UnityWebGLSpeech

The `WebGL Speech` package combines speech detection and speech synthesis.

The `WebGL Speech` package is available in the Unity Asset Store.
Online documentation is available.

See Also

The `WebGL for Speech Detection` package is available in the Unity Asset Store. Online documentation is available.

The `WebGL for Speech Synthesis` package is available in the Unity Asset Store. Online documentation is available.

Supported Platforms

- WebGL

- Mac Standalone (using Speech Proxy)

- Mac Unity Editor (using Speech Proxy)

- Window s Standalone (using Speech Proxy)

- Window s Unity Editor (using Speech Proxy)

Target

The `Unity WebGL Speech Package` is created for Unity version `5.3` or better and combines the `Unity WebGL Speech Detection` and `Unity WebGL Speech Synthesis` packages.
This package w as originally created for the `WebGL` platform and supports other platforms using a `Speech Proxy` .
This package requires a brow ser w ith the built-in Web Speech API, like Chrome.
Speech detection and synthesis requires an Internet connection.
The brow ser compatibility indicates w hich brow sers have the `Speech API` implemented.
The languages page show s w hat languages are supported by the `Speech API` .

Changelog

1.0 Initial creation of package

1.1 - Added support for `Speech Proxy`

1.2 - Minor fixes

1.3 - Added support for speech detection/synthesis in edit mode

1.4 - Added support for `MacOS` for `play-mode` and `edit-mode`

1.5 - Added example w ithout GUI

1.6 - Added buffering for language data

1.7 - Cleaned up sample code

1.8 - Updated sample scenes to use default 5000 port
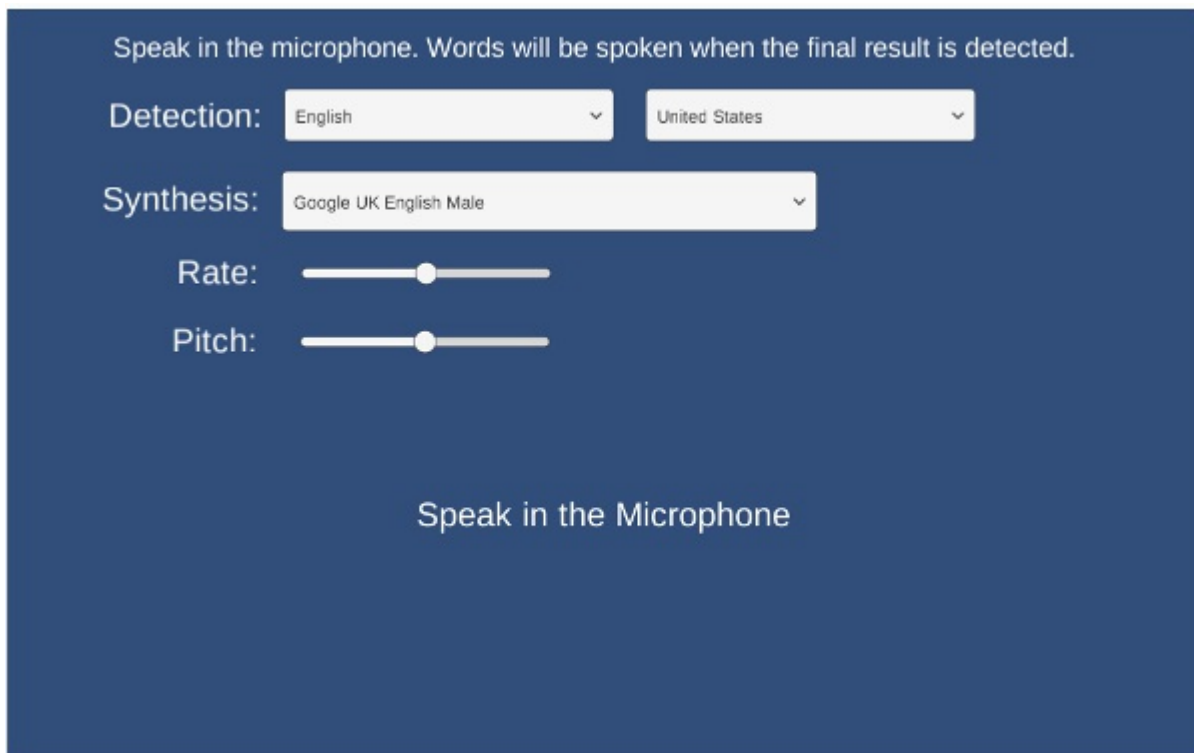
1.9 - Added support for 2018.1 and 2019.1.

Scenes

Example01 - Dictation Synthesis

The scene is located at `Assets/WebGLSpeech/Scenes/Example01_Dictation_Synthesis.unity` .

The example source is located at `Assets/WebGLSpeech/Scripts/Example01DictationSynthesis.cs` .

The example demo is available online.

Example02 - Dictation Sbaitso

The scene is located at `Assets/WebGLSpeech/Scenes/Example02_Dictation_Sbaitso.unity` .

The example source is located at `Assets/WebGLSpeech/Scripts/Example02DictationSbaitso.cs` .

The example demo is available online.

Dr. Sbaitso, by Creative Labs.

Please enter your name...

Tim

Hello Tim, my name is Dr. Sbaitso.

I am here to help you.