RT-Voice PRO

Hearing is understanding

API

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Chapter 2

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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.ProcessStart↩ Info"-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.Riff8Khz8
    AudioOutputFormat.Riff16Khz16BitMonoPcm,
    AudioOutputFormat.Ssml16Khz16BitMonoSilk, AudioOutputFormat.Raw16Khz16BitMonoTrueSilk, AudioOutputFormat.Ssml16
    AudioOutputFormat.Audio16Khz128KBitRateMonoMp3,
    AudioOutputFormat.Audio16Khz64KBitRateMonoMp3, AudioOutputFormat.Audio16Khz32KBitRateMonoMp3,
    AudioOutputFormat.Audio16Khz16KbpsMonoSiren, AudioOutputFormat.Riff16Khz16KbpsMonoSiren,
    AudioOutputFormat.Raw24Khz16BitMonoTrueSilk, AudioOutputFormat.Raw24Khz16BitMonoPcm, AudioOutputFormat.Riff24K
    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=1011lNGT`
- 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=1011lNGT`
- 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=1011lNGT

- 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:

```
            ┌─────────────────────────────────────────────────┐
            │                 MonoBehaviour                   │
            └─────────────────────────────────────────────────┘
                                   ▲
            ┌─────────────────────────────────────────────────┐
            │ Crosstales.RTVoice.AdventureCreator.ACConnector │
            └─────────────────────────────────────────────────┘
```
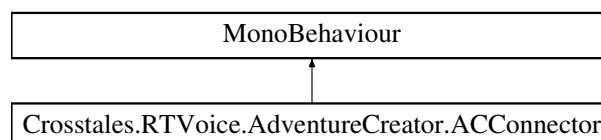
Public Member Functions

- 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:

```
┌─────────────────────────────────────────────────────┐
│                      Editor                         │
└─────────────────────────────────────────────────────┘
                           ▲
                           │
┌─────────────────────────────────────────────────────┐
│  Crosstales.RTVoice.AdventureCreator.ACConnectorEditor  │
└─────────────────────────────────────────────────────┘
```
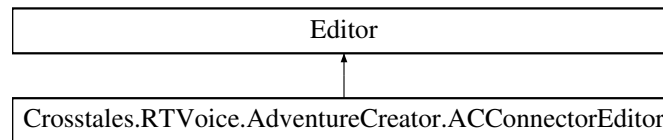
Public Member Functions

- 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.ACSceneSwitcher Class Reference

Allows to switch scenes with Adventure Creator.

Inheritance diagram for Crosstales.RTVoice.AdventureCreator.ACSceneSwitcher:

```
┌─────────────────────────────────────────────────────┐
│                   MonoBehaviour                       │
└─────────────────────────────────────────────────────┘
                          ▲
                          │
┌─────────────────────────────────────────────────────┐
│ Crosstales.RTVoice.AdventureCreator.ACSceneSwitcher   │
└─────────────────────────────────────────────────────┘
```
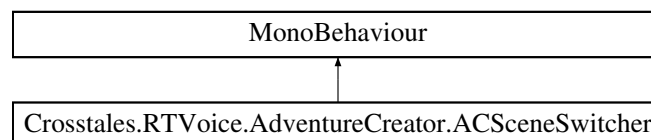
Public Member Functions

- 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/ACSceneSwitcher.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:

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

Public Member Functions

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

Public Attributes

- Crosstales.RTVoice.Tool.AudioFileGenerator Obj

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

5.8.1   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:

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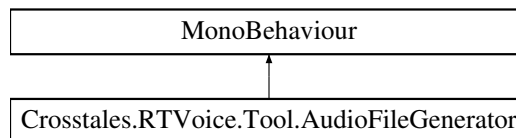
Public Member Functions

- 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.OnAudioFileGenerator←
Complete [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:

```
┌──────────────────────────────────────────────────────┐
│                  CustomActionEditor                    │
└──────────────────────────────────────────────────────┘
                           ▲
┌──────────────────────────────────────────────────────┐
│      Crosstales.RTVoice.PlayMaker.BaseRTVEditor        │
└──────────────────────────────────────────────────────┘
                           ▲
┌──────────────────────────────────────────────────────┐
│  Crosstales.RTVoice.PlayMaker.AudioFileGeneratorEditor │
└──────────────────────────────────────────────────────┘
```
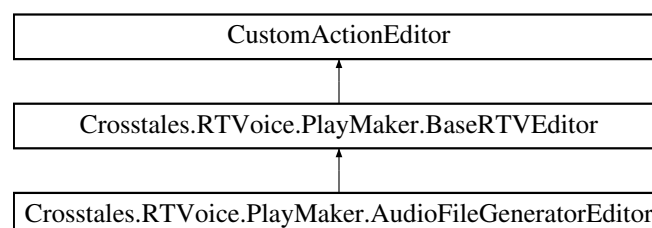
Additional Inherited Members

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:

```
                    ┌──────────────────────────────────────────────────┐
                    │                     Editor                        │
                    └──────────────────────────────────────────────────┘
                                            ▲
                                            │
    ┌──────────────────────────────────────────────────────────────────┐
    │   Crosstales.RTVoice.EditorExtension.AudioFileGeneratorEditor     │
    └──────────────────────────────────────────────────────────────────┘
```
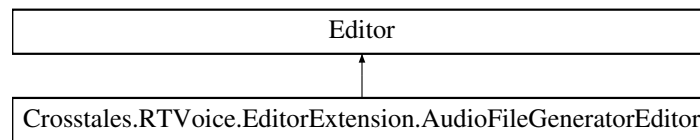
Public Member Functions

- 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:

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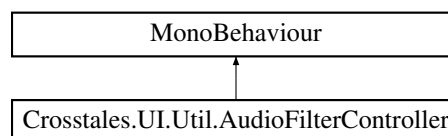
Public Member Functions

- void **Start** ()
- void **Update** ()
- void FindAllAudioFilters ()
    - *Finds all audio filters in the scene.*
- void ResetAudioFilters ()
    - *Resets all audio filters.*
- void **ReverbFilterDropdownChanged** (System.Int32 index)
- void **ChorusFilterEnabled** (bool 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:

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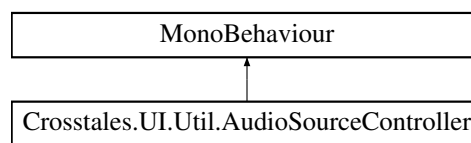
Public Member Functions

  • void **Update** ()
  • void FindAllAudioSources ()

      Finds all audio sources in the scene.
  • void ResetAllAudioSources ()

      Resets all audio sources.
  • void **MuteEnabled** (bool 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

issueTokenUri	
key	

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/TTSClient.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:

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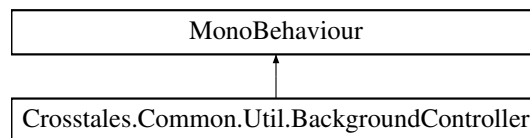
Public Member Functions

- 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:

```
┌─────────────────────────────────────────────────┐
│  Crosstales.Common.EditorTask.BaseCompileDefines  │
└─────────────────────────────────────────────────┘
                         ▲
                         │
┌─────────────────────────────────────────────────┐
│   Crosstales.RTVoice.EditorTask.CompileDefines    │
└─────────────────────────────────────────────────┘
```
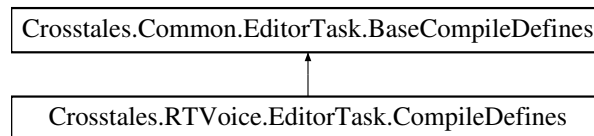
Static Public Member Functions

- 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

symbols	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

symbols	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:

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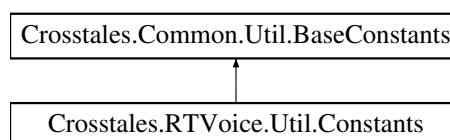
Static Public Attributes

- 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=1011lNGT"

    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=1011lNGT"

  URL of the 3rd party asset "PlayMaker".
- const string ASSET_BWF = "https://assetstore.unity.com/packages/slug/26255?aid=1011lNGT"

  URL of the "Badword Filter" asset.
- const string ASSET_DJ = "https://assetstore.unity.com/packages/slug/41993?aid=1011lNGT"

  URL of the "DJ" asset.
- const string ASSET_FB = "https://assetstore.unity.com/packages/slug/98713?aid=1011lNGT"

  URL of the "File Browser" asset.
- const string ASSET_OC = "https://assetstore.unity.com/packages/slug/74688?aid=1011lNGT"

  URL of the "Online Check" asset.
- const string ASSET_RADIO = "https://assetstore.unity.com/packages/slug/32034?aid=1011lNGT"

  URL of the "Radio" asset.
- const string ASSET_RTV = "https://assetstore.unity.com/packages/slug/41068?aid=1011lNGT"

  URL of the "RT-Voice" asset.
- const string ASSET_TB = "https://assetstore.unity.com/packages/slug/98711?aid=1011lNGT"

  URL of the "Turbo Backup" asset.
- const string ASSET_TPB = "https://assetstore.unity.com/packages/slug/98714?aid=1011lNGT"

  URL of the "Turbo Builder" asset.
- const string ASSET_TPS = "https://assetstore.unity.com/packages/slug/60040?aid=1011lNGT"

  URL of the "Turbo Switch" asset.
- const string ASSET_TR = "https://assetstore.unity.com/packages/slug/61617?aid=1011lNGT"

  URL of the "True Random" asset.
- const int FACTOR_KB = 1024

  Factor for kilo bytes.
- const int FACTOR_MB = FACTOR_KB $*$ 1024

  Factor for mega bytes.
- const int FACTOR_GB = FACTOR_MB $*$ 1024

  Factor for giga bytes.
- const float FLOAT_32768 = 32768f

  Float value of 32768.
- const 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=1011lNGT"  [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=1011lNGT" [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=1011lNGT" [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=1011lNGT" [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=1011lNGT" [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=1011lNGT"  [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=1011lNGT"  [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=1011lNGT"  [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=1011lNGT" [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=1011lNGT" [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=1011lNGT" [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=1011lNGT" [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

wrapper	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.Voice 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

wrapper	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.VoiceP 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.VoicePro 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

uid	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

wrapper	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.VoiceProviderE 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

wrapper	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.VoiceProvic 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

wrapper	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.VoiceP 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:

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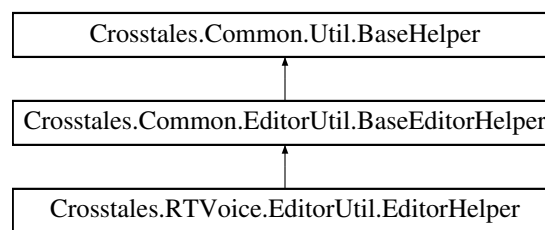
Static Public Member Functions

- static void RestartUnity (string executeMethod="")

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

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

  Generates a read-only text field with a label.
- static void RefreshAssetDatabase (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.Find↩
AssetsByType< 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

build	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

build	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

name	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

className	Full qualified name of the class
methodName	Public static method of the class to execute
parameters	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

target	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

options	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

executeMethod	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

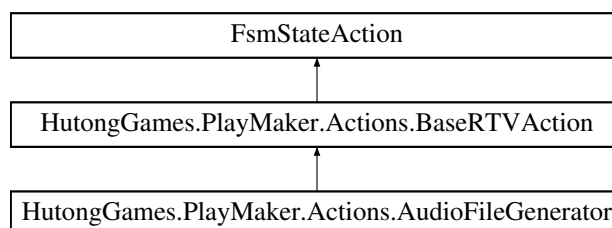|	
space	Space in pixels between the component and the separator line (default: 12, optional).

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:

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

Static Public Member Functions

- static string CreateString (string replaceChars, int stringLength)

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

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

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

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

    Validates a given file.
- static string[ ] 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

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

Returns

> Clean URL

5.21.2.2   ClearLineEndings()

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

Cleans a given text from line endings.

Parameters

text	Text to clean.

Returns

> Clean text without line endings.

5.21.2.3   ClearSpaces()

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

Cleans a given text from multiple spaces.

Parameters

text	Text to clean.

Returns

> Clean text without multiple spaces.

5.21.2.4 ClearTags()

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

Cleans a given text from tags.

Parameters

text	Text to clean.

Returns

    Clean text without tags.

5.21.2.5 CreateString()

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

Creates a string of characters with a given length.

Parameters

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

Returns

    Generated string

5.21.2.6 FileCopy()

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

Copy or move a file.

Parameters

inputFile	Input file path
outputFile	Output file path
move	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

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

Returns

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

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

path	Path to find the files
isRecursive	Recursive search (default: false, optional)
extensions	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 occured.

5.21.2.11 getIP()

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

Returns the IP of a given host name.

Parameters

host	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

source	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

h	Hue
s	Saturation
v	Value
a	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

url	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

file	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

file	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

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

Returns

Splitted lines as array

5.21.2.19 ValidateFile()

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

Validates a given file.

Parameters

path	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

path	Path to validate
addEndDelimiter	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

path	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:

```
┌─────────────────────────────────────────────────┐
│               FsmStateAction                    │
└─────────────────────────────────────────────────┘
                         ▲
┌─────────────────────────────────────────────────┐
│   HutongGames.PlayMaker.Actions.BaseRTVAction   │
└─────────────────────────────────────────────────┘
     ▲
     │         ┌───────────────────────────────────────────────────┐
     ├─────────┤ HutongGames.PlayMaker.Actions.AudioFileGenerator  │
     │         └───────────────────────────────────────────────────┘
     │         ┌───────────────────────────────────────────────────┐
     ├─────────┤   HutongGames.PlayMaker.Actions.GetCultures       │
     │         └───────────────────────────────────────────────────┘
     │         ┌───────────────────────────────────────────────────┐
     ├─────────┤    HutongGames.PlayMaker.Actions.GetVoices        │
     │         └───────────────────────────────────────────────────┘
     │         ┌───────────────────────────────────────────────────┐
     ├─────────┤   HutongGames.PlayMaker.Actions.Paralanguage      │
     │         └───────────────────────────────────────────────────┘
     │         ┌───────────────────────────────────────────────────┐
     ├─────────┤     HutongGames.PlayMaker.Actions.Silence         │
     │         └───────────────────────────────────────────────────┘
     │         ┌───────────────────────────────────────────────────┐
     ├─────────┤    HutongGames.PlayMaker.Actions.SpeakBase        │
     │         └───────────────────────────────────────────────────┘
     │         ┌───────────────────────────────────────────────────┐
     ├─────────┤    HutongGames.PlayMaker.Actions.SpeechText       │
     │         └───────────────────────────────────────────────────┘
     │         ┌───────────────────────────────────────────────────┐
     └─────────┤  HutongGames.PlayMaker.Actions.TextFileSpeaker    │
               └───────────────────────────────────────────────────┘
```
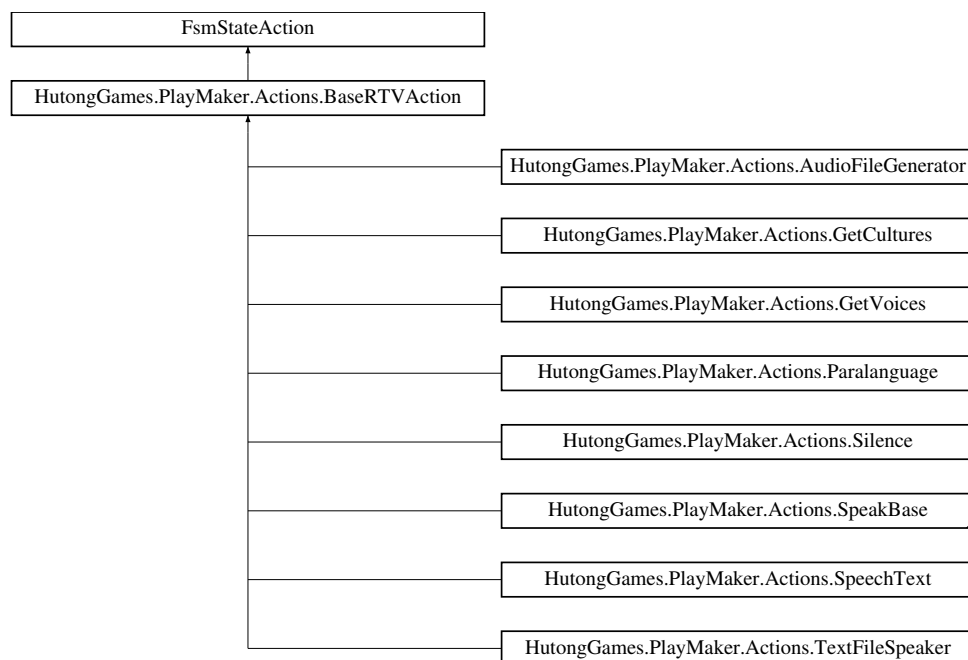
Public Attributes

- 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:
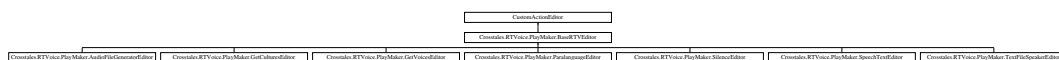
Public Member Functions

- 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:
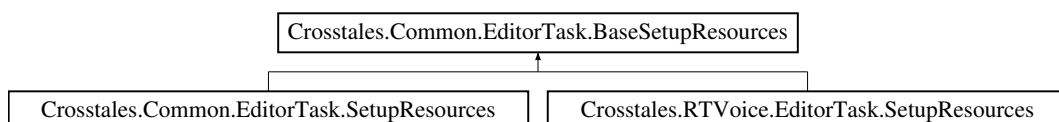
Static Protected Member Functions

- 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 **isIL2CPPSupported** [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

obj	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

wrapper	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 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

wrapper	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 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 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

uid	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

wrapper	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.Voi 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

wrapper	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.Voi 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.OnSpeakAudio↩ GenerationComplete [static], [add], [remove]`

An event triggered whenever a speak audio generation is completed.

5.25.5.3 OnSpeakAudioGenerationStart

`SpeakAudioGenerationStart Crosstales.RTVoice.Provider.BaseVoiceProvider.OnSpeakAudioGeneration↩ Start [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:

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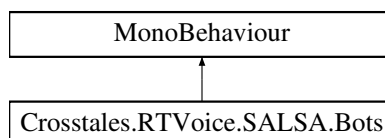
Public Member Functions

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

Public Attributes

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

5.26.1   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/$\hookleftarrow$
  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/$\hookleftarrow$
  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:
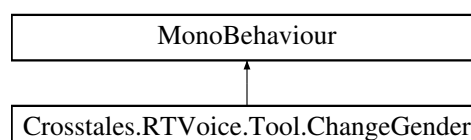
Public Member Functions

- 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:

```
┌─────────────────────────────────────────────────────┐
│                        Editor                        │
└─────────────────────────────────────────────────────┘
                            ▲
                            │
┌─────────────────────────────────────────────────────┐
│ 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:

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

Additional Inherited Members

5.30.1 Detailed Description

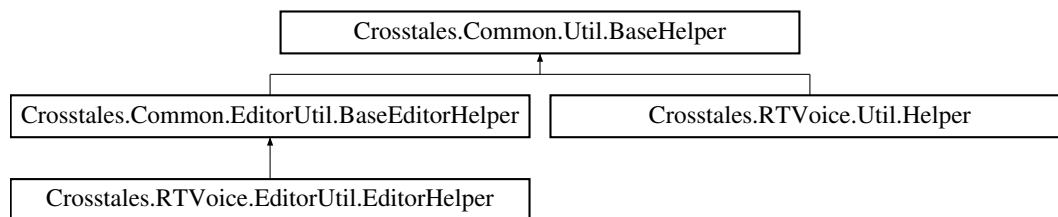Adds the given define symbols to PlayerSettings define symbols.

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_DELE↩
TE

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

    Enforce 32bit versions of voices under Windows.
- static 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 isLoaded = false

    Is the configuration loaded?

Properties

- static string AUDIOFILE_PATH `[get, set]`

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

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

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

5.31.1 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 Crosstales.RTVoice.Util.Config.TTS_WINDOWS_EDITOR_x86 [static], [get]

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

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Scripts/$\leftarrow$
  Util/Config.cs

5.32 Crosstales.RTVoice.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.RTVoice.EditorIntegration.ConfigBase:

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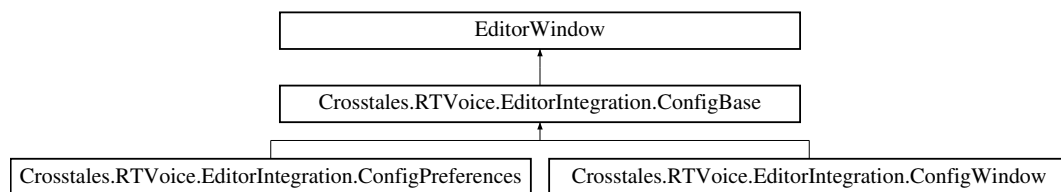
Protected Member Functions

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

Static Protected Member Functions

- static void **save** ()

5.32.1 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/crosstales/RTVoice/Editor/$\leftarrow$
  Integration/ConfigBase.cs

5.33 Crosstales.RTVoice.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.RTVoice.EditorIntegration.ConfigPreferences:

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

Additional Inherited Members

5.33.1 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:

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

Public Member Functions

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

Static Public Member Functions

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

Events

- static StopPlayback **OnStopPlayback**

Additional Inherited Members

5.34.1   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:

Crosstales.Common.Util.BaseConstants

↑

Crosstales.RTVoice.Util.Constants
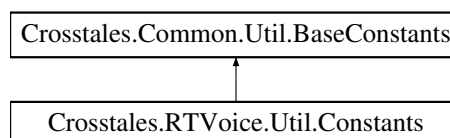
Static Public Attributes

- 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=1011lNGT"

URL of the PRO asset in UAS.

- const string ASSET_2019_URL = "https://www.assetstore.unity3d.com/#!/content/41068?aid=1011lNGT"

  URL of the 2019 asset in UAS.

- const string ASSET_3P_URL = "https://assetstore.unity.com/lists/rt-voice-friends-42209?aid=1011lNGT"

  URL of the 3rd party assets in UAS.

- const string ASSET_UPDATE_CHECK_URL = "https://www.crosstales.com/media/assets/rtvoice_↩
  versions.txt"

  URL for update-checks of the asset

- const string ASSET_CONTACT = "rtvoice@crosstales.com"

  Contact to the owner of the asset.

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

  URL of the asset manual.

- const string ASSET_API_URL = "http://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=PLgtonIOr6Tb41XTMee↩
  Z836tjHlKgOO84S"

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

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

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

- const string ASSET_3P_ADVENTURE_CREATOR = "https://assetstore.unity.com/packages/slug/11896?aid=1011l↩
  NGT"

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

- const string ASSET_3P_CINEMA_DIRECTOR = "https://assetstore.unity.com/packages/slug/19779?aid=1011l↩
  NGT"

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

- const string ASSET_3P_DIALOGUE_SYSTEM = "https://assetstore.unity.com/packages/slug/11672?aid=1011l↩
  NGT"

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

- const string ASSET_3P_LOCALIZED_DIALOGS = "https://assetstore.unity.com/packages/slug/5020?aid=1011l↩
  NGT"

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

- const string ASSET_3P_LIPSYNC = "https://assetstore.unity.com/packages/slug/32117?aid=1011lNGT"

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

- const string ASSET_3P_NPC_CHAT = "https://assetstore.unity.com/packages/slug/9723?aid=1011lNGT"

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

- const string ASSET_3P_QUEST_SYSTEM = "https://assetstore.unity.com/packages/slug/63460?aid=1011l↩
  NGT"

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

- const string ASSET_3P_SALSA = "https://assetstore.unity.com/packages/slug/148442?aid=1011lNGT"

  URL of the 3rd party asset "SALSA".

- const string ASSET_3P_SLATE = "https://assetstore.unity.com/packages/slug/56558?aid=1011lNGT"

  URL of the 3rd party asset "SLATE".

- const string ASSET_3P_AMPLITUDE = "https://assetstore.unity.com/packages/slug/111277?aid=1011lNGT"

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

- const string ASSET_3P_KLATTERSYNTH = "https://assetstore.unity.com/packages/slug/95453?aid=1011l↩
  NGT"

    URL of the 3rd party asset "uSequencer".
- const string ASSET_3P_WEBGL = "https://assetstore.unity.com/packages/slug/81861?aid=1011lNGT"

    URL of the 3rd party asset "WebGL Speech Synthesis".
- const string ASSET_3P_GOOGLE = "https://assetstore.unity.com/packages/slug/115170?aid=1011lNGT"

    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_D↩
  ELETE"
- 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.temporaryCache↩
  Path)
- 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** = @"/RTVoiceTTSWrapper.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/RTVoiceTTSWrapper.exe"

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

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

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

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

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

Additional Inherited Members

5.35.1   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=1011lNGT"  [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=1011lNGT"  [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=1011lNGT"  [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=1011lNGT"  [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=1011lNGT"  [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=1011lNGT"  [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=1011lNGT" [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=1011lNGT" [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=1011lNGT" [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=1011lNGT" [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=1011lNGT" [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=1011lNGT" [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=1011lNGT"  [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=1011lNGT"  [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=1011lNGT"  [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=1011lNGT"  [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=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S"  [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=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S"  [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

key	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

key	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

key	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

key	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

key	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

key	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

key	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

key	Key for the PlayerPrefs.
value	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

key	Key for the PlayerPrefs.
value	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

key	Key for the PlayerPrefs.
value	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

key	Key for the PlayerPrefs.
value	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

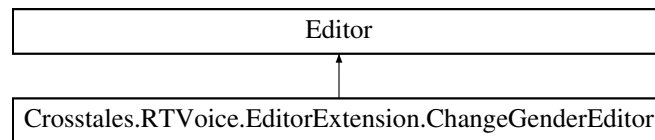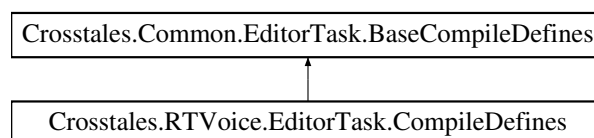| key	Key for the PlayerPrefs.
value	Value for the PlayerPrefs.

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

- D:/slaubenberger/git/assets/RTVoicePro/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:

```
┌─────────────────────────────┐
│         IDisposable         │
└─────────────────────────────┘
               ▲
               │
┌─────────────────────────────┐
│ Crosstales.Common.Util.CTProcess │
└─────────────────────────────┘
```
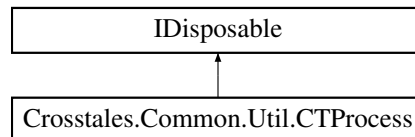
Public Member Functions

- 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]`

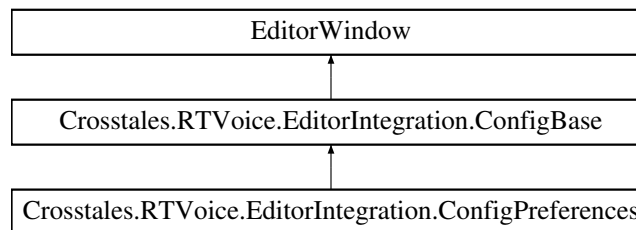Gets the time that the associated process was started.

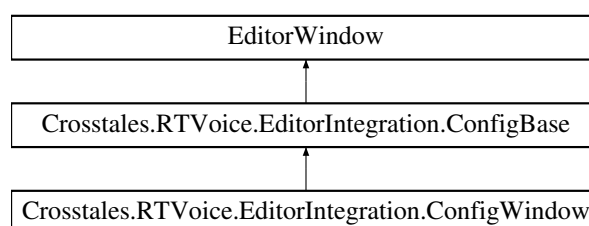The documentation for this class was generated from the following file:

- 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.Process←
StartInfo"-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.Process↩ StartInfo"-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:/slaubenberger/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:

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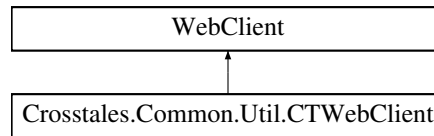
Public Member Functions

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

Protected Member Functions

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

Properties

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

5.39.1   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:

```
┌─────────────────────────────────────────┐
│              MonoBehaviour               │
└─────────────────────────────────────────┘
                    ▲
┌─────────────────────────────────────────┐
│  Crosstales.RTVoice.SLATE.CutSceneStart  │
└─────────────────────────────────────────┘
```
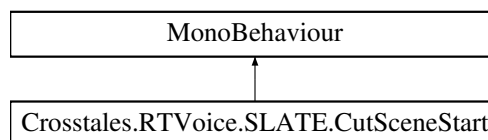
Public Member Functions

- 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:

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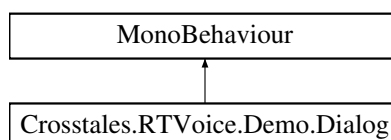
Public Member Functions

- 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 isLoaded = false

    Is the configuration loaded?

Properties

- static string ASSET_PATH `[get]`

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

    Returns the path of the prefabs.

5.42.1   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:

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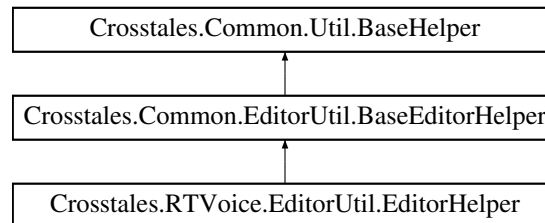
Static Public Member Functions

- static void NoVoicesUI ()

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

    Instantiates a prefab.
- static void BannerOC ()

    Shows a banner for "Online Check".

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

prefabName	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/$\hookleftarrow$
  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$\hookleftarrow$
  Comparison.OrdinalIgnoreCase)

    Extension method for strings. Case insensitive 'Equals'.
- static bool CTContains (this string str, string toCheck, System.StringComparison comp=System.String$\hookleftarrow$
  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

source	IDictionary-instance.
collection	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

str	String-instance.
toCheck	String to check.
comp	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

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

Returns

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

5.45.2.4 CTContainsAny()

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

Extension method for strings. Contains any given string.

Parameters

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

Returns

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

5.45.2.5 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

parent	Parent of the current children.
name	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

array	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

list	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

list	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

list	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

list	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

array	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

array	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

array	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

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

Returns

String with lines for all dictionary entries.

5.45.2.15   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

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

Returns

String with lines for all list entries.

5.45.2.16   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

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

Returns

String with lines for all array entries.

5.45.2.17 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

str	String-instance.
toCheck	String to check.
comp	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

str	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

renderer	Renderer to test the visibility.
camera	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

str	String-instance.
oldString	String to replace.
newString	New replacement string.
comp	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

str	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

list	IList-instance to shuffle.
seed	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

array	Array-instance to shuffle.
seed	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

list	IList-instance to ToString.

Returns

String list with all entries (via ToString).

5.45.2.25 CTToString< **T** >**()** `[2/2]`

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

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

Parameters

array	Array-instance to ToString.

Returns

String array with all entries (via ToString).

5.45.2.26 CTToTitleCase()

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

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

Parameters

str	String-instance.

Returns

Converted string in title case.

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

- D:/slaubenberger/git/assets/RTVoicePro/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:
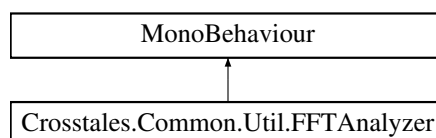
Public Member Functions

- 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:

```
┌─────────────────────────────┐
│       MonoBehaviour         │
└─────────────────────────────┘
              ▲
              │
┌─────────────────────────────┐
│ 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:

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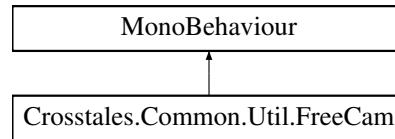
Public Member Functions

- 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:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/Common/Scripts/$\hookleftarrow$
  Util/FreeCam.cs

5.49 Crosstales.RTVoice.Azure.GenericEventArgs$<$ T $>$ Class Template Reference

Generic event args

Inheritance diagram for Crosstales.RTVoice.Azure.GenericEventArgs$<$ T $>$:

```
┌─────────────────────────────────────────────────┐
│                    EventArgs                     │
└─────────────────────────────────────────────────┘
                         ▲
                         │
┌─────────────────────────────────────────────────┐
│ Crosstales.RTVoice.Azure.GenericEventArgs< T >   │
└─────────────────────────────────────────────────┘
```
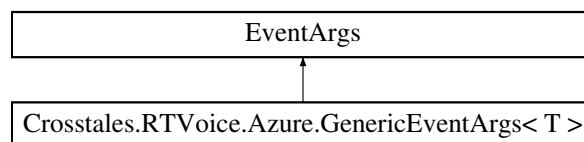
Public Member Functions

- 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

T	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

eventData	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/TTSClient.cs

5.50 HutongGames.PlayMaker.Actions.GetCultures Class Reference

GetCultures-action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.GetCultures:

```
┌─────────────────────────────────────────────────┐
│                 FsmStateAction                  │
└─────────────────────────────────────────────────┘
                        ▲
┌─────────────────────────────────────────────────┐
│   HutongGames.PlayMaker.Actions.BaseRTVAction   │
└─────────────────────────────────────────────────┘
                        ▲
┌─────────────────────────────────────────────────┐
│    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:

```
┌─────────────────────────────────────────────┐
│              CustomActionEditor              │
└─────────────────────────────────────────────┘
                      ▲
┌─────────────────────────────────────────────┐
│    Crosstales.RTVoice.PlayMaker.BaseRTVEditor │
└─────────────────────────────────────────────┘
                      ▲
┌─────────────────────────────────────────────┐
│  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:

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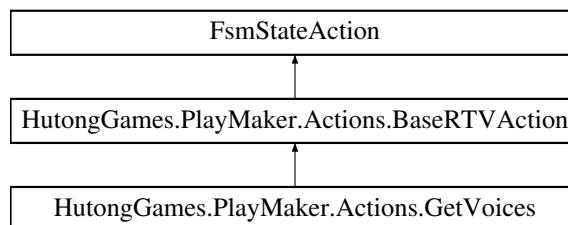
Public Member Functions

- 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:

```
┌─────────────────────────────────────────────┐
│           CustomActionEditor                 │
└─────────────────────────────────────────────┘
                      ▲
                      │
┌─────────────────────────────────────────────┐
│  Crosstales.RTVoice.PlayMaker.BaseRTVEditor  │
└─────────────────────────────────────────────┘
                      ▲
                      │
┌─────────────────────────────────────────────┐
│ 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:

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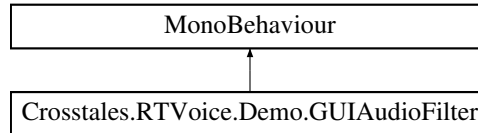
Public Member Functions

- 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:

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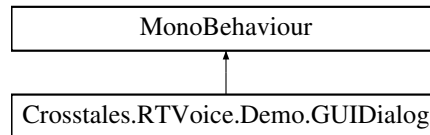
Public Member Functions

- 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

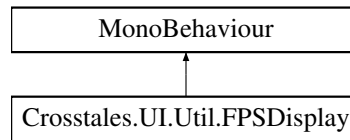Simple GUI for runtime dialogs with all available OS voices.

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:

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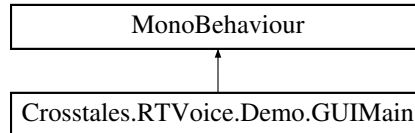
Public Member Functions

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

Public Attributes

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

### 5.56.1 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:

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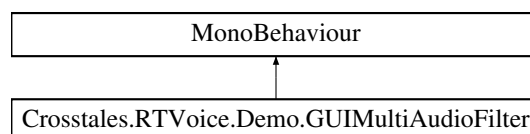
Public Member Functions

- 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

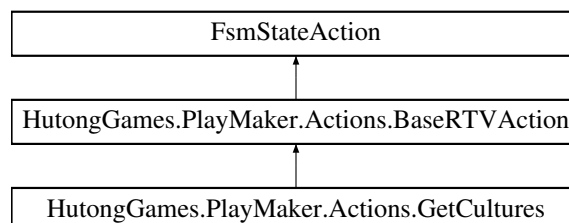Simple GUI for audio filters on multiple objects.

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:

```
┌─────────────────────────────────────┐
│           MonoBehaviour              │
└─────────────────────────────────────┘
                  ▲
┌─────────────────────────────────────┐
│  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

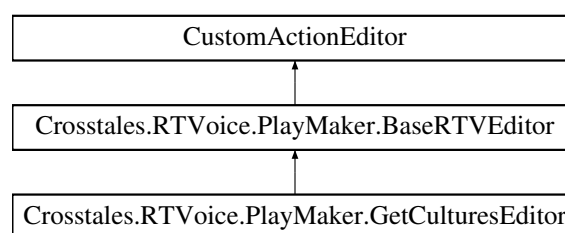Main GUI scene manager for all demo scenes.

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:

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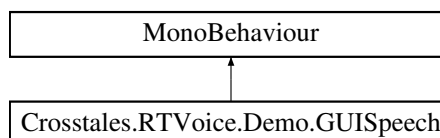
Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **OnDestroy** ()
- void **Silence** ()
- void **ChangeRate** (float rate)
- void **ChangeVolume** (float volume)
- void **ChangePitch** (float pitch)
- void **ChangeNative** (bool native)
- void **ChangeMaryTTS** (bool maryTTS)
- void **GenderChanged** (System.Int32 index)

Public Attributes

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

Static Public Attributes

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

5.59.1 Detailed Description

Simple GUI for runtime TTS with all available OS voices.
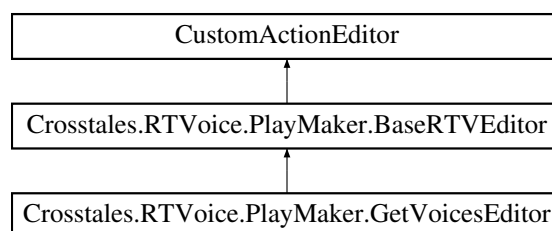
The documentation for this class was generated from the following file:

- 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:

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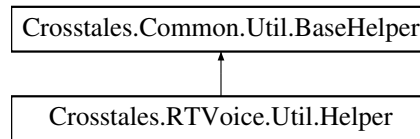
Static Public Member Functions

- static Model.Enum.Gender StringToGender (string gender)

    Converts a string to a Gender.

- static Model.Enum.Gender AppleVoiceNameToGender (string voiceName)

    Converts an Apple voice name to a Gender.

- static Model.Enum.Gender WSAVoiceNameToGender (string voiceName)

    Converts an WSA voice name to a Gender.

- static string CleanText (string text, bool removeTags=true, bool clearSpaces=true, bool clearLine↩
  Endings=true)

    Cleans a given text to contain only letters or digits.

- static string MarkSpokenText (string[] speechTextArray, int wordIndex, bool markAllSpokenWords=false,
  string markPrefix="<color=green>", string markPostfix="</color>")

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

Static Public Attributes

- static 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

voiceName	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

text	Text to clean.
removeTags	Removes tags from text (default: true, optional).
clearSpaces	Clears multiple spaces from text (default: true, optional).
clearLineEndings	Clears line endings from text (default: true, optional).

Returns

Clean text with only letters and digits.

5.60.2.3   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

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

Returns

Marked current word or all spoken words.

5.60.2.4 StringToGender()

```
static Model.Enum.Gender Crosstales.RTVoice.Util.Helper.StringToGender (
          string gender ) [static]
```

Converts a string to a Gender.

Parameters

gender	Gender as text.

Returns

Gender from the given string.

5.60.2.5 WSAVoiceNameToGender()

```
static Model.Enum.Gender Crosstales.RTVoice.Util.Helper.WSAVoiceNameToGender (
          string voiceName ) [static]
```

Converts an WSA voice name to a Gender.

Parameters

voiceName	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

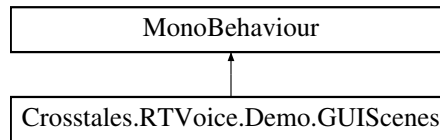True if the current platform has built-in TTS.

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/TTSClient.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:
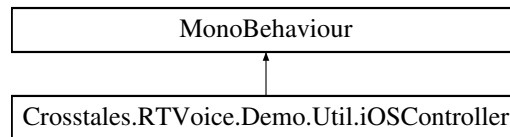
Public Member Functions

- 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:
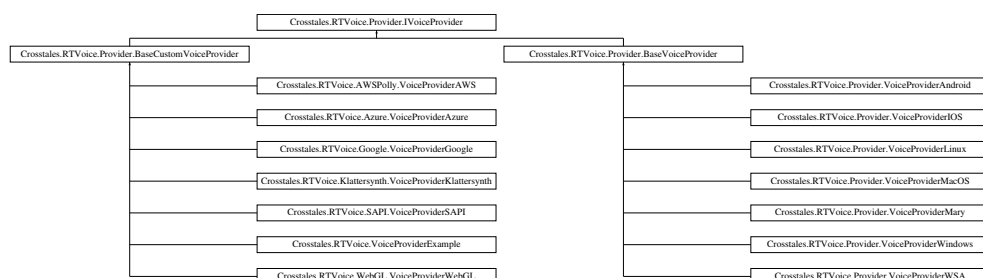
Public Member Functions

- 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

wrapper	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.Voic Crosstales.RTVoice.Provider.VoiceProviderAndroid, Crosstales.RTVoice.Azure.VoiceProviderAzure, Crosstales.RTVoice.Provider.Bas Crosstales.RTVoice.Provider.VoiceProviderIOS, Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, Crosstales.RTVoice.Google Crosstales.RTVoice.WebGL.VoiceProviderWebGL, Crosstales.RTVoice.Provider.VoiceProviderWSA, Crosstales.RTVoice.VoiceProvid 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

wrapper	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.VoiceF Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, Crosstales.RTVoice.SAPI.VoiceProviderSAPI, Crosstales.RTVoice.Provider Crosstales.RTVoice.Google.VoiceProviderGoogle, Crosstales.RTVoice.WebGL.VoiceProviderWebGL, Crosstales.RTVoice.Provider.V Crosstales.RTVoice.Provider.VoiceProviderWSA, Crosstales.RTVoice.VoiceProviderExample, Crosstales.RTVoice.Provider.VoiceProv 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.Vo Crosstales.RTVoice.Provider.VoiceProviderWSA, Crosstales.RTVoice.Provider.VoiceProviderIOS, Crosstales.RTVoice.WebGL.VoiceP 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

uid	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.Voice 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

wrapper	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.Vo Crosstales.RTVoice.Provider.VoiceProviderLinux, Crosstales.RTVoice.VoiceProviderExample, Crosstales.RTVoice.Provider.BaseVoic Crosstales.RTVoice.Provider.VoiceProviderMacOS, Crosstales.RTVoice.Provider.VoiceProviderIOS, Crosstales.RTVoice.WebGL.Voic 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

wrapper	Wrapper containing the data.

Implemented in Crosstales.RTVoice.AWSPolly.VoiceProviderAWS, Crosstales.RTVoice.Azure.VoiceProviderAzure, Crosstales.RTVoice.VoiceProviderExample, Crosstales.RTVoice.Google.VoiceProviderGoogle, Crosstales.RTVoice.SAPI.VoiceProvic Crosstales.RTVoice.Provider.BaseVoiceProvider, Crosstales.RTVoice.Provider.VoiceProviderIOS, Crosstales.RTVoice.WebGL.VoiceP Crosstales.RTVoice.Provider.BaseCustomVoiceProvider,   Crosstales.RTVoice.Provider.VoiceProviderWindows, Crosstales.RTVoice.Provider.VoiceProviderMary, Crosstales.RTVoice.Provider.VoiceProviderLinux, Crosstales.RTVoice.Klattersynth.V 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

wrapper	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.VoiceI Crosstales.RTVoice.Provider.BaseCustomVoiceProvider, Crosstales.RTVoice.SAPI.VoiceProviderSAPI, Crosstales.RTVoice.Google.V Crosstales.RTVoice.WebGL.VoiceProviderWebGL, Crosstales.RTVoice.Provider.VoiceProviderAndroid, Crosstales.RTVoice.Provider. Crosstales.RTVoice.VoiceProviderExample, Crosstales.RTVoice.Provider.VoiceProviderIOS, and Crosstales.RTVoice.Klattersynth.Voi

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/crosstales/RTVoice/Editor/↩
Task/Launch.cs

5.65 Crosstales.RTVoice.LiveSpeaker Class Reference

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

Inheritance diagram for Crosstales.RTVoice.LiveSpeaker:

```
        MonoBehaviour
              ▲
              |
  Crosstales.RTVoice.LiveSpeaker
```
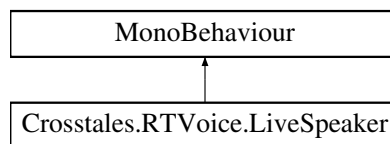
Public Member Functions

- void SpeakNative (Model.Wrapper wrapper)

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

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

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

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

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

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

    Silence all active TTS-voices.
- void SetVoices (string voices)

    Sets all voices from iOS.
- void WordSpoken (string word)

    The current spoken word from iOS.
- void SetState (string state)

    Sets the state from iOS.

5.65.1 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

voices	State from iOS.

5.65.2.2 SetVoices()

```
void Crosstales.RTVoice.LiveSpeaker.SetVoices (
            string voices )
```

Sets all voices from iOS.

Parameters

voices	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

wrapper	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

args	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

args	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

wrapper	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

args	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

args	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

| voices	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:

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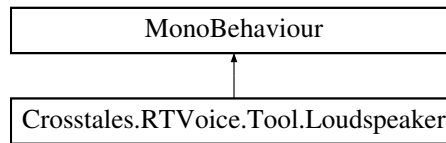
Public Member Functions

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

Public Attributes

- AudioSource Source

    Origin AudioSource.
- bool Synchronized = false

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

    Silence the origin (default: true).

Properties

- bool isSynchronized `[get, set]`

    Synchronize with the origin (main use is for UI).
- bool isSilenceSource `[get, set]`

    Silence the origin (main use is for UI).

5.66.1   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:

```
┌─────────────────────────────────────────────────────────────┐
│                           Editor                             │
└─────────────────────────────────────────────────────────────┘
                               ▲
                               │
┌─────────────────────────────────────────────────────────────┐
│      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:

```
┌─────────────────────────────────────────────────┐
│                 MonoBehaviour                   │
└─────────────────────────────────────────────────┘
                        ▲
                        │
┌─────────────────────────────────────────────────┐
│  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:

```
            ┌─────────────────────────────────────┐
            │          MonoBehaviour              │
            └─────────────────────────────────────┘
                              ▲
            ┌─────────────────────────────────────┐
            │  Crosstales.RTVoice.Demo.NativeAudio │
            └─────────────────────────────────────┘
```

Public Member Functions

- void **Start** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **StartTTS** ()
- void **Silence** ()

Public Attributes

- string **SpeechText** = "This is an example with native audio for exact timing (e.g. animations)."
- bool **PlayOnStart** = false
- float **Delay** = 1f

5.69.1   Detailed Description
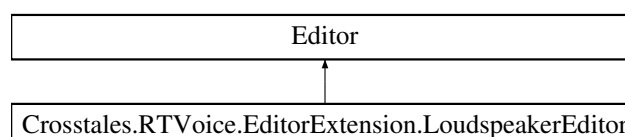
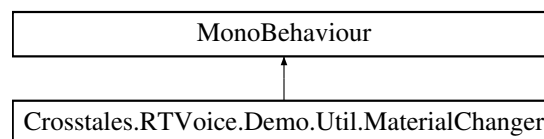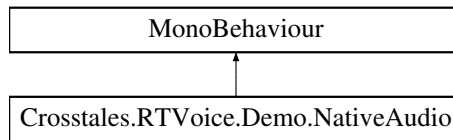Simple example with native audio for exact timing.

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:

```
            ┌─────────────────────────────────────┐
            │          MonoBehaviour              │
            └─────────────────────────────────────┘
                              ▲
            ┌───────────────────────────────────────────────┐
            │  Crosstales.RTVoice.Demo.Util.NativeController │
            └───────────────────────────────────────────────┘
```

Public Member Functions

- void **Update** ()

Public Attributes

- bool Active = true

    Enable or disable the 'Objects' for native mode (default: true).

- GameObject[ ] **Objects**

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

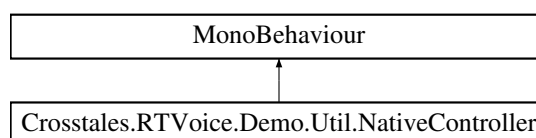Checks if a 'Happy new year'-message must be displayed.

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:

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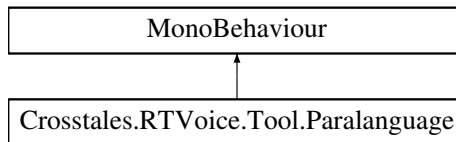
Public Member Functions

- 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]
```

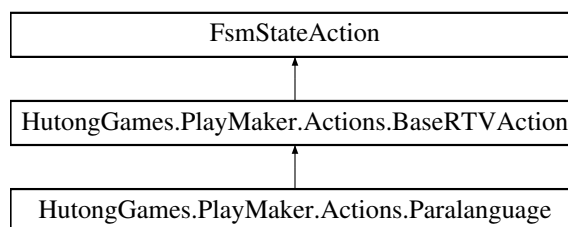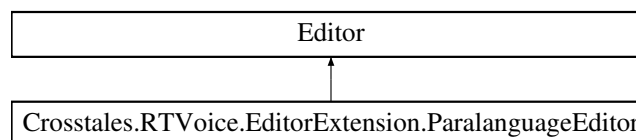An event triggered whenever a Paralanguage 'Speak' is started.

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:

```
┌─────────────────────────────────────────────────────┐
│                   FsmStateAction                    │
└─────────────────────────────────────────────────────┘
                          ▲
┌─────────────────────────────────────────────────────┐
│   HutongGames.PlayMaker.Actions.BaseRTVAction       │
└─────────────────────────────────────────────────────┘
                          ▲
┌─────────────────────────────────────────────────────┐
│   HutongGames.PlayMaker.Actions.Paralanguage        │
└─────────────────────────────────────────────────────┘
```

Public Member Functions

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

Public Attributes

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

5.73.1 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).
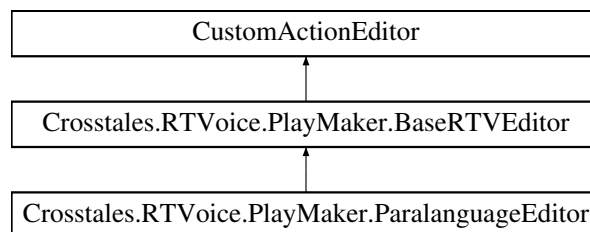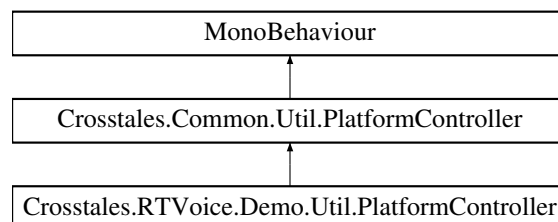
The documentation for this class was generated from the following file:

- 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:

```
┌─────────────────────────────────────────────────────────┐
│                          Editor                         │
└─────────────────────────────────────────────────────────┘
                             ▲
                             │
┌─────────────────────────────────────────────────────────┐
│   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:

```
┌─────────────────────────────────────────────┐
│              CustomActionEditor              │
└─────────────────────────────────────────────┘
                       ▲
┌─────────────────────────────────────────────┐
│     Crosstales.RTVoice.PlayMaker.BaseRTVEditor │
└─────────────────────────────────────────────┘
                       ▲
┌─────────────────────────────────────────────┐
│  Crosstales.RTVoice.PlayMaker.ParalanguageEditor │
└─────────────────────────────────────────────┘
```

Additional Inherited Members

5.75.1   Detailed Description

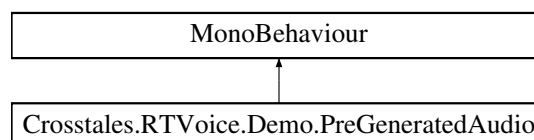Custom editor for the Paralanguage-action.

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:

```
┌─────────────────────────────────────────────┐
│                MonoBehaviour                 │
└─────────────────────────────────────────────┘
                       ▲
┌─────────────────────────────────────────────┐
│     Crosstales.Common.Util.PlatformController │
└─────────────────────────────────────────────┘
                       ▲
┌─────────────────────────────────────────────┐
│  Crosstales.RTVoice.Demo.Util.PlatformController │
└─────────────────────────────────────────────┘
```

Public Member Functions

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

Additional Inherited Members

5.76.1 Detailed Description

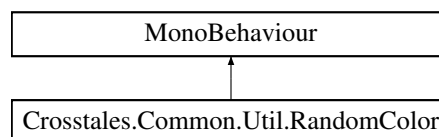Enables or disable game objects for a given platform.

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

- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Demo/$\hookleftarrow$
  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:

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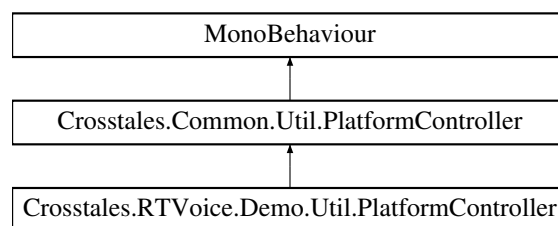
Public Member Functions

- virtual void **Start** ()

Public Attributes

- System.Collections.Generic.List< Model.Enum.Platform > Platforms

  Selected platforms for the controller.
- bool Active = true

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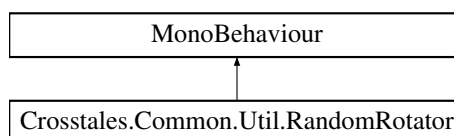
The documentation for this class was generated from the following file:

- 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:

```
┌─────────────────────────────────────────────────┐
│                  MonoBehaviour                  │
└─────────────────────────────────────────────────┘
                        ▲
┌─────────────────────────────────────────────────┐
│   Crosstales.RTVoice.Demo.PreGeneratedAudio     │
└─────────────────────────────────────────────────┘
```

Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **Play** ()
- void **Silence** ()
- void **Stop** ()

Public Attributes

- string **SpeechText** = "This is an example with pre-generated audio for exact timing (e.g. animations)."
- bool **PlayOnStart** = false

5.78.1   Detailed Description

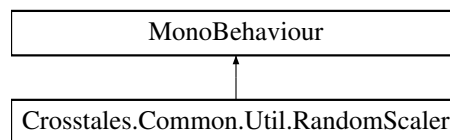Simple example with pre-generated audio for exact timing.

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:

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

Public Member Functions

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

Public Attributes

- bool UseInterval = true

    Use intervals to change the color (default: true).
- Vector2 ChangeInterval = new Vector2(5, 10)

    summary>Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).
- Vector2 HueRange = new Vector2(0f, 1f)

    summary>Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 SaturationRange = new Vector2(1f, 1f)

    summary>Random value range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 ValueRange = new Vector2(1f, 1f)

    summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 AlphaRange = new Vector2(1f, 1f)

    summary>Use gray scale colors (default: false).
- bool GrayScale = false

    summary>Modify the color of a material instead of the Renderer (default: not set, optional).
- Material Material

    summary>Set the object to a random color at Start (default: false).
- bool **RandomColorAtStart** = false

5.79.1 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:

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

Public Member Functions

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

Public Attributes

- bool UseInterval = true

  Use intervals to change the rotation (default: true).
- Vector2 ChangeInterval = new Vector2(10, 20)

  summary>Minimum rotation speed per axis (default: 5 for all axis).
- Vector3 SpeedMin = new Vector3(5, 5, 5)

  summary>Maximum rotation speed per axis (default: 15 for all axis).
- Vector3 SpeedMax = new Vector3(15, 15, 15)

  summary>Set the object to a random rotation at Start (default: false).
- bool **RandomRotationAtStart** = false

5.80.1   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).
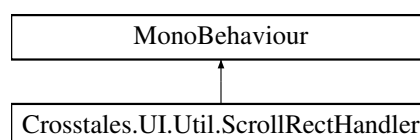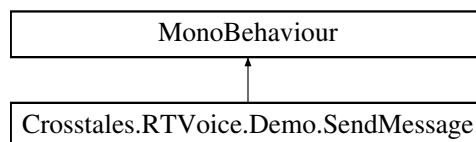
The documentation for this class was generated from the following file:

- 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:

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

Public Member Functions

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

Public Attributes

- bool UseInterval = true

  Use intervals to change the scale (default: true).
- Vector2 ChangeInterval = new Vector2(10, 20)

  summary>Minimum scale per axis (default: 0.1 for all axis).
- Vector3 ScaleMin = new Vector3(0.1f, 0.1f, 0.1f)

  summary>Maximum scale per axis (default: 0.1 for all axis).
- Vector3 ScaleMax = new Vector3(3, 3, 3)

  summary>Uniform scaling for all axis (x-axis values will be used, default: true).
- bool Uniform = true

  summary>Set the object to a random scale at Start (default: false).
- bool **RandomScaleAtStart** = false

5.81.1   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).

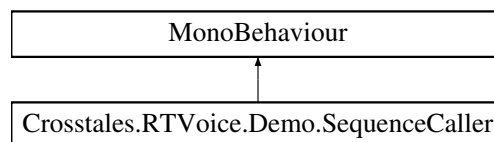summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

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:

```
┌─────────────────────┐   ┌──────────────────────────────────┐
│      NSObject        │   │   <AVSpeechSynthesizerDelegate>   │
└─────────────────────┘   └──────────────────────────────────┘
            ▲                               ▲
            └───────────────┬───────────────┘
                  ┌─────────────────────┐
                  │   RTVoiceIOSBridge   │
                  └─────────────────────┘
```
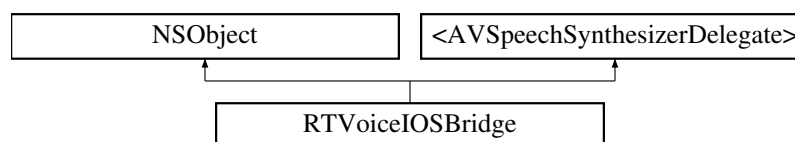
Class Methods

- (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

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

5.83.1.3 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/i↩
  OS/RTVoiceIOSBridge.h
- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/Libraries/i↩
  OS/RTVoiceIOSBridge.mm

5.84 Crosstales.RTVoice.EditorIntegration.RTVoiceMenu Class Reference

Editor component for the "Tools"-menu.

5.84.1 Detailed Description

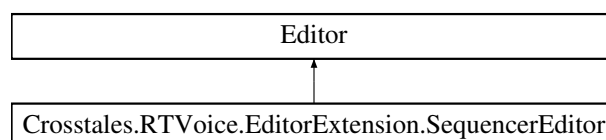Editor component for the "Tools"-menu.

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:

```
┌─────────────────────────────────────────┐
│              MonoBehaviour               │
└─────────────────────────────────────────┘
                     ▲
┌─────────────────────────────────────────┐
│  Crosstales.RTVoice.Demo.SendMessage     │
└─────────────────────────────────────────┘
```

Public Member Functions

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

Public Attributes

- string **TextA** = "RT-Voice works great with PlayMaker, SALSA, Localized Dialogs/Cutscenes, Dialogue System for Unity and THE Dialogue Engine - that's awesome!"
- string **TextB** = "Absolutely true! RT-Voice is fantastic."
- float **DelayTextB** = 12.2f
- bool **PlayOnStart** = false

5.86.1 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 **initalized** = 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).
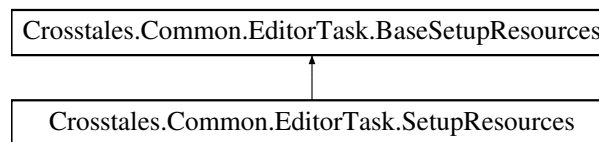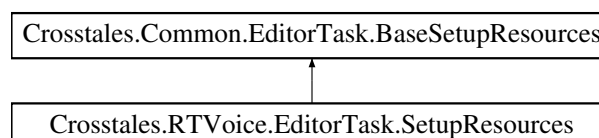
The documentation for this class was generated from the following file:

- 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:

```
┌─────────────────────────────────────────────┐
│              MonoBehaviour                    │
└─────────────────────────────────────────────┘
                      ▲
                      │
┌─────────────────────────────────────────────┐
│  Crosstales.RTVoice.Demo.SequenceCaller       │
└─────────────────────────────────────────────┘
```

Public Member Functions

- void **Start** ()

Public Attributes

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

5.88.1   Detailed Description

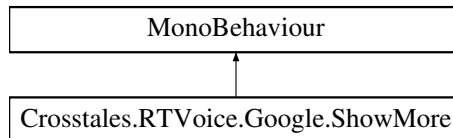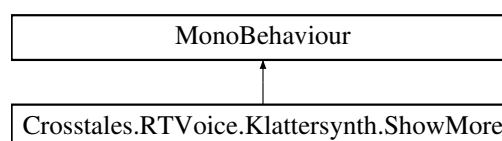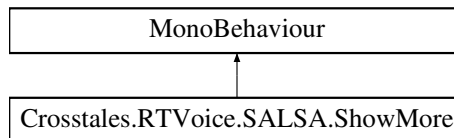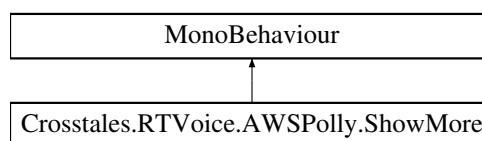Simple Sequence caller example.

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:

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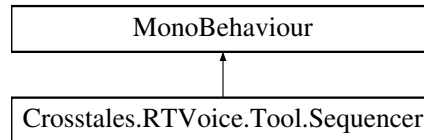
Public Member Functions

- void **Start** ()
- void **OnDestroy** ()
- void **OnValidate** ()
- void PlaySequence (int index=0)

  Plays a Sequence with a given index.
- void PlayNextSequence ()

  Plays the next Sequence in the array.
- void PlayAllSequences ()

  Plays all Sequences.
- void StopAllSequences ()

  Stops and silences all active Sequences.

Public Attributes

- Model.Sequence[ ] Sequences

  All available sequences.
- float Delay = 0f

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

  Enable the Sequencer on start (default: false).

Properties

- Model.Sequence CurrentSequence   [get]

  Returns the current Sequence.

5.89.1 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

index	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.
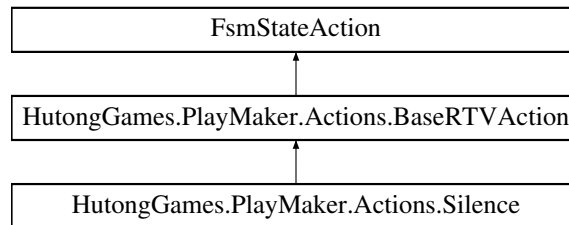
Returns

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
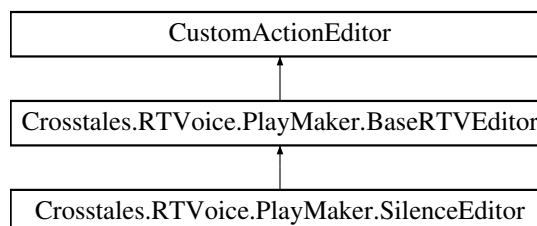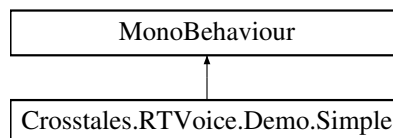
Custom editor for the 'Sequencer'-class.

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 >:
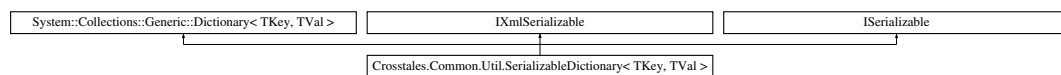
Public Member Functions

- **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
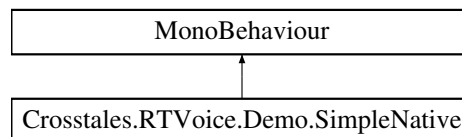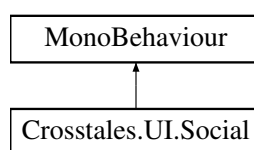
Serializable Dictionary-class for XML.

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

data	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

filename	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

obj	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

| *obj*	Object to serialize.
filename	Binary-file for the object

Returns

Byte-array of the object

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

- D:/slaubenberger/git/assets/RTVoicePro/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:

```
┌──────────────────────────────────────────────────────┐
│ Crosstales.Common.EditorTask.BaseSetupResources      │
└──────────────────────────────────────────────────────┘
                          ▲
┌──────────────────────────────────────────────────────┐
│ 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:

```
┌──────────────────────────────────────────────────────┐
│ Crosstales.Common.EditorTask.BaseSetupResources      │
└──────────────────────────────────────────────────────┘
                          ▲
┌──────────────────────────────────────────────────────┐
│ 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:

```
            ┌─────────────────────────────────────┐
            │          MonoBehaviour              │
            └─────────────────────────────────────┘
                              ▲
            ┌─────────────────────────────────────┐
            │  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:

```
            ┌──────────────────────────────────────────┐
            │             MonoBehaviour                │
            └──────────────────────────────────────────┘
                                 ▲
            ┌──────────────────────────────────────────┐
            │ Crosstales.RTVoice.Klattersynth.ShowMore │
            └──────────────────────────────────────────┘
```

Public Member Functions

- void **Show** ()

5.96.1   Detailed Description

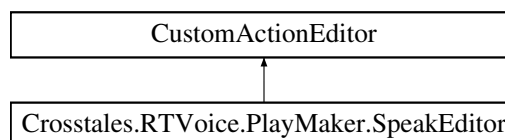Shows the details for Klattersynth.

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:

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

Public Member Functions

- void **Show** ()

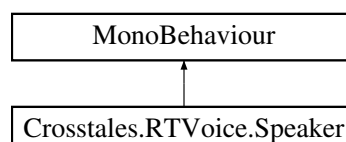### 5.97.1 Detailed Description

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:

```
┌─────────────────────────────────┐
│         MonoBehaviour           │
└─────────────────────────────────┘
                 ▲
                 │
┌───────────────────────────────────┐
│ 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:

```
┌─────────────────────────────────────┐
│           MonoBehaviour             │
└─────────────────────────────────────┘
                  ▲
                  │
┌─────────────────────────────────────┐
│  Crosstales.RTVoice.WebGL.ShowMore  │
└─────────────────────────────────────┘
```
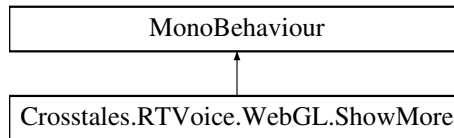
Public Member Functions

- 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:

```
┌─────────────────────────────────────┐
│           MonoBehaviour             │
└─────────────────────────────────────┘
                  ▲
                  │
┌─────────────────────────────────────┐
│  Crosstales.RTVoice.Azure.ShowMore  │
└─────────────────────────────────────┘
```
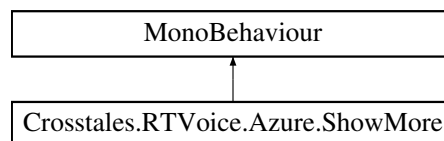
Public Member Functions

- 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:

```
                    ┌─────────────────────────────────────┐
                    │          FsmStateAction              │
                    └─────────────────────────────────────┘
                                      ▲
                    ┌─────────────────────────────────────────────┐
                    │ HutongGames.PlayMaker.Actions.BaseRTVAction  │
                    └─────────────────────────────────────────────┘
                                      ▲
                    ┌─────────────────────────────────────────────┐
                    │  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/crosstales/RTVoice/3rd party/↩
  PlayMaker/Scripts/Silence.cs

5.102   Crosstales.RTVoice.PlayMaker.SilenceEditor Class Reference

Custom editor for the Silence-action.

Inheritance diagram for Crosstales.RTVoice.PlayMaker.SilenceEditor:

```
                    ┌─────────────────────────────────────┐
                    │         CustomActionEditor           │
                    └─────────────────────────────────────┘
                                      ▲
                    ┌─────────────────────────────────────────────┐
                    │ Crosstales.RTVoice.PlayMaker.BaseRTVEditor   │
                    └─────────────────────────────────────────────┘
                                      ▲
                    ┌─────────────────────────────────────────────┐
                    │ Crosstales.RTVoice.PlayMaker.SilenceEditor   │
                    └─────────────────────────────────────────────┘
```

Additional Inherited Members

5.102.1   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/crosstales/RTVoice/3rd party/$\hookleftarrow$
  PlayMaker/Editor/SilenceEditor.cs

5.103   **Crosstales.RTVoice.Demo.Simple Class Reference**

Simple TTS example.

Inheritance diagram for Crosstales.RTVoice.Demo.Simple:

```
        ┌─────────────────────────────┐
        │       MonoBehaviour         │
        └─────────────────────────────┘
                      ▲
        ┌─────────────────────────────┐
        │ Crosstales.RTVoice.Demo.Simple │
        └─────────────────────────────┘
```

Public Member Functions

- void **Start** ()
- void **OnEnable** ()
- void **OnDisable** ()
- void **Play** ()
- void **SpeakerA** ()
- void **SpeakerB** ()
- void **Silence** ()

Public Attributes

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

5.103.1   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:

```
┌─────────────────────────────────────────┐
│            MonoBehaviour                 │
└─────────────────────────────────────────┘
                    ▲
                    │
┌─────────────────────────────────────────┐
│   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:

```
┌─────────────────────┐
│    MonoBehaviour    │
└─────────────────────┘
           ▲
           │
┌─────────────────────┐
│  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:

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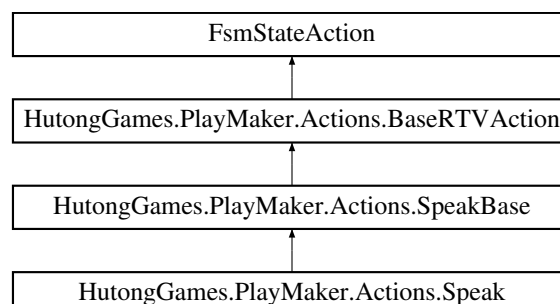
Public Member Functions

- override void **OnEnter** ()

Public Attributes

- FsmString Text = "Hello world!"

  Text to speak.
- FsmString RTVoiceNameWindows = "David"

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

  Name of the RT-Voice under macOS.
- FsmString RTVoiceNameAndroid = "en"

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

  Name of the RT-Voice under iOS.
- FsmString RTVoiceNameWSA = "David"

  Name of the RT-Voice under WSA.
- FsmString RTVoiceNameMaryTTS = "cms-rms-hsmm"

  Name of the RT-Voice under MaryTTS.
- FsmString RTVoiceNameCustom = string.Empty

  Name of the RT-Voice in a custom provider.
- FsmString Culture = "en"

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

Additional Inherited Members

5.106.1   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/crosstales/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:

```
                        ┌─────────────────────────────────────────────┐
                        │              FsmStateAction                  │
                        └─────────────────────────────────────────────┘
                                            ▲
                        ┌─────────────────────────────────────────────┐
                        │  HutongGames.PlayMaker.Actions.BaseRTVAction │
                        └─────────────────────────────────────────────┘
                                            ▲
                        ┌─────────────────────────────────────────────┐
                        │   HutongGames.PlayMaker.Actions.SpeakBase    │
                        └─────────────────────────────────────────────┘
                                            ▲
         ┌───────────────────────────────────────────┬─────────────────────────────────────────────┐
         │  HutongGames.PlayMaker.Actions.Speak       │   HutongGames.PlayMaker.Actions.SpeakUI      │
         └───────────────────────────────────────────┴─────────────────────────────────────────────┘
```
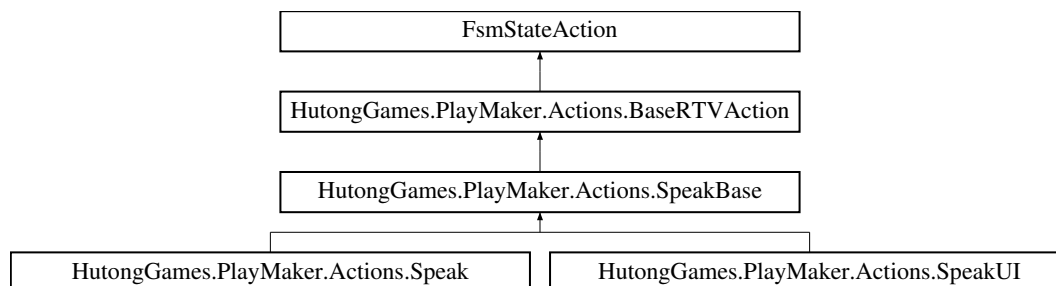
Public Member Functions

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

Public Attributes

- Crosstales.RTVoice.Model.Enum.SpeakMode Mode

  Speak mode (default: 'Speak').
- FsmGameObject AudioSource

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

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

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

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

Protected Member Functions

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

Protected Attributes

- • string **uid**

5.107.1   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:

```
┌─────────────────────────────────────────┐
│          CustomActionEditor             │
└─────────────────────────────────────────┘
                    ▲
┌─────────────────────────────────────────┐
│  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:

```
┌─────────────────────────────────────────┐
│            MonoBehaviour                │
└─────────────────────────────────────────┘
                    ▲
┌─────────────────────────────────────────┐
│      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 MaryTTSMode = false

    Enables or disables MaryTTS (default: false).

- string MaryTTSUrl = "http://mary.dfki.de"

    Server URL for MaryTTS.

- int MaryTTSPort = 59125

    Server port for MaryTTS (default: 59125).

- string MaryTTSUser = string.Empty

    User name for MaryTTS (default: empty).

- string MaryTTSPassword = string.Empty

    User password for MaryTTS (default: empty).

- Model.Enum.MaryTTSType MaryTTSType = Model.Enum.MaryTTSType.RAWMARYXML

    Input type for MaryTTS (default: MaryTTSType.RAWMARYXML).

- bool ESpeakMode = false

    Enable or disable eSpeak for standalone platforms (default: false).

- Model.Enum.ESpeakModifiers ESpeakModifier = Model.Enum.ESpeakModifiers.none

    Active modifier for all eSpeak voices (default: none, m1-m6 = male, f1-f4 = female).

- bool AutoClearTags = false

    Automatically clear tags from speeches depending on the capabilities of the current TTS-system (default: false).

- bool 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

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

Returns

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

5.109.2.2   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

wrapper	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

text	Text to generate.
outputFile	Saves the generated audio to an output file (without extension).
voice	Voice to speak (optional).
rate	Speech rate of the speaker in percent (1 = 100%, values: 0-3, default: 1, optional).
pitch	Pitch of the speech in percent (1 = 100%, values: 0-2, default: 1, optional).
volume	Volume of the speaker in percent (1 = 100%, values: 0-1, default: 1, optional).
forceSSML	Force SSML on supported platforms (default: true, optional).

Returns

UID of the generator.

5.109.2.5 isVoiceForCultureAvailable()

```
static bool Crosstales.RTVoice.Speaker.isVoiceForCultureAvailable (
            string culture )  [static]
```

Is a voice available for a given culture from the current TTS-system?

Parameters

culture	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

gender	Gender of the voice
culture	Culture of the voice (e.g. "en", optional)

Returns

True if a voice is available for a given gender and culture.

5.109.2.7 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

name	Name of the voice (e.g. "Alex")
isExact	Exact match for the voice name (default: false, optional)

Returns

True if a voice is available for a given name.

5.109.2.8 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

uid	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

uid	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

uid	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

uid	UID of the speaker (optional)
uid	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

uid	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

wrapper	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

text	Text to speak.
source	AudioSource for the output (optional).
voice	Voice to speak (optional).
speakImmediately	Speak the text immediately (default: true). Only works if 'Source' is not null.
rate	Speech rate of the speaker in percent (1 = 100%, values: 0-3, default: 1, optional).
pitch	Pitch of the speech in percent (1 = 100%, values: 0-2, default: 1, optional).
volume	Volume of the speaker in percent (1 = 100%, values: 0-1, default: 1, optional).
outputFile	Saves the generated audio to an output file (without extension, optional).
forceSSML	Force SSML on supported platforms (default: true, optional).

Returns

UID of the speaker.

5.109.2.17   SpeakMarkedWordsWithUID() [1/2]

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

Speaks and marks a text with a given wrapper.

Parameters

wrapper	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

uid	UID of the speaker
text	Text to speak.
source	AudioSource for the output.
voice	Voice to speak (optional).
rate	Speech rate of the speaker in percent (1 = 100%, values: 0-3, default: 1, optional).
pitch	Pitch of the speech in percent (1 = 100%, values: 0-2, default: 1, optional).
forceSSML	Force SSML on supported platforms (default: true, optional).

5.109.2.19   SpeakNative() [1/2]

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

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

Parameters

wrapper	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

text	Text to speak.
voice	Voice to speak (optional).
rate	Speech rate of the speaker in percent (1 = 100%, values: 0-3, default: 1, optional).
pitch	Pitch of the speech in percent (1 = 100%, values: 0-2, default: 1, optional).
volume	Volume of the speaker in percent (1 = 100%, values: 0-1, default: 1, optional).
forceSSML	Force SSML on supported platforms (default: true, optional).

Returns

UID of the speaker.

5.109.2.21 SpeakNativeWithUID()

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

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

Parameters

wrapper	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

wrapper	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

uid	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

uid	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

culture	Culture of the voice (e.g. "en")
index	Index of the voice (default: 0, optional)
fallbackCulture	Fallback culture of the voice (e.g. "en", default "", optional)
isFuzzy	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

gender	Gender of the voice
culture	Culture of the voice (e.g. "en", optional)
index	Index of the voice (default: 0, optional)
fallbackCulture	Fallback culture of the voice (e.g. "en", default "", optional)
isFuzzy	Always returns voices if there is no match with the gender and/or culture (default: 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

name	Name of the voice (e.g. "Alex")
isExact	Exact match for the voice name (default: false, optional)

Returns

Voice for the given name or null if not found.

5.109.2.28 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

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

gender	Gender of the voice
culture	Culture of the voice (e.g. "en", optional)
isFuzzy	Always returns voices if there is no match with the gender and/or culture (default: 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.RAWMA↩
RYXML
```

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:

```
┌─────────────────────────────────────────────────────┐
│                       Editor                        │
└─────────────────────────────────────────────────────┘
                           ▲
                           │
┌─────────────────────────────────────────────────────┐
│  Crosstales.RTVoice.EditorExtension.SpeakerEditor   │
└─────────────────────────────────────────────────────┘
```
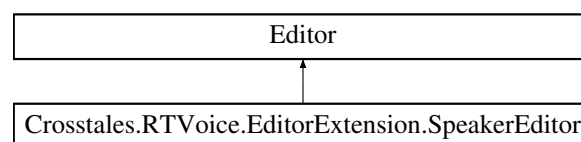
Public Member Functions

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

5.110.1 Detailed Description

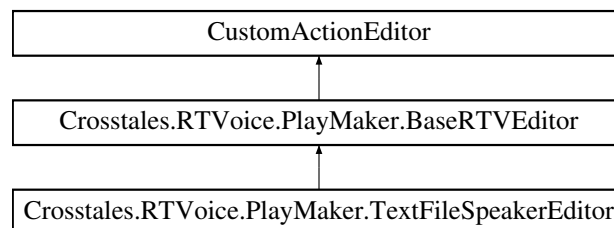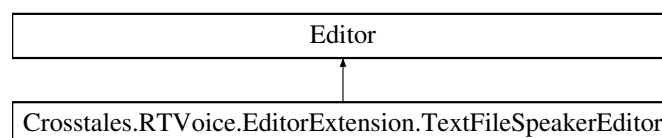Custom editor for the 'Speaker'-class.

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:

```
┌─────────────────────────────────────────┐
│              MonoBehaviour               │
└─────────────────────────────────────────┘
                    ▲
┌─────────────────────────────────────────┐
│   Crosstales.RTVoice.SALSA.SpeakSimple   │
└─────────────────────────────────────────┘
```
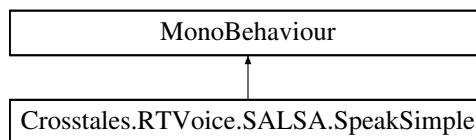
Public Member Functions

- void **Silence** ()
- void **Talk** ()

Public Attributes

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

5.111.1 Detailed Description

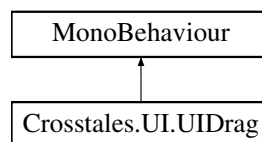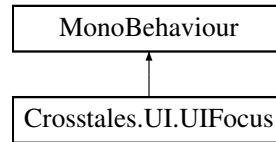Speaks a given text with RT-Voice and SALSA.

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:

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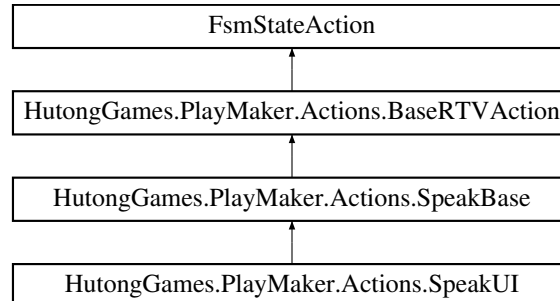
Public Member Functions

- override void **OnEnter** ()

Public Attributes

- InputField Text
    Text to speak.
- InputField RTVoiceName
    Name of the RT-Voice.
- FsmString Culture = "en"
    Fallback culture (e.g. 'en', optional).

Additional Inherited Members

5.112.1 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:

```
┌─────────────────────────────────────────────┐
│              CustomActionEditor              │
└─────────────────────────────────────────────┘
                       ▲
                       │
┌─────────────────────────────────────────────┐
│   Crosstales.RTVoice.PlayMaker.SpeakUIEditor │
└─────────────────────────────────────────────┘
```
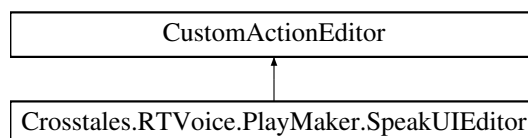
Public Member Functions

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

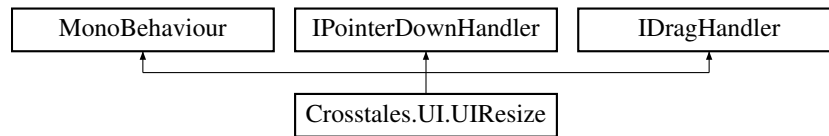## 5.113.1   Detailed Description

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:

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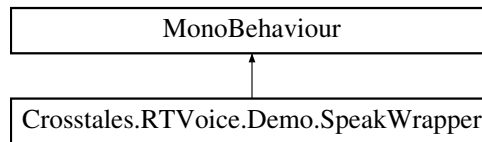
Public Member Functions

- 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:

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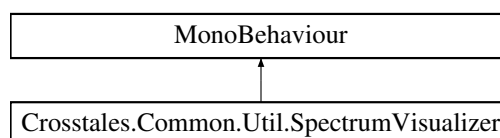
Public Member Functions

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

Public Attributes

- FFTAnalyzer Analyzer

  FFT-analyzer with the spectrum data.
- GameObject VisualPrefab

  summary>Width per prefab.
- float Width = 0.075f

  summary>Gain-power for the frequency.
- float Gain = 70f

  summary>Frequency band from left-to-right (default: true).
- bool LeftToRight = true

  summary>Opacity of the material of the prefab (default: 1).
- float **Opacity** = 1f

5.115.1   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/←ﾍ
  Util/SpectrumVisualizer.cs

5.116 HutongGames.PlayMaker.Actions.SpeechText Class Reference

SpeechText-action for PlayMaker.

Inheritance diagram for HutongGames.PlayMaker.Actions.SpeechText:

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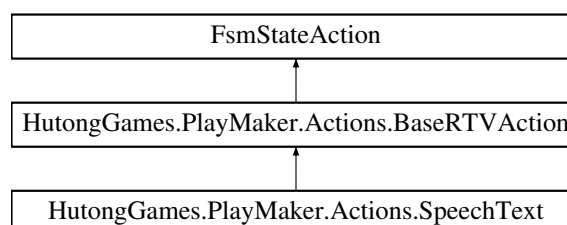
Public Member Functions

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

Public Attributes

- Crosstales.RTVoice.Tool.SpeechText Obj

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

5.116.1   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:

```
┌─────────────────────────────────────┐
│            MonoBehaviour            │
└─────────────────────────────────────┘
                  ▲
┌─────────────────────────────────────┐
│ Crosstales.RTVoice.Tool.SpeechText  │
└─────────────────────────────────────┘
```

Public Member Functions

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

    Speak the text.
- void Silence ()

    Silence the speech.

Public Attributes

- string Text = string.Empty

    Text to speak.

- Model.VoiceAlias Voices

    Voices for the speech.

- Model.Enum.SpeakMode Mode = Model.Enum.SpeakMode.Speak

    Speak mode (default: 'Speak').

- AudioSource Source

    AudioSource for the output (optional).

- float Rate = 1f

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

- float Pitch = 1f

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

- float Volume = 1f

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

- bool PlayOnStart = false

    Enable speaking of the text on start (default: false).

- float Delay = 0f

    Delay in seconds until the speech for this text starts (default: 0).

- bool GenerateAudioFile = false

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

- string FileName = @"_generatedAudio/Speech01"

    File name (incl. path) for the generated audio.

- bool FileInsideAssets = true

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

Properties

- SpeechTextStart OnSpeechTextStart

    An event triggered whenever a SpeechText 'Speak' is started.

- SpeechTextComplete OnSpeechTextComplete

    An event triggered whenever a SpeechText 'Speak' is completed.

- string CurrentText `[get, set]`

    Text to speak (main use is for UI).

- float CurrentRate `[get, set]`

    Speech rate of the speaker in percent (main use is for UI).

- float CurrentPitch `[get, set]`

    Speech pitch of the speaker in percent (main use is for UI).

- float CurrentVolume `[get, set]`

    Volume of the speaker in percent (main use is for UI).

5.117.1   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/$\leftarrow$
Tool/SpeechText.cs

5.118 Crosstales.RTVoice.EditorExtension.SpeechTextEditor Class Reference

Custom editor for the 'SpeechText'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.SpeechTextEditor:

```
                          Editor
                            ↑
  Crosstales.RTVoice.EditorExtension.SpeechTextEditor
```
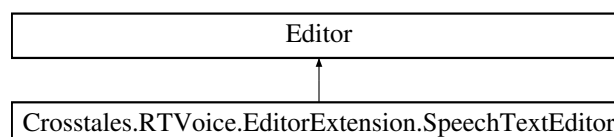
Public Member Functions

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

5.118.1 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:

```
┌─────────────────────────────────────────────┐
│            CustomActionEditor               │
└─────────────────────────────────────────────┘
                       ▲
┌─────────────────────────────────────────────┐
│   Crosstales.RTVoice.PlayMaker.BaseRTVEditor │
└─────────────────────────────────────────────┘
                       ▲
┌─────────────────────────────────────────────┐
│ Crosstales.RTVoice.PlayMaker.SpeechTextEditor│
└─────────────────────────────────────────────┘
```
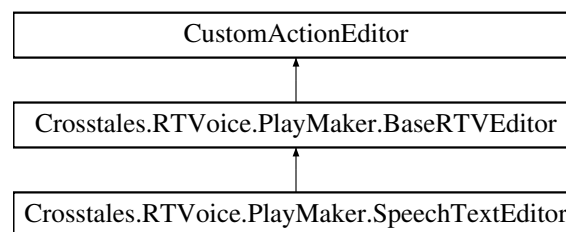
Additional Inherited Members

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:

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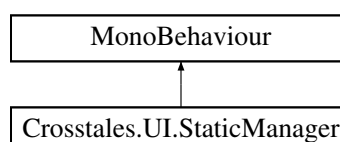
Public Member Functions

- 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:

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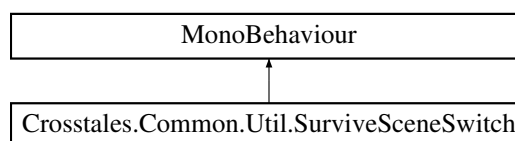
Public Member Functions

- 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:

```
┌─────────────────────────────────────┐
│            MonoBehaviour             │
└─────────────────────────────────────┘
                  ▲
┌─────────────────────────────────────┐
│ Crosstales.RTVoice.Google.Switcher   │
└─────────────────────────────────────┘
```
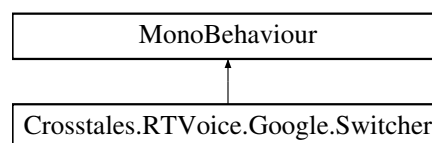
Public Member Functions

- 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:

```
          ┌─────────────────────────────────────┐
          │           MonoBehaviour             │
          └─────────────────────────────────────┘
                           ▲
          ┌─────────────────────────────────────┐
          │ Crosstales.RTVoice.AWSPolly.Switcher │
          └─────────────────────────────────────┘
```
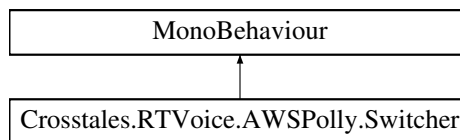
Public Member Functions

- 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:

```
          ┌─────────────────────────────────────┐
          │           MonoBehaviour             │
          └─────────────────────────────────────┘
                           ▲
          ┌─────────────────────────────────────┐
          │  Crosstales.RTVoice.Azure.Switcher   │
          └─────────────────────────────────────┘
```
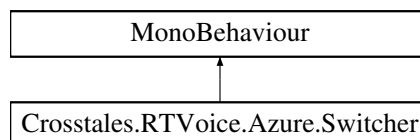
Public Member Functions

- 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/crosstales/RTVoice/3rd party/↩
Azure/Demo/Scripts/Switcher.cs

5.125 Crosstales.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()

```
Crosstales.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> Crosstales.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

cancellationToken	The cancellation token.
inputOptions	Input options for the speech.

Returns

> A Task

The documentation for this class was generated from the following file:
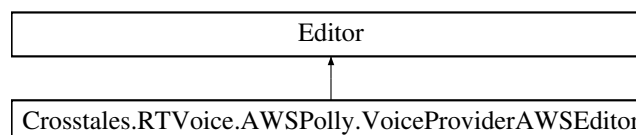
- D:/slaubenberger/git/assets/RTVoicePro/RTVoice_3rd_party/Assets/Plugins/crosstales/RTVoice/3rd party/↩ Azure/Scripts/TTSClient.cs

5.126   Crosstales.Common.Util.TakeScreenshot Class Reference

Take screen shots inside an application.

Inheritance diagram for Crosstales.Common.Util.TakeScreenshot:

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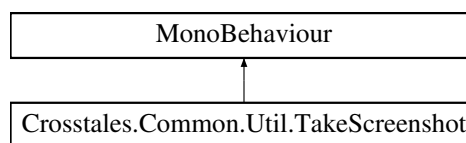
Public Member Functions

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

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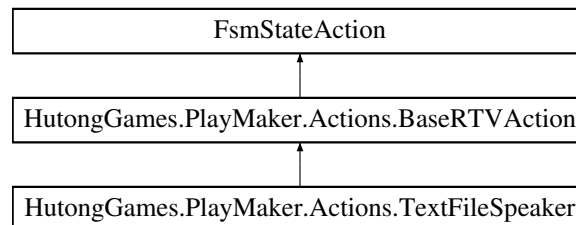
Public Member Functions

- override void **OnEnter** ()

Public Attributes

- Crosstales.RTVoice.Tool.TextFileSpeaker Obj

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

5.127.1   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:

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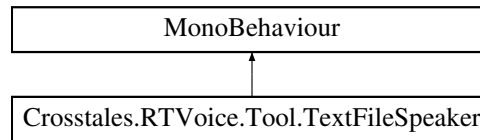
Public Member Functions

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

    Speaks all texts until StopAll is called.
- void StopAll ()

    Stops speaking all texts.
- void Next ()

    Speaks the next text (main use for UI).
- void Next (bool random)

    Speaks the next text.
- void Previous ()

    Speaks the previous text (main use for UI).
- void Previous (bool random)

    Speaks the previous text.
- void Speak ()

    Speaks a text (main use for UI).
- string SpeakText (int index=-1, bool random=false)

    Speaks a text with an optional index.
- void Silence ()

    Silence the speech.
- void Reload ()

    Reloads all text files (e.g. when new text files were added during runtime).

Public Attributes

- TextAsset[ ] TextFiles

    Text files to speak.
- Model.VoiceAlias Voices

    Voices for the speech.
- Model.Enum.SpeakMode Mode = Model.Enum.SpeakMode.Speak

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

    Enable speaking of a random text file on start (default: false).

- bool PlayAllOnStart = false

  Enable speaking of a all random text files on start (default: false). NOTE: this can only be stopped with the "StopAll"-method

- bool SpeakRandom = false

  Speaks the text files in random order (default: false).

- float Delay = 0f

  Delay until the speech for this text starts (default: 0).

- AudioSource Source

  AudioSource for the output (optional).

- float Rate = 1f

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

- float Pitch = 1f

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

- float Volume = 1f

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

Properties

- float CurrentRate `[get, set]`

  Speech rate of the speaker in percent (main use is for UI).

- float CurrentPitch `[get, set]`

  Speech pitch of the speaker in percent (main use is for UI).

- float CurrentVolume `[get, set]`

  Volume of the speaker in percent (main use is for UI).

5.128.1   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

random	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

random	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

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

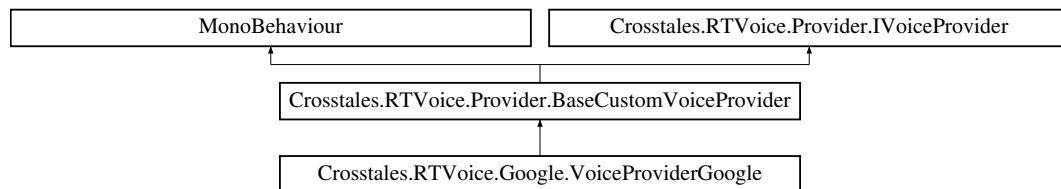Volume of the speaker in percent (main use is for UI).

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:

```
┌─────────────────────────────────────────────────────┐
│                  CustomActionEditor                  │
└─────────────────────────────────────────────────────┘
                          ▲
                          │
┌─────────────────────────────────────────────────────┐
│       Crosstales.RTVoice.PlayMaker.BaseRTVEditor     │
└─────────────────────────────────────────────────────┘
                          ▲
                          │
┌─────────────────────────────────────────────────────┐
│  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:

```
┌─────────────────────────────────────────────────────┐
│                        Editor                        │
└─────────────────────────────────────────────────────┘
                          ▲
                          │
┌─────────────────────────────────────────────────────┐
│ 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/crosstales/RTVoice/Editor/↩
  Extension/TextFileSpeakerEditor.cs

5.131 Crosstales.UI.UIDrag Class Reference

Allow to Drag the Windows around.

Inheritance diagram for Crosstales.UI.UIDrag:

```
┌─────────────────────────┐
│      MonoBehaviour      │
└─────────────────────────┘
             ▲
             │
┌─────────────────────────┐
│   Crosstales.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/crosstales/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:

```
┌─────────────────────────┐
│     MonoBehaviour       │
└─────────────────────────┘
             ▲
┌─────────────────────────┐
│  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"`

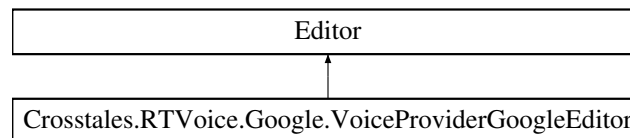Name of the gameobject containing the UIWindowManager.

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:

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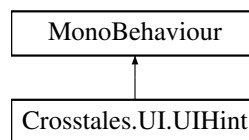
Public Member Functions

- 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:/slaubenberger/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:

```
┌─────────────────┐  ┌─────────────────────┐  ┌─────────────────┐
│  MonoBehaviour  │  │ IPointerDownHandler │  │  IDragHandler   │
└─────────────────┘  └─────────────────────┘  └─────────────────┘
         ▲                      ▲                      ▲
         └──────────────────────┼──────────────────────┘
                    ┌─────────────────────────┐
                    │  Crosstales.UI.UIResize │
                    └─────────────────────────┘
```

Public Member Functions

- void **Awake** ()
- void **OnPointerDown** (PointerEventData data)
- void **OnDrag** (PointerEventData data)

Public Attributes

- Vector2 MinSize = new Vector2(300, 160)

  Minimum size of the UI element.
- Vector2 MaxSize = new Vector2(800, 600)

  Maximum size of the UI element.

5.134.1   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:

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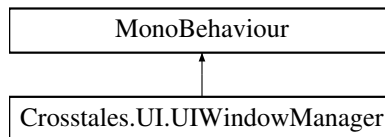
Public Member Functions

- 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

active	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

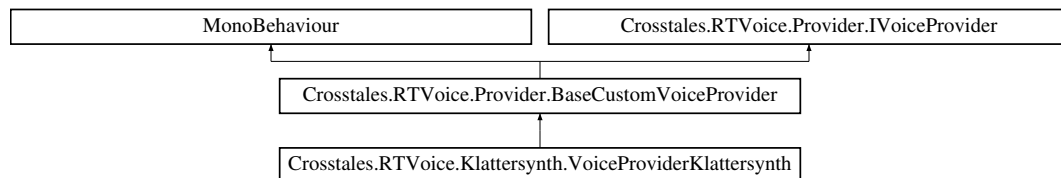Checks for updates of the asset.

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]`

  Simpified 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

name	Name of the voice.
description	Description of the voice.
gender	Gender of the voice.
age	Age of the voice.
culture	Culture of the voice.
id	Identifier of the voice (optional).
vendor	Vendor of the voice (optional).
version	Version of the voice (optional).
sampleRate	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]
```

Simpified 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:

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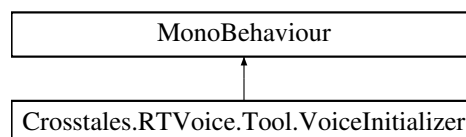
Public Member Functions

- 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).

```
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 'VoiceInitalizer'-class.

Inheritance diagram for Crosstales.RTVoice.EditorExtension.VoiceInitializerEditor:

```
┌─────────────────────────────────────────────────────────┐
│                          Editor                          │
└─────────────────────────────────────────────────────────┘
                              ▲
                              │
┌─────────────────────────────────────────────────────────┐
│   Crosstales.RTVoice.EditorExtension.VoiceInitializerEditor   │
└─────────────────────────────────────────────────────────┘
```
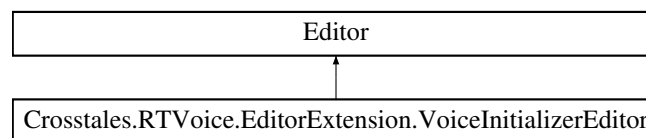
Public Member Functions

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

5.140.1   Detailed Description

Custom editor for the 'VoiceInitalizer'-class.

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

- D:/slaubenberger/git/assets/RTVoicePro/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:

```
┌─────────────────────────────────────────────────────────┐
│         Crosstales.RTVoice.Provider.IVoiceProvider       │
└─────────────────────────────────────────────────────────┘
                              ▲
                              │
┌─────────────────────────────────────────────────────────┐
│       Crosstales.RTVoice.Provider.BaseVoiceProvider      │
└─────────────────────────────────────────────────────────┘
                              ▲
                              │
┌─────────────────────────────────────────────────────────┐
│     Crosstales.RTVoice.Provider.VoiceProviderAndroid     │
└─────────────────────────────────────────────────────────┘
```
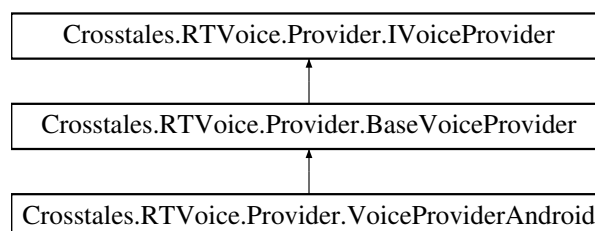
Public Member Functions

- VoiceProviderAndroid (MonoBehaviour obj)

    Constructor for VoiceProviderAndroid.

- override IEnumerator SpeakNative (Model.Wrapper wrapper)

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

- override IEnumerator Speak (Model.Wrapper wrapper)

    The current provider speaks a text with a given voice.

- override IEnumerator Generate (Model.Wrapper wrapper)

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

- override void Silence ()

    Silence all active TTS-providers.

- 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

obj	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

wrapper	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

wrapper	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

wrapper	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

wrapper	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

wrapper	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:

```
┌──────────────────────────┐   ┌────────────────────────────────────────────┐
│      MonoBehaviour       │   │  Crosstales.RTVoice.Provider.IVoiceProvider  │
└──────────────────────────┘   └────────────────────────────────────────────┘
              ▲                                      ▲
              └──────────────────┬───────────────────┘
                 ┌───────────────────────────────────────────────┐
                 │  Crosstales.RTVoice.Provider.BaseCustomVoiceProvider  │
                 └───────────────────────────────────────────────┘
                                     ▲
                 ┌───────────────────────────────────────────────┐
                 │   Crosstales.RTVoice.AWSPolly.VoiceProviderAWS  │
                 └───────────────────────────────────────────────┘
```
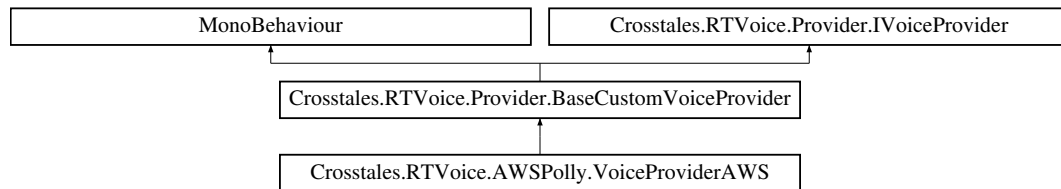
Public Member Functions

- 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 **isIL2CPPSupported** `[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

wrapper	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

wrapper	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

wrapper	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

wrapper	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

wrapper	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.VoiceProviderAWSEditor Class Reference

Custom editor for the 'VoiceProviderAWS'-class.

Inheritance diagram for Crosstales.RTVoice.AWSPolly.VoiceProviderAWSEditor:

Editor
Crosstales.RTVoice.AWSPolly.VoiceProviderAWSEditor

Public Member Functions

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

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

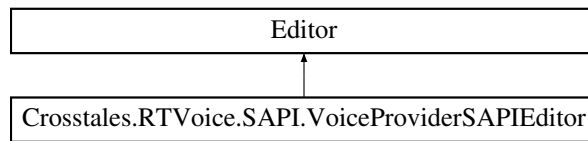Editor component for for adding the prefabs from 'AWS Polly' in the "Tools"-menu.

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:

MonoBehaviour	Crosstales.RTVoice.Provider.IVoiceProvider

Crosstales.RTVoice.Provider.BaseCustomVoiceProvider

Crosstales.RTVoice.Azure.VoiceProviderAzure
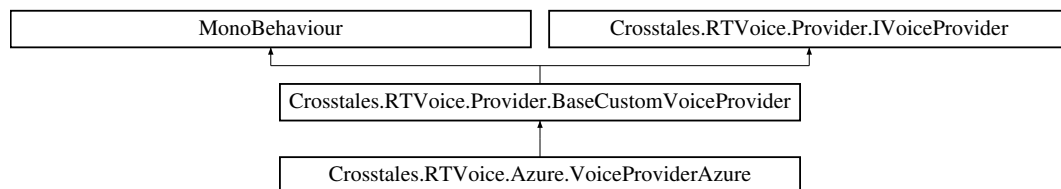
Public Member Functions

- 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

wrapper	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

wrapper	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

wrapper	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

wrapper	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

wrapper	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
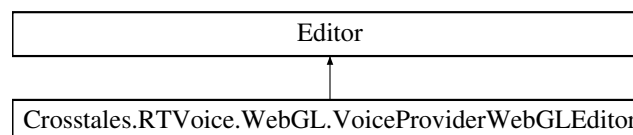
Desired sample rate in Hz (default: 24000).

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:
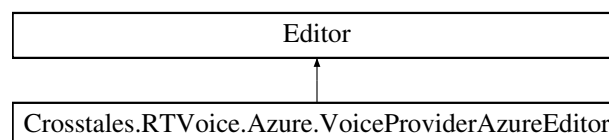
```
┌─────────────────────────────────────────────────────┐
│                        Editor                        │
└─────────────────────────────────────────────────────┘
                            ▲
                            │
┌─────────────────────────────────────────────────────┐
│  Crosstales.RTVoice.Azure.VoiceProviderAzureEditor   │
└─────────────────────────────────────────────────────┘
```

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:

MonoBehaviour	Crosstales.RTVoice.Provider.IVoiceProvider

Crosstales.RTVoice.Provider.BaseCustomVoiceProvider

Crosstales.RTVoice.VoiceProviderExample

Public Member Functions

- override void Load ()

    Load the provider (e.g. all voices).
- override IEnumerator Generate (Model.Wrapper wrapper)

    The current provider generates an audio file from a text with a given voice.
- override IEnumerator Speak (Model.Wrapper wrapper)

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

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

wrapper	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

wrapper	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

wrapper	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

wrapper	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

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

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

- D:/slaubenberger/git/assets/RTVoicePro/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=1011lNGT`

Inheritance diagram for Crosstales.RTVoice.Google.VoiceProviderGoogle:

```
┌─────────────────────────┐   ┌──────────────────────────────────────────┐
│      MonoBehaviour      │   │  Crosstales.RTVoice.Provider.IVoiceProvider │
└─────────────────────────┘   └──────────────────────────────────────────┘
              ▲                                    ▲
              └────────────────┬──────────────────┘
              ┌─────────────────────────────────────────────────┐
              │  Crosstales.RTVoice.Provider.BaseCustomVoiceProvider │
              └─────────────────────────────────────────────────┘
                                     ▲
              ┌─────────────────────────────────────────────────┐
              │  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=1011lNGT](#)

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

wrapper	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

wrapper	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

wrapper	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

wrapper	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

wrapper	Wrapper containing the data.

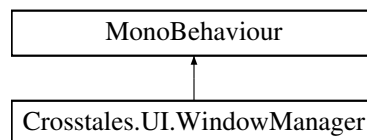Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

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

- D:/slaubenberger/git/assets/RTVoicePro/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:

```
┌─────────────────────────────────────────────────────────┐
│                         Editor                          │
└─────────────────────────────────────────────────────────┘
                             ▲
                             │
┌─────────────────────────────────────────────────────────┐
│    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:

```
┌────────────────────────────────────────────────┐
│  Crosstales.RTVoice.Provider.IVoiceProvider     │
└────────────────────────────────────────────────┘
                       ▲
┌────────────────────────────────────────────────┐
│  Crosstales.RTVoice.Provider.BaseVoiceProvider  │
└────────────────────────────────────────────────┘
                       ▲
┌────────────────────────────────────────────────┐
│  Crosstales.RTVoice.Provider.VoiceProviderIOS   │
└────────────────────────────────────────────────┘
```
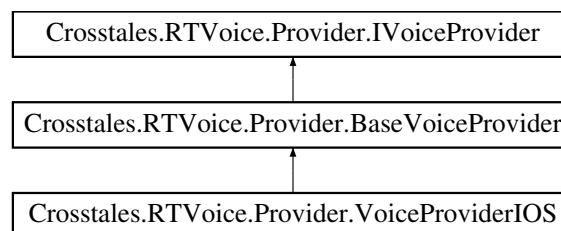
Public Member Functions

- VoiceProviderIOS (MonoBehaviour obj)

    Constructor for VoiceProviderIOS.
- override IEnumerator SpeakNative (Model.Wrapper wrapper)

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

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

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

    Silence all active TTS-providers.
- 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 **isIL2CPPSupported** [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

obj	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

wrapper	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

wrapper	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

state	The state of the speaker.

5.155.3.4 SetVoices()

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

Receives all voices

Parameters

voicesText	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

uid	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

wrapper	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

wrapper	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

wrapper	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=1011lNGT`

Inheritance diagram for Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth:

```
┌─────────────────────────┐   ┌──────────────────────────────────────────┐
│     MonoBehaviour        │   │  Crosstales.RTVoice.Provider.IVoiceProvider │
└─────────────────────────┘   └──────────────────────────────────────────┘
              ↑                            ↑
       ┌──────────────────────────────────────────────────┐
       │  Crosstales.RTVoice.Provider.BaseCustomVoiceProvider │
       └──────────────────────────────────────────────────┘
                            ↑
       ┌──────────────────────────────────────────────────┐
       │ Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynth │
       └──────────────────────────────────────────────────┘
```

Public Member Functions

- override void Load ()

  Load the provider (e.g. all voices).
- override IEnumerator Generate (Model.Wrapper wrapper)

  The current provider generates an audio file from a text with a given voice.
- override IEnumerator SpeakNative (Model.Wrapper wrapper)

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

  The current provider speaks a text with a given voice.
- 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=1011lNGT`

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

wrapper	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

wrapper	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

wrapper	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

wrapper	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

wrapper	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:

```
┌─────────────────────────────────────────────────────────────────┐
│                              Editor                               │
└─────────────────────────────────────────────────────────────────┘
                                 ▲
┌─────────────────────────────────────────────────────────────────┐
│ Crosstales.RTVoice.Klattersynth.VoiceProviderKlattersynthEditor  │
└─────────────────────────────────────────────────────────────────┘
```
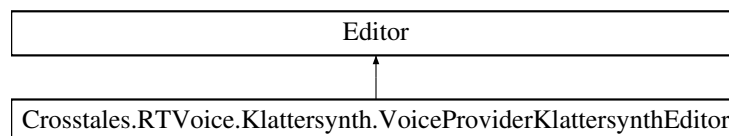
Public Member Functions

- 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.VoiceProviderKlattersynthGame← Object 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:

```
┌─────────────────────────────────────────────────┐
│  Crosstales.RTVoice.Provider.IVoiceProvider      │
└─────────────────────────────────────────────────┘
                        ▲
┌─────────────────────────────────────────────────┐
│  Crosstales.RTVoice.Provider.BaseVoiceProvider   │
└─────────────────────────────────────────────────┘
                        ▲
┌─────────────────────────────────────────────────┐
│  Crosstales.RTVoice.Provider.VoiceProviderLinux  │
└─────────────────────────────────────────────────┘
```
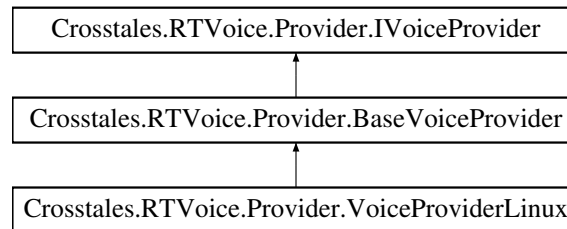
Public Member Functions

- VoiceProviderLinux (MonoBehaviour obj)

    Constructor for VoiceProviderLinux.
- override IEnumerator SpeakNative (Model.Wrapper wrapper)

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

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

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

obj	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

wrapper	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

wrapper	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

uid	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

wrapper	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

wrapper	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

wrapper	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:

```
┌─────────────────────────────────────────────────┐
│  Crosstales.RTVoice.Provider.IVoiceProvider      │
└─────────────────────────────────────────────────┘
                        ▲
                        │
┌─────────────────────────────────────────────────┐
│  Crosstales.RTVoice.Provider.BaseVoiceProvider   │
└─────────────────────────────────────────────────┘
                        ▲
                        │
┌─────────────────────────────────────────────────┐
│  Crosstales.RTVoice.Provider.VoiceProviderMacOS  │
└─────────────────────────────────────────────────┘
```
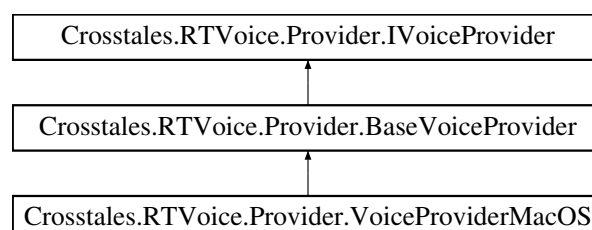
Public Member Functions

- VoiceProviderMacOS (MonoBehaviour obj)

  Constructor for VoiceProviderMacOS.
- override IEnumerator SpeakNative (Model.Wrapper wrapper)

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

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

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

obj	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

wrapper	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

wrapper	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

uid	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

wrapper	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

wrapper	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

wrapper	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:

```
┌─────────────────────────────────────────────────┐
│    Crosstales.RTVoice.Provider.IVoiceProvider    │
└─────────────────────────────────────────────────┘
                        ▲
                        │
┌─────────────────────────────────────────────────┐
│  Crosstales.RTVoice.Provider.BaseVoiceProvider   │
└─────────────────────────────────────────────────┘
                        ▲
                        │
┌─────────────────────────────────────────────────┐
│  Crosstales.RTVoice.Provider.VoiceProviderMary   │
└─────────────────────────────────────────────────┘
```
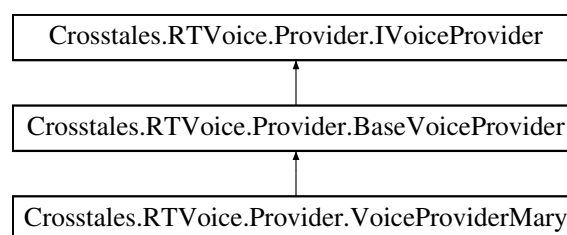
Public Member Functions

- 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

obj	Instance of the speaker
url	IP-Address of the MaryTTS-server
port	Port to connect to on the MaryTTS-server
user	User for HTTP-auth
password	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

wrapper	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

wrapper	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

wrapper	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

wrapper	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

| *wrapper* | 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:

```
┌─────────────────────────┐   ┌──────────────────────────────────────────┐
│      MonoBehaviour      │   │ Crosstales.RTVoice.Provider.IVoiceProvider │
└─────────────────────────┘   └──────────────────────────────────────────┘
             ▲                                    ▲
             └───────────────────┬────────────────┘
               ┌──────────────────────────────────────────────────┐
               │ Crosstales.RTVoice.Provider.BaseCustomVoiceProvider │
               └──────────────────────────────────────────────────┘
                                  ▲
               ┌──────────────────────────────────────────────────┐
               │   Crosstales.RTVoice.SAPI.VoiceProviderSAPI       │
               └──────────────────────────────────────────────────┘
```
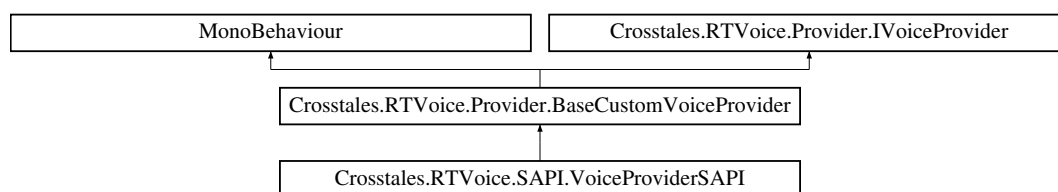
Public Member Functions

- 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

wrapper	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

wrapper	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

uid	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

wrapper	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

wrapper	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

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

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

- D:/slaubenberger/git/assets/RTVoicePro/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:

```
                         ┌─────────────────────────────────────────┐
                         │                 Editor                  │
                         └─────────────────────────────────────────┘
                                            ▲
                         ┌─────────────────────────────────────────┐
                         │ 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=1011lNGT`

Inheritance diagram for Crosstales.RTVoice.WebGL.VoiceProviderWebGL:

```
┌─────────────────────────┐   ┌──────────────────────────────────────────────┐
│      MonoBehaviour      │   │  Crosstales.RTVoice.Provider.IVoiceProvider   │
└─────────────────────────┘   └──────────────────────────────────────────────┘
              △                              △
              └──────────────┬───────────────┘
              ┌──────────────────────────────────────────────────┐
              │  Crosstales.RTVoice.Provider.BaseCustomVoiceProvider │
              └──────────────────────────────────────────────────┘
                             △
              ┌──────────────────────────────────────────────────┐
              │  Crosstales.RTVoice.WebGL.VoiceProviderWebGL      │
              └──────────────────────────────────────────────────┘
```
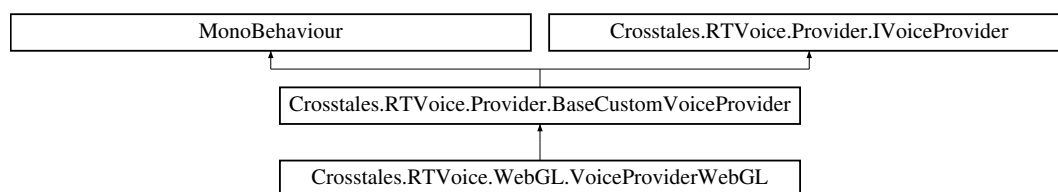
Public Member Functions

- 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 voice provider. NOTE: This provider needs "WebGL Speech Synthesis" `https://assetstore.↩`
`unity.com/packages/slug/81861?aid=1011lNGT`

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

wrapper	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

wrapper	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

wrapper	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

wrapper	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

wrapper	Wrapper containing the data.

Implements Crosstales.RTVoice.Provider.BaseCustomVoiceProvider.

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

- D:/slaubenberger/git/assets/RTVoicePro/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:

```
┌─────────────────────────────────────────────────────────┐
│                        Editor                            │
└─────────────────────────────────────────────────────────┘
                            ▲
                            │
┌─────────────────────────────────────────────────────────┐
│  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:

```
┌─────────────────────────────────────────────────────┐
│     Crosstales.RTVoice.Provider.IVoiceProvider       │
└─────────────────────────────────────────────────────┘
                          ▲
                          │
┌─────────────────────────────────────────────────────┐
│   Crosstales.RTVoice.Provider.BaseVoiceProvider      │
└─────────────────────────────────────────────────────┘
                          ▲
                          │
┌─────────────────────────────────────────────────────┐
│  Crosstales.RTVoice.Provider.VoiceProviderWindows    │
└─────────────────────────────────────────────────────┘
```
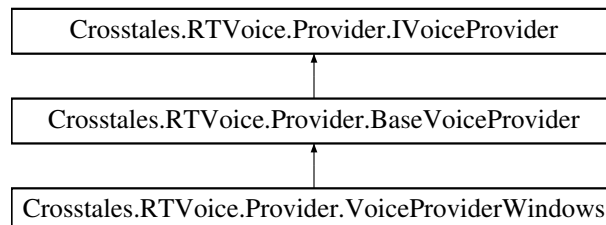
Public Member Functions

- 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

obj	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

wrapper	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

uid	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

wrapper	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

wrapper	Wrapper containing the data.

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

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

- D:/slaubenberger/git/assets/RTVoicePro/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:
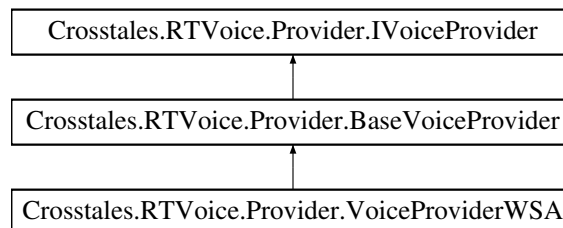
```
┌─────────────────────────────────────────────────┐
│   Crosstales.RTVoice.Provider.IVoiceProvider     │
└─────────────────────────────────────────────────┘
                         ▲
                         │
┌─────────────────────────────────────────────────┐
│ Crosstales.RTVoice.Provider.BaseVoiceProvider    │
└─────────────────────────────────────────────────┘
                         ▲
                         │
┌─────────────────────────────────────────────────┐
│ Crosstales.RTVoice.Provider.VoiceProviderWSA     │
└─────────────────────────────────────────────────┘
```

Public Member Functions

- VoiceProviderWSA (MonoBehaviour obj)

  Constructor for VoiceProviderWSA.
- override IEnumerator SpeakNative (Model.Wrapper wrapper)

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

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

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

  Silence all active TTS-providers.
- 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

obj	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

wrapper	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

wrapper	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

wrapper	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

wrapper	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

wrapper	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

audioClip	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

audioClip	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

audioClip	AudioClip to save
filepath	File path
saveAsFile	Save the file (default: true, optional)
dirname	Directory name for the files (default: rtv_audio, optional)

Returns

AudioClip as byte-array.

5.173.2.4 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

fileBytes	Byte array with the PCM data
offsetSamples	Offset samples inside the byte-array (default: 0, optional)
name	Name of the AudioClip (default: wav, optional)

Returns

AudioClip from the byte-array.

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

filePath	Local file path to .wav file
name	Name of the AudioClip (default: wav, optional)

Returns

> AudioClip from the byte-array.

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

- D:/slaubenberger/git/assets/RTVoicePro/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:

```
┌─────────────────────────────────┐
│         MonoBehaviour           │
└─────────────────────────────────┘
                 ▲
                 │
┌─────────────────────────────────┐
│  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

text	Text for the speech.
voice	Voice for the speech (default: null, optional).
rate	Rate of the speech (values: 0-3, default: 1, optional).
pitch	Pitch of the speech (values: 0-2, default: 1, optional).
volume	Volume of the speech (values: 0-1, default: 1, optional).
forceSSML	Force SSML on supported platforms (default: true, optional).

5.175.2.3 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

text	Text for the speech.
voice	Voice for the speech (default: null, optional).
rate	Rate of the speech (values: 0-3, default: 1, optional).
pitch	Pitch of the speech (values: 0-2, default: 1, optional).
volume	Volume of the speech (values: 0-1, default: 1, optional).
source	AudioSource for the speech (default: null, optional).
speakImmediately	Speak immediately after the audio generation. Only works if 'Source' is not null (default: true, optional).
outputFile	Output file (without extension) for the generated audio (default: empty, optional).
forceSSML	Force SSML on supported platforms (default: true, optional).

5.175.2.4 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

uid	UID of the speech.
text	Text for the speech.

Parameters

voice	Voice for the speech (default: null, optional).
rate	Rate of the speech (values: 0-3, default: 1, optional).
pitch	Pitch of the speech (values: 0-2, default: 1, optional).
volume	Volume of the speech (values: 0-1, default: 1, optional).
source	AudioSource for the speech (default: null, optional).
speakImmediately	Speak immediately after the audio generation. Only works if 'Source' is not null (default: true, optional).
outputFile	Output file (without extension) for the generated audio (default: empty, optional).
forceSSML	Force SSML on supported platforms (default: true, optional).

5.175.3   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

filename	XML-file of the object
skipBOM	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

resourceName	Name of the resource
skipBOM	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

xmlAsString	XML of the object
skipBOM	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

obj	Object to serialize.
filename	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

obj	Object to serialize.

Returns

> Object as XML-stringValid path

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

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

5.177   Crosstales.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/crosstales/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=1011lNGT

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=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S

6.7.2   Tutorial

https://youtu.be/OJyVgCmX3wU?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S

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