.Tool.SpeechText, 268
 - HutongGames.PlayMaker.Actions.Speak, 229
 - HutongGames.PlayMaker.Actions.SpeakUI, 261
 - TextFiles
 - Crosstales.RTVoice.Tool.AudioFileGenerator, 41
 - Crosstales.RTVoice.Tool.TextFileSpeaker, 284
 - Timeout
 - Crosstales.Common.Util.CTWebClient, 131
 - ToAudioClip
 - Crosstales.RTVoice.Util.WavMaster, 362
 - TTS_LINUX
 - Crosstales.RTVoice.Util.Config, 105
 - TTS_LINUX_DATA
 - Crosstales.RTVoice.Util.Config, 106
 - TTS_MACOS
 - Crosstales.RTVoice.Util.Config, 106
 - TTS_WINDOWS_BUILD
 - Crosstales.RTVoice.Util.Config, 106
 - TTS_WINDOWS_EDITOR
 - Crosstales.RTVoice.Util.Config, 106
 - TTS_WINDOWS_EDITOR_x86
 - Crosstales.RTVoice.Util.Config, 106
 - TTS_WINDOWS_SUBPATH
 - Crosstales.RTVoice.Util.Constants, 117
 - TTS_WINDOWS_x86_SUBPATH

- Crosstales.RTVoice.Util.Constants, [117](#)
- Uid
 - Crosstales.RTVoice.Model.Wrapper, [367](#)
- Uniform
 - Crosstales.Common.Util.RandomScaler, [206](#)
- UnMute
 - Crosstales.RTVoice.Speaker, [243](#)
- UnPause
 - Crosstales.RTVoice.Speaker, [244](#)
- UPDATE_CHECK
 - Crosstales.RTVoice.EditorUtil.EditorConfig, [135](#)
- UpdateStatus
 - Crosstales.RTVoice.EditorTask, [23](#)
- UseCmdExecute
 - Crosstales.Common.Util.CTProcessStartInfo, [130](#)
- UseInterval
 - Crosstales.Common.Util.RandomColor, [203](#)
 - Crosstales.Common.Util.RandomRotator, [204](#)
 - Crosstales.Common.Util.RandomScaler, [206](#)
- UseNeuralVoices
 - Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, [308](#)
- UseShellExecute
 - Crosstales.Common.Util.CTProcessStartInfo, [130](#)
- UseSpeechAudioSource
 - Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper, [37](#)
- UseThread
 - Crosstales.Common.Util.CTProcessStartInfo, [130](#)
- ValidateFile
 - Crosstales.Common.Util.BaseHelper, [83](#)
- ValidatePath
 - Crosstales.Common.Util.BaseHelper, [83](#)
- ValidURLFromFilePath
 - Crosstales.Common.Util.BaseHelper, [83](#)
- ValueRange
 - Crosstales.Common.Util.RandomColor, [203](#)
- Vendor
 - Crosstales.RTVoice.Model.Voice, [295](#)
- Version
 - Crosstales.RTVoice.Model.Voice, [295](#)
- VisualPrefab
 - Crosstales.Common.Util.SpectrumVisualizer, [264](#)
- Voice
 - Crosstales.RTVoice.Model.Voice, [293](#)
 - Crosstales.RTVoice.Model.VoiceAlias, [298](#)
 - Crosstales.RTVoice.Model.Wrapper, [368](#)
- VoiceForCulture
 - Crosstales.RTVoice.Speaker, [244](#)
- VoiceForGender
 - Crosstales.RTVoice.Speaker, [244](#)
- VoiceForName
 - Crosstales.RTVoice.Speaker, [245](#)
- VoiceName
 - Crosstales.RTVoice.Azure.Synthesize.InputOptions, [173](#)
 - Crosstales.RTVoice.Model.VoiceAlias, [299](#)
- VoiceNameAndroid
 - Crosstales.RTVoice.Model.VoiceAlias, [297](#)
- VoiceNameCustom
 - Crosstales.RTVoice.Model.VoiceAlias, [297](#)
- VoiceNameIOS
 - Crosstales.RTVoice.Model.VoiceAlias, [297](#)
- VoiceNameLinux
 - Crosstales.RTVoice.Model.VoiceAlias, [297](#)
- VoiceNameMac
 - Crosstales.RTVoice.Model.VoiceAlias, [298](#)
- VoiceNameMaryTTS
 - Crosstales.RTVoice.Model.VoiceAlias, [298](#)
- VoiceNames
 - Crosstales.RTVoice.Tool.VoiceInitializer, [300](#)
- VoiceNameWindows
 - Crosstales.RTVoice.Model.VoiceAlias, [298](#)
- VoiceNameWSA
 - Crosstales.RTVoice.Model.VoiceAlias, [298](#)
- VoiceProviderAndroid
 - Crosstales.RTVoice.Provider.VoiceProviderAndroid, [302](#)
- VoiceProviderIOS
 - Crosstales.RTVoice.Provider.VoiceProviderIOS, [324](#)
- VoiceProviderLinux
 - Crosstales.RTVoice.Provider.VoiceProviderLinux, [334](#)
- VoiceProviderMacOS
 - Crosstales.RTVoice.Provider.VoiceProviderMacOS, [337](#)
- VoiceProviderMary
 - Crosstales.RTVoice.Provider.VoiceProviderMary, [342](#)
- VoiceProviderWindows
 - Crosstales.RTVoice.Provider.VoiceProviderWindows, [355](#)
- VoiceProviderWSA
 - Crosstales.RTVoice.Provider.VoiceProviderWSA, [358](#)
- Voices
 - Crosstales.RTVoice.AdventureCreator.ACConnector, [33](#)
 - Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper, [37](#)
 - Crosstales.RTVoice.Model.Sequence, [211](#)
 - Crosstales.RTVoice.Provider.IVoiceProvider, [182](#)
 - Crosstales.RTVoice.Speaker, [258](#)
 - Crosstales.RTVoice.Tool.Paralanguage, [194](#)
 - Crosstales.RTVoice.Tool.SpeechText, [269](#)
 - Crosstales.RTVoice.Tool.TextFileSpeaker, [284](#)
 - HutongGames.PlayMaker.Actions.GetVoices, [160](#)
- VoicesForCulture
 - Crosstales.RTVoice.Speaker, [245](#)
- VoicesForGender
 - Crosstales.RTVoice.Speaker, [246](#)
- VoiceType
 - Crosstales.RTVoice.Azure.Synthesize.InputOptions, [173](#)

Volume

Crosstales.RTVoice.AdventureCreator.ACVoiceWrapper, [37](#)
Crosstales.RTVoice.Model.Sequence, [211](#)
Crosstales.RTVoice.Model.Wrapper, [369](#)
Crosstales.RTVoice.Tool.Paralanguage, [195](#)
Crosstales.RTVoice.Tool.SpeechText, [269](#)
Crosstales.RTVoice.Tool.TextFileSpeaker, [284](#)
Crosstales.UI.Util.AudioSourceController, [47](#)
HutongGames.PlayMaker.Actions.SpeakBase, [230](#)

Width

Crosstales.Common.Util.SpectrumVisualizer, [264](#)

Windows

Crosstales.UI.UIWindowManager, [292](#)

WordSpoken

Crosstales.RTVoice.LiveSpeaker, [186](#)
Crosstales.RTVoice.Provider.VoiceProviderIOS, [327](#)

WorkingDirectory

Crosstales.Common.Util.CTProcessStartInfo, [130](#)

Wrapper

Crosstales.RTVoice.Model.Wrapper, [365](#), [366](#)

WSAVoiceNameToGender

Crosstales.RTVoice.Util.Helper, [170](#)

ZoomSensitivity

Crosstales.Common.Util.FreeCam, [155](#)