



Mce inc.

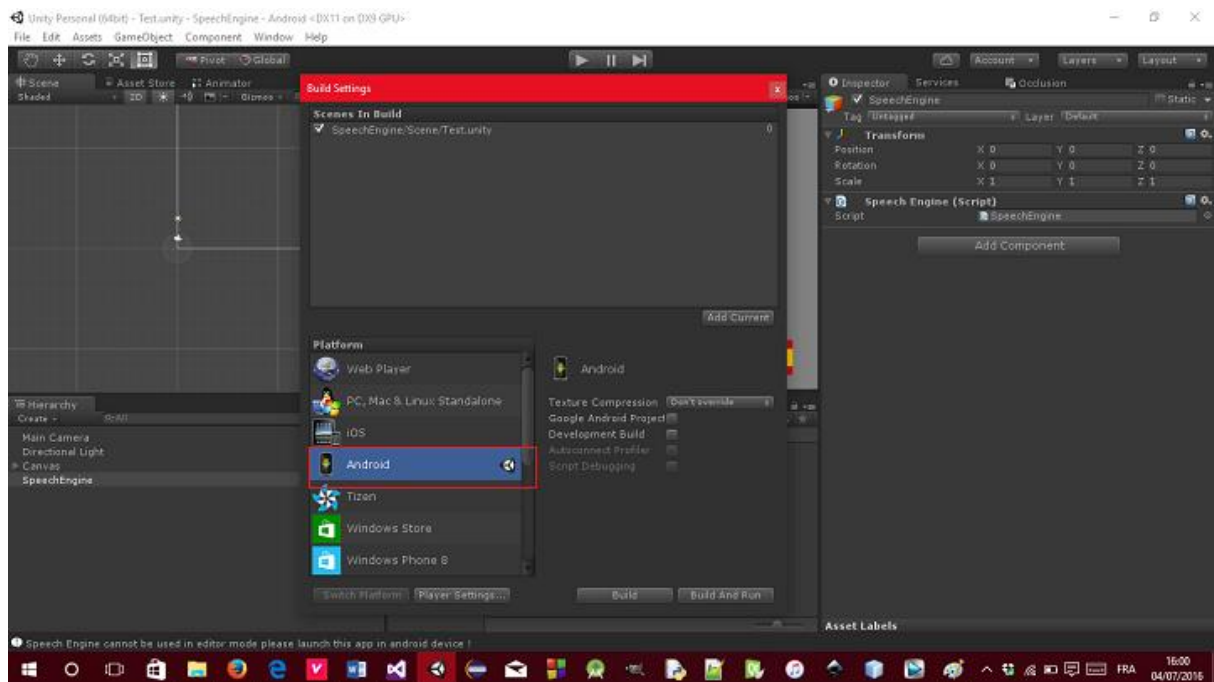
Mce inc Documentation

Speech engine

Mamadou Cisse

I) Configuration

First off all, switch the platform to Android in File/ Build Settings menu.



Then build the game to test the speech engine, the engine is not usable in unity editor.

All methods in SpeechEngine.cs script are static.

If you want to add listeners to buttons that control the engine like toggle which activates or deactivates the engine or slider which control engine voice pitch, call **AddListeners (...)** method.

Call **Speak (string message)** method or the other version of this method which allow to format your message to speak a message by using the speech engine.

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Good luck for your projects.